HEAVY WEAPONS

Initiative
2D6

Walk:	3
Run:	6
Sprint:	12
Climb:	2
Crawl:	1
Evade:	0

Skills / Traits

Perception: 6+
Medtech: 7+

Impatient: May not Overwatch

Tough: Damage x 0.75

Pain Resist: Ignore stun if health is above 8

Condition Monitor

ARMOR: *Marine Combat Suit*
M4 / B5 / E5 / X2

HEALTH
O O O O O O O O O O O O O O O O
-1 -2 -3

FATIGUE
O O O O O O O O O O O O
-1 -2 -3 -4 -5 -6

Knock Down: 9+ / Knock Out: 2+ / Bleed: 4+

Equipment / Attacks

Type	*To Hit*	*AP / BD*	*Range*	*Shots*	*Clips*	*Notes*
Martial Arts	4+	0M / 1	MELEE			
Gunther MP-20	4+	4B / 3	(2 / 6 / 15)			
Burst: To-Hit +1, Damage + MoS Suppression: To-Hit +2, Attack Multiple Targets during Turn, Min Bullets 10						
Gunther MP-20	4+	4B / 3	(2 / 6 / 15)			
Burst: To-Hit +1, Damage + MoS Suppression: To-Hit +2, Attack Multiple Targets during Turn, Min Bullets 10						
HE Mini Grenade	5+	5X / 5A	(4 / 7 / 10)			