

TROOPER: Kurita Heavy Weapons

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|--------------------------------------|---------------------|------------------|-----------------|-------------------|--------------------------|--------------|-------------|------------|-----------------------|----------------|--------------|------|
| 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> | | | | Ready | Weapon | To-Hit | AP/BD | Range | Ammo | Notes | |
| Health: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ | | | | | <input type="checkbox"/> | Martial Arts | 5 | | MELEE | | | |
| -1 -1 -1 -2 -2 -2 -3 -3 -3 DEAD! | | | | | <input type="checkbox"/> | Support MG | 3 | 5E/5 | (22 / 50 / 125 / 312) | 100 Shots | Burst: 20/+2 | |
| Fatigue: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ | | | | | <input type="checkbox"/> | Laser Pistol | 4 | 4E/3 | (3 / 10 / 20 / 42) | 2PPS, 20P/Pack | | |
| -1 -2 -3 -4 -5 KO! | | | | | <input type="checkbox"/> | Vibro Blade | 4 | 6M/2 | MELEE | | | |
| Traits: Encumbered! | | | | | <input type="checkbox"/> | | | | | | | |
| Skills: MedTech 8+ | | | | | <input type="checkbox"/> | | | | | | | |

TROOPER: Kurita Hvy Support

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|--------------------------------------|---------------------|------------------|-----------------|-------------------|--------------------------|--------------------|-------------|------------|---------------------|----------------|------------|------|
| 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> | | | | Ready | Weapon | To-Hit | AP/BD | Range | Ammo | Notes | |
| Health: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ | | | | | <input type="checkbox"/> | Martial Arts | 3 | | MELEE | | | |
| -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"/> | MG Ammo | | | | 1 | | |
| Traits: | | | | | <input type="checkbox"/> | | | | | | | |
| Skills: MedTech 7+ | | | | | <input type="checkbox"/> | | | | | | | |

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|---------------------|---------------------|------------------|-----------------|-------------------|------------|-----------|-------------|------------|---------------|-----------|--------|------|---|---|---|
| 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 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

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|---------------------|---------------------|------------------|-----------------|-------------------|------------|-----------|-------------|------------|----------|-----------|--------|------|---|---|---|
| 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 | <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"/> | | | | | | |

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|---------------------|---------------------|-----------------|-----------------|-------------------|------------|-----------|-------------|--------------|---------------|-----------|--------|------|
| 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

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|---------------------|---------------------|------------------|-----------------|-------------------|------------|-----------|-------------|--------------|---------------|-----------|--------|------|
| 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"/> | | | | | | |

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|------------------------------|----------------|------------|-----------|-------------|--------------------------|--------------------|--------------|-------|----------------------|-------------------|--------------|------|---|---|---|
| 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+ | | | | | | | | | | | | | | | |

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|------------------------------|----------------|------------|-----------|-------------|--------------------------|--------------------|--------------|-------|----------------------|-------------------|--------------|------|---|---|---|
| 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+ | | | | | | | | | | | | | | | |