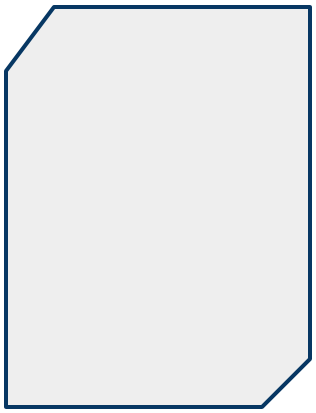
SQUAD LEADER



Initiative
2D6+2

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

Skills / Traits

Perception: 4+
Medtech: 6+

Leadership: 2

Condition Monitor

ARMOR: *Ablative/Flak*
M2 / B4 / E5 / X2

HEALTH
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: 5+ / Knock Out: 2+ / Bleed: 8+

Equipment / Attacks

Type	*To Hit*	*AP / BD*	*Range*	*Shots*	*Clips*	*Notes*
Martial Arts	4+	0M / 1	MELEE			
TK Assault Rifle	5+	4B / 4	(12 / 35 / 80)			
Hawk-Eagle Pistol	5+	4B / 3	(3 / 10 / 25)			
AP Micro Grenade	5+	2X / 8A	(2 / 4 / 6)			

Burst: To-Hit +1, Damage + MoS
Suppression: To-Hit +2, Attack Multiple Targets during Turn, Min Bullets 10