

<b>TROOPER:</b> <span style="font-size: 1.2em;">Lyran Field Commander</span>	Knock Down	Knock Out	Bleed Check	Initiative	Armor		
	7	3	8	2D6	<b>Ballistic Plate</b> <small>MELEE BALLISTIC ENERGY EXPL</small> 4 / 6 / 5 / 4		
<b>STR</b> <u>3</u> <b>INT</b> <u>3</u> Walk: <u>3</u> Run: <u>8</u> Sprint: <u>16</u> <b>BOD</b> <u>4</u> <b>WIL</b> <u>5</u> Climb: <u>2</u> Crawl: <u>1</u> Swim: <u>3</u> <b>REF</b> <u>3</u> <b>CHA</b> <u>8</u> Evade: <u>8</u> <u>2</u> + <b>DEX</b> <u>3</u> <b>EDG</b> <u>4</u>	Ready	Weapon	To-Hit	AP/BD	Range	Ammo	Notes
Health: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <span style="background-color: yellow; padding: 2px;">-1</span> <span style="background-color: orange; padding: 2px;">-1</span> <span style="background-color: red; padding: 2px;">-2</span> <span style="background-color: red; padding: 2px;">-2</span> <span style="background-color: red; padding: 2px;">-3</span> <span style="background-color: red; padding: 2px;">-3</span> DEAD!	<input type="checkbox"/>	Martial Arts	6		MELEE		
Fatigue: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <span style="background-color: red; padding: 2px;">-1</span> <span style="background-color: red; padding: 2px;">-2</span> <span style="background-color: red; padding: 2px;">-3</span> <span style="background-color: red; padding: 2px;">-4</span> <span style="background-color: red; padding: 2px;">-5</span> KO!	<input type="checkbox"/>	Pulse Laser Rifle	5	3E/3	(20 / 60 / 150)	4PPS, 20P/Pack	Burst: 10/0
Traits: _____	<input type="checkbox"/>	M&G Service Pistol	5	3B/4	(3 / 10 / 20 / 42.)	8 Shots / 2 Clips	
Skills: <b>Leadership 4+</b> <b>MedTech 8+</b>	<input type="checkbox"/>						
	<input type="checkbox"/>						

<b>TROOPER:</b> <span style="font-size: 1.2em;">Lyran Soldier</span>	Knock Down	Knock Out	Bleed Check	Initiative	Armor		
	6	2	7	2D6+2	<b>Ablative/Flak</b> <small>MELEE BALLISTIC ENERGY EXPL</small> 2 / 4 / 5 / 2		
<b>STR</b> <u>5</u> <b>INT</b> <u>4</u> Walk: <u>5</u> Run: <u>10</u> Sprint: <u>20</u> <b>BOD</b> <u>5</u> <b>WIL</b> <u>5</u> Climb: <u>3</u> Crawl: <u>2</u> Swim: <u>5</u> <b>REF</b> <u>4</u> <b>CHA</b> <u>4</u> Evade: <u>10</u> <u>1</u> + <b>DEX</b> <u>6</u> <b>EDG</b> <u>4</u>	Ready	Weapon	To-Hit	AP/BD	Range	Ammo	Notes
Health: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <span style="background-color: yellow; padding: 2px;">-1</span> <span style="background-color: yellow; padding: 2px;">-1</span> <span style="background-color: orange; padding: 2px;">-1</span> <span style="background-color: orange; padding: 2px;">-2</span> <span style="background-color: orange; padding: 2px;">-2</span> <span style="background-color: red; padding: 2px;">-3</span> <span style="background-color: red; padding: 2px;">-3</span> DEAD!	<input type="checkbox"/>	Martial Arts	4		MELEE		
Fatigue: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ <span style="background-color: red; padding: 2px;">-1</span> <span style="background-color: red; padding: 2px;">-2</span> <span style="background-color: red; padding: 2px;">-3</span> <span style="background-color: red; padding: 2px;">-4</span> <span style="background-color: red; padding: 2px;">-5</span> KO!	<input type="checkbox"/>	Intek Laser Rifle	4	4E/3	(40 / 150 / 250)	2PPS, 200P/Pack	
Traits: _____	<input type="checkbox"/>	M&G Service Pistol	4	3B/4	(3 / 10 / 20 / 42)	8 Shots / 2 Clips	
Skills: <b>MedTech 7+</b>	<input type="checkbox"/>	Vibro Blade	5	6M/2	MELEE		
	<input type="checkbox"/>	HE Micro Grenade	6	4X/6	(3 / 5 / 7 / 10)	2	

**TROOPER:** Lyran Soldier

<b>STR</b> <u>4</u>	<b>INT</b> <u>3</u>	Walk: <u>4</u>	Run: <u>9</u>	Sprint: <u>18</u>	Knock Down	Knock Out	Bleed Check	Initiative	Armor		
<b>BOD</b> <u>6</u>	<b>WIL</b> <u>4</u>	Climb: <u>2</u>	Crawl: <u>1</u>	Swim: <u>4</u>	6	2	6	3D6+1*	Ablative/Flak		
<b>REF</b> <u>4</u>	<b>CHA</b> <u>4</u>	Evade: <u>9</u>	<u>2</u>	<b>+</b>	Combat Reflexes				MELEE BALLISTIC ENERGY EXPL		
<b>DEX</b> <u>4</u>	<b>EDG</b> <u>4</u>				Ready	Weapon	To-Hit	AP/BD	Range	Ammo	Notes
Health: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○					Martial Arts	5			MELEE		
Fatigue: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○					<input type="checkbox"/> Pulse Laser Rifle	3	3E/3	(20 / 60 / 150)	4PPS, 200P/Pack	Burst: 10/0	
Traits:					<input type="checkbox"/> M&G Service Pistol	3	3B/4	(3 / 10 / 20 / 42.)	8 Shots / 2 Clips		
Skills: <b>MedTech 8+</b>					<input type="checkbox"/> Vibro Blade	4	6M/2	MELEE			
					<input type="checkbox"/> HE Mini Grenades	4	5X/8	(2 / 4 / 6 / 8)	2		

**TROOPER:** Lyran Soldier

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

**TROOPER:** Lyran Heavy Weapons

<b>STR</b> <u>6</u>	<b>INT</b> <u>4</u>	Walk: <u>5</u>	Run: <u>10</u>	Sprint: <u>20</u>	Knock Down	Knock Out	Bleed Check	Initiative	Armor				
<b>BOD</b> <u>6</u>	<b>WIL</b> <u>5</u>	Climb: <u>3</u>	Crawl: <u>2</u>	Swim: <u>5</u>	<u>7</u>	<u>1</u>	<u>6</u>	<u>2D6</u>	Ablative/Flak				
<b>REF</b> <u>3</u>	<b>CHA</b> <u>4</u>	Evade: <u>10</u>	<u>1</u>	<b>+</b>					MELEE	BALLISTIC	ENERGY	EXPL	
<b>DEX</b> <u>4</u>	<b>EDG</b> <u>4</u>				Ready	Weapon	To-Hit	AP/BD	Range	Ammo	Notes		
Health: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○										MELEE			
Fatigue: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○													
Traits: <b>Encumbered!</b>													
Skills: <b>MedTech 8+</b>													

Walk: 5 Run: 10 Sprint: 20  
 Climb: 3 Crawl: 2 Swim: 5  
 Evade: 10 1 **+**

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

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

Ready	Weapon	To-Hit	AP/BD	Range	Ammo	Notes
<input type="checkbox"/>	Martial Arts	<u>5</u>		MELEE		
<input type="checkbox"/>	Support Pulse Laser	<u>3</u>	5E/5	(42 / 150 / 212)	7PPS/ 200P/Pack	Burst: 15/0
<input type="checkbox"/>	M&G Service Pistol	<u>3</u>	3B/4	(3 / 10 / 20 / 42.)	8 Shots / 2 Clips	
<input type="checkbox"/>	Vibro Blade	<u>4</u>	6M/2	MELEE		
<input type="checkbox"/>						
<input type="checkbox"/>						

**TROOPER:** Lyran Hvy Support

<b>STR</b> <u>5</u>	<b>INT</b> <u>4</u>	Walk: <u>5</u>	Run: <u>10</u>	Sprint: <u>20</u>	Knock Down	Knock Out	Bleed Check	Initiative	Armor				
<b>BOD</b> <u>4</u>	<b>WIL</b> <u>4</u>	Climb: <u>3</u>	Crawl: <u>2</u>	Swim: <u>5</u>	<u>5</u>	<u>4</u>	<u>8</u>	<u>2D6</u>	Ablative/Flak				
<b>REF</b> <u>5</u>	<b>CHA</b> <u>4</u>	Evade: <u>10</u>	<u>1</u>	<b>+</b>					MELEE	BALLISTIC	ENERGY	EXPL	
<b>DEX</b> <u>4</u>	<b>EDG</b> <u>4</u>				Ready	Weapon	To-Hit	AP/BD	Range	Ammo	Notes		
Health: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○										MELEE			
Fatigue: ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○													
Traits:													
Skills: <b>MedTech 7+</b>													

Walk: 5 Run: 10 Sprint: 20  
 Climb: 3 Crawl: 2 Swim: 5  
 Evade: 10 1 **+**

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

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

Ready	Weapon	To-Hit	AP/BD	Range	Ammo	Notes
<input type="checkbox"/>	Martial Arts	<u>4</u>		MELEE		
<input type="checkbox"/>	Magnum	<u>3</u>	3B/5	(3 / 10 / 25 / 65)	8 Shots / 2 Clips	Jams on a 2
<input type="checkbox"/>	Vibro Blade	<u>5</u>	6M/2	MELEE		
<input type="checkbox"/>						
<input type="checkbox"/>						