

TROOPER: Kurita Heavy Weapons

STR <u>6</u>	INT <u>4</u>	Walk: <u>5</u>	Run: <u>10</u>	Sprint: <u>20</u>	Knock Down	Knock Out	Bleed Check	Initiative	Armor						
BOD <u>6</u>	WIL <u>5</u>	Climb: <u>3</u>	Crawl: <u>2</u>	Swim: <u>5</u>	7	1	6	2D6	Ablative/Flak						
REF <u>3</u>	CHA <u>4</u>	Evade: <u>10</u>	<u>1</u>	+					MELEE	BALLISTIC	ENERGY	EXPL			
DEX <u>4</u>	EDG <u>4</u>								2	/	4	/	5	/	2

Health: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
-1 -1 -1 -2 -2 -2 -3 -3 -3 DEAD!

Fatigue: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
-1 -2 -3 -4 -5 KO!

Traits: **Encumbered!**

Skills: **MedTech 8+**

Ready	Weapon	To-Hit	AP/BD	Range	Ammo	Notes
<input type="checkbox"/>	Martial Arts	5		MELEE		
<input type="checkbox"/>	Support MG	3	5E/5	(22 / 50 / 125 / 312)	100 Shots	Burst: 20/+2
<input type="checkbox"/>	Laser Pistol	4	4E/3	(3 / 10 / 20 / 42)	2PPS, 20P/Pack	
<input type="checkbox"/>	Vibro Blade	4	6M/2	MELEE		
<input type="checkbox"/>						
<input type="checkbox"/>						

TROOPER: Kurita Hvy Support

STR <u>5</u>	INT <u>4</u>	Walk: <u>5</u>	Run: <u>10</u>	Sprint: <u>20</u>	Knock Down	Knock Out	Bleed Check	Initiative	Armor						
BOD <u>4</u>	WIL <u>4</u>	Climb: <u>3</u>	Crawl: <u>2</u>	Swim: <u>5</u>	5	4	8	2D6	Ablative						
REF <u>5</u>	CHA <u>4</u>	Evade: <u>10</u>	<u>1</u>	+					MELEE	BALLISTIC	ENERGY	EXPL			
DEX <u>4</u>	EDG <u>4</u>								3	/	1	/	6	/	1

Health: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
-1 -1 -2 -2 -3 -3 DEAD!

Fatigue: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
-1 -2 -3 -4 KO!

Traits:

Skills: **MedTech 7+**

Ready	Weapon	To-Hit	AP/BD	Range	Ammo	Notes
<input type="checkbox"/>	Martial Arts	3		MELEE		
<input type="checkbox"/>	Pulse Laser Pistol	3	3E/3	(6 / 15 / 35 / 100)	2PPS, 20P/Pack	Burst: 5/0
<input type="checkbox"/>	Vibro Katana	4	6M/3	MELEE		
<input type="checkbox"/>	MG Ammo				1	
<input type="checkbox"/>						

TROOPER: Kurita Heavy Weapons

STR <u>6</u>	INT <u>4</u>	Walk: <u>5</u>	Run: <u>10</u>	Sprint: <u>20</u>	Knock Down	Knock Out	Bleed Check	Initiative	Armor						
BOD <u>6</u>	WIL <u>5</u>	Climb: <u>3</u>	Crawl: <u>2</u>	Swim: <u>5</u>	7	1	6	2D6	Ablative/Flak						
REF <u>3</u>	CHA <u>4</u>	Evade: <u>10</u>	<u>1</u>	+					MELEE	BALLISTIC	ENERGY	EXPL			
DEX <u>4</u>	EDG <u>4</u>								2	/	4	/	5	/	2

Health: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
-1 -1 -1 -2 -2 -2 -3 -3 -3 DEAD!

Fatigue: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
-1 -2 -3 -4 -5 KO!

Traits: **Encumbered!**

Skills: **MedTech 8+**

Ready	Weapon	To-Hit	AP/BD	Range	Ammo	Notes
<input type="checkbox"/>	Martial Arts	<u>5</u>		MELEE		
<input type="checkbox"/>	Light Recoless Rifle	4	5X/8	(25 / 90 / 175)	1	
<input type="checkbox"/>	Laser Pistol	4	4E/3	(3 / 10 / 20 / 42)	2PPS, 20P/Pack	
<input type="checkbox"/>	Vibro Blade	4	6M/2	MELEE		
<input type="checkbox"/>						
<input type="checkbox"/>						

TROOPER: Kurita Hvy Support

STR <u>5</u>	INT <u>4</u>	Walk: <u>5</u>	Run: <u>10</u>	Sprint: <u>20</u>	Knock Down	Knock Out	Bleed Check	Initiative	Armor						
BOD <u>4</u>	WIL <u>4</u>	Climb: <u>3</u>	Crawl: <u>2</u>	Swim: <u>5</u>	5	4	8	2D6	Ablative						
REF <u>5</u>	CHA <u>4</u>	Evade: <u>10</u>	<u>1</u>	+					MELEE	BALLISTIC	ENERGY	EXPL			
DEX <u>4</u>	EDG <u>4</u>								3	/	1	/	6	/	1

Health: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
-1 -1 -2 -2 -3 -3 DEAD!

Fatigue: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
-1 -2 -3 -4 KO!

Traits:

Skills: **MedTech 7+**

Ready	Weapon	To-Hit	AP/BD	Range	Ammo	Notes
<input type="checkbox"/>	Martial Arts	<u>3</u>		MELEE		
<input type="checkbox"/>	Pulse Laser Pistol	3	3E/3	(6 / 15 / 35 / 100)	2PPS, 20P/Pack	Burst: 5/0
<input type="checkbox"/>	Vibro Katana	4	6M/3	MELEE		
<input type="checkbox"/>	LRR Ammo				4	
<input type="checkbox"/>						

TROOPER: Kurita Heavy Weapons

STR <u>4</u>	INT <u>4</u>	Walk: <u>4</u>	Run: <u>9</u>	Sprint: <u>18</u>	Knock Down	Knock Out	Bleed Check	Initiative	Armor			
BOD <u>5</u>	WIL <u>5</u>	Climb: <u>2</u>	Crawl: <u>1</u>	Swim: <u>4</u>	7	2	7	2D6+3	Ablative/Flak			
REF <u>3</u>	CHA <u>4</u>	Evade: <u>9</u>	<u>1</u>	+					MELEE	BALLISTIC	ENERGY	EXPL
DEX <u>4</u>	EDG <u>4</u>								2	4	5	2

Health: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
-1 -1 -1 -2 -2 -3 -3 DEAD!

Fatigue: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
-1 -2 -3 -4 -5 KO!

Traits: **Encumbered!**

Skills: **MedTech 8+**

Ready	Weapon	To-Hit	AP/BD	Range	Ammo	Notes
<input type="checkbox"/>	Martial Arts	<u>5</u>		MELEE		
<input type="checkbox"/>	Light Recoiless Rifle	<u>4</u>	5X/8	(25 / 90 / 175)	<u>1</u>	
<input type="checkbox"/>	Laser Pistol	<u>4</u>	4E/3	(3 / 10 / 20 / 42)	2PPS, 20P/Pack	
<input type="checkbox"/>	Vibro Blade	<u>4</u>	6M/2	MELEE		
<input type="checkbox"/>						
<input type="checkbox"/>						

TROOPER: Kurita Hvy Support

STR <u>5</u>	INT <u>4</u>	Walk: <u>5</u>	Run: <u>10</u>	Sprint: <u>20</u>	Knock Down	Knock Out	Bleed Check	Initiative	Armor			
BOD <u>4</u>	WIL <u>6</u>	Climb: <u>3</u>	Crawl: <u>2</u>	Swim: <u>5</u>	5	2	8	3D6+1	Ablative			
REF <u>5</u>	CHA <u>4</u>	Evade: <u>10</u>	<u>1</u>	+					MELEE	BALLISTIC	ENERGY	EXPL
DEX <u>4</u>	EDG <u>4</u>								3	1	6	1

Health: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
-1 -1 -1 -2 -2 -3 -3 DEAD!

Fatigue: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
-1 -2 -3 -4 -5 -6 KO!

Traits: _____

Skills: **MedTech 7+**

Ready	Weapon	To-Hit	AP/BD	Range	Ammo	Notes
<input type="checkbox"/>	Martial Arts	<u>3</u>		MELEE		
<input type="checkbox"/>	Pulse Laser Pistol	<u>3</u>	3E/3	(6 / 15 / 35 / 100)	2PPS, 20P/Pack	Burst: 5/0
<input type="checkbox"/>	Vibro Katana	<u>4</u>	6M/3	MELEE		
<input type="checkbox"/>	LRR Ammo				<u>4</u>	
<input type="checkbox"/>						

TROOPER:	Kurita Soldier	Knock Down	Knock Out	Bleed Check	Initiative	Armor									
		7	2	7	2D6+2	Ablative/Flak									
STR 4	INT 4	Walk: 4	Run: 9	Sprint: 18					MELEE	BALLISTIC	ENERGY	EXPL			
BOD 5	WIL 5	Climb: 2	Crawl: 1	Swim: 4					2	/	4	/	5	/	2
REF 3	CHA 4	Evade: 9	1	+	Ready	Weapon	To-Hit	AP/BD	Range	Ammo	Notes				
DEX 4	EDG 4					Martial Arts	2		MELEE						
Health: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○					<input type="checkbox"/>	Imperator AX Rifle	3	3B/4	(15 / 38 / 80 / 205)	15 Shots, 4 Clips	Burst: 10/+1				
-1 -1 -1 -2 -2 -3 -3 DEAD!					<input type="checkbox"/>	Laser Pistol	3	4E/3	(3 / 10 / 20 / 42)	2PPS, 20P/Pack					
Fatigue: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○					<input type="checkbox"/>	Vibro Blade	4	6M/2	MELEE						
-1 -2 -3 -4 -5 KO!					<input type="checkbox"/>										
Traits: Encumbered!															
Skills: MedTech 8+															

TROOPER:	Kurita Soldier	Knock Down	Knock Out	Bleed Check	Initiative	Armor									
		5	4	8	3D6+1	Ablative									
STR 5	INT 4	Walk: 5	Run: 10	Sprint: 20					MELEE	BALLISTIC	ENERGY	EXPL			
BOD 4	WIL 4	Climb: 3	Crawl: 2	Swim: 5					3	/	1	/	6	/	1
REF 5	CHA 4	Evade: 10	1	+	Ready	Weapon	To-Hit	AP/BD	Range	Ammo	Notes				
DEX 4	EDG 4					Martial Arts	2		MELEE						
Health: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○					<input type="checkbox"/>	Auto Rifle	3	4B/4	(15 / 38 / 80 / 205)	30 Shots, 3 Clips	Burst: 15/+1				
-1 -1 -2 -2 -3 -3 DEAD!					<input type="checkbox"/>	Pulse Laser Pistol	3	3E/3	(6 / 15 / 35 / 100)	2PPS, 20P/Pack	Burst: 5/0				
Fatigue: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○					<input type="checkbox"/>	Vibro Katana	4	6M/3	MELEE						
-1 -2 -3 -4 KO!					<input type="checkbox"/>	LRR Ammo				4					
Traits:															
Skills: MedTech 7+															