

TROOPER:	Lyran Field Commander	Knock Down	Knock Out	Bleed Check	Initiative	Armor					
		7	3	8	2D6	Ballistic Plate					
STR 3	INT 3	Walk: 3	Run: 8	Sprint: 16	MELEE 4 / BALLISTIC 6 / ENERGY 5 / EXPL 4						
BOD 4	WIL 5	Climb: 2	Crawl: 1	Swim: 3	Ammo				Notes		
REF 3	CHA 8	Evade: 8	2	+	Ready	Weapon	To-Hit	AP/BD	Range		
DEX 3	EDG 4				Martial Arts	6		MELEE			
Health: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○					<input type="checkbox"/>	Pulse Laser Rifle	5	3E/3	(20 / 60 / 150)	4PPS, 20P/Pack	Burst: 10/0
-1 -1 -2 -2 -3 -3 DEAD!					<input type="checkbox"/>	M&G Service Pistol	5	3B/4	(3 / 10 / 20 / 42.)	8 Shots / 2 Clips	
Fatigue: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○					<input type="checkbox"/>						
-1 -2 -3 -4 -5 KO!					<input type="checkbox"/>						
Traits:											
Skills: Leadership 4+ MedTech 8+											

TROOPER:	Lyran Soldier	Knock Down	Knock Out	Bleed Check	Initiative	Armor					
		6	2	7	2D6+2	Ablative/Flak					
STR 5	INT 4	Walk: 5	Run: 10	Sprint: 20	MELEE 2 / BALLISTIC 4 / ENERGY 5 / EXPL 2						
BOD 5	WIL 5	Climb: 3	Crawl: 2	Swim: 5	Ammo				Notes		
REF 4	CHA 4	Evade: 10	1	+	Ready	Weapon	To-Hit	AP/BD	Range		
DEX 6	EDG 4				Martial Arts	4		MELEE			
Health: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○					<input type="checkbox"/>	Intek Laser Rifle	4	4E/3	(40 / 150 / 250)	2PPS, 200P/Pack	
-1 -1 -1 -2 -2 -3 -3 DEAD!					<input type="checkbox"/>	M&G Service Pistol	4	3B/4	(3 / 10 / 20 / 42)	8 Shots / 2 Clips	
Fatigue: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○					<input type="checkbox"/>	Vibro Blade	5	6M/2	MELEE		
-1 -2 -3 -4 -5 KO!					<input type="checkbox"/>	HE Micro Grenade	6	4X/6	(3 / 5 / 7 / 10)	2	
Traits:											
Skills: MedTech 7+											

TROOPER: Lyran Soldier

STR <u>4</u> INT <u>3</u> Walk: <u>4</u> Run: <u>9</u> Sprint: <u>18</u>		Knock Down	Knock Out	Bleed Check	Initiative	Armor	
BOD <u>6</u> WIL <u>4</u> Climb: <u>2</u> Crawl: <u>1</u> Swim: <u>4</u>		6	2	6	3D6+1*	Ablative/Flak	
REF <u>4</u> CHA <u>4</u> Evade: <u>9</u> <u>2</u> +		Ready		Weapon	To-Hit AP/BD	Range	Ammo
DEX <u>4</u> EDG <u>4</u>				Martial Arts	5	MELEE	
Health: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○				<input type="checkbox"/> Pulse Laser Rifle	3	3E/3 (20 / 60 / 150)	4PPS, 200P/Pack
-1 -1 -1 -2 -2 -2 -3 -3 -3 DEAD!				<input type="checkbox"/> M&G Service Pistol	3	3B/4 (3 / 10 / 20 / 42.)	8 Shots / 2 Clips
Fatigue: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○				<input type="checkbox"/> Vibro Blade	4	6M/2	MELEE
-1 -2 -3 -4 KO!				<input type="checkbox"/> HE Mini Grenades	4	5X/8 (2 / 4 / 6 / 8)	2
Traits: _____				<input type="checkbox"/>			
Skills: MedTech 8+							

TROOPER: Lyran Soldier

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>5</u> WIL <u>5</u> Climb: <u>3</u> Crawl: <u>2</u> Swim: <u>5</u>		6	2	7	2D6+2	Ablative/Flak	
REF <u>4</u> CHA <u>4</u> Evade: <u>10</u> <u>1</u> +		Ready		Weapon	To-Hit AP/BD	Range	Ammo
DEX <u>6</u> EDG <u>4</u>				Martial Arts	4	MELEE	
Health: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○				<input type="checkbox"/> Intek Laser Rifle	4	4E/3 (40 / 150 / 250)	2PPS, 200P/Pack
-1 -1 -1 -2 -2 -3 -3 DEAD!				<input type="checkbox"/> M&G Service Pistol	4	3B/4 (3 / 10 / 20 / 42)	8 Shots / 2 Clips
Fatigue: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○				<input type="checkbox"/> Vibro Blade	5	6M/2	MELEE
-1 -2 -3 -4 -5 KO!				<input type="checkbox"/> HE Micro Grenade	6	4X/6 (3 / 5 / 7 / 10)	2
Traits: _____				<input type="checkbox"/>			
Skills: MedTech 7+							

TROOPER: Lyran 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 Pulse Laser	3	5E/5	(42 / 150 / 212)	7PPS/ 200P/Pack	Burst: 15/0
<input type="checkbox"/>	M&G Service Pistol	3	3B/4	(3 / 10 / 20 / 42.)	8 Shots / 2 Clips	
<input type="checkbox"/>	Vibro Blade	4	6M/2	MELEE		
<input type="checkbox"/>						
<input type="checkbox"/>						

TROOPER: Lyran 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/Flak						
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>								2	/	4	/	5	/	2

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	4		MELEE		
<input type="checkbox"/>	Magnum	3	3B/5	(3 / 10 / 25 / 65)	8 Shots / 2 Clips	Jams on a 2
<input type="checkbox"/>	Vibro Blade	5	6M/2	MELEE		
<input type="checkbox"/>						
<input type="checkbox"/>						