

# Rescue or Bug Hunt? – Gamex 2017

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- **Notes**
    - Near-constant Darkness Penalties (flashlights offset up to -6).
    - Notecard tent: -2, -4, -6, -8.
    - In Complete Darkness: An *attacker* can make a Hearing-2 roll to locate a target, or choose a random hex, and attack at -10. A *defender* can Dodge at -4 if he is aware he’s being attacked. He can also Parry at -4 if he makes a Hearing-2 roll. (As always, if he is completely unaware of his attacker, he gets no defense at all).
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- **Background**
    - At game time 0000, a Hyperdyne Systems strike team aboard the HS Kittyhawk attacked the Wey-Yu research facility on KG-348d in the Zeta Reticuli system where Michael Bishop was researching the creation of Synthetic Xenomorphs, or Synthomorphs. They knew it contained something valuable, but not what.
    - The facility got off a distress call. They believed the attack to be from a small pirate freighter, due to the Kittyhawk’s spoofing technology.
    - During the destruction of the attack, the colony of imprisoned Xenos was inadvertently released, with predictable results.
    - Michael Bishop’s panic room transponder has been activated – he is assumed by W-Y to be alive and in need of retrieval. At 0100, they “asked” the USCM to divert the nearest ship, the Decoud.
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- **Welcome & Intro**
    - We can just “move on” at **any time**: just catch my eye, shake your head no, whatever.

- Bio-break at 2:00 in (halfway).
  - GURPS: Who's played?
  - Roll low for skill and defense, high for damage, active defense against most attacks, DR.
  - Aliens: Anyone never seen it? Remember – your PCs have never seen the movie.
  - Background: The *United States Colonial Marine Corps* (USCM) operates under the *United Americas Allied Command* (UAAC), which is heavily influenced by the *Interstellar Commerce Commission* (ICC), comprised of the *Weyland-Yutani Corporation*, *Hyperdyne Systems*, *Kelland Mining Company*, *Lasalle Bionational*, *Borgia Industries*, and a few others.
  - Any questions?
- **Wall of Death** (Darkness: -2; flickering overhead lights. Game time: 1800, 18 hours since initial attack)
    - Awake to a man screaming. It is Lance Corporal Foster, and as the PCs open their eyes, he is ripped apart by a chestburster. The PCs realize they are “stuck” to a wall (-4 to Dodge), along with a half-dozen burst-out bodies (four Hyperdyne, two Wey-Yu research assistants).
    - 8 Facehuggers** are scurrying about the room and leap to attack (-2 to attack face, auto-grapple throat if successful, on following turn ST roll to resist opening mouth as the tail tightens).
    - Escape:** Because the resin hasn't fully hardened, a ST-4 roll allows escape. DX-4 allows the grabbing and using of a knife or portable cutter to cut free.
    - Perceptive PCs may notice there are more dead facehuggers on the floor than there are corpses on the wall. Has one or more of them been infected? Ask for HT rolls just to freak 'em out.
    - Three doorways from here, all covered in resin. One is a large room with an assortment of torn off gear and weaponry, including the PCs'. One leads to the primary research lab; computers along the way hold valuable intel on the Xenomorphs (and possibly clues to the Synthetics research being conducted – Project Evolution-- depending on how good the Hacking roll is). One leads towards Bishop's panic room.
  - **Flashback: How Did We Get Here?**
    - Any questions related to “How in the hell did we end up stuck to a resin wall of death?” will trigger a flashback sequence: an exterior shot of a *Conestoga*-class USCM light assault carrier, the USS Decoud. Across the bottom of shot, “Four hours earlier...” (game time 1400).
    - Crew awaking from hypersleep, Section A prodded on by Staff Sergeant Rourke. “Briefing in 60, hit the mess, shake out the cobwebs.” Wake up, have some chow. Staff Sergeant Rourke (Section Sergeant) is there, as are Corporal Palmer (1st Squad Leader) and Lance Corporal Foster (2nd Squad Leader). Section B is nearby as well.
    - Briefing (1500): The Decoud has been diverted from its return to Earth to answer a distress call from the moon KG-348d, a Wey-Yu research facility attacked 15 hours ago by a pirate freighter. It's likely the pirates are gone, but depending on what exactly they were off-loading from the facility it's at least possible they are still on-site. Mission orders are two-fold: Ensure the safety of a high-level W-Y executive by the name of Michael Bishop; and secure the facility until Weylan-Yutani and USCM reinforcements arrive in the next few days (yes, *in that order*). Gear up, the Decoud will reach orbit in two hours.
    - KG-348d orbit (1700): The Decoud arrives and deploys both A and B dropships (12 Marines on each) as they move to intercept the pirate freighter. As the dropships break atmosphere, the last communication they hear from the Decoud is “...enemy craft is a corporate gunship, *not* a civilian

freighter. Expect heavy resistance—”. Seconds later, Dropship B explodes from a direct hit of a ground-to-air missile, shoulder-fired by Hyperdyne commandos still convinced they can contain the Xeno situation while fending off Wey-Yu and the USCM. Then the PCs’ dropship takes a glancing hit. Explosion, fire, spinning, confusion. If no PCs take initiative, Foster will shout at the nearest PC to get the APC hatch open, and for Vehicle Specialist to get up there and grab the controls. The ship plummets, plummets, plummets... hopefully a good pilot can crash land her without all hands being lost. Cut to black as the dropship impacts and return to “current time.” (After the crash, the Xenos snatched them up as hosts).

- **Primary Research Lab**

- Darkness along the way is at **-2**. The corridors are resin-encased, though it has not fully hardened. These smaller labs may offer some clues – researching the eggs, the life-cycle, the adult drones, the acid blood, and... synthetics? All highly encrypted and hard to access.
- Eventually leads to a large service corridor, probably wide enough for four abreast originally, though now it is only two abreast because of the heavy resin build-up. Darkness here is at **-4**, but light shines from the other end. **6 Xenos** rest here in the walls, -6 to be seen, completely motionless and invisible to IR. Unless they PCs are taking steps to be stealthy, the Xenos will attack once the entire column is inside the long corridor. A group of **8 more Xenos** is in the research lab beyond, and will be drawn in if there is a firefight.
- The corridor opens into a massive octagon-shaped room. Six of the walls are huge “plexiglass” panes, looking into destroyed enclosures that once held adult Xenos. If they have not already been killed, there are **8 Xenos** here, spraying resin over every surface.
- The computers here can provide maps of the facility and, possibly, mention (and mention only) something called “Project Evolution.”

- **Bishop’s Panic Room**

- The darkness along the way is at **-6** and creepy. Though they encounter no Xenos, they will come across **a trio of Hyperdyne commandos** resined to the wall, just moments away from releasing chestbursters. One is begging for death, the other two are begging for help. Roll some dice, maybe the Xenos will notice.
- The corridor ultimately opens into a large office/administration area. A massive, shiny door is in the opposite wall. It has been clawed and sprayed with acid, but appears intact. Radiating out from it is a horrific pile of dozens of dead and mutilated corpses, killed by Xenos as the people tried to desperately to claw their way into the panic room. Chestbuster victims line the walls.
- The door has retinal, voice, and fingerprint locks. Once the PCs make their presence known, Michael Bishop will address them from inside the panic room. He is, of course, a complete and utter tool, typical corporate exec but so much worse.
- To him, the Marines are just employees. When he realizes they have no way off-planet, and that the facility’s hangar and shuttles were destroyed, he reveals that there is a hidden hangar with his personal shuttle a few miles to the east, assuming they can find ground transport. He will not tell them where exactly, though, and is *adamant* that they must escort him to a lab (the Breeding Lab) three floors up so he can retrieve something before they can leave (it is a Queen’s egg, sealed in a stasis unit).

- Bishop has a personal defense screen that inflicts 2d electrical damage to anyone who lays hands on him and provides a DR of 20, as well as a powerful sidearm. If threatened, he will claim that his vital signs are tethered to a nuclear warhead buried beneath both the complex and his hangar that will detonate in the event of his death (whether or not this is true...).
  - There is an access elevator up to the lab, hidden behind the resin. The elevator doesn't work, they'll have to climb. The shaft is in **complete darkness**, and they will encounter (if there is time) a small group of **6 Xenos** on their way up.
- Breeding Lab**
    - This small lab has four metal "beds" in it, upon each of which is a corpse dead from a chestburster. They were restrained to the beds at feet, hands, and head. A robotic arm in the center apparently captured the chestbursters as they broke free. If questioned, Bishop will say they were convicted death row criminals whose contracts Weyland-Yutani purchased.
    - There is a large enclosure connected to this lab which Bishop studies, looks around the room. The door is open and the enclosure is empty (the prototype Synthomorphs were here, inadvertently released by the Hyperdyne hacker who targeted the facility).
    - Bishop retrieves a large stasis case from a secured vault in this lab (same security as his panic room), and says it's time to head for the surface now.
- The Surface/Drive to the Hangar**
    - At the surface, between the PCs and the door to the outside, there is a group of **12 Xenos** and **6 eggs**, nested in the ceiling (Perception check, -6 to be seen in the resin). They will stir once the PCs draw attention to themselves, and the eggs will release four facehuggers. An additional group of **8 Xenos** may hear the commotion if the fight is just too quick/too easy.
    - During the fight, some acid blood will splash on the stasis unit. As the PCs exit the research facility and head towards the nearest ground transport, the seal on the unit breaks, releasing the Queen's pheromone into the hive. Almost instantly, the entire complex comes alive as scores of Xenos pour out of every door and window!
    - If the Vehicle Tech is part of the team, the transport's (off-road utility vehicle) ignition will need to be repaired, *quickly* (-4), while the other Marines hold off the horde. If they become too overwhelmed, a pair of larger, rust-colored Xenos (the Synthomorphs) will enter the fray, decimating any Xenos within reach while the PCs escape.
    - Even once they're underway, a large group of **18 Xenos** will continue pursuit until they are killed or outrun.
- The Hangar**
    - As they exit the barely-running transport and head for the hangar, the **2 Synthomorphs** catch up, having run the entire way from the facility. "Ah, there you are." Bishop says to the pair. "Kill them."
    - As the Synthetics attack the PCs, Bishop runs for the hangar door
    - Whether he escapes or not, how the story ends, will depend on how the PCs fare.

# Appendix 1: Enemies

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## Facehugger

**ST:** 13     **DX:** 14     **IQ:** 5     **HT:** 11  
**Will:** 14     **Per:** 16     **FP:** 10  
**Move:** 10     **Speed:** 10     (can leap or run)  
**DR:** 0  
**Brawling:** 15     **Stealth:** 15

**DODGE: 10**  
**HP: 14**

-2 to attack Face (13), auto-grapple throat if successful.

On their next turn, contest of ST as the Facehugger tightens its tail and tries to force a proboscis down the target's throat. If successful for two turns in a row, an egg is released.

## Xenomorph

**ST:** 22     **DX:** 15     **IQ:** 8     **HT:** 12  
**Will:** 15     **Per:** 15     **FP:** 11  
**Move:** 9     **Speed:** 9  
**DR:** 15  
**Dark Vision, No IR Signature, Natural DR 15**  
**Brawling:** 17     **Stealth:** 17

**DODGE: 11**  
**DR: 15**  
**HP: 20**

**Acid Spit**-15     Dmg 1d cor for 3 turns, Range 5

**Acid Blood**     Dmg 1d cor for 3 turns per 5 points of damage taken in a 2-hex radius (firearms) or two hexes in the direction the attack came from (melee)

**Bite (Outer)**-15     Dmg 2d+3 cut, Reach C

**Bite (Inner)**-17     Dmg 3d+3 imp, Reach C

**Claw**-17     Dmg 3d(2) cut, Reach C, 1

**Tail**-15     Dmg 3d(3) imp, Reach C,1,2. Any penetrating damage calls for an immediate HT roll to avoid paralysis for 2d turns

## Synthetic Xenomorph (Synthomorph)

**ST:** 30      **DX:** 17      **IQ:** 9      **HT:** 12  
**Will:** 15      **Per:** 16      **FP:** 16  
**Move:** 10      **Speed:** 10  
**DR:** 25  
**Dark Vision, Extra Attack, No IR Signature, Natural DR 25**  
**Brawling:** 18      **Stealth:** 18

**DODGE:** 12

**DR:** 25

**HP:** 35

**Acid Spit**-17      Dmg 2d cor for 3 turns, Range 5  
**Acid Blood**      Dmg 2d cor for 3 turns per 5 points of damage taken in a 2-hex radius (firearms) or two hexes in the direction the attack came from (melee)  
**Bite (Outer)**-16      Dmg 3d+3 cut, Reach C  
**Bite (Inner)**-18      Dmg 4d+3 imp, Reach C  
**Claw**-17      Dmg 3d(3) cut, Reach C, 1  
**Tail**-16      Dmg 3d+2(4) imp, Reach C,1,2. Any penetrating damage calls for an immediate DX-2 roll to avoid having acid directly injected for 3d cor for 3 turns

## Appendix 2: Michael Bishop

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Michael Bishop was a brilliant Weyland-Yutani Synthetics engineer/designer, and is now an executive in the Bio-Weapons Division. (It is he who went to Fiorina "Fury" 161 to retrieve Ripley and the Xenomorph Queen in her chest when she suicided into a vat of molten metal). Following this, he established the Origin facility around the Engineer ship on LV-426 (Acheron, one of three moons orbiting the ringed gas giant Calpamos in the Zeta Reticuli system, 39 light years/12 parsecs from Earth.). He also transported eggs to a second facility on the moon of KG-348d, orbiting KG-348, and began working with them to create Synthetic Xenomorph warriors that are superior to their biological counterparts. So far, only a prototype pair has been successfully built.

# Appendix 3: USCM Rifle Platoon Structure

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The United States Colonial Marine Corps (USCM) is part of the United Americas (North, Central, and South) Allied Command.

## **Rifle Platoon** (25 Marines)

Platoon Commander, Lieutenant Giger  
Synthetic advisor, Henry Black

### Section A

UD-4L Dropship

Pilot, Corporal Wells; Weapons Officer, PFC Polonsky

M577 APC

Section Sergeant *Frank Rourke (NPC)*; Driver, Henry Brown (synthetic)

1st Squad

Fireteam 1 (Rifle Team)

Rifleman, *Corporal Palmer (NPC)*, Squad Leader; **Vehicle Specialist (PC)**

Fireteam 2 (Sniper Team)

**Sniper (PC); Technician (PC)**

2nd Squad

Fireteam 1 (Rifle Team)

Rifleman, *Lance Corporal Foster (NPC)*, Squad Leader; **Infiltrator (PC)**

Fireteam 2 (Smart Gun Team)

**Smart Gunner (PC); Corpsman (PC)**

### Section B

(same structure, all NPCs)

## Wall of Death

Facehuggers	
Dodge:	10
#1 HP:	14
#2 HP:	14
#3 HP:	14
#4 HP:	14
#5 HP:	14
#6 HP:	14
#7 HP:	14
#8 HP:	14

## Bishop's Panic Room (elevator shaft)

Xenomorphs	
Dodge:	11
DR:	15
#1 HP:	20
#2 HP:	20
#3 HP:	20
#4 HP:	20
#5 HP:	20
#6 HP:	20

## Primary Research Lab

Xenomorphs	
Dodge:	11
DR:	15
#1 HP:	20
#2 HP:	20
#3 HP:	20
#4 HP:	20
#5 HP:	20
#6 HP:	20
#7 HP:	20
#8 HP:	20
#9 HP:	20
#10 HP:	20
#11 HP:	20
#12 HP:	20
#13 HP:	20
#14 HP:	20

## Shuttle Hangar

Synthomorphs	
Dodge:	12
DR:	25
#1 HP:	35
#2 HP:	35

## Drive to the Hangar

Xenomorphs	
Dodge:	11
DR:	15
#1 HP:	20
#2 HP:	20
#3 HP:	20
#4 HP:	20
#5 HP:	20
#6 HP:	20
#7 HP:	20
#8 HP:	20
#9 HP:	20
#10 HP:	20
#11 HP:	20
#12 HP:	20
#13 HP:	20
#14 HP:	20
#15 HP:	20
#16 HP:	20
#17 HP:	20
#18 HP:	20



## The Surface

### Xenomorphs

Dodge: 11

DR: 15

#1 HP: 20

#2 HP: 20

#3 HP: 20

#4 HP: 20

#5 HP: 20

#6 HP: 20

#7 HP: 20

#8 HP: 20

#9 HP: 20

#10 HP: 20

#11 HP: 20

#12 HP: 20

### Facehuggers

Dodge: 10

#13 HP: 14

#14 HP: 14

#15 HP: 14

#16 HP: 14

#17 HP: 14

#18 HP: 14

## COMBAT MANEUVERS (one per turn)

**AIM (1 hex):** aim a Ranged weapon/attack to get its **Acc** bonus (additional +1 for two turns, +2 for three or more turns)

**ALL-OUT ATTACK (3 hexes):** +4 to hit for Melee or +1 for Ranged, *or* two Melee attacks on the same target, *or* +2 Melee damage – but **NO DEFENSE** for the rest of your turn!

**ALL-OUT DEFENSE (1 hex):** +2 to Dodge or Parry, *or* attempt both a Dodge and Parry against a single attack

**ATTACK (1 hex):** attack a target (within range) unarmed or with a ready weapon

**CHANGE POSTURE (1 hex):** switch between standing, sitting, kneeling, crawling, prone, or lying face up (lying/prone to standing takes two turns)

**CONCENTRATE (1 hex):** focus on a mental task

**COMMITTED ATTACK (1 hex):** +2 to hit *or* +1 damage (Melee only) – but -2 to defenses (no Parry with the hand you attacked with, no Dodge if you kicked. Cannot Retreat)

**DEFENSIVE ATTACK (1):** -2 damage (Melee only) – but +1 to Parry or Block (not Dodge), *or* +2 to DX roll to avoid falling

**DO NOTHING (0):** take no action

**EVALUATE (1 hex):** study a foe prior to a Melee Attack or Feint for a +1 bonus per turn spent Evaluating (max. of +3)

**FEINT (1 hex):** fake a Melee attack to lower your target's active defense or next attack roll by your Margin of Success. Contest of your attacking skill against target's highest combat skill or DX (whichever is highest)

**MOVE AND ATTACK (6 hexes):** move and still attack at a penalty – for Ranged, the worse of -2 or weapon's Bulk; for Melee, -4 (and a *maximum* skill of 9)

**MOVE (6 hexes):** do nothing but move

**READY (1 hex):** reload or prepare a weapon or other item

**WAIT (var):** hold your action until something specific happens, then take an Attack, All-Out Attack, Feint, or Ready maneuver as normal

## ATTACK/DEFENSE OPTIONS

**Deceptive Attack:** Target suffers a -1 to Dodge/Parry for every -2 you take to your attacking skill (*minimum* of 10)

**Telegraphic Attack:** +4 to hit (Melee only), but also +2 to target's Dodge

**Dual-Weapon Attack:** Use both hands to make two attacks (including pistols), each at -4, to replace *one* normal attack. Off-hand at the usual -4 for weapon attacks. Can target separate foes (if adjacent for Melee). Foe defends at -1 if he is the target of both attacks

**Rapid Strike:** Use one hand to make two attacks, *both* at -6, to replace *one* normal Melee attack. Can target separate foes.

**Flurry of Blows\*:** Halve the penalty for Rapid Strike to -3 by spending 2 FP (1 FP *per attack*), *or...*

**Mighty Blow\*:** Spend 1 FP to get the All-Out Attack damage bonus of +2 to a Melee Attack without losing defenses

**Feverish Defense\*:** Spend 1 FP to add +2 to a single Dodge/Parry roll (except when All-Out Attacking)

**Retreat:** *Once* during your turn, move 1 hex away from a Melee attacker for a +3 to Dodge or Parry

**Dodge and Drop:** *Once* during your turn, drop prone for a +3 to Dodge against Ranged attacks

\* A critical failure on these rolls causes an *additional* 1 HP of injury to arm or leg, no DR

## LOST HIT POINTS

< **HP/3**: Half Move/Dodge (round up).

**0 HP or less**: Also, make a HT roll every turn, at -1 per *full* multiple of HP below zero or pass out if you choose any maneuver besides Do Nothing.

**-1xHP**: Also, make a HT roll or die! Roll again at every further multiple of HP.

**-5xHP**: You die immediately.

## LOST FATIGUE POINTS

< **FP/3**: Half Move, Dodge, and ST (round up).  
No effect on HP/damage).

**0 FP or less**: Also, make a Will roll to attempt any maneuver except Do Nothing or become incapacitated until your FP become positive. (On a critical failure, roll vs. HT or have a heart attack and die in HT/3 minutes without CPR.)  
Lose 1 HP for each FP lost.

**-1xFP**: You fall unconscious immediately until FP become positive. Any further FP loss comes off of HP. Recover at the usual **1 FP/10 minutes**. (5 minutes if Very Fit.)

## WOUNDING MODIFIERS

**x0.5**: Small Piercing (pi-)

**x1**: Crushing (cr), Piercing (pi)

**x1.5**: Cutting (cut), Large Piercing (pi+)

**x2**: Impaling (imp), Huge Piercing (pi++)

## RANGE

**0** Point-Blank (1 or 2 yards)

**-2** Close (3 to 10 yards)

**-4** Far (11 to 25 yards)

**-6** Very Far (26 to 100 yards)

**-8** Extreme (101 to 250 yards)

**-10** Very Extreme (over 250 yards)

## INJURY

**Shock**: Whenever you suffer injury, reduce DX and IQ by the number of HP you lost (max. penalty -4) on your next turn only. This affects DX- and IQ-based skills (attack rolls, recovery from mental stun, etc.), but not active defenses or other defensive reactions (resistance rolls, DX rolls against knockback, etc.).

**Major Wound**: Single injury of > HP/2, or a crippling wound. Roll HT to avoid:

**Knockdown and Stunning**: A Major Wound or damage to the head or vitals. Roll HT to avoid stun, falling, and dropping anything in hand.

-5 Major Wound to face, vitals, groin

-10 Major Wound to skull or eye

+3 High Pain Threshold; -4 Low Pain

**Stunned**: Must Do Nothing on next turn. All active defenses at -4, cannot retreat. Roll vs. HT (or IQ) at the end of each turn to act normally.

**Mortal Wounds**: Failing a HT roll to avoid death by 1 or 2. Incapacitated, possibly unconscious. Failing any further HT rolls kills you. Make a HT roll every half hour. **Failure**, you die. **Success**, roll again in a half hour. **Critical Success**, no longer mortally wounded (still incapacitated).

**Bleeding**: At the end of every minute after being wounded, make a HT roll at -1 per 5 HP lost.

**Failure**, lose 1 HP (3 HP on **Critical Failure**).

**Critical Success**, bleeding stops. Three consecutive **Successes**, bleeding stops.

## ASSISTING

One or more characters can assist the acting character by rolling against a complementary skill:

**+2** Critical Success

**+1** Success

**-1** Failure

**-2** Critical Failure

## HIT LOCATIONS

-9	<b>Eyes</b>	Wounding modifier is x4, Knockdown rolls at -10. Injury > HP/10 blinds the eye.
-5	<b>Neck</b>	Crushing x1.5, Cutting x2.
-7/-5	<b>Skull</b>	Wounding modifier is x4, Knockdown rolls at -10.
-5/-7	<b>Face</b>	Knockdown rolls at -5.
0	<b>Torso</b>	Default location, no modifiers.
-3	<b>Groin</b>	Knockdown rolls at -5, double shock penalty (-8 maximum).

*Above, a Miss by 1 hits the Torso*

-2	<b>Arms/Legs</b>	Pi++, Pi+, and Impaling x1. Injury > HP/2 cripples limb (excess damage lost).
-4	<b>Hands/Feet</b>	Pi++, Pi+, and Impaling x1. Injury > HP/3 cripples (excess damage lost).
var.	<b>Weapon</b>	-5: Reach "C," melee/pistol. -4: Reach 1 melee/carbine. -3: Reach 2+ melee/rifle. Disarm, additional -2 (see B400-401)

## POSTURE

If you are...	Your penalty to Melee attack is...	Your penalty to Active Defenses is...	Ranged attacks to your torso, groin, or legs are at...	You may move...
<i>Standing</i>	0	0	0	Full
<i>Crouching</i>	-2	0	-2	2/3
<i>Kneeling</i>	-2	-2	-2	1/3
<i>Crawling</i>	-4	-3	-2	1/3
<i>Sitting</i>	-2	-2	-2	0
<i>Prone/Lying face up</i>	-4	-3	-2	1 hex

## DICE ROLLING

When rolling to accomplish anything, roll 3d6 – a result equal to or lower than the target number is a success.

- A roll of **3** or **4** is always a critical success
- A roll of **5** is a critical success if your effective skill is 15+
- A roll of **6** is a critical success if your effective skill is 16+
- A roll of **18** is always a critical failure
- A roll of **17** is a critical failure if your effective skill is 15 or less

In combat...

- **Critical Hit:** targets gets no active defense; roll on Critical Hit Table.
- **Critical Success on a Defense Roll:** Melee, attacker goes to Critical Miss Table.
- **Critical Miss, Attack:** Attacker rolls on the Critical Miss Table.
- **Critical Failure, Dodge:** Defender falls down prone.
- **Critical Failure, Parry:** Defender rolls on the Critical Miss Table.

## RAPID FIRE

*Attack:* Compare the margin of success on the attack roll to the weapon's Recoil - an attack scores one extra hit for every *full* multiple of Recoil by which the attack succeeds.

*Defense:* Against multiple hits, a successful Dodge lets you avoid one hit, plus additional hits equal to your margin of success. Critical Success dodges all hits.

## CRITICAL HIT

- 3 Triple damage *or* Armor Divisor (3).
- 4-5 Double damage *or* Armor Divisor (2).
- 6 Maximum normal damage.
- 7-8 Major wound if damage inflicted.
- 9-12 Double shock penalty. (-8 max.)
- 13-14 Major wound if damage inflicted.
- 15 Maximum normal damage.
- 16-17 Double damage *or* Armor Divisor (2).
- 18 Triple damage *or* Armor Divisor (3).

## CRITICAL MISS

- 3 Stunned for 1d-2 turns (min. 1).
- 4-5 Arm/Leg crippled for 1d turns.
- 6 Hit yourself for normal damage.
- 7-8 Hit yourself for half damage.
- 9-12 Lose one turn to Ready.
- 13-14 Hit yourself for half damage.
- 15 Hit yourself for normal damage.
- 16-17 Arm/Leg crippled for 1d turns.
- 18 Stunned for 1d-2 turns (min. 1).

## FRIGHT CHECKS

In addition to whatever reaction makes sense in the scene, suffer the following effects (roll 3d, add the result to the margin of failure of the initial Fright Check):

- 4-6 Stunned 1 turn, -1 Sanity
- 7-9 Stunned 1d-2 turns, -1 Sanity
- 10-12 Stunned 1d turns, -1d Sanity
- 13-15 Stunned 1d+1 turns, -1d Sanity
- 16-18 Stunned 1d+2 turns, -2d Sanity
- 19-21 Stunned 1d+3 turns, -2d Sanity
- 22-24 Stunned 2d turns, -3d Sanity
- 25+ Faint for 2d turns, -4d Sanity



# GM Control Sheet

Printed: 5/25/2017

Character Order: Name, Ascending

Character Name (Player)	Reaction	ST	DX	IQ	HT	Will	Per	Speed	Move	Dodge	DR	HP	FP
Corpsman	+0 / +0	12	13	12	12	12	13	6	6	10	30/20	14	12
Infiltrator	+0 / +0	13	13	11	12	12	13	6	6	10	30/20	14	12
Smart Gunner	+0 / +0	15	12	11	12	11	12	6	6	10	30/20	15	12
Sniper	-1 / -1	12	13	11	12	11	13	6	6	10	30/20	13	12
Technician	+0 / +0	13	12	14	12	13	13	6	6	10	30/20	13	12
Vehicle Specialist	+0 / +0	14	12	12	12	12	12	6	6	10	30/20	14	12

## NOTABLE ATTACKS

Name	Skill	Parry	Damage	Acc	Reach Range	RoF	Shots	Bulk	Rcl	GM Notes
<b>Corpsman</b>										
Grenade Launcher (Underbarrel, 1 hex radius)	15	—	10d cr	4	300 / 1000	1	3(3)	—	3	
Karate: Punch	15	11	1d cr	—	C	—	—	—	—	
Karate: Kick	15	—	1d+1 cr	—	C,1	—	—	—	—	
Large Knife: Swing	14	10	1d+3(3) cut	—	C,1	—	—	—	—	
Large Knife: Thrust	14	10	1d+2(3) imp	—	C	—	—	—	—	
Large Knife: Thrown	13	—	1d+2(3) imp	—	10 / 18	1	T(1)	-2	—	
Pistol, M4A3	15	—	5d pi+	2	200 / 2000	3	20+1(3)	-2	2	
Pulse Rifle, M41A	16	—	9d pi+	4	1000 / 5000	3	99+1(3)	-3	3	
<b>Infiltrator</b>										
Grenade Launcher (Underbarrel, 1 hex radius)	15	—	10d cr	4	300 / 1000	1	3(3)	—	3	
Karate: Punch	15	11	1d+1 cr	—	C	—	—	—	—	
Karate: Kick	15	—	1d+2 cr	—	C,1	—	—	—	—	
Large Knife: Swing	15	10	2d(3) cut	—	C,1	—	—	—	—	
Large Knife: Thrust	15	10	1d+3(3) imp	—	C	—	—	—	—	
Large Knife: Thrown	13	—	1d+3(3) imp	—	10 / 20	1	T(1)	-2	—	
Pistol, M4A3	15	—	5d pi+	2	200 / 2000	3	20+1(3)	-2	2	
Pulse Rifle, M41A	15	—	9d pi+	4	1000 / 5000	3	99+1(3)	-3	3	
<b>Smart Gunner</b>										
Karate: Punch	14	11	1d+2 cr	—	C	—	—	—	—	
Karate: Kick	14	—	1d+3 cr	—	C,1	—	—	—	—	
Large Knife: Swing	14	10	2d+2(3) cut	—	C,1	—	—	—	—	
Large Knife: Thrust	14	10	1d+4(3) imp	—	C	—	—	—	—	
Large Knife: Thrown	13	—	1d+4(3) imp	—	12 / 23	1	T(1)	-2	—	
Pistol, M4A3	14	—	5d pi+	2	200 / 2000	3	20+1(3)	-2	2	
Smart Gun, M56A2	15	—	10d pi+	5	1000 / 5000	10	200(5)	-4	2	
<b>Sniper</b>										
Karate: Punch	14	11	1d cr	—	C	—	—	—	—	
Karate: Kick	14	—	1d+1 cr	—	C,1	—	—	—	—	
Large Knife: Swing	15	10	1d+3(3) cut	—	C,1	—	—	—	—	
Large Knife: Thrust	15	10	1d+2(3) imp	—	C	—	—	—	—	
Large Knife: Thrown	14	—	1d+2(3) imp	—	10 / 18	1	T(1)	-2	—	
Pistol, M4A3	15	—	5d pi+	2	200 / 2000	3	20+1(3)	-2	2	
Scope Rifle, M42A: sniper	17	—	15d pi+	6+3	1500 / 3000	1	12(3)	-5	4	
Scope Rifle, M42A: carbine	17	—	6d pi+	6	1500 / 3000	3	12(3)	-3	4	
<b>Technician</b>										
Grenade Launcher (Underbarrel, 1 hex radius)	15	—	10d cr	4	300 / 1000	1	3(3)	—	3	
Karate: Punch	15	11	1d+1 cr	—	C	—	—	—	—	
Karate: Kick	15	—	1d+2 cr	—	C,1	—	—	—	—	
Large Knife: Swing	15	10	2d(3) cut	—	C,1	—	—	—	—	
Large Knife: Thrust	15	10	1d+3(3) imp	—	C	—	—	—	—	
Large Knife: Thrown	13	—	1d+3(3) imp	—	10 / 20	1	T(1)	-2	—	
Pistol, M4A3	15	—	5d pi+	2	200 / 2000	3	20+1(3)	-2	2	
Pulse Rifle, M41A	16	—	9d pi+	4	1000 / 5000	3	99+1(3)	-3	3	
<b>Vehicle Specialist</b>										
Grenade Launcher (Underbarrel, 1 hex radius)	15	—	10d cr	4	300 / 1000	1	3(3)	—	3	
Karate: Punch	15	11	1d+1 cr	—	C	—	—	—	—	
Karate: Kick	15	—	1d+2 cr	—	C,1	—	—	—	—	
Large Knife: Swing	14	10	2d+1(3) cut	—	C,1	—	—	—	—	
Large Knife: Thrust	14	10	1d+3(3) imp	—	C	—	—	—	—	
Large Knife: Thrown	13	—	1d+3(3) imp	—	11 / 21	1	T(1)	-2	—	
Pistol, M4A3	14	—	5d pi+	2	200 / 2000	3	20+1(3)	-2	2	
Pulse Rifle, M41A	16	—	9d pi+	4	1000 / 5000	3	99+1(3)	-3	3	

## LOST HIT POINTS

< HP/3: Half Move/Dodge (round up).

0 HP or less: Also, make a HT roll every turn, at -1 per full multiple of HP below zero, or pass out if you choose anything besides Do Nothing.

-1xHP: Also, make a HT roll or die! Roll again at every further multiple of HP.

-5xHP: You die immediately.

## LOST FATIGUE POINTS

< FP/3: Half Move, Dodge, and ST (round up. No effect on HP or damage).

0 FP or less: Also, make a Will roll to attempt any maneuver except Do Nothing or become incapacitated until your FP become positive. (On a critical failure, roll vs. HT or have a heart attack and die in HT/3 minutes without CPR.)

You suffer 1 HP injury for each FP lost.

-1xFP: You fall unconscious immediately until FP become positive. Any further FP loss comes off of HP. Recover at the usual 1 FP/10 minutes. (5 minutes if Very Fit.)

### Corpsman

HP					0 HP					-1×HP					-2×HP					-3×HP					-4×HP														
14	13	12	11	10	0	-1	-2	-3	-4	-14	-15	-16	-17	-18	-28	-29	-30	-31	-32	-42	-43	-44	-45	-46	-56	-57	-58	-59	-60										
9	8	7	6	5	-5	-6	-7	-8	-9	-19	-20	-21	-22	-23	-33	-34	-35	-36	-37	-47	-48	-49	-50	-51	-61	-62	-63	-64	-65										
4	3	2	1	-10	-11	-12	-13	-24	-25	-26	-27	-38	-39	-40	-41	-52	-53	-54	-55	-66	-67	-68	-69																
					FP																0 FP																		
					12	11	10	9	8	7	6	5	4	3	2	1												0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11

### Infiltrator

HP					0 HP					-1×HP					-2×HP					-3×HP					-4×HP														
14	13	12	11	10	0	-1	-2	-3	-4	-14	-15	-16	-17	-18	-28	-29	-30	-31	-32	-42	-43	-44	-45	-46	-56	-57	-58	-59	-60										
9	8	7	6	5	-5	-6	-7	-8	-9	-19	-20	-21	-22	-23	-33	-34	-35	-36	-37	-47	-48	-49	-50	-51	-61	-62	-63	-64	-65										
4	3	2	1	-10	-11	-12	-13	-24	-25	-26	-27	-38	-39	-40	-41	-52	-53	-54	-55	-66	-67	-68	-69																
					FP																0 FP																		
					12	11	10	9	8	7	6	5	4	3	2	1												0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11

### Smart Gunner

HP					0 HP					-1×HP					-2×HP					-3×HP					-4×HP														
15	14	13	12	11	0	-1	-2	-3	-4	-15	-16	-17	-18	-19	-30	-31	-32	-33	-34	-45	-46	-47	-48	-49	-60	-61	-62	-63	-64										
10	9	8	7	6	-5	-6	-7	-8	-9	-20	-21	-22	-23	-24	-35	-36	-37	-38	-39	-50	-51	-52	-53	-54	-65	-66	-67	-68	-69										
5	4	3	2	1	-10	-11	-12	-13	-14	-25	-26	-27	-28	-29	-40	-41	-42	-43	-44	-55	-56	-57	-58	-59	-70	-71	-72	-73	-74										
					FP																0 FP																		
					12	11	10	9	8	7	6	5	4	3	2	1												0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11

### Sniper

HP					0 HP					-1×HP					-2×HP					-3×HP					-4×HP														
13	12	11	10	9	0	-1	-2	-3	-4	-13	-14	-15	-16	-17	-26	-27	-28	-29	-30	-39	-40	-41	-42	-43	-52	-53	-54	-55	-56										
8	7	6	5	4	-5	-6	-7	-8	-9	-18	-19	-20	-21	-22	-31	-32	-33	-34	-35	-44	-45	-46	-47	-48	-57	-58	-59	-60	-61										
3	2	1	-10	-11	-12	-23	-24	-25	-36	-37	-38	-49	-50	-51	-62	-63	-64																						
					FP																0 FP																		
					12	11	10	9	8	7	6	5	4	3	2	1												0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11

### Technician

HP					0 HP					-1×HP					-2×HP					-3×HP					-4×HP														
13	12	11	10	9	0	-1	-2	-3	-4	-13	-14	-15	-16	-17	-26	-27	-28	-29	-30	-39	-40	-41	-42	-43	-52	-53	-54	-55	-56										
8	7	6	5	4	-5	-6	-7	-8	-9	-18	-19	-20	-21	-22	-31	-32	-33	-34	-35	-44	-45	-46	-47	-48	-57	-58	-59	-60	-61										
3	2	1	-10	-11	-12	-23	-24	-25	-36	-37	-38	-49	-50	-51	-62	-63	-64																						
					FP																0 FP																		
					12	11	10	9	8	7	6	5	4	3	2	1												0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11

### Vehicle Specialist

HP					0 HP					-1×HP					-2×HP					-3×HP					-4×HP														
14	13	12	11	10	0	-1	-2	-3	-4	-14	-15	-16	-17	-18	-28	-29	-30	-31	-32	-42	-43	-44	-45	-46	-56	-57	-58	-59	-60										
9	8	7	6	5	-5	-6	-7	-8	-9	-19	-20	-21	-22	-23	-33	-34	-35	-36	-37	-47	-48	-49	-50	-51	-61	-62	-63	-64	-65										
4	3	2	1	-10	-11	-12	-13	-24	-25	-26	-27	-38	-39	-40	-41	-52	-53	-54	-55	-66	-67	-68	-69																
					FP																0 FP																		
					12	11	10	9	8	7	6	5	4	3	2	1												0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11

## NOTABLE ADVANTAGES / DISADVANTAGES

Corpsman
Code of Honor (Marine)
Combat Reflexes
Curious (12 or less)
Duty (USCM) (15 or less (almost always))
Healer 3
High Pain Threshold
Roll to ignore pain: 15 (Will+3)
Luck
Sense of Duty (Squad) (Small Group)
Very Fit
Infiltrator
Code of Honor (Marine)
Combat Reflexes
Duty (USCM) (15 or less (almost always))
High Pain Threshold
Roll to ignore pain: 15 (Will+3)
Loner (12 or less)
Luck
Scout 2 (Climbing, Electronics Repair (Security), Electronics Repair (Sensors), Explosives (Demolition), First Aid, Forced Entry, Gesture, Knife, Lockpicking, Observation, Scrounging, Search, Shadowing, Stealth, Tracking)
Sense of Duty (Squad) (Small Group)
Very Fit
Smart Gunner
Bad Temper (12 or less)
Code of Honor (Marine)
Combat Reflexes
Duty (USCM) (15 or less (almost always))
High Pain Threshold
Roll to ignore pain: 14 (Will+3)
Intuition
Roll to guess correctly: 11 (IQ)
Luck
Sense of Duty (Squad) (Small Group)
Very Fit
Sniper
Code of Honor (Marine)
Combat Reflexes
Delusion (No living thing can kill me.) (Minor)
Duty (USCM) (15 or less (almost always))
High Pain Threshold
Roll to ignore pain: 14 (Will+3)
Luck
Night Vision 2
Sense of Duty (Squad) (Small Group)
Very Fit
Technician
Code of Honor (Marine)
Combat Reflexes
Duty (USCM) (15 or less (almost always))
High Pain Threshold
Roll to ignore pain: 16 (Will+3)
Luck
Overconfidence (12 or less)
Sense of Duty (Squad) (Small Group)
Single-Minded
Very Fit
Vehicle Specialist
Code of Honor (Marine)
Combat Reflexes
Duty (USCM) (15 or less (almost always))
Gearhead 3 (Driving, Mechanic, Navigation, Piloting, Spacer)
High Pain Threshold
Roll to ignore pain: 15 (Will+3)
Intolerance (non-Marines) (One group)
Luck
Sense of Duty (Squad) (Small Group)

## NOTABLE SKILLS / SPELLS

Corpsman		
Armoury (Body Armor)	12	IQ+0
Armoury (Heavy Weapons)	11	IQ-1
Armoury (Small Arms)	12	IQ+0
Climbing	13	DX+0
Computer Hacking	9	IQ-3
Computer Operation	12	IQ+0
Computer Programming	10	IQ-2
Diagnosis (Human)	13	IQ+1
Diplomacy	11	IQ-1
Driving (Automobile)	12	DX-1
Driving (Heavy Wheeled)	12	DX-1
Electronics Operation (Communications)	11	IQ-1
Electronics Operation (Medical)	14	IQ+2
Electronics Operation (Motion Tracker)	13	IQ+1
Electronics Operation (Security)	11	IQ-1
Electronics Repair (Communications)	11	IQ-1
Electronics Repair (Computers)	11	IQ-1
Electronics Repair (Medical)	13	IQ+1
Electronics Repair (Security)	11	IQ-1
Electronics Repair (Sensors)	12	IQ+0
Engineer (Combat)	10	IQ-2
Explosives (Demolition)	11	IQ-1
Explosives (Explosive Ordnance Disposal)	11	IQ-1
Fast-Draw (Ammo)	14	DX+1
Fast-Draw (Knife)	14	DX+1
Fast-Draw (Pistol)	14	DX+1
Fast-Draw (Rifle)	14	DX+1
Forced Entry	13	DX+0
Gesture	13	IQ+1
Gunner (Machine Gun)	13	DX+0
Guns (Grenade Launcher)	15	DX+2
Guns (Light Machine Gun)	14	DX+1
Guns (Pistol)	15	DX+2
Guns (Rifle)	16	DX+3
Intimidation	11	Will-1
Karate	15	DX+2
Kicking (Karate)	15	def+2
Knife	14	DX+1
Lockpicking	11	IQ-1
Navigation (Land)	11	IQ-1
Observation	12	Per-1
Physician (Human)	16	IQ+4
Physiology (Human)	13	IQ+1
Physiology (non-Human)	11	IQ-1
Piloting (Aerospace)	12	DX-1
Psychology (Human)	13	IQ+1
Savoir-Faire (Military)	12	IQ+0
Scrounging	13	Per+0
Search	14	Per+1
Shadowing	12	IQ+0
Soldier	12	IQ+0
Spacer	12	IQ+0
Stealth	13	DX+0
Surgery (Human)	15	IQ+3
Tactics	11	IQ-1
Throwing	13	DX+0
Tracking	12	Per-1
Urban Survival	13	Per+0
Vacc Suit	12	DX-1
Veterinary	13	IQ+1
Wrestling	14	DX+1
Infiltrator		
Armoury (Body Armor)	12	IQ+1
Armoury (Heavy Weapons)	11	IQ+0
Armoury (Small Arms)	12	IQ+1



## NOTABLE SKILLS / SPELLS

<b>Infiltrator</b>		
Climbing	14	DX+1
Computer Hacking	11	IQ+0
Computer Operation	11	IQ+0
Computer Programming	10	IQ-1
Driving (Automobile)	12	DX-1
Driving (Heavy Wheeled)	12	DX-1
Electronics Operation (Communications)	11	IQ+0
Electronics Operation (Medical)	11	IQ+0
Electronics Operation (Motion Tracker)	11	IQ+0
Electronics Operation (Security)	12	IQ+1
Electronics Repair (Communications)	12	IQ+1
Electronics Repair (Computers)	11	IQ+0
Electronics Repair (Medical)	11	IQ+0
Electronics Repair (Security)	14	IQ+3
Electronics Repair (Sensors)	13	IQ+2
Engineer (Combat)	9	IQ-2
Explosives (Demolition)	13	IQ+2
Explosives (Explosive Ordnance Disposal)	10	IQ-1
Fast-Draw (Ammo)	14	DX+1
Fast-Draw (Knife)	14	DX+1
Fast-Draw (Pistol)	14	DX+1
Fast-Draw (Rifle)	14	DX+1
Fast-Talk	13	IQ+2
First Aid (Human)	13	IQ+2
Forced Entry	15	DX+2
Gesture	13	IQ+2
Gunner (Machine Gun)	13	DX+0
Guns (Grenade Launcher)	15	DX+2
Guns (Light Machine Gun)	14	DX+1
Guns (Pistol)	15	DX+2
Guns (Rifle)	15	DX+2
Interrogation	11	IQ+0
Intimidation	12	Will+0
Karate	15	DX+2
Kicking (Karate)	15	def+2
Knife	15	DX+2
Lip Reading	13	Per+0
Lockpicking	14	IQ+3
Navigation (Land)	12	IQ+1
Observation	14	Per+1
Piloting (Aerospace)	12	DX-1
Savoir-Faire (Military)	11	IQ+0
Scrounging	15	Per+2
Search	14	Per+1
Shadowing	13	IQ+2
Soldier	10	IQ-1
Spacer	11	IQ+0
Stealth	14	DX+1
Tactics	10	IQ-1
Throwing	13	DX+0
Tracking	14	Per+1
Traps	10	IQ-1
Urban Survival	13	Per+0
Vacc Suit	12	DX-1
Wrestling	14	DX+1
<b>Smart Gunner</b>		
Armoury (Body Armor)	12	IQ+1
Armoury (Heavy Weapons)	13	IQ+2
Armoury (Small Arms)	11	IQ+0
Climbing	13	DX+1
Computer Hacking	9	IQ-2
Computer Operation	11	IQ+0
Computer Programming	10	IQ-1
Driving (Automobile)	12	DX+0
Driving (Heavy Wheeled)	12	DX+0

## NOTABLE SKILLS / SPELLS

<b>Smart Gunner</b>		
Electronics Operation (Communications)	11	IQ+0
Electronics Operation (Medical)	11	IQ+0
Electronics Operation (Motion Tracker)	11	IQ+0
Electronics Operation (Security)	11	IQ+0
Electronics Repair (Communications)	11	IQ+0
Electronics Repair (Computers)	11	IQ+0
Electronics Repair (Medical)	11	IQ+0
Electronics Repair (Security)	11	IQ+0
Electronics Repair (Sensors)	11	IQ+0
Engineer (Combat)	10	IQ-1
Explosives (Demolition)	12	IQ+1
Explosives (Explosive Ordnance Disposal)	11	IQ+0
Fast-Draw (Ammo)	14	DX+2
Fast-Draw (Knife)	13	DX+1
Fast-Draw (Pistol)	13	DX+1
Fast-Draw (Rifle)	13	DX+1
Fast-Talk	13	IQ+2
First Aid (Human)	12	IQ+1
Forced Entry	13	DX+1
Gesture	12	IQ+1
Gunner (Machine Gun)	13	DX+1
Guns (Grenade Launcher)	13	DX+1
Guns (Light Machine Gun)	15	DX+3
Guns (Pistol)	14	DX+2
Guns (Rifle)	15	DX+3
Interrogation	12	IQ+1
Intimidation	13	Will+2
Karate	14	DX+2
Kicking (Karate)	14	def+2
Knife	14	DX+2
Navigation (Land)	10	IQ-1
Observation	13	Per+1
Piloting (Aerospace)	11	DX-1
Savoir-Faire (Military)	11	IQ+0
Scrounging	13	Per+1
Search	13	Per+1
Shadowing	11	IQ+0
Soldier	11	IQ+0
Spacer	11	IQ+0
Stealth	12	DX+0
Tactics	10	IQ-1
Throwing	13	DX+1
Tracking	11	Per-1
Urban Survival	11	Per-1
Vacc Suit	11	DX-1
Wrestling	14	DX+2
<b>Sniper</b>		
Armoury (Body Armor)	11	IQ+0
Armoury (Heavy Weapons)	11	IQ+0
Armoury (Small Arms)	11	IQ+0
Climbing	15	DX+2
Computer Hacking	10	IQ-1
Computer Operation	11	IQ+0
Computer Programming	10	IQ-1
Diplomacy	11	IQ+0
Driving (Automobile)	12	DX-1
Driving (Heavy Wheeled)	12	DX-1
Electronics Operation (Communications)	12	IQ+1
Electronics Operation (Medical)	10	IQ-1
Electronics Operation (Motion Tracker)	10	IQ-1
Electronics Operation (Security)	10	IQ-1
Electronics Repair (Communications)	11	IQ+0
Electronics Repair (Computers)	10	IQ-1
Electronics Repair (Medical)	10	IQ-1
Electronics Repair (Security)	10	IQ-1

## NOTABLE SKILLS / SPELLS

Sniper		
Electronics Repair (Sensors)	10	IQ-1
Engineer (Combat)	12	IQ+1
Explosives (Demolition)	12	IQ+1
Explosives (Explosive Ordnance Disposal)	11	IQ+0
Fast-Draw (Ammo)	14	DX+1
Fast-Draw (Knife)	14	DX+1
Fast-Draw (Pistol)	14	DX+1
Fast-Draw (Rifle)	15	DX+2
First Aid (Human)	13	IQ+2
Forced Entry	13	DX+0
Gesture	13	IQ+2
Gunner (Machine Gun)	13	DX+0
Guns (Grenade Launcher)	14	DX+1
Guns (Light Machine Gun)	15	DX+2
Guns (Pistol)	15	DX+2
Guns (Rifle)	17	DX+4
Interrogation	12	IQ+1
Intimidation	11	Will+0
Karate	14	DX+1
Kicking (Karate)	14	def+2
Knife	15	DX+2
Lip Reading	13	Per+0
Lockpicking	12	IQ+1
Navigation (Land)	10	IQ-1
Observation	14	Per+1
Piloting (Aerospace)	12	DX-1
Savoir-Faire (Military)	11	IQ+0
Scrounging	15	Per+2
Search	14	Per+1
Shadowing	14	IQ+3
Soldier	11	IQ+0
Spacer	11	IQ+0
Stealth	14	DX+1
Survival (various)	13	Per+0
Tactics	10	IQ-1
Throwing	14	DX+1
Tracking	15	Per+2
Traps	13	IQ+2
Urban Survival	13	Per+0
Vacc Suit	12	DX-1
Wrestling	14	DX+1
Technician		
Armoury (Body Armor)	13	IQ-1
Armoury (Heavy Weapons)	13	IQ-1
Armoury (Small Arms)	13	IQ-1
Climbing	12	DX+0
Computer Hacking	14	IQ+0
Computer Operation	14	IQ+0
Computer Programming	14	IQ+0
Driving (Automobile)	12	DX+0
Driving (Heavy Wheeled)	12	DX+0
Electronics Operation (Communications)	13	IQ-1
Electronics Operation (Medical)	13	IQ-1
Electronics Operation (Motion Tracker)	14	IQ+0
Electronics Operation (Security)	13	IQ-1
Electronics Repair (Communications)	14	IQ+0
Electronics Repair (Computers)	14	IQ+0
Electronics Repair (Medical)	14	IQ+0
Electronics Repair (Security)	14	IQ+0
Electronics Repair (Sensors)	14	IQ+0
Engineer (Combat)	13	IQ-1
Explosives (Demolition)	13	IQ-1
Explosives (Explosive Ordnance Disposal)	13	IQ-1
Fast-Draw (Ammo)	13	DX+1
Fast-Draw (Knife)	13	DX+1

## NOTABLE SKILLS / SPELLS

Technician		
Fast-Draw (Pistol)	13	DX+1
Fast-Draw (Rifle)	13	DX+1
Fast-Talk	13	IQ-1
First Aid (Human)	10	IQ-4
Forced Entry	12	DX+0
Gesture	14	IQ+0
Gunner (Machine Gun)	13	DX+1
Guns (Grenade Launcher)	15	DX+3
Guns (Light Machine Gun)	14	DX+2
Guns (Pistol)	15	DX+3
Guns (Rifle)	16	DX+4
Interrogation	13	IQ-1
Intimidation	12	Will-1
Karate	15	DX+3
Kicking (Karate)	15	def+2
Knife	15	DX+3
Lip Reading	12	Per-1
Lockpicking	14	IQ+0
Navigation (Land)	13	IQ-1
Observation	13	Per+0
Piloting (Aerospace)	12	DX+0
Savoir-Faire (Military)	14	IQ+0
Scrounging	13	Per+0
Search	13	Per+0
Shadowing	13	IQ-1
Soldier	13	IQ-1
Spacer	14	IQ+0
Stealth	12	DX+0
Tactics	12	IQ-2
Throwing	13	DX+1
Tracking	13	Per+0
Urban Survival	12	Per-1
Vacc Suit	11	DX-1
Wrestling	14	DX+2
Vehicle Specialist		
Armoury (Body Armor)	12	IQ+0
Armoury (Heavy Weapons)	12	IQ+0
Armoury (Small Arms)	12	IQ+0
Climbing	13	DX+1
Computer Hacking	10	IQ-2
Computer Operation	12	IQ+0
Computer Programming	11	IQ-1
Diplomacy	11	IQ-1
Driving (Automobile)	15	DX+3
Driving (Heavy Wheeled)	15	DX+3
Electronics Operation (Communications)	11	IQ-1
Electronics Operation (Medical)	11	IQ-1
Electronics Operation (Motion Tracker)	11	IQ-1
Electronics Operation (Security)	11	IQ-1
Electronics Repair (Communications)	12	IQ+0
Electronics Repair (Computers)	12	IQ+0
Electronics Repair (Medical)	12	IQ+0
Electronics Repair (Security)	12	IQ+0
Electronics Repair (Sensors)	12	IQ+0
Engineer (Combat)	11	IQ-1
Explosives (Demolition)	12	IQ+0
Explosives (Explosive Ordnance Disposal)	12	IQ+0
Fast-Draw (Ammo)	14	DX+2
Fast-Draw (Knife)	14	DX+2
Fast-Draw (Pistol)	14	DX+2
Fast-Draw (Rifle)	14	DX+2
First Aid (Human)	12	IQ+0
Forced Entry	13	DX+1
Gesture	12	IQ+0
Gunner (Machine Gun)	13	DX+1

NOTABLE SKILLS / SPELLS

ADDITIONAL NOTES

Vehicle Specialist		
Guns (Grenade Launcher)	15	DX+3
Guns (Light Machine Gun)	14	DX+2
Guns (Pistol)	14	DX+2
Guns (Rifle)	16	DX+4
Interrogation	11	IQ-1
Intimidation	12	Will+0
Karate	15	DX+3
Kicking (Karate)	15	def+2
Knife	14	DX+2
Lockpicking	12	IQ+0
Mechanic (Aerospace)	15	IQ+3
Mechanic (Automotive)	15	IQ+3
Navigation (Land)	14	IQ+2
Navigation (Space)	14	IQ+2
Observation	12	Per+0
Piloting (Aerospace)	15	DX+3
Savoir-Faire (Military)	12	IQ+0
Scrounging	13	Per+1
Search	13	Per+1
Shadowing	12	IQ+0
Soldier	12	IQ+0
Spacer	15	IQ+3
Stealth	12	DX+0
Tactics	11	IQ-1
Throwing	13	DX+1
Tracking	12	Per+0
Urban Survival	11	Per-1
Vacc Suit	11	DX-1
Wrestling	14	DX+2

ADDITIONAL NOTES

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Name: Corpsman  
 Race: Human  
 Appearance: Fireteam 2, 2nd Squad, Section A

Player: \_\_\_\_\_  
 Ht: \_\_\_\_\_ Wt: \_\_\_\_\_ Age: \_\_\_\_\_ Spent: 325  
 Unspent: 0

**CHARACTER SHEET**

<b>ST</b> 12 [ 20]	<b>HP</b> 14 [ 4]	<b>Basic Speed</b> 6 [ -5]
<b>DX</b> 13 [ 60]	<b>Will</b> 12 [ 0]	<b>Basic Move</b> 6 [ 0]
<b>IQ</b> 12 [ 40]	<b>Per</b> 13 [ 5]	<b>BL</b> 29 lb (ST×ST)/5
<b>HT</b> 12* [ 20]	<b>FP</b> 12 [ 0]	<b>Thr</b> 1d-1 <b>Sw</b> 1d+2

\* Cond. +2 from 'Very Fit'

<b>TL</b> 9 [ 0]	<b>SM</b> +0
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Vision 13	Taste/Smell 13	Death Check 14*
Hearing 13	Fright Check 14†	High Jump 2.17 ft
Touch 13	Consciousness 14*	Broad Jump 3 yd

\* +2 from 'Very Fit' † +2 from 'Combat Reflexes'

**HP** 4, 0, -14, -28, -42, -56, -70 **FP** 3, 0, -12

PARRY	PARRY	BLOCK	DODGE	OTHER
11*	10*	8*	9/10*	
Karate	Knife	DX	Light	

Loc.	HP	#
Eyes	2	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	8	
Hands	5	
Legs	8	
Feet	5	

**Bonus DR:** 0  
**Bonus DB:** 0  
**Notes:**

\* +1 from 'Combat Reflexes'

ADVANTAGES	
Name	Pts
Combat Reflexes	[ 15]
Healer 3	[ 30]
High Pain Threshold	[ 10]
Luck	[ 15]
Very Fit	[ 15]

DISADVANTAGES	
Name	Pts
Code of Honor (Marine)	[ -10]
Curious (12 or less)	[ -5]
Duty (USCM; 15 or less (almost always))	[ -15]
Sense of Duty (Squad; Small Group)	[ -5]

TECHNIQUES			
Name	Level	Relative	Pts
Kicking (Karate)	15	def+2	[ 3]

SKILLS			
Name	Level	Relative	Pts
Armoury (Body Armor)	12	IQ+0	[ 2]
Armoury (Heavy Weapons)	11	IQ-1	[ 1]
Armoury (Small Arms)	12	IQ+0	[ 2]
Climbing	13	DX+0	[ 2]
Computer Hacking	9	IQ-3	[ 1]
Computer Operation	12	IQ+0	[ 1]
Computer Programming	10	IQ-2	[ 1]
Diagnosis (Human)	13*	IQ+1	[ 1]
Diplomacy	11	IQ-1	[ 2]
Driving (Automobile)	12	DX-1	[ 1]
Driving (Heavy Wheeled)	12	DX-1	[ 1]
Electronics Operation (Communications)	11	IQ-1	[ 1]
Electronics Operation (Medical)	14	IQ+2	[ 8]
Electronics Operation (Motion Tracker)	13	IQ+1	[ 4]
Electronics Operation (Security)	11	IQ-1	[ 1]
Electronics Repair (Communications)	11	IQ-1	[ 1]
Electronics Repair (Computers)	11	IQ-1	[ 1]
Electronics Repair (Medical)	13	IQ+1	[ 3]
Electronics Repair (Security)	11	IQ-1	[ 1]
Electronics Repair (Sensors)	12	IQ+0	[ 2]
Engineer (Combat)	10	IQ-2	[ 1]
Explosives (Demolition)	11	IQ-1	[ 1]
Explosives (Explosive Ordnance Disposal)	11	IQ-1	[ 1]
Fast-Draw (Ammo)	14†	DX+1	[ 1]
Fast-Draw (Knife)	14†	DX+1	[ 1]
Fast-Draw (Pistol)	14†	DX+1	[ 1]
Fast-Draw (Rifle)	14†	DX+1	[ 1]
Forced Entry	13	DX+0	[ 1]
Gesture	13	IQ+1	[ 2]
Gunner (Machine Gun)	13	DX+0	[ 1]
Guns (Grenade Launcher)	15	DX+2	[ 4]
Guns (Light Machine Gun)	14	DX+1	[ 1]
Guns (Pistol)	15	DX+2	[ 2]
Guns (Rifle)	16	DX+3	[ 8]
Intimidation	11	Will-1	[ 1]
Karate	15	DX+2	[ 12]
Knife	14	DX+1	[ 2]
Lockpicking	11	IQ-1	[ 1]
Navigation (Land)	11	IQ-1	[ 1]
Observation	12	Per-1	[ 1]
Physician (Human)	16*	IQ+4	[ 8]
Physiology (Human)	13*	IQ+1	[ 1]
Physiology (non-Human)	11*	IQ-1	[ 0]
Piloting (Aerospace)	12	DX-1	[ 1]
Psychology (Human)	13*	IQ+1	[ 1]
Savoir-Faire (Military)	12	IQ+0	[ 1]
Scrounging	13	Per+0	[ 1]
Search	14	Per+1	[ 4]
Shadowing	12	IQ+0	[ 2]
Soldier	12	IQ+0	[ 2]
Spacer	12	IQ+0	[ 1]
Stealth	13	DX+0	[ 2]
Surgery (Human)	15*	IQ+3	[ 10]
Tactics	11	IQ-1	[ 2]
Throwing	13	DX+0	[ 2]
Tracking	12	Per-1	[ 1]
Urban Survival	13	Per+0	[ 2]
Vacc Suit	12	DX-1	[ 1]
Veterinary	13*	IQ+1	[ 1]
Wrestling	14	DX+1	[ 4]

\* +3 from 'Healer' † +1 from 'Combat Reflexes'

MELEE ATTACKS								
Non-Equipment based		Skill	Parry	Damage	Reach	ST	LC	Notes
Bite		13	-	1d-2 cr	C	-	-	
Karate: Punch		15	11	1d cr	C	-	-	
Karate: Kick		15	-	1d+1 cr	C,1	-	-	
Equipment based		Skill	Parry	Damage	Reach	ST	LC	Notes
Large Knife: Swing		14	10	1d+3(3) cut	C,1	6	4	
Large Knife: Thrust		14	10	1d+2(3) imp	C	6	4	[1]

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Grenade Launcher (Underbarrel, 1 hex radius)	15	10d cr	4	300 yd / 1000 yd	1	3(3)	10	-	3	1	
<i>Skill used: Guns (Grenade Launcher)</i>											
Large Knife: Thrown	13	1d+2(3) imp	-	10 yd / 18 yd	1	T(1)	6	-2	-	4	
<i>Skill used: Throwing</i>											
Pistol, M4A3	15	5d pi+	2	200 yd / 1.14 mi	3	20+1(3)	10	-2	2	3	
<i>Skill used: Guns (Pistol)</i>											
Pulse Rifle, M41A	16	9d pi+	4	1000 yd / 2.84 mi	3	99+1(3)	10†	-3	3	3	
<i>Skill used: Guns (Rifle)</i>											

**ST "†":** The weapon requires two hands. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least *twice* the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it *always* requires two hands, regardless of ST.

**Shots "T":** The weapon is a *thrown weapon*.

EQUIPMENT			
Qty	Item	Cost	Weight
1	Assault Boots (DR 5; TL9) <i>Description:</i> Standard issue combat boots designed to protect a Marine's feet. (DR 5) <i>Location:</i> feet	150	3 lb
1	Body Armor (DR 30 front/20 rear; TL9) <i>Description:</i> A rigid shell body armor composed of various ultra-light titanium, boron carbide, and carbon fiber alloys. M3 infantry series. (DR 30 in front, DR 20 in back) <i>Location:</i> torso, groin	600	8 lb
1	Grenade Launcher (Underbarrel, 1 hex radius; TL9) <i>Description:</i> The M41A-GL is a 30mm grenade launcher underslung-mounted to the M41A Pulse Rifle. It inflicts 10d of explosive damage to both the target hex it strikes and all adjacent hexes.	300	1 lb
1	Helmet (DR 18; TL9) <i>Description:</i> Ballistic helmet designed to protect a Marine's head. Fully integrates with the standard USCM comms/tactical video kit. M3 infantry series. (DR 18) <i>Location:</i> skull	250	2 lb
1	Large Knife (TL9; Armor Divisor (3)) <i>Description:</i> A nearly indestructible combat knife forged from the latest inert ceramics and polymers. Holds a super-fine edge for years without maintenance, with an Armor Divisor of (3).	80	1 lb
1	Leg Armor (DR 10, lower leg; TL9) <i>Description:</i> Lower leg armor from the M3 infantry series. (DR 10) <i>Location:</i> legs	280	2 lb
1	Med Kit (TL9) <i>Description:</i> A complete crash kit for treating serious injuries. Includes sterile bandages, sutures, and an array of pharmaceutical drugs. +2 to Physician/First Aid skill, and counts as improvised gear (-5) for Surgery.	200	6 lb
1	Misc Gear (TL9) <i>Description:</i> Various useful items, such as duct tape, 25' coiled line, lighter, marking flares (5), notepad and pen, ration bars (10), wrist IFF transmitter/location transponder/rad counter/watch, etc.	500	5 lb
1	Motion Tracker (TL9) <i>Description:</i> The often unreliable M314 is an active motion sensor, emitting thousands of ultrasound bursts per second and using the signal returns to differentiate static from moving targets out to an effective range of roughly 200 yards.	750	1 lb
1	Pistol, M4A3 (TL9) <i>Description:</i> The M4A3 is the standard sidearm of the U.S. Colonial Marines, known for its reliability and large 10mm tungsten core round.	540	2 lb
1	Pulse Rifle, M41A (TL9) <i>Description:</i> The legendary Armat M41A Pulse Rifle is an air-cooled automatic assault rifle firing a 10mm armor-piercing, high explosive (APHEX) round. It is the iconic weapon of the USCM.	2700	8 lb
1	Tool Kit (w/ portable welder/cutter; TL5) <i>Description:</i> A small kit of commonly needed tools for both repair and maintenance of a variety of equipment. Includes a portable, battery-powered welder/cutter (good for about 5 minutes of use per charge).	600	4 lb

ENCUMBRANCE TABLE					
Name	None	« Light »	Med	Hvy	X-Hvy
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
Dodge	10	9	8	7	6

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	58 lb	232 lb	348 lb	435 lb	1450 lb

\* Takes 2 seconds to complete  
† Takes 4 seconds to complete  
‡ Double with a running start  
§ Lose 1 FP/sec while over X-Hvy enc.

SLAM TABLE			
Mvmt.	1	2-3	4-7
Dmg.	1d-3	1d-2	1d-1

HUMANOID HIT LOCATION TABLE					
Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7	13-14	Left Leg	-2
5	Face	-5	15	Hand	-4
6-7	Right Leg	-2	16	Foot	-4
8	Right Arm	-2	17-18	Neck	-5
9-10	Torso	-	-	Vitals*	-3
11	Groin	-3	-	Eye*	-9
12	Left Arm	-2	-	-	-

\* Only targetable by impaling, piercing, and tight-beam burning attacks  
See also: *Hit Location*, p. B398, and *Human and Humanoid Hit Location Table*, p. B552.

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		[ 144 ]
Advantages, Perks		[ 85 ]
Disadvantages, Quirks		[ -35 ]
Skills, Techniques		[ 131 ]
<b>Total Points Spent:</b>		<b>325</b>
<b>Unspent Points:</b>		<b>0</b>

## ADVANTAGES and DISADVANTAGES

### ALL MARINES



- **Luck:** Once per 45 minutes of *real time*, you may use your Luck to...
  - Make two more rolls after a bad roll and keep the best of the three, *or...*
  - Force an enemy to do the same, but take the *worst* of the three, *or...*
  - Reduce an injury you just received to a 1-point flesh wound.
- **Code of Honor (Marine), Duty (USCM), and Sense of Duty (Squad):** You conduct yourself as a Marine (whatever that means to *you*), have a legal obligation to the USCM, and have strong bonds of camaraderie with your squad.
- **Combat Reflexes, High Pain Threshold, and Very Fit:** Training and previous combat ops have given you heightened awareness, resistance to pain, and excellent health.

### CORPSMAN

In addition to the above, you possess traits unique to your character.

- **Healer:** You have a natural talent for skills related to healing others (Physician, Diagnosis, etc.)
- **Curious:** Regardless of risk, you find it nearly impossible to *not* investigate mysterious or hidden things.

## SKILLS

All Marines have received extensive training in a wide variety of skills, but the below are things that you either do exceptionally well or, in some cases, are the only one trained to do at all. Basically, these are the things you do very well.

- **Diagnosis, Physician, Surgery, Psychology and Veterinary** all relate to healing humans or animals.
- **Physiology (Human)** and **Physiology (non-Human)** represent your knowledge of how the human body works, biomechanically (and, to a much lesser extent, the few alien species humanity has encountered).
- **Electronics Operation (Medical)** and **Electronics Repair (Medical)** allow you to use and repair electronic medical equipment.
- **Guns (Grenade Launcher, Pistol, and Rifle), Knife, and Karate and Wrestling** cover your primary combat skills.

## INJURY

If you are reduced to...

- **4 or less** Hit Points, your Move is reduced to **3** (from 6) and your Dodge is reduced to **5** (from 10).
- **0 or less** Hit Points, you are in immediate danger of falling unconscious.
- **-14 or less** Hit Points, you are in immediate danger of death.
- **-70 or less** Hit Points, you are immediately dead.

## ASSIGNMENTS

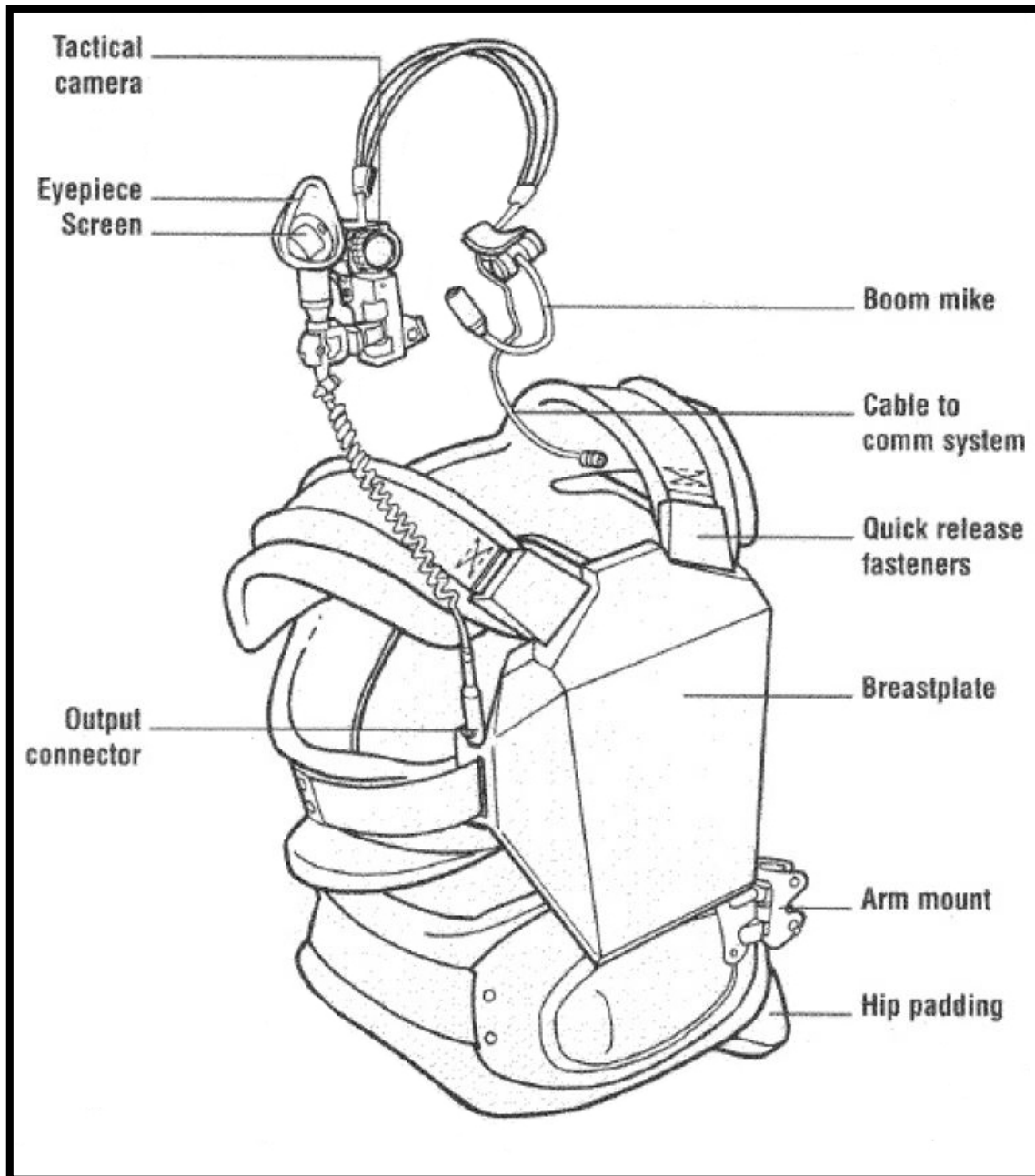
**1st Squad, Team 1** is Corporal Namara (NPC) and the *Vehicle Specialist*.

**1st Squad, Team 2** is the *Sniper* and the *Technician*.

**2nd Squad, Team 1** is Lance Corporal Foster (NPC) and the *Infiltrator*.

**2nd Squad, Team 2** is the *Smart Gunner* and **you**.

# M41A Pulse Rifle and M3 series Infantry Body Armor



# Corpsman



## Primary Skills

- Physician and Surgery
- Physiology (human and other)

## Primary Weapon

- M41A Pulse Rifle w/ Grenade Launcher

## Unique Traits

- Healer
- Curious

## Squad Role

- Medical care and support



U.S. Colonial Marine Corps  
Office of Personnel  
Infantry Service Summary







Name: Infiltrator  
 Race: Human  
 Appearance: Fireteam 1, 2nd Squad, Section A

Player: \_\_\_\_\_  
 Ht: \_\_\_\_\_ Wt: \_\_\_\_\_ Age: \_\_\_\_\_  
 Spent: 325  
 Unspent: 0

**CHARACTER SHEET**

<b>ST</b> 13 [ 30]	<b>HP</b> 14 [ 2]	<b>Basic Speed</b> 6 [ -5]
<b>DX</b> 13 [ 60]	<b>Will</b> 12 [ 5]	<b>Basic Move</b> 6 [ 0]
<b>IQ</b> 11 [ 20]	<b>Per</b> 13 [ 10]	<b>BL</b> 34 lb (ST×ST)/5
<b>HT</b> 12* [ 20]	<b>FP</b> 12 [ 0]	Thr 1d Sw 2d-1

\* Cond. +2 from 'Very Fit'

<b>TL</b> 9 [ 0]	<b>SM</b> +0
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Vision 13	Taste/Smell 13	Death Check 14*
Hearing 13	Fright Check 14†	High Jump 2.17 ft
Touch 13	Consciousness 14*	Broad Jump 3 yd

\* +2 from 'Very Fit' † +2 from 'Combat Reflexes'

**HP** 4, 0, -14, -28, -42, -56, -70 **FP** 3, 0, -12

<b>PARRY</b> 11* Karate	<b>PARRY</b> 10* Knife	<b>BLOCK</b> 8* DX	<b>DODGE</b> 9/10* Light	<b>OTHER</b>
----------------------------	---------------------------	-----------------------	-----------------------------	--------------

<b>Eyes</b> DR: 0 HP: 0	<b>Skull</b> DR: 20 HP: 0	<table border="1"> <tr> <td><b>Loc.</b></td> <td><b>HP</b></td> <td><b>#</b></td> </tr> <tr><td>Eyes</td><td>2</td><td>_____</td></tr> <tr><td>Neck</td><td>—</td><td>_____</td></tr> <tr><td>Skull</td><td>—</td><td>_____</td></tr> <tr><td>Face</td><td>—</td><td>_____</td></tr> <tr><td>Torso</td><td>—</td><td>_____</td></tr> <tr><td>Groin</td><td>—</td><td>_____</td></tr> <tr><td>Arms</td><td>8</td><td>_____</td></tr> <tr><td>Hands</td><td>5</td><td>_____</td></tr> <tr><td>Legs</td><td>8</td><td>_____</td></tr> <tr><td>Feet</td><td>5</td><td>_____</td></tr> </table> <p><b>Bonus DR:</b> 0  <b>Bonus DB:</b> 0  <b>Notes:</b></p>	<b>Loc.</b>	<b>HP</b>	<b>#</b>	Eyes	2	_____	Neck	—	_____	Skull	—	_____	Face	—	_____	Torso	—	_____	Groin	—	_____	Arms	8	_____	Hands	5	_____	Legs	8	_____	Feet	5	_____
<b>Loc.</b>	<b>HP</b>		<b>#</b>																																
Eyes	2		_____																																
Neck	—		_____																																
Skull	—		_____																																
Face	—		_____																																
Torso	—		_____																																
Groin	—		_____																																
Arms	8		_____																																
Hands	5		_____																																
Legs	8		_____																																
Feet	5		_____																																
<b>Neck</b> DR: 0 HP: 0	<b>Face</b> DR: 0 HP: 0																																		
<b>Torso</b> DR: 30/20 HP: 0	<b>Arms</b> DR: 0 HP: 0																																		
<b>Hands</b> DR: 0 HP: 0	<b>Hands</b> DR: 0 HP: 0																																		
<b>Groin</b> DR: 30/20 HP: 0	<b>Groin</b> DR: 30/20 HP: 0																																		
<b>Legs</b> DR: 10 HP: 0	<b>Legs</b> DR: 10 HP: 0																																		
<b>Feet</b> DR: 5 HP: 0	<b>Feet</b> DR: 5 HP: 0																																		

\* +1 from 'Combat Reflexes'

ADVANTAGES	
Name	Pts
Combat Reflexes	[ 15]
High Pain Threshold	[ 10]
Luck	[ 15]
Scout 2 (Climbing, Electronics Repair (Security), Electronics Repair (Sensors), Explosives (Demolition), First Aid, Forced Entry, Gesture, Knife, Lockpicking, Observation, Scrounging, Search, Shadowing, Stealth, Tracking)	[ 30]
Very Fit	[ 15]

DISADVANTAGES	
Name	Pts
Code of Honor (Marine)	[ -10]
Duty (USCM; 15 or less (almost always))	[ -15]
Loner (12 or less)	[ -5]
Sense of Duty (Squad; Small Group)	[ -5]

**SKILLS**

Name	Level	Relative	Pts
Armoury (Body Armor)	12	IQ+1	[ 4]
Armoury (Heavy Weapons)	11	IQ+0	[ 2]
Armoury (Small Arms)	12	IQ+1	[ 4]
Climbing	14*	DX+1	[ 1]
Computer Hacking	11	IQ+0	[ 8]
Computer Operation	11	IQ+0	[ 1]
Computer Programming	10	IQ-1	[ 2]
Driving (Automobile)	12	DX-1	[ 1]
Driving (Heavy Wheeled)	12	DX-1	[ 1]
Electronics Operation (Communications)	11	IQ+0	[ 2]
Electronics Operation (Medical)	11	IQ+0	[ 2]
Electronics Operation (Motion Tracker)	11	IQ+0	[ 2]
Electronics Operation (Security)	12	IQ+1	[ 4]
Electronics Repair (Communications)	12	IQ+1	[ 4]
Electronics Repair (Computers)	11	IQ+0	[ 2]
Electronics Repair (Medical)	11	IQ+0	[ 2]
Electronics Repair (Security)	14*	IQ+3	[ 4]
Electronics Repair (Sensors)	13*	IQ+2	[ 2]
Engineer (Combat)	9	IQ-2	[ 1]
Explosives (Demolition)	13*	IQ+2	[ 2]
Explosives (Explosive Ordnance Disposal)	10	IQ-1	[ 1]
Fast-Draw (Ammo)	14†	DX+1	[ 1]
Fast-Draw (Knife)	14†	DX+1	[ 1]
Fast-Draw (Pistol)	14†	DX+1	[ 1]
Fast-Draw (Rifle)	14†	DX+1	[ 1]
Fast-Talk	13	IQ+2	[ 8]
First Aid (Human)	13‡	IQ+2	[ 1]
Forced Entry	15*	DX+2	[ 1]
Gesture	13*	IQ+2	[ 1]
Gunner (Machine Gun)	13	DX+0	[ 1]
Guns (Grenade Launcher)	15	DX+2	[ 4]
Guns (Light Machine Gun)	14	DX+1	[ 1]
Guns (Pistol)	15	DX+2	[ 3]
Guns (Rifle)	15	DX+2	[ 4]
Interrogation	11	IQ+0	[ 2]
Intimidation	12	Will+0	[ 2]
Karate	15	DX+2	[ 12]
Knife	15*	DX+2	[ 1]
Lip Reading	13	Per+0	[ 2]
Lockpicking	14*	IQ+3	[ 4]
Navigation (Land)	12	IQ+1	[ 4]
Observation	14*	Per+1	[ 1]
Piloting (Aerospace)	12	DX-1	[ 1]
Savoir-Faire (Military)	11	IQ+0	[ 1]
Scrounging	15*	Per+2	[ 1]
Search	14*	Per+1	[ 1]
Shadowing	13*	IQ+2	[ 2]
Soldier	10	IQ-1	[ 1]
Spacer	11	IQ+0	[ 1]
Stealth	14*	DX+1	[ 1]
Tactics	10	IQ-1	[ 2]
Throwing	13	DX+0	[ 2]
Tracking	14*	Per+1	[ 1]
Traps	10	IQ-1	[ 1]
Urban Survival	13	Per+0	[ 2]
Vacc Suit	12	DX-1	[ 1]
Wrestling	14	DX+1	[ 4]

\* +2 from 'Scout' † +1 from 'Combat Reflexes' ‡ +2 from 'Scout', Cond. +1 from 'First Aid Kit'

**TECHNIQUES**

Name	Level	Relative	Pts
Kicking (Karate)	15	def+2	[ 3]

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	13	-	1d-1 cr	C	-	-	
Karate: Punch	15	11	1d+1 cr	C	-	-	
Karate: Kick	15	-	1d+2 cr	C,1	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Large Knife: Swing	15	10	2d(3) cut	C,1	6	4	
Large Knife: Thrust	15	10	1d+3(3) imp	C	6	4	[1]

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Grenade Launcher (Underbarrel, 1 hex radius)	15	10d cr	4	300 yd / 1000 yd	1	3(3)	10	-	3	1	
<i>Skill used: Guns (Grenade Launcher)</i>											
Large Knife: Thrown	13	1d+3(3) imp	-	10 yd / 20 yd	1	T(1)	6	-2	-	4	
<i>Skill used: Throwing</i>											
Pistol, M4A3	15	5d pi+	2	200 yd / 1.14 mi	3	20+1(3)	10	-2	2	3	
<i>Skill used: Guns (Pistol)</i>											
Pulse Rifle, M41A	15	9d pi+	4	1000 yd / 2.84 mi	3	99+1(3)	10†	-3	3	3	
<i>Skill used: Guns (Rifle)</i>											
<b>ST "†":</b> The weapon requires two hands. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, but it becomes <i>unready</i> after you attack with it. If you have at least <i>twice</i> the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it <i>always</i> requires two hands, regardless of ST. <b>Shots "T":</b> The weapon is a <i>thrown weapon</i> .											

EQUIPMENT			
Qty	Item	Cost	Weight
1	Assault Boots (DR 5; TL9) <i>Description:</i> Standard issue combat boots designed to protect a Marine's feet. (DR 5) <i>Location:</i> feet	150	3 lb
1	Body Armor (DR 30 front/20 rear; TL9) <i>Description:</i> A rigid shell body armor composed of various ultra-light titanium, boron carbide, and carbon fiber alloys. M3 infantry series. (DR 30 in front, DR 20 in back) <i>Location:</i> torso, groin	600	8 lb
1	First Aid Kit (TLVar.) <i>Description:</i> A complete kit for treating wounds, with bandages, ointments, etc. +1 to First Aid skill.	50	2 lb
1	Grenade Launcher (Underbarrel, 1 hex radius; TL9) <i>Description:</i> The M41A-GL is a 30mm grenade launcher underslung-mounted to the M41A Pulse Rifle. It inflicts 10d of explosive damage to both the target hex it strikes and all adjacent hexes.	300	1 lb
1	Helmet (DR 18; TL9) <i>Description:</i> Ballistic helmet designed to protect a Marine's head. Fully integrates with the standard USCM comms/tactical video kit. M3 infantry series. (DR 18) <i>Location:</i> skull	250	2 lb
1	Large Knife (TL0; Armor Divisor (3)) <i>Description:</i> A nearly indestructible combat knife forged from the latest inert ceramics and polymers. Holds a super-fine edge for years without maintenance, with an Armor Divisor of (3).	80	1 lb
1	Leg Armor, M3 (DR 10, lower leg; TL9) <i>Description:</i> Lower leg armor from the M3 infantry series. (DR 10) <i>Location:</i> legs	280	2 lb
1	Misc Gear (TL9) <i>Description:</i> Various useful items, such as duct tape, 25' coiled line, lighter, marking flares (5), notepad and pen, ration bars (10), wrist IFF transmitter/location transponder/rad counter/watch, etc.	500	5 lb
1	Pistol, M4A3 (TL9) <i>Description:</i> The M4A3 is the standard sidearm of the U.S. Colonial Marines, known for its reliability and large 10mm tungsten core round.	540	2 lb
1	Pulse Rifle, M41A (TL9) <i>Description:</i> The legendary Armat M41A Pulse Rifle is an air-cooled automatic assault rifle firing a 10mm armor-piercing, high explosive (APHEX) round. It is the iconic weapon of the USCM.	2700	8 lb
1	Tool Kit (w/ portable welder/cutter; TL5) <i>Description:</i> A small kit of commonly needed tools for both repair and maintenance of a variety of equipment. Includes a portable, battery-powered welder/cutter (good for about 5 minutes of use per charge).	600	4 lb

ENCUMBRANCE TABLE					
Name	None	« Light »	Med	Hvy	X-Hvy
Basic	34 lb	68 lb	102 lb	204 lb	340 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
Dodge	10	9	8	7	6

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	68 lb	272 lb	408 lb	510 lb	1700 lb
* Takes 2 seconds to complete			‡ Double with a running start		
† Takes 4 seconds to complete			§ Lose 1 FP/sec while over X-Hvy enc.		

SLAM TABLE			
Mvmt.	1	2-3	4-7
Dmg.	1d-3	1d-2	1d-1

HUMANOID HIT LOCATION TABLE					
Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7	13-14	Left Leg	-2
5	Face	-5	15	Hand	-4
6-7	Right Leg	-2	16	Foot	-4
8	Right Arm	-2	17-18	Neck	-5
9-10	Torso	-	-	Vitals*	-3
11	Groin	-3	-	Eye†	-9
12	Left Arm	-2	-	-	-
* Only targetable by impaling, piercing, and tight-beam burning attacks					
See also: <i>Hit Location</i> , p. B398, and <i>Human and Humanoid Hit Location Table</i> , p. B552.					

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		[ 142 ]
Advantages, Perks		[ 85 ]
Disadvantages, Quirks		[ -35 ]
Skills, Techniques		[ 133 ]
<b>Total Points Spent:</b>		<b>325</b>
<b>Unspent Points:</b>		<b>0</b>

## ADVANTAGES and DISADVANTAGES

### ALL MARINES



- **Luck:** Once per 45 minutes of *real time*, you may use your Luck to...
  - Make two more rolls after a bad roll and keep the best of the three, *or...*
  - Force an enemy to do the same, but take the *worst* of the three, *or...*
  - Reduce an injury you just received to a 1-point flesh wound.
- **Code of Honor (Marine), Duty (USCM), and Sense of Duty (Squad):** You conduct yourself as a Marine (whatever that means to *you*), have a legal obligation to the USCM, and have strong bonds of camaraderie with your squad.
- **Combat Reflexes, High Pain Threshold, and Very Fit:** Training and previous combat ops have given you heightened awareness, resistance to pain, and excellent health.

### INFILTRATOR

In addition to the above, you possess traits unique to your character.

- **Scout:** You have a natural talent for skills related scouting/infiltrating (Climbing, Search, Stealth, etc.)
- **Loner:** You like your “personal space” and lash out people hovering, looking over your shoulder, crowding, etc.

## SKILLS

All Marines have received extensive training in a wide variety of skills, but the below are things that you either do exceptionally well or, in some cases, are the only one trained to do at all. Basically, these are the things you do very well.

- **Climbing, Computer Hacking, Electronics Repair (Security and Sensors), Explosives (Demolition), Forced Entry, Lip Reading, Lockpicking, Scrounging, Search, Stealth,** etc. all relate to your ability to get into hard-to-access areas and retrieve useful information.
- **Guns (Grenade Launcher, Pistol, and Rifle), Knife, and Karate and Wrestling** cover your primary combat skills.

## INJURY

If you are reduced to...

- **4 or less** Hit Points, your Move is reduced to **3** (from 6) and your Dodge is reduced to **5** (from 10).
- **0 or less** Hit Points, you are in immediate danger of falling unconscious.
- **-14 or less** Hit Points, you are in immediate danger of death.
- **-70 or less** Hit Points, you are immediately dead.

## ASSIGNMENTS

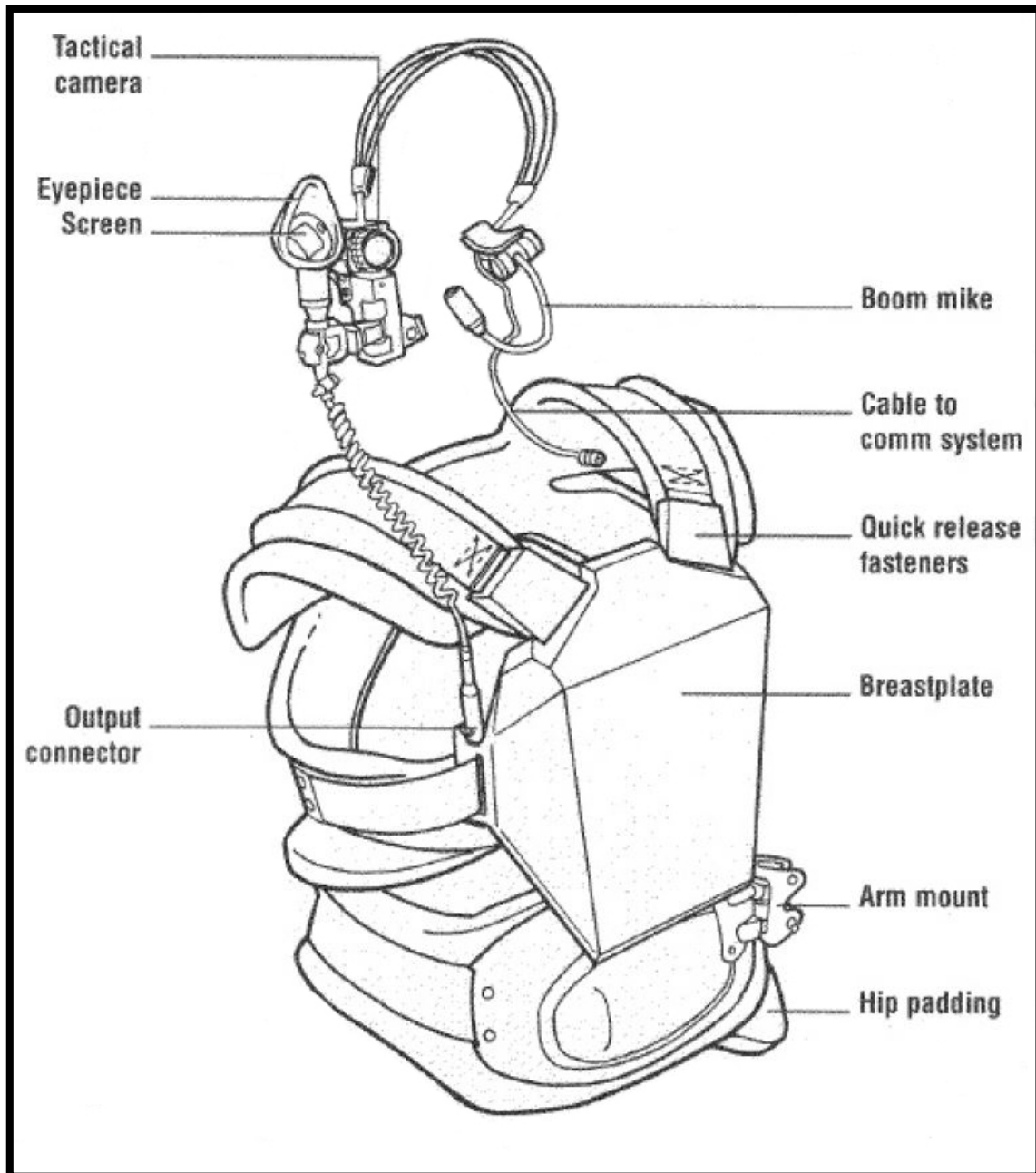
**1st Squad, Team 1** is Corporal Namara (NPC) and the *Vehicle Specialist*.

**1st Squad, Team 2** is the *Sniper* and the *Technician*.

**2nd Squad, Team 1** is Lance Corporal Foster (NPC) and **you**.

**2nd Squad, Team 2** is the *Corpsman* and the *Smart Gunner*.

## M41A Pulse Rifle and M3 series Infantry Body Armor



# Infiltrator

## Primary Skills

- Electronics Repair (Security)
- Stealth and Scrounging

## Primary Weapon

- M41A Pulse Rifle w/ Grenade Launcher

## Unique Traits

- Scout
- Loner

## Squad Role

- Covert entry and scouting



U.S. Colonial Marine Corps  
Office of Personnel  
Infantry Service Summary





Name: Smart Gunner  
 Race: Human  
 Appearance: Fireteam 2, 2nd Squad, Section A

Player: \_\_\_\_\_  
 Ht: \_\_\_\_\_ Wt: \_\_\_\_\_ Age: \_\_\_\_\_ Spent: 325  
 Unspent: 0

**CHARACTER SHEET**

<b>ST</b> 15 [ 50]	<b>HP</b> 15 [ 0]	<b>Basic Speed</b> 6 [ 0]
<b>DX</b> 12 [ 40]	<b>Will</b> 11 [ 0]	<b>Basic Move</b> 6 [ 0]
<b>IQ</b> 11 [ 20]	<b>Per</b> 12 [ 5]	<b>BL</b> 45 lb (ST×ST)/5
<b>HT</b> 12* [ 20]	<b>FP</b> 12 [ 0]	<b>Thr</b> 1d+1 <b>Sw</b> 2d+1

\* Cond. +2 from 'Very Fit'

<b>TL</b> 9 [ 0]	<b>SM</b> +0
------------------	--------------

Vision 12	Taste/Smell 12	Death Check 14*
Hearing 12	Fright Check 13†	High Jump 2.17 ft
Touch 12	Consciousness 14*	Broad Jump 3 yd

\* +2 from 'Very Fit' † +2 from 'Combat Reflexes'

**HP** 4, 0, -15, -30, -45, -60, -75 **FP** 3, 0, -12

PARRY	PARRY	BLOCK	DODGE	OTHER
11*	10*	8*	10*	
Karate	Knife	DX	None	

Loc.	HP	#
Eyes	2	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	8	
Hands	6	
Legs	8	
Feet	6	

**Bonus DR:** 0  
**Bonus DB:** 0

**Notes:**

\* +1 from 'Combat Reflexes'

**ADVANTAGES**

Name	Pts
Combat Reflexes	[ 15]
High Pain Threshold	[ 10]
Roll to ignore pain: 14 (Will+3)	
Intuition	[ 15]
Roll to guess correctly: 11 (IQ)	
Luck	[ 15]
Very Fit	[ 15]

**DISADVANTAGES**

Name	Pts
Bad Temper (12 or less)	[ -10]
Code of Honor (Marine)	[ -10]
Duty (USCM; 15 or less (almost always))	[ -15]
Sense of Duty (Squad; Small Group)	[ -5]

**SKILLS**

Name	Level	Relative	Pts
Armoury (Body Armor)	12	IQ+1	[ 4]
Armoury (Heavy Weapons)	13	IQ+2	[ 8]
Armoury (Small Arms)	11	IQ+0	[ 2]
Climbing	13	DX+1	[ 4]
Computer Hacking	9	IQ-2	[ 2]
Computer Operation	11	IQ+0	[ 1]
Computer Programming	10	IQ-1	[ 2]
Driving (Automobile)	12	DX+0	[ 2]
Driving (Heavy Wheeled)	12	DX+0	[ 2]
Electronics Operation (Communications)	11	IQ+0	[ 2]
Electronics Operation (Medical)	11	IQ+0	[ 2]
Electronics Operation (Motion Tracker)	11	IQ+0	[ 2]
Electronics Operation (Security)	11	IQ+0	[ 2]
Electronics Repair (Communications)	11	IQ+0	[ 2]
Electronics Repair (Computers)	11	IQ+0	[ 2]
Electronics Repair (Medical)	11	IQ+0	[ 2]
Electronics Repair (Security)	11	IQ+0	[ 2]
Electronics Repair (Sensors)	11	IQ+0	[ 2]
Engineer (Combat)	10	IQ-1	[ 2]
Explosives (Demolition)	12	IQ+1	[ 4]
Explosives (Explosive Ordnance Disposal)	11	IQ+0	[ 2]
Fast-Draw (Ammo)	14*	DX+2	[ 2]
Fast-Draw (Knife)	13*	DX+1	[ 1]
Fast-Draw (Pistol)	13*	DX+1	[ 1]
Fast-Draw (Rifle)	13*	DX+1	[ 1]
Fast-Talk	13	IQ+2	[ 8]
First Aid (Human)	12†	IQ+1	[ 2]
Forced Entry	13	DX+1	[ 2]
Gesture	12	IQ+1	[ 2]
Gunner (Machine Gun)	13	DX+1	[ 2]
Guns (Grenade Launcher)	13	DX+1	[ 2]
Guns (Light Machine Gun)	15‡	DX+3	[ 8]
Guns (Pistol)	14	DX+2	[ 2]
Guns (Rifle)	15	DX+3	[ 6]
Interrogation	12	IQ+1	[ 4]
Intimidation	13	Will+2	[ 8]
Karate	14	DX+2	[ 12]
Parry: 11			
Knife	14	DX+2	[ 4]
Parry: 10			
Navigation (Land)	10	IQ-1	[ 1]
Observation	13	Per+1	[ 4]
Piloting (Aerospace)	11	DX-1	[ 1]
Savoir-Faire (Military)	11	IQ+0	[ 1]
Scrounging	13	Per+1	[ 2]
Search	13	Per+1	[ 4]
Shadowing	11	IQ+0	[ 2]
Soldier	11	IQ+0	[ 2]
Spacer	11	IQ+0	[ 1]
Stealth	12	DX+0	[ 2]
Tactics	10	IQ-1	[ 2]
Throwing	13	DX+1	[ 4]
Tracking	11	Per-1	[ 1]
Urban Survival	11	Per-1	[ 1]
Vacc Suit	11	DX-1	[ 1]
Wrestling	14	DX+2	[ 8]
Parry: 11			

\* +1 from 'Combat Reflexes' † Cond. +1 from 'First Aid Kit' ‡ Cond. +4 from 'Smart Gun, M56A2'

**TECHNIQUES**

Name	Level	Relative	Pts
Kicking (Karate)	14	def+2	[ 3]

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	12	-	1d cr	C	-	-	
Karate: Punch	14	11	1d+2 cr	C	-	-	
Karate: Kick	14	-	1d+3 cr	C,1	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Large Knife: Swing	14	10	2d+2(3) cut	C,1	6	4	
Large Knife: Thrust	14	10	1d+4(3) imp	C	6	4	[1]

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Large Knife: Thrown <i>Skill used: Throwing</i>	13	1d+4(3) imp	-	12 yd / 23 yd	1	T(1)	6	-2	-	4	
Pistol, M4A3 <i>Skill used: Guns (Pistol)</i>	14	5d pi+	2	200 yd / 1.14 mi	3	20+1(3)	10	-2	2	3	
Smart Gun, M56A2 <i>Skill used: Guns (Light Machine Gun)</i>	15	10d pi+	5	1000 yd / 2.84 mi	10	200(5)	10	-4	2	1	

**Shots "T":** The weapon is a *thrown weapon*.

EQUIPMENT			
Qty	Item	Cost	Weight
1	Assault Boots (DR 5; TL9) <i>Description: Standard issue combat boots designed to protect a Marine's feet. (DR 5)</i> <i>Location: feet</i>	150	3 lb
1	Body Armor (DR 30 front/20 rear; TL9) <i>Description: A rigid shell body armor composed of various ultra-light titanium, boron carbide, and carbon fiber alloys. M3 infantry series. (DR 30 in front, DR 20 in back)</i> <i>Location: torso, groin</i>	600	8 lb
1	First Aid Kit (TLVar.) <i>Description: A complete kit for treating wounds, with bandages, ointments, etc. +1 to First Aid skill.</i>	50	2 lb
1	Helmet (DR 18; TL9) <i>Description: Ballistic helmet designed to protect a Marine's head. Fully integrates with the standard USCM comms/tactical video kit. M3 infantry series. (DR 18)</i> <i>Location: skull</i>	250	2 lb
1	Large Knife (TL0; Armor Divisor (3)) <i>Description: A nearly indestructible combat knife forged from the latest inert ceramics and polymers. Holds a super-fine edge for years without maintenance, with an Armor Divisor of (3).</i>	80	1 lb
1	Leg Armor, M3 (DR 10, lower leg; TL9) <i>Description: Lower leg armor from the M3 infantry series. (DR 10)</i> <i>Location: legs</i>	280	2 lb
1	Misc Gear (TL9) <i>Description: Various useful items, such as duct tape, 25' coiled line, lighter, marking flares (5), notepad and pen, ration bars (10), wrist IFF transmitter/location transponder/rad counter/watch, etc.</i>	500	5 lb
1	Pistol, M4A3 (TL9) <i>Description: The M4A3 is the standard sidearm of the U.S. Colonial Marines, known for its reliability and large 10mm tungsten core round.</i>	540	2 lb
1	Smart Gun, M56A2 (TL9; Gives Skill Bonus (+4)) <i>Description: The powerful M56A2 Smart Gun is a 10mm automatic squad support weapon, carried via a self-aiming stabilized mount integrated to the Marine's M3 body armor shell. It provides the user a total of +4 to skill (+1 from the mount, +1 from its self-aiming protocol, and +2 from a RoF of 10).</i>	11000	15 lb
1	Tool Kit (w/ portable welder/cutter; TL5) <i>Description: A small kit of commonly needed tools for both repair and maintenance of a variety of equipment. Includes a portable, battery-powered welder/cutter (good for about 5 minutes of use per charge).</i>	600	4 lb

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	45 lb	90 lb	135 lb	270 lb	450 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
Dodge	10	9	8	7	6

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	90 lb	360 lb	540 lb	675 lb	1.12 tn

\* Takes 2 seconds to complete  
† Takes 4 seconds to complete  
‡ Double with a running start  
§ Lose 1 FP/sec while over X-Hvy enc.

SLAM TABLE				
Mvmt. Dmg.	1	2-3	4-6	7
	1d-3	1d-2	1d-1	1d

HUMANOID HIT LOCATION TABLE					
Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7	13-14	Left Leg	-2
5	Face	-5	15	Hand	-4
6-7	Right Leg	-2	16	Foot	-4
8	Right Arm	-2	17-18	Neck	-5
9-10	Torso	-	-	Vitals*	-3
11	Groin	-3	-	Eye*	-9
12	Left Arm	-2			

\* Only targetable by impaling, piercing, and tight-beam burning attacks  
See also: Hit Location, p. B398, and Human and Humanoid Hit Location Table, p. B552.

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		135
Advantages, Perks		70
Disadvantages, Quirks		-40
Skills, Techniques		160
<b>Total Points Spent:</b>		<b>325</b>
<b>Unspent Points:</b>		<b>0</b>

## ADVANTAGES and DISADVANTAGES

### ALL MARINES



- **Luck:** Once per 45 minutes of *real time*, you may use your Luck to...
  - Make two more rolls after a bad roll and keep the best of the three, *or...*
  - Force an enemy to do the same, but take the *worst* of the three, *or...*
  - Reduce an injury you just received to a 1-point flesh wound.
- **Code of Honor (Marine), Duty (USCM), and Sense of Duty (Squad):** You conduct yourself as a Marine (whatever that means to *you*), have a legal obligation to the USCM, and have strong bonds of camaraderie with your squad.
- **Combat Reflexes, High Pain Threshold, and Very Fit:** Training and previous combat ops have given you heightened awareness, resistance to pain, and excellent health.

### SMART GUNNER

In addition to the above, you possess traits unique to your character.

- **Intuition:** You often (*but not always!*) guess right, even without any logical way to choose. When faced with a number of alternatives, you may ask the GM to make a hidden IQ roll, the results of which will dictate what you feel is the best choice.
- **Bad Temper:** Under stress, you often lose your temper and insult, attack, or otherwise lash out at the stressor.

## SKILLS

All Marines have received extensive training in a wide variety of skills, but the below are things that you either do exceptionally well or, in some cases, are the only one trained to do at all. Basically, these are the things you do very well.

- **Armoury (Heavy Weapons), Guns (Light Machine Gun), and Fast-Draw (Ammo)** all relate to your ability to operate the massive M56A2 Smart Gun reliably and precisely. Note that the weapon itself grants a +4 to the **Guns (Light Machine Gun)** skill, giving you an effective skill of **19** in most instances!

## INJURY

If you are reduced to...

- **4 or less** Hit Points, your Move is reduced to **3** (from 6) and your Dodge is reduced to **5** (from 10).
- **0 or less** Hit Points, you are in immediate danger of falling unconscious.
- **-15 or less** Hit Points, you are in immediate danger of death.
- **-75 or less** Hit Points, you are immediately dead.

## ASSIGNMENTS

**1st Squad, Team 1** is Corporal Namara (NPC) and the *Vehicle Specialist*.

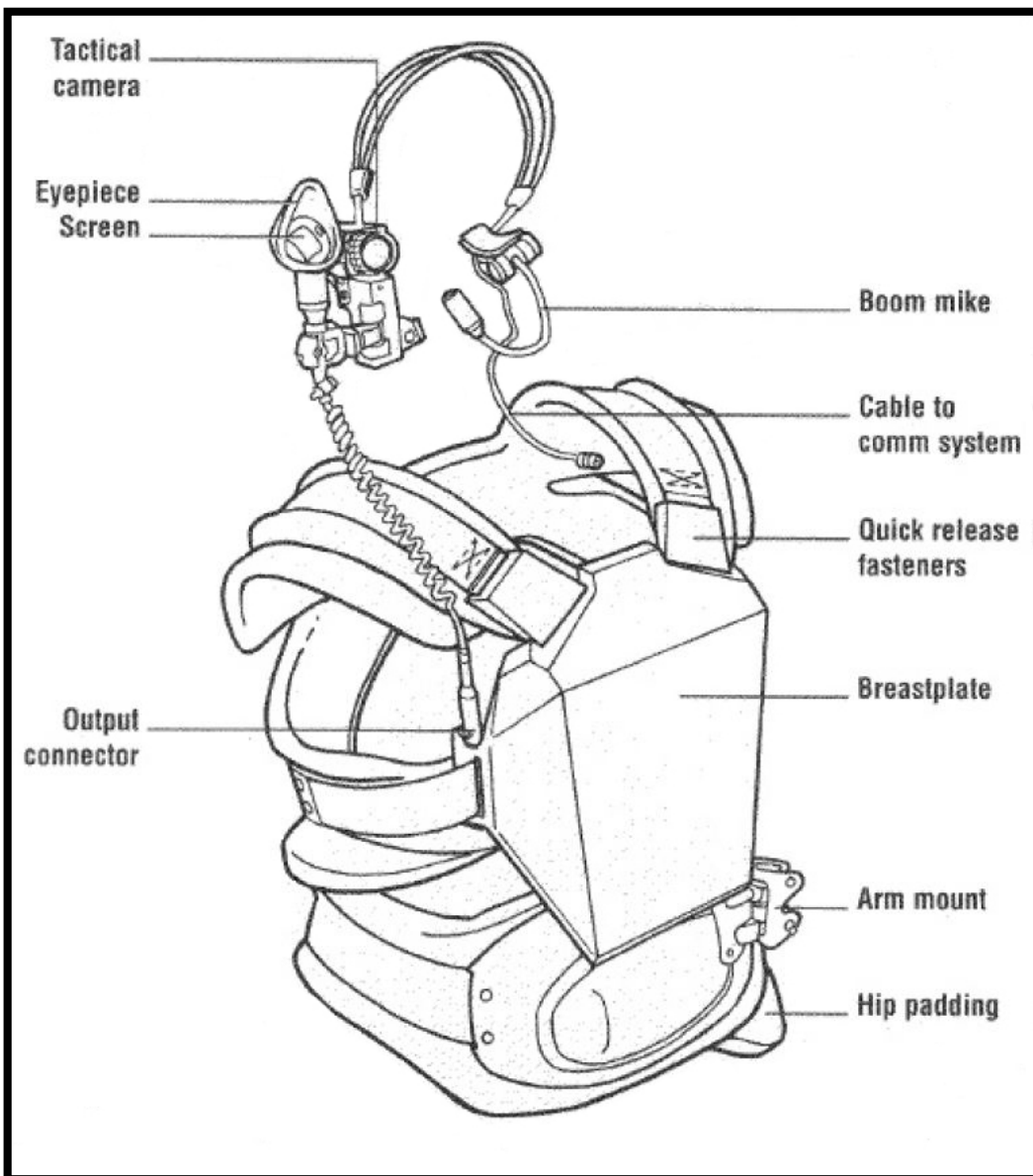
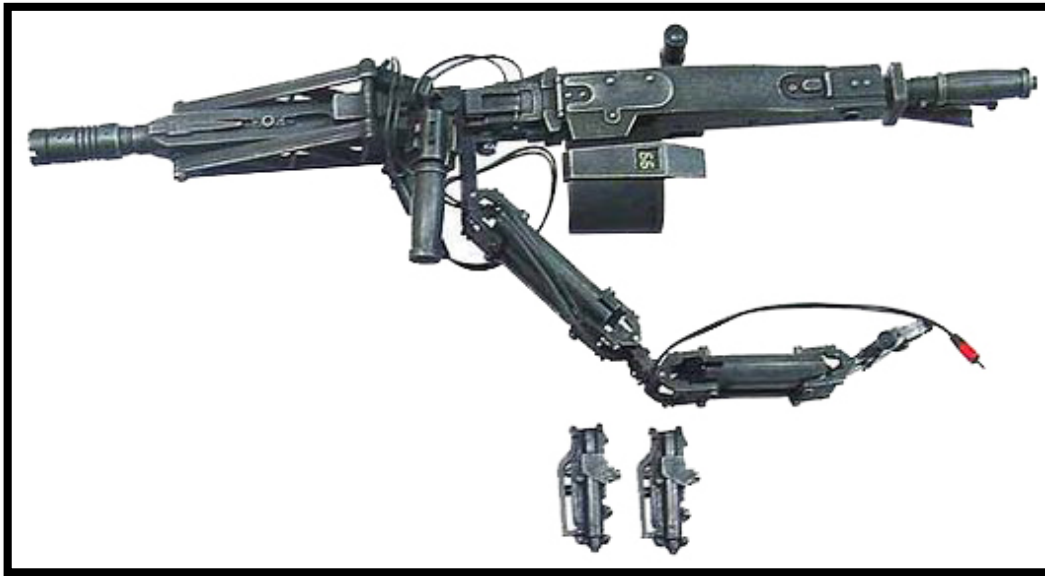
**1st Squad, Team 2** is the *Sniper* and the *Technician*.

**2nd Squad, Team 1** is Lance Corporal Foster (NPC) and the *Infiltrator*.

**2nd Squad, Team 2** is the *Corpsman* and **you**.



# M56A2 Smart Gun with articulation arm and M3 series Infantry Body Armor



# Smart Gunner



## Primary Skills

- Guns (Light Machine Gun)
- Armoury (Heavy Weapons)

## Primary Weapon

- M56A2 Smart Gun

## Unique Traits

- Intuition
- Bad Temper

## Squad Role

- Decisive and overwhelming firepower



U.S. Colonial Marine Corps  
Office of Personnel  
Infantry Service Summary





Name: Sniper  
 Race: Human  
 Appearance: Fireteam 2, 1st Squad, Section A

Player: \_\_\_\_\_ Spent: 325  
 Ht: \_\_\_\_\_ Wt: \_\_\_\_\_ Age: \_\_\_\_\_ Unspent: 0

**CHARACTER SHEET**

<b>ST</b> 12 [ 20]	<b>HP</b> 13 [ 2]	<b>Basic Speed</b> 6 [ -5]
<b>DX</b> 13 [ 60]	<b>Will</b> 11 [ 0]	<b>Basic Move</b> 6 [ 0]
<b>IQ</b> 11 [ 20]	<b>Per</b> 13 [ 10]	<b>BL</b> 29 lb (ST×ST)/5
<b>HT</b> 12* [ 20]	<b>FP</b> 12 [ 0]	<b>Thr</b> 1d-1 <b>Sw</b> 1d+2

\* Cond. +2 from 'Very Fit'

<b>TL</b> 9 [ 0]	<b>SM</b> +0
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<b>Vision</b> 13*	<b>Taste/Smell</b> 13	<b>Death Check</b> 14†
<b>Hearing</b> 13	<b>Fright Check</b> 13‡	<b>High Jump</b> 2.17 ft
<b>Touch</b> 13	<b>Consciousness</b> 14†	<b>Broad Jump</b> 3 yd

\* Cond. +2 from 'Night Vision' when offsetting darkness penalties  
 † +2 from 'Very Fit'  
 ‡ +2 from 'Combat Reflexes'

**HP** 4, 0, -13, -26, -39, -52, -65 **FP** 3, 0, -12

<b>PARRY</b> 11* Karate	<b>PARRY</b> 10* Knife	<b>BLOCK</b> 8* DX	<b>DODGE</b> 9/10* Light	<b>OTHER</b>
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Loc.	HP	#
Eyes	2	—
Neck	—	—
Skull	—	—
Face	—	—
Torso	—	—
Groin	—	—
Arms	7	—
Hands	5	—
Legs	7	—
Feet	5	—

**Bonus DR:** 0  
**Bonus DB:** 0  
**Notes:**

\* +1 from 'Combat Reflexes'

ADVANTAGES	
Name	Pts
Combat Reflexes	[ 15]
High Pain Threshold	[ 10]
Roll to ignore pain: 14 (Will+3)	
Luck	[ 15]
Night Vision 2	[ 2]
Very Fit	[ 15]

DISADVANTAGES	
Name	Pts
Code of Honor (Marine)	[ -10]
Delusion (No living thing can kill me.; Minor)	[ -5]
Duty (USCM; 15 or less (almost always))	[ -15]
Sense of Duty (Squad; Small Group)	[ -5]

**SKILLS**

Name	Level	Relative	Pts
Armoury (Body Armor)	11	IQ+0	[ 2]
Armoury (Heavy Weapons)	11	IQ+0	[ 2]
Armoury (Small Arms)	11	IQ+0	[ 2]
Climbing	15	DX+2	[ 8]
Computer Hacking	10	IQ-1	[ 4]
Computer Operation	11	IQ+0	[ 1]
Computer Programming	10	IQ-1	[ 2]
Diplomacy	11	IQ+0	[ 4]
Driving (Automobile)	12	DX-1	[ 1]
Driving (Heavy Wheeled)	12	DX-1	[ 1]
Electronics Operation (Communications)	12	IQ+1	[ 4]
Electronics Operation (Medical)	10	IQ-1	[ 1]
Electronics Operation (Motion Tracker)	10	IQ-1	[ 1]
Electronics Operation (Security)	10	IQ-1	[ 1]
Electronics Repair (Communications)	11	IQ+0	[ 2]
Electronics Repair (Computers)	10	IQ-1	[ 1]
Electronics Repair (Medical)	10	IQ-1	[ 1]
Electronics Repair (Security)	10	IQ-1	[ 1]
Electronics Repair (Sensors)	10	IQ-1	[ 1]
Engineer (Combat)	12	IQ+1	[ 8]
Explosives (Demolition)	12	IQ+1	[ 4]
Explosives (Explosive Ordnance Disposal)	11	IQ+0	[ 2]
Fast-Draw (Ammo)	14*	DX+1	[ 1]
Fast-Draw (Knife)	14*	DX+1	[ 1]
Fast-Draw (Pistol)	14*	DX+1	[ 1]
Fast-Draw (Rifle)	15*	DX+2	[ 2]
First Aid (Human)	13†	IQ+2	[ 4]
Forced Entry	13	DX+0	[ 1]
Gesture	13	IQ+2	[ 4]
Gunner (Machine Gun)	13	DX+0	[ 1]
Guns (Grenade Launcher)	14	DX+1	[ 1]
Guns (Light Machine Gun)	15	DX+2	[ 1]
Guns (Pistol)	15	DX+2	[ 1]
Guns (Rifle)	17	DX+4	[ 12]
Interrogation	12	IQ+1	[ 4]
Intimidation	11	Will+0	[ 2]
Karate	14	DX+1	[ 8]
Parry: 11			
Knife	15	DX+2	[ 4]
Parry: 10			
Lip Reading	13	Per+0	[ 2]
Lockpicking	12	IQ+1	[ 4]
Navigation (Land)	10	IQ-1	[ 1]
Observation	14	Per+1	[ 4]
Piloting (Aerospace)	12	DX-1	[ 1]
Savoir-Faire (Military)	11	IQ+0	[ 1]
Scrounging	15	Per+2	[ 4]
Search	14	Per+1	[ 4]
Shadowing	14	IQ+3	[ 12]
Soldier	11	IQ+0	[ 2]
Spacer	11	IQ+0	[ 1]
Stealth	14	DX+1	[ 4]
Survival (various)	13	Per+0	[ 2]
Tactics	10	IQ-1	[ 2]
Throwing	14	DX+1	[ 4]
Tracking	15	Per+2	[ 8]
Traps	13	IQ+2	[ 8]
Urban Survival	13	Per+0	[ 2]
Vacc Suit	12	DX-1	[ 1]
Wrestling	14	DX+1	[ 4]
Parry: 11			

\* +1 from 'Combat Reflexes'

† Cond. +1 from 'First Aid Kit'

**TECHNIQUES**

Name	Level	Relative	Pts
Kicking (Karate)	14	def+2	[ 3]

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	13	-	1d-2 cr	C	-	-	
Karate: Punch	14	11	1d cr	C	-	-	
Karate: Kick	14	-	1d+1 cr	C,1	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Large Knife: Swing	15	10	1d+3(3) cut	C,1	6	4	
Large Knife: Thrust	15	10	1d+2(3) imp	C	6	4	[1]

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Large Knife: Thrown <i>Skill used: Throwing</i>	14	1d+2(3) imp	-	10 yd / 18 yd	1	T(1)	6	-2	-	4	
Pistol, M4A3 <i>Skill used: Guns (Pistol)</i>	15	5d pi+	2	200 yd / 1.14 mi	3	20+1(3)	10	-2	2	3	
Scope Rifle, M42A: sniper <i>Skill used: Guns (Rifle)</i>	17	15d pi+	6+3	1500 yd / 1.7 mi	1	12(3)	12B	-5	4	3	
Scope Rifle, M42A: carbine <i>Skill used: Guns (Rifle)</i>	17	6d pi+	6	1500 yd / 1.7 mi	3	12(3)	12B	-3	4	3	

ST "B": The weapon has an attached bipod. When firing from the prone position using the bipod, treat the weapon as though it were braced *and* reduce its ST requirement to 2/3 of the listed value (round up); e.g. ST 13 becomes ST 9.  
Shots "T": The weapon is a *thrown weapon*.

EQUIPMENT			
Qty	Item	Cost	Weight
1	Assault Boots (DR 5; TL9) Description: Standard issue combat boots designed to protect a Marine's feet. (DR 5) <i>Location: feet</i>	150	3 lb
1	Body Armor (DR 30 front/20 rear; TL9) Description: A rigid shell body armor composed of various ultra-light titanium, boron carbide, and carbon fiber alloys. M3 infantry series. (DR 30 in front, DR 20 in back) <i>Location: torso, groin</i>	600	8 lb
1	First Aid Kit (TLVar.) Description: A complete kit for treating wounds, with bandages, ointments, etc. +1 to First Aid skill.	50	2 lb
1	Helmet (DR 18; TL9) Description: Ballistic helmet designed to protect a Marine's head. Fully integrates with the standard USCM comms/tactical video kit. M3 infantry series. (DR 18) <i>Location: skull</i>	250	2 lb
1	Large Knife (TL0; Armor Divisor (3)) Description: A nearly indestructible combat knife forged from the latest inert ceramics and polymers. Holds a super-fine edge for years without maintenance, with an Armor Divisor of (3).	80	1 lb
1	Leg Armor, M3 (DR 10, lower leg; TL9) Description: Lower leg armor from the M3 infantry series. (DR 10) <i>Location: legs</i>	280	2 lb
1	Misc Gear (TL9) Description: Various useful items, such as duct tape, 25' coiled line, lighter, marking flares (5), notepad and pen, ration bars (10), wrist IFF transmitter/location transponder/rad counter/watch, etc.	500	5 lb
1	Pistol, M4A3 (TL9) Description: The M4A3 is the standard sidearm of the U.S. Colonial Marines, known for its reliability and large 10mm tungsten core round.	540	2 lb
1	Scope Rifle, M42A (TL9) Description: The M42A Scope Rifle is a 10mm bullpup, single-action sniper rifle accurate to a range of 3,000 yards. An integrated scope provides an Accuracy bonus of 6+3.	8000	18 lb
1	Tool Kit (w/ portable welder/cutter; TL5) Description: A small kit of commonly needed tools for both repair and maintenance of a variety of equipment. Includes a portable, battery-powered welder/cutter (good for about 5 minutes of use per charge).	600	4 lb

ENCUMBRANCE TABLE					
Name	None	« Light »	Med	Hvy	X-Hvy
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
Dodge	10	9	8	7	6

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	58 lb	232 lb	348 lb	435 lb	1450 lb
* Takes 2 seconds to complete			‡ Double with a running start		
† Takes 4 seconds to complete			§ Lose 1 FP/sec while over X-Hvy enc.		

SLAM TABLE			
Mvmt. Dmg.	1	2-3	4-7
	1d-3	1d-2	1d-1

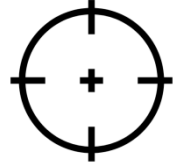
HUMANOID HIT LOCATION TABLE					
Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7	13-14	Left Leg	-2
5	Face	-5	15	Hand	-4
6-7	Right Leg	-2	16	Foot	-4
8	Right Arm	-2	17-18	Neck	-5
9-10	Torso	-	-	Vitals*	-3
11	Groin	-3	-	Eye*	-9
12	Left Arm	-2	-	-	-

\* Only targetable by impaling, piercing, and tight-beam burning attacks  
See also: *Hit Location*, p. B398, and *Human and Humanoid Hit Location Table*, p. B552.

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		[ 127 ]
Advantages, Perks		[ 57 ]
Disadvantages, Quirks		[ -35 ]
Skills, Techniques		[ 176 ]
<b>Total Points Spent:</b>		<b>325</b>
<b>Unspent Points:</b>		<b>0</b>

## ADVANTAGES and DISADVANTAGES

### ALL MARINES



- **Luck:** Once per 45 minutes of *real time*, you may use your Luck to...
  - Make two more rolls after a bad roll and keep the best of the three, *or...*
  - Force an enemy to do the same, but take the *worst* of the three, *or...*
  - Reduce an injury you just received to a 1-point flesh wound.
- **Code of Honor (Marine), Duty (USCM), and Sense of Duty (Squad):** You conduct yourself as a Marine (whatever that means to *you*), have a legal obligation to the USCM, and have strong bonds of camaraderie with your squad.
- **Combat Reflexes, High Pain Threshold, and Very Fit:** Training and previous combat ops have given you heightened awareness, resistance to pain, and excellent health.

### SNIPER

In addition to the above, you possess traits unique to your character.

- **Night Vision:** You are able to ignore up to -2 worth of darkness penalties (for example, in an environment where everyone suffers -6 due to darkness, your penalty is only -4).
- **Delusion:** After surviving so many combat drops against overwhelming odds, you have become convinced that “no living thing can kill you,” only vehicles, machines, synthetics, etc.

## SKILLS

All Marines have received extensive training in a wide variety of skills, but the below are things that you either do exceptionally well or, in some cases, are the only one trained to do at all. Basically, these are the things you do very well.

- **Guns (Rifle)** is your primary skill, allowing you to make precise and damaging shots at ranges far exceeding those of other infantry.
- **Scrounging, Stealth** and **Survival** allow you to survive for extended periods without external support.
- **Guns (Grenade Launcher and Pistol), Knife, and Karate** and **Wrestling** cover your other combat skills.

## INJURY

If you are reduced to...

- **4 or less** Hit Points, your Move is reduced to **3** (from 6) and your Dodge is reduced to **5** (from 10).
- **0 or less** Hit Points, you are in immediate danger of falling unconscious.
- **-13 or less** Hit Points, you are in immediate danger of death.
- **-65 or less** Hit Points, you are immediately dead.

## ASSIGNMENTS

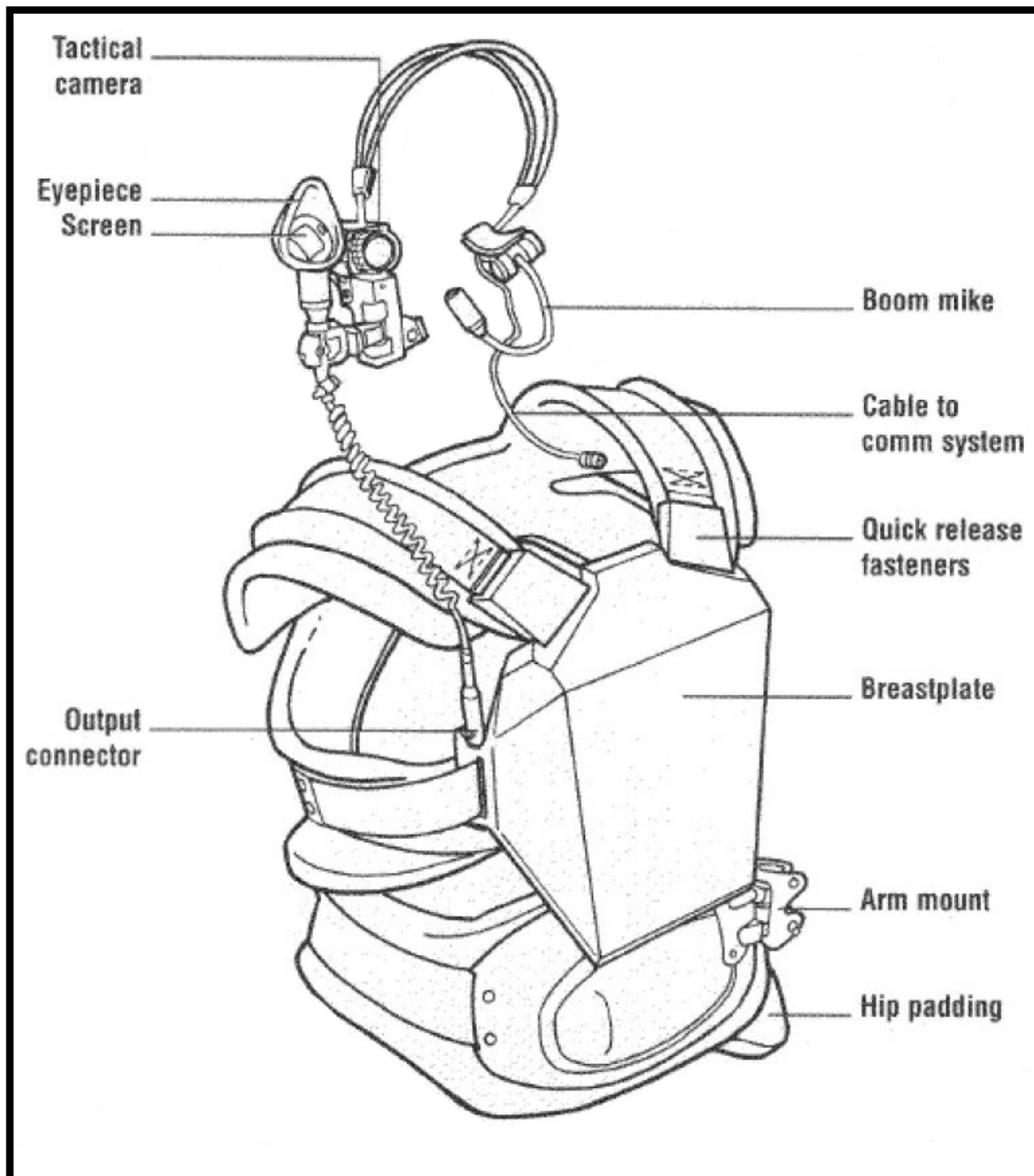
**1st Squad, Team 1** is Corporal Namara (NPC) and the *Vehicle Specialist*.

**1st Squad, Team 2** is the *Technician* and **you**.

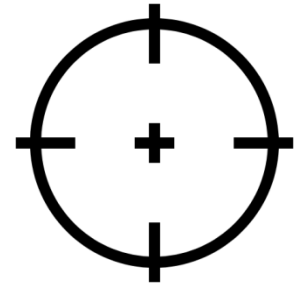
**2nd Squad, Team 1** is Lance Corporal Foster (NPC) and the *Infiltrator*.

**2nd Squad, Team 2** is the *Corpsman* and the *Smart Gunner*.

## M42A Scope Rifle and M3 series Infantry Body Armor



# Sniper



## Primary Skills

- Guns (Rifle)
- Stealth and Scrounging

## Primary Weapon

- M42A Scope Rifle

## Unique Traits

- Night Vision
- Delusion (“No living thing can kill me.”)

## Squad Role

- Precision targeting and squad overwatch



U.S. Colonial Marine Corps  
Office of Personnel  
Infantry Service Summary





Name: Technician  
 Race: Human  
 Appearance: Fireteam 2, 1st Squad, Section A

Player: \_\_\_\_\_  
 Ht: \_\_\_\_\_ Wt: \_\_\_\_\_ Age: \_\_\_\_\_ Spent: 325  
 Unspent: 0

**CHARACTER SHEET**

<b>ST</b> 13 [ 30]	<b>HP</b> 13 [ 0]	<b>Basic Speed</b> 6 [ 0]
<b>DX</b> 12 [ 40]	<b>Will</b> 13 [ -5]	<b>Basic Move</b> 6 [ 0]
<b>IQ</b> 14 [ 80]	<b>Per</b> 13 [ -5]	<b>BL</b> 34 lb (ST×ST)/5
<b>HT</b> 12* [ 20]	<b>FP</b> 12 [ 0]	<b>Thr</b> 1d <b>Sw</b> 2d-1

\* Cond. +2 from 'Very Fit'

<b>TL</b> 9 [ 0]	<b>SM</b> +0
------------------	--------------

Vision 13	Taste/Smell 13	Death Check 14*
Hearing 13	Fright Check 15†	High Jump 2.17 ft
Touch 13	Consciousness 14*	Broad Jump 3 yd

\* +2 from 'Very Fit' † +2 from 'Combat Reflexes'

**HP** 4, 0, -13, -26, -39, -52, -65 **FP** 3, 0, -12

PARRY	PARRY	BLOCK	DODGE	OTHER
11*	10*	8*	9/10*	
Karate	Knife	DX	Light	

Loc.	HP	#
Eyes	2	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	7	
Hands	5	
Legs	7	
Feet	5	

**Bonus DR:** 0  
**Bonus DB:** 0

**Notes:**

\* +1 from 'Combat Reflexes'

**ADVANTAGES**

Name	Pts
Combat Reflexes	[ 15]
High Pain Threshold	[ 10]
Roll to ignore pain: 16 (Will+3)	
Luck	[ 15]
Single-Minded	[ 5]
Very Fit	[ 15]

**DISADVANTAGES**

Name	Pts
Code of Honor (Marine)	[ -10]
Duty (USCM; 15 or less (almost always))	[ -15]
Overconfidence (12 or less)	[ -5]
Sense of Duty (Squad; Small Group)	[ -5]

**SKILLS**

Name	Level	Relative	Pts
Armoury (Body Armor)	13	IQ-1	[ 1]
Armoury (Heavy Weapons)	13	IQ-1	[ 1]
Armoury (Small Arms)	13	IQ-1	[ 1]
Climbing	12	DX+0	[ 2]
Computer Hacking	14	IQ+0	[ 8]
Computer Operation	14	IQ+0	[ 1]
Computer Programming	14	IQ+0	[ 4]
Driving (Automobile)	12	DX+0	[ 2]
Driving (Heavy Wheeled)	12	DX+0	[ 2]
Electronics Operation (Communications)	13	IQ-1	[ 1]
Electronics Operation (Medical)	13	IQ-1	[ 1]
Electronics Operation (Motion Tracker)	14	IQ+0	[ 2]
Electronics Operation (Security)	13	IQ-1	[ 1]
Electronics Repair (Communications)	14	IQ+0	[ 2]
Electronics Repair (Computers)	14	IQ+0	[ 2]
Electronics Repair (Medical)	14	IQ+0	[ 2]
Electronics Repair (Security)	14	IQ+0	[ 2]
Electronics Repair (Sensors)	14	IQ+0	[ 2]
Engineer (Combat)	13	IQ-1	[ 2]
Explosives (Demolition)	13	IQ-1	[ 1]
Explosives (Explosive Ordnance Disposal)	13	IQ-1	[ 1]
Fast-Draw (Ammo)	13*	DX+1	[ 1]
Fast-Draw (Knife)	13*	DX+1	[ 1]
Fast-Draw (Pistol)	13*	DX+1	[ 1]
Fast-Draw (Rifle)	13*	DX+1	[ 1]
Fast-Talk	13	IQ-1	[ 1]
First Aid (Human)	10†	IQ-4	[ 0]
Forced Entry	12	DX+0	[ 1]
Gesture	14	IQ+0	[ 1]
Gunner (Machine Gun)	13	DX+1	[ 2]
Guns (Grenade Launcher)	15	DX+3	[ 7]
Guns (Light Machine Gun)	14	DX+2	[ 1]
Guns (Pistol)	15	DX+3	[ 8]
Guns (Rifle)	16	DX+4	[ 11]
Interrogation	13	IQ-1	[ 1]
Intimidation	12	Will-1	[ 1]
Karate	15	DX+3	[ 16]
Parry: 11			
Knife	15	DX+3	[ 8]
Parry: 10			
Lip Reading	12	Per-1	[ 1]
Lockpicking	14	IQ+0	[ 2]
Navigation (Land)	13	IQ-1	[ 1]
Observation	13	Per+0	[ 2]
Piloting (Aerospace)	12	DX+0	[ 2]
Savoir-Faire (Military)	14	IQ+0	[ 1]
Scrounging	13	Per+0	[ 1]
Search	13	Per+0	[ 2]
Shadowing	13	IQ-1	[ 1]
Soldier	13	IQ-1	[ 1]
Spacer	14	IQ+0	[ 1]
Stealth	12	DX+0	[ 2]
Tactics	12	IQ-2	[ 1]
Throwing	13	DX+1	[ 4]
Tracking	13	Per+0	[ 2]
Urban Survival	12	Per-1	[ 1]
Vacc Suit	11	DX-1	[ 1]
Wrestling	14	DX+2	[ 8]
Parry: 11			

\* +1 from 'Combat Reflexes'

† Cond. +1 from 'First Aid Kit'

**TECHNIQUES**

Name	Level	Relative	Pts
Kicking (Karate)	15	def+2	[ 3]



MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	12	-	1d-1 cr	C	-	-	
Karate: Punch	15	11	1d+1 cr	C	-	-	
Karate: Kick	15	-	1d+2 cr	C,1	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Large Knife: Swing	15	10	2d(3) cut	C,1	6	4	
Large Knife: Thrust	15	10	1d+3(3) imp	C	6	4	[1]

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Grenade Launcher (Underbarrel, 1 hex radius)	15	10d cr	4	300 yd / 1000 yd	1	3(3)	10	-	3	1	
<i>Skill used: Guns (Grenade Launcher)</i>											
Large Knife: Thrown	13	1d+3(3) imp	-	10 yd / 20 yd	1	T(1)	6	-2	-	4	
<i>Skill used: Throwing</i>											
Pistol, M4A3	15	5d pi+	2	200 yd / 1.14 mi	3	20+1(3)	10	-2	2	3	
<i>Skill used: Guns (Pistol)</i>											
Pulse Rifle, M41A	16	9d pi+	4	1000 yd / 2.84 mi	3	99+1(3)	10†	-3	3	3	
<i>Skill used: Guns (Rifle)</i>											

**ST "†":** The weapon requires two hands. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least *twice* the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it *always* requires two hands, regardless of ST.

**Shots "T":** The weapon is a *thrown weapon*.

EQUIPMENT			
Qty	Item	Cost	Weight
1	Assault Boots (DR 5; TL9) <i>Description: Standard issue combat boots designed to protect a Marine's feet. (DR 5)</i> <i>Location: feet</i>	150	3 lb
1	Body Armor (DR 30 front/20 rear; TL9) <i>Description: A rigid shell body armor composed of various ultra-light titanium, boron carbide, and carbon fiber alloys. M3 infantry series. (DR 30 in front, DR 20 in back)</i> <i>Location: torso, groin</i>	600	8 lb
1	First Aid Kit (TLVar.) <i>Description: A complete kit for treating wounds, with bandages, ointments, etc. +1 to First Aid skill.</i>	50	2 lb
1	Grenade Launcher (Underbarrel, 1 hex radius; TL9) <i>Description: The M41A-GL is a 30mm grenade launcher underslung-mounted to the M41A Pulse Rifle. It inflicts 10d of explosive damage to both the target hex it strikes and all adjacent hexes.</i>	300	1 lb
1	Helmet (DR 18; TL9) <i>Description: Ballistic helmet designed to protect a Marine's head. Fully integrates with the standard USCM comms/tactical video kit. M3 infantry series. (DR 18)</i> <i>Location: skull</i>	250	2 lb
1	Large Knife (TL0; Armor Divisor (3)) <i>Description: A nearly indestructible combat knife forged from the latest inert ceramics and polymers. Holds a super-fine edge for years without maintenance, with an Armor Divisor of (3).</i>	80	1 lb
1	Leg Armor, M3 (DR 10, lower leg; TL9) <i>Description: Lower leg armor from the M3 infantry series. (DR 10)</i> <i>Location: legs</i>	280	2 lb
1	Misc Gear (TL9) <i>Description: Various useful items, such as duct tape, 25' coiled line, lighter, marking flares (5), notepad and pen, ration bars (10), wrist IFF transmitter/location transponder/rad counter/watch, etc.</i>	500	5 lb
1	Motion Tracker (TL9) <i>Description: The often unreliable M314 is an active motion sensor, emitting thousands of ultrasound bursts per second and using the signal returns to differentiate static from moving targets out to an effective range of roughly 200 yards.</i>	750	1 lb
1	Pistol, M4A3 (TL9) <i>Description: The M4A3 is the standard sidearm of the U.S. Colonial Marines, known for its reliability and large 10mm tungsten core round.</i>	540	2 lb
1	Pulse Rifle, M41A (TL9) <i>Description: The legendary Armat M41A Pulse Rifle is an air-cooled automatic assault rifle firing a 10mm armor-piercing, high explosive (APHEX) round. It is the iconic weapon of the USCM.</i>	2700	8 lb
1	Tool Kit (w/ portable welder/cutter; TL5) <i>Description: A small kit of commonly needed tools for both repair and maintenance of a variety of equipment. Includes a portable, battery-powered welder/cutter (good for about 5 minutes of use per charge).</i>	600	4 lb

ENCUMBRANCE TABLE					
Name	None	« Light »	Med	Hvy	X-Hvy
Basic	34 lb	68 lb	102 lb	204 lb	340 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
Dodge	10	9	8	7	6

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	68 lb	272 lb	408 lb	510 lb	1700 lb

\* Takes 2 seconds to complete  
† Takes 4 seconds to complete  
‡ Double with a running start  
§ Lose 1 FP/sec while over X-Hvy enc.

SLAM TABLE			
Mvmt.	1	2-3	4-7
Dmg.	1d-3	1d-2	1d-1

HUMANOID HIT LOCATION TABLE					
Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7	13-14	Left Leg	-2
5	Face	-5	15	Hand	-4
6-7	Right Leg	-2	16	Foot	-4
8	Right Arm	-2	17-18	Neck	-5
9-10	Torso	-	-	Vitals*	-3
11	Groin	-3	-	Eye*	-9
12	Left Arm	-2	-	-	-

\* Only targetable by impaling, piercing, and tight-beam burning attacks  
See also: *Hit Location*, p. B398, and *Human and Humanoid Hit Location Table*, p. B552.

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		160
Advantages, Perks		60
Disadvantages, Quirks		-35
Skills, Techniques		140
<b>Total Points Spent:</b>		<b>325</b>
<b>Unspent Points:</b>		<b>0</b>

## ADVANTAGES and DISADVANTAGES

### ALL MARINES

- **Luck:** Once per 45 minutes of *real time*, you may use your Luck to...
  - Make two more rolls after a bad roll and keep the best of the three, *or...*
  - Force an enemy to do the same, but take the *worst* of the three, *or...*
  - Reduce an injury you just received to a 1-point flesh wound.
- **Code of Honor (Marine), Duty (USCM), and Sense of Duty (Squad):** You conduct yourself as a Marine (whatever that means to *you*), have a legal obligation to the USCM, and have strong bonds of camaraderie with your squad.
- **Combat Reflexes, High Pain Threshold, and Very Fit:** Training and previous combat ops have given you heightened awareness, resistance to pain, and excellent health.



### Technician

In addition to the above, you possess traits unique to your character.

- **Single-Minded:** You are adept at focusing and ignoring distractions, and get +3 bonus to any lengthy mental task if you are able to concentrate on it to the exclusion of all else.
- **Overconfidence:** You believe there is no challenge you cannot overcome, and find it difficult to be cautious.

## SKILLS

All Marines have received extensive training in a wide variety of skills, but the below are things that you either do exceptionally well or, in some cases, are the only one trained to do at all. Basically, these are the things you do very well.

- **Armoury (Body Armor, Heavy Weapons, and Small Arms) and Electronics Repair (Communications, Computers, Medical, Security, and Sensors)** allow you repair and maintain almost any kind of gear.
- **Computer Hacking, Computer Operation, and Computer Programming** give you a high level of expertise when dealing with computers.
- **Guns (Grenade Launcher, Rifle, and Pistol), Knife, and Karate and Wrestling** cover your primary combat skills.

## INJURY

If you are reduced to...

- **4 or less** Hit Points, your Move is reduced to **3** (from 6) and your Dodge is reduced to **5** (from 10).
- **0 or less** Hit Points, you are in immediate danger of falling unconscious.
- **-13 or less** Hit Points, you are in immediate danger of death.
- **-65 or less** Hit Points, you are immediately dead.

## ASSIGNMENTS

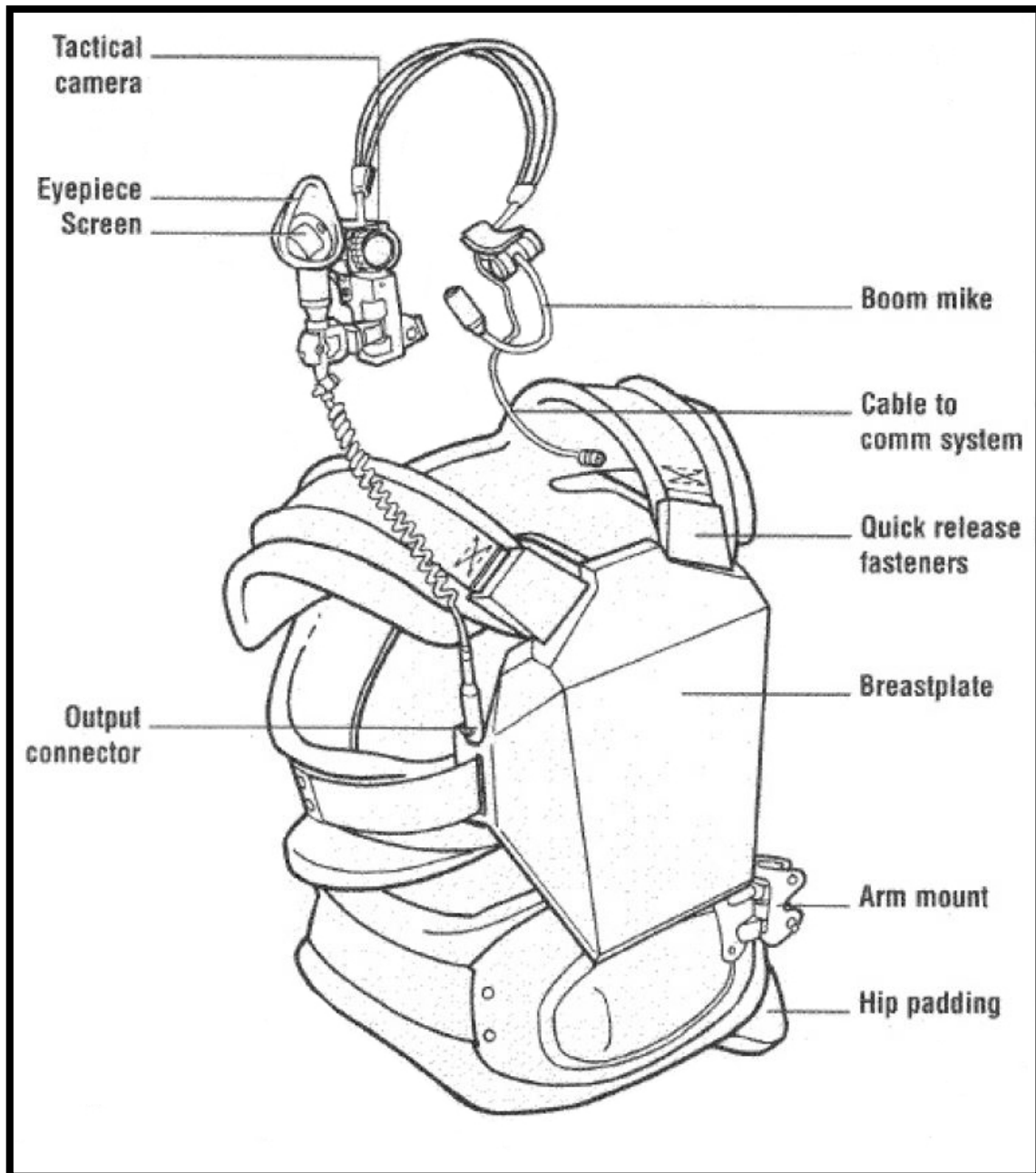
**1st Squad, Team 1** is Corporal Namara (NPC) and the *Vehicle Specialist*.

**1st Squad, Team 2** is the *Sniper* and **you**.

**2nd Squad, Team 1** is Lance Corporal Foster (NPC) and the *Infiltrator*.

**2nd Squad, Team 2** is the *Corpsman* and the *Smart Gunner*.

## M41A Pulse Rifle and M3 series Infantry Body Armor



# Technician



## Primary Skills

- Armoury and Electronics Repair
- Computer Hacking and Repair

## Primary Weapon

- M41A Pulse Rifle w/ Grenade Launcher

## Unique Traits

- Single-Minded
- Overconfidence

## Squad Role

- Repair and maintenance of squad gear and electronics



U.S. Colonial Marine Corps  
Office of Personnel  
Infantry Service Summary





Name: Vehicle Specialist  
 Race: Human  
 Appearance: Fireteam 1, 1st Squad, Section A

Player: \_\_\_\_\_  
 Ht: \_\_\_\_\_ Wt: \_\_\_\_\_ Age: \_\_\_\_\_  
 Spent: 325  
 Unspent: 0

**CHARACTER SHEET**

<b>ST</b> 14 [ 40]	<b>HP</b> 14 [ 0]	<b>Basic Speed</b> 6 [ 0]
<b>DX</b> 12 [ 40]	<b>Will</b> 12 [ 0]	<b>Basic Move</b> 6 [ 0]
<b>IQ</b> 12 [ 40]	<b>Per</b> 12 [ 0]	<b>BL</b> 39 lb (ST×ST)/5
<b>HT</b> 12* [ 20]	<b>FP</b> 12 [ 0]	Thr 1d Sw 2d

\* Cond. +2 from 'Very Fit'

<b>TL</b> 9 [ 0]	<b>SM</b> +0
------------------	--------------

Vision 12	Taste/Smell 12	Death Check 14*
Hearing 12	Fright Check 14†	High Jump 2.17 ft
Touch 12	Consciousness 14*	Broad Jump 3 yd

\* +2 from 'Very Fit' † +2 from 'Combat Reflexes'

**HP** 4, 0, -14, -28, -42, -56, -70 **FP** 3, 0, -12

PARRY	PARRY	BLOCK	DODGE	OTHER
11*	10*	8*	10*	
Karate	Knife	DX	None	

Loc.	HP	#
Eyes	2	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	8	
Hands	5	
Legs	8	
Feet	5	

**Bonus DR:** 0  
**Bonus DB:** 0

**Notes:**

\* +1 from 'Combat Reflexes'

**ADVANTAGES**

Name	Pts
Combat Reflexes	[ 15]
Gearhead 3 (Driving, Mechanic, Navigation, Piloting, Spacer)	[ 15]
High Pain Threshold	[ 10]
Luck	[ 15]
Very Fit	[ 15]

**DISADVANTAGES**

Name	Pts
Code of Honor (Marine)	[ -10]
Duty (USCM; 15 or less (almost always))	[ -15]
Intolerance (non-Marines; One group)	[ -5]
Sense of Duty (Squad; Small Group)	[ -5]

**SKILLS**

Name	Level	Relative	Pts
Armoury (Body Armor)	12	IQ+0	[ 2]
Armoury (Heavy Weapons)	12	IQ+0	[ 2]
Armoury (Small Arms)	12	IQ+0	[ 2]
Climbing	13	DX+1	[ 4]
Computer Hacking	10	IQ-2	[ 2]
Computer Operation	12	IQ+0	[ 1]
Computer Programming	11	IQ-1	[ 2]
Diplomacy	11	IQ-1	[ 2]
Driving (Automobile)	15*	DX+3	[ 2]
Driving (Heavy Wheeled)	15*	DX+3	[ 2]
Electronics Operation (Communications)	11	IQ-1	[ 1]
Electronics Operation (Medical)	11	IQ-1	[ 1]
Electronics Operation (Motion Tracker)	11	IQ-1	[ 1]
Electronics Operation (Security)	11	IQ-1	[ 1]
Electronics Repair (Communications)	12	IQ+0	[ 2]
Electronics Repair (Computers)	12	IQ+0	[ 2]
Electronics Repair (Medical)	12	IQ+0	[ 2]
Electronics Repair (Security)	12	IQ+0	[ 2]
Electronics Repair (Sensors)	12	IQ+0	[ 2]
Engineer (Combat)	11	IQ-1	[ 2]
Explosives (Demolition)	12	IQ+0	[ 2]
Explosives (Explosive Ordnance Disposal)	12	IQ+0	[ 2]
Fast-Draw (Ammo)	14†	DX+2	[ 2]
Fast-Draw (Knife)	14†	DX+2	[ 2]
Fast-Draw (Pistol)	14†	DX+2	[ 2]
Fast-Draw (Rifle)	14†	DX+2	[ 2]
First Aid (Human)	12‡	IQ+0	[ 1]
Forced Entry	13	DX+1	[ 2]
Gesture	12	IQ+0	[ 1]
Gunner (Machine Gun)	13	DX+1	[ 2]
Guns (Grenade Launcher)	15	DX+3	[ 8]
Guns (Light Machine Gun)	14	DX+2	[ 2]
Guns (Pistol)	14	DX+2	[ 4]
Guns (Rifle)	16	DX+4	[ 11]
Interrogation	11	IQ-1	[ 1]
Intimidation	12	Will+0	[ 2]
Karate	15	DX+3	[ 16]
Knife	14	DX+2	[ 4]
Lockpicking	12	IQ+0	[ 2]
Mechanic (Aerospace)	15*	IQ+3	[ 2]
Mechanic (Automotive)	15*	IQ+3	[ 2]
Navigation (Land)	14*	IQ+2	[ 1]
Navigation (Space)	14*	IQ+2	[ 1]
Observation	12	Per+0	[ 2]
Piloting (Aerospace)	15*	DX+3	[ 2]
Savoir-Faire (Military)	12	IQ+0	[ 1]
Scrounging	13	Per+1	[ 2]
Search	13	Per+1	[ 4]
Shadowing	12	IQ+0	[ 2]
Soldier	12	IQ+0	[ 2]
Spacer	15*	IQ+3	[ 1]
Stealth	12	DX+0	[ 2]
Tactics	11	IQ-1	[ 2]
Throwing	13	DX+1	[ 4]
Tracking	12	Per+0	[ 2]
Urban Survival	11	Per-1	[ 1]
Vacc Suit	11	DX-1	[ 1]
Wrestling	14	DX+2	[ 8]

\* +3 from 'Gearhead' † +1 from 'Combat Reflexes' ‡ Cond. +1 from 'First Aid Kit'

**TECHNIQUES**

Name	Level	Relative	Pts
Kicking (Karate)	15	def+2	[ 3]

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	12	-	1d-1 cr	C	-	-	
Karate: Punch	15	11	1d+1 cr	C	-	-	
Karate: Kick	15	-	1d+2 cr	C,1	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Large Knife: Swing	14	10	2d+1(3) cut	C,1	6	4	
Large Knife: Thrust	14	10	1d+3(3) imp	C	6	4	[1]

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Grenade Launcher (Underbarrel, 1 hex radius) <i>Skill used: Guns (Grenade Launcher)</i>	15	10d cr	4	300 yd / 1000 yd	1	3(3)	10	-	3	1	
Large Knife: Thrown <i>Skill used: Throwing</i>	13	1d+3(3) imp	-	11 yd / 21 yd	1	T(1)	6	-2	-	4	
Pistol, M4A3 <i>Skill used: Guns (Pistol)</i>	14	5d pi+	2	200 yd / 1.14 mi	3	20+1(3)	10	-2	2	3	
Pulse Rifle, M41A <i>Skill used: Guns (Rifle)</i>	16	9d pi+	4	1000 yd / 2.84 mi	3	99+1(3)	10†	-3	3	3	

**ST "†":** The weapon requires two hands. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least *twice* the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it *always* requires two hands, regardless of ST.

**Shots "T":** The weapon is a *thrown weapon*.

EQUIPMENT			
Qty	Item	Cost	Weight
1	Assault Boots (DR 5; TL9) <i>Description:</i> Standard issue combat boots designed to protect a Marine's feet. (DR 5) <i>Location:</i> feet	150	3 lb
1	Body Armor (DR 30 front/20 rear; TL9) <i>Description:</i> A rigid shell body armor composed of various ultra-light titanium, boron carbide, and carbon fiber alloys. M3 infantry series. (DR 30 in front, DR 20 in back) <i>Location:</i> torso, groin	600	8 lb
1	First Aid Kit (TLVar.) <i>Description:</i> A complete kit for treating wounds, with bandages, ointments, etc. +1 to First Aid skill.	50	2 lb
1	Grenade Launcher (Underbarrel, 1 hex radius; TL9) <i>Description:</i> The M41A-GL is a 30mm grenade launcher underslung-mounted to the M41A Pulse Rifle. It inflicts 10d of explosive damage to both the target hex it strikes and all adjacent hexes.	300	1 lb
1	Helmet (DR 18; TL9) <i>Description:</i> Ballistic helmet designed to protect a Marine's head. Fully integrates with the standard USCM comms/tactical video kit. M3 infantry series. (DR 18) <i>Location:</i> skull	250	2 lb
1	Large Knife (TL0; Armor Divisor (3)) <i>Description:</i> A nearly indestructible combat knife forged from the latest inert ceramics and polymers. Holds a super-fine edge for years without maintenance, with an Armor Divisor of (3).	80	1 lb
1	Leg Armor, M3 (DR 10, lower leg; TL9) <i>Description:</i> Lower leg armor from the M3 infantry series. (DR 10) <i>Location:</i> legs	280	2 lb
1	Misc Gear (TL9) <i>Description:</i> Various useful items, such as duct tape, 25' coiled line, lighter, marking flares (5), notepad and pen, ration bars (10), wrist IFF transmitter/location transponder/rad counter/watch, etc.	500	5 lb
1	Pistol, M4A3 (TL9) <i>Description:</i> The M4A3 is the standard sidearm of the U.S. Colonial Marines, known for its reliability and large 10mm tungsten core round.	540	2 lb
1	Pulse Rifle, M41A (TL9) <i>Description:</i> The legendary Armat M41A Pulse Rifle is an air-cooled automatic assault rifle firing a 10mm armor-piercing, high explosive (APHEX) round. It is the iconic weapon of the USCM.	2700	8 lb
1	Tool Kit (w/ portable welder/cutter; TL5) <i>Description:</i> A small kit of commonly needed tools for both repair and maintenance of a variety of equipment. Includes a portable, battery-powered welder/cutter (good for about 5 minutes of use per charge).	600	4 lb

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	39 lb	78 lb	117 lb	234 lb	390 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
Dodge	10	9	8	7	6

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	78 lb	312 lb	468 lb	585 lb	1950 lb

\* Takes 2 seconds to complete  
† Takes 4 seconds to complete  
‡ Double with a running start  
§ Lose 1 FP/sec while over X-Hvy enc.

SLAM TABLE			
Mvmt.	1	2-3	4-7
Dmg.	1d-3	1d-2	1d-1

HUMANOID HIT LOCATION TABLE					
Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7	13-14	Left Leg	-2
5	Face	-5	15	Hand	-4
6-7	Right Leg	-2	16	Foot	-4
8	Right Arm	-2	17-18	Neck	-5
9-10	Torso	-	-	Vitals*	-3
11	Groin	-3	-	Eye†	-9
12	Left Arm	-2	-	-	-

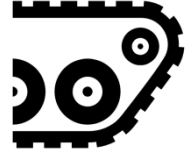
\* Only targetable by impaling, piercing, and tight-beam burning attacks  
See also: *Hit Location*, p. B398, and *Human and Humanoid Hit Location Table*, p. B552.

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		140
Advantages, Perks		70
Disadvantages, Quirks		-35
Skills, Techniques		150
<b>Total Points Spent:</b>		<b>325</b>
<b>Unspent Points:</b>		<b>0</b>

## ADVANTAGES and DISADVANTAGES

### ALL MARINES

- **Luck:** Once per 45 minutes of *real time*, you may use your Luck to...
  - Make two more rolls after a bad roll and keep the best of the three, *or...*
  - Force an enemy to do the same, but take the *worst* of the three, *or...*
  - Reduce an injury you just received to a 1-point flesh wound.
- **Code of Honor (Marine), Duty (USCM), and Sense of Duty (Squad):** You conduct yourself as a Marine (whatever that means to *you*), have a legal obligation to the USCM, and have strong bonds of camaraderie with your squad.
- **Combat Reflexes, High Pain Threshold, and Very Fit:** Training and previous combat ops have given you heightened awareness, resistance to pain, and excellent health.



### Vehicle Specialist

In addition to the above, you possess traits unique to your character.

- **Gearhead:** You have a natural talent for repairing and operating vehicles, both land and air/space.
- **Intolerance:** You simply have no respect for anyone who is not a U.S. Colonial Marine.

## SKILLS

All Marines have received extensive training in a wide variety of skills, but the below are things that you either do exceptionally well or, in some cases, are the only one trained to do at all. Basically, these are the things you do very well.

- **Driving (Automobile and Heavy Wheeled) and Pilot (Aerospace)** allow you to (among other things) drive the M577 Armored Personnel Carrier and pilot the UD-4L Cheyenne Dropship.
- **Mechanic (Automotive) and Mechanic (Aerospace)** allow you repair and maintain most vehicles.
- **Guns (Grenade Launcher, Rifle, and Pistol), Knife, and Karate and Wrestling** cover your primary combat skills.

## INJURY

If you are reduced to...

- **4 or less** Hit Points, your Move is reduced to **3** (from 6) and your Dodge is reduced to **5** (from 10).
- **0 or less** Hit Points, you are in immediate danger of falling unconscious.
- **-14 or less** Hit Points, you are in immediate danger of death.
- **-70 or less** Hit Points, you are immediately dead.

## ASSIGNMENTS

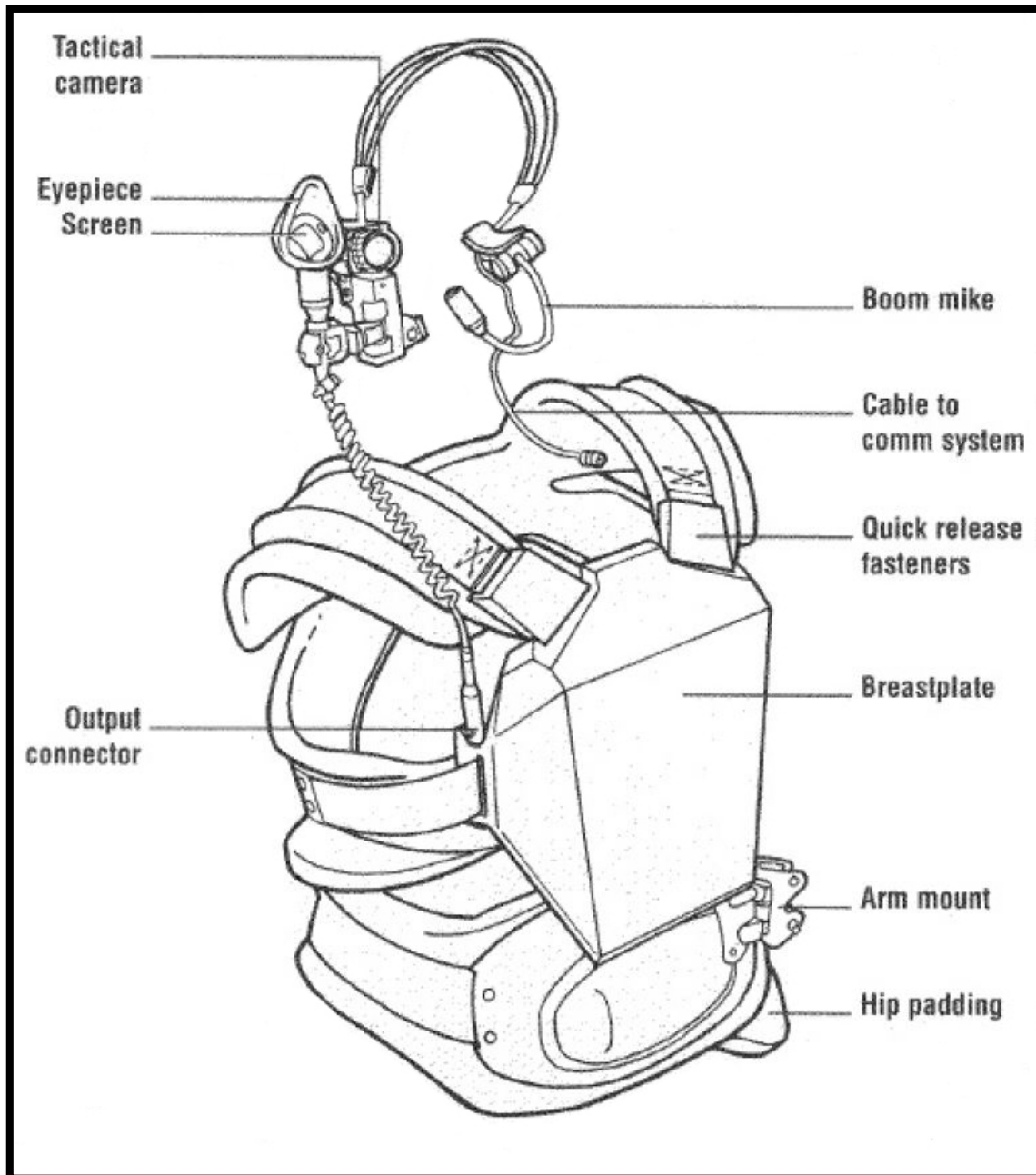
**1st Squad, Team 1** is Corporal Namara (NPC) and you.

**1st Squad, Team 2** is the *Sniper* and the *Technician*.

**2nd Squad, Team 1** is Lance Corporal Foster (NPC) and the *Infiltrator*.

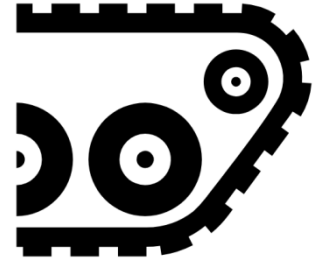
**2nd Squad, Team 2** is the *Corpsman* and the *Smart Gunner*.

## M41A Pulse Rifle and M3 series Infantry Body Armor





# Vehicle Specialist



## Primary Skills

- Driving and Piloting
- Mechanic

## Primary Weapon

- M41A Pulse Rifle w/ Grenade Launcher

## Unique Traits

- Gearhead
- Intolerance (non-Marines)

## Squad Role

- Squad transport and repair/maintenance of vehicles



U.S. Colonial Marine Corps  
Office of Personnel  
Infantry Service Summary



## I WANT TO...

### SHOOT someone.

- *Guns (Rifle)* for the M41A Pulse Rifle or the M42A Scope Rifle
- *Guns (Grenade Launcher)* for the Pulse Rifle underslung grenade launcher
- *Guns (Light Machine Gun)* for the M56A2 Smart Gun
- *Guns (Pistol)* for the M4A3 Pistol
- *Gunner (Machine Gun)* for vehicle-mounted heavy machine guns

### STAB someone.

- *Knife*

### PUNCH/KICK someone.

- *Karate*
- Kicks require a DX roll to avoid falling if you miss

### GRAPPLE someone.

- *Wrestling*

### DEFEND against an attack.

If attacked, you have two ways to avoid damage:

- *Dodge* to move out of the way
- *Parry* to intercept with a weapon or hand
- *Retreat* **once** per turn for +3 against Melee attacks
- *Dodge and Drop* **once** per turn for +3 against Ranged

### HEAL someone.

- *First-Aid* for bandaging, stopping bleeding, etc.
- *Diagnosis, Physician, and/or Surgery* for more advanced medical care

### INFLUENCE someone.

- *Diplomacy* to negotiate or persuade calmly
- *Fast-Talk* to confuse or befuddle
- *Interrogation* to question a reluctant target
- *Intimidation* to negotiate or persuade hostilely

### FOLLOW someone.

- *Shadowing* to follow a target unnoticed
- *Stealth* to follow an individual quietly and unseen
- *Tracking* to follow by the trail left behind

### FIND somewhere.

- *Navigation (Land or Space)*

### USE something.

- *Computer Operation* for computers
- *Electronics Operation (Communications, Medical, Motion Tracker or Security)* for those items

### FIND/NOTICE something.

- *Perception* to notice something in the environment
- *Search* to actively search people, containers, vehicles, etc. for items not in plain sight
- *Observation* to discover tactically significant details about a group or location from a distance
- *Scrounging* to find or improvise useful items
- *Urban Survival* to find food, water, shelter, etc. in a non-wilderness environment

### BREAK IN somewhere.

- *Electronics Repair (Security)* to bypass alarms
- *Forced Entry* to force open doors and windows
- *Lockpicking* to open mechanical locks with no key
- *Traps* to bypass mechanical traps

### DRIVE/PILOT something.

- *Driving (Automobile)* or *Driving (Heavy Wheeled)* for land vehicles such as the M577 APC
- *Pilot (Aerospace)* for atmospheric and low-orbit craft such as the UD-4L Cheyenne Dropship

### REPAIR something.

- *Armoury (Body Armor)* for M3 infantry armor
- *Armoury (Heavy Weapons)* for the M56A2 Smart Gun
- *Armoury (Small Arms)* for other firearms
- *Electronics Repair (Communications, Computers, Medical, Security or Sensors)* for those items

## DICE ROLLING in GURPS

When rolling to accomplish anything, roll 3d6 – a result equal to or lower than the target number is a success!

- A roll of **3** or **4** is always a critical success
- A roll of **5** is a critical success if your effective skill is 15+
- A roll of **6** is a critical success if your effective skill is 16+
- A roll of **18** is always a critical failure
- A roll of **17** is a critical failure if your effective skill is 15 or less

## COMBAT MANEUVERS (one per turn)

**AIM (1 hex):** aim a Ranged weapon/attack to get its **Acc** bonus (additional +1 for two turns, +2 for three or more turns)

**ALL-OUT ATTACK (3 hexes):** +4 to hit for Melee or +1 for Ranged, *or* two Melee attacks on the same target, *or* +2 Melee damage – but **NO DEFENSE** for the rest of your turn!

**ALL-OUT DEFENSE (1 hex):** +2 to Dodge or Parry, *or* attempt both a Dodge and Parry against a single attack

**ATTACK (1 hex):** attack a target (within range) unarmed or with a ready weapon

**CHANGE POSTURE (1 hex):** switch between standing, sitting, kneeling, crawling, prone, or lying face up (lying/prone to standing takes two turns)

**CONCENTRATE (1 hex):** focus on a mental task

**COMMITTED ATTACK (1 hex):** +2 to hit *or* +1 damage (Melee only) – but -2 to defenses (no Parry with the hand you attacked with, no Dodge if you kicked. Cannot Retreat)

**DEFENSIVE ATTACK (1):** -2 damage (Melee only) – but +1 to Parry or Block (not Dodge), *or* +2 to DX roll to avoid falling

**DO NOTHING (0):** take no action

**EVALUATE (1 hex):** study a foe prior to a Melee Attack or Feint for a +1 bonus per turn spent Evaluating (max. of +3)

**FEINT (1 hex):** fake a Melee attack to lower your target's active defense or next attack roll by your Margin of Success. Contest of your attacking skill against target's highest combat skill or DX (whichever is highest)

**MOVE AND ATTACK (6 hexes):** move and still attack at a penalty – for Ranged, the worse of -2 or weapon's Bulk; for Melee, -4 (and a *maximum* skill of 9)

**MOVE (6 hexes):** do nothing but move

**READY (1 hex):** reload or prepare a weapon or other item

**WAIT (var):** hold your action until something specific happens, then take an Attack, All-Out Attack, Feint, or Ready maneuver as normal

## ATTACK/DEFENSE OPTIONS

**Deceptive Attack:** Target suffers a -1 to Dodge/Parry for every -2 you take to your attacking skill (*minimum* of 10)

**Telegraphic Attack:** +4 to hit (Melee only), but also +2 to target's Dodge

**Dual-Weapon Attack:** Use both hands to make two attacks (including pistols), each at -4, to replace *one* normal attack. Off-hand at the usual -4 for weapon attacks. Can target separate foes (if adjacent for Melee). Foe defends at -1 if he is the target of both attacks

**Rapid Strike:** Use one hand to make two attacks, *both* at -6, to replace *one* normal Melee attack. Can target separate foes.

**Flurry of Blows\*:** Halve the penalty for Rapid Strike to -3 by spending 2 FP (1 FP *per* attack), *or*...

**Mighty Blow\*:** Spend 1 FP to get the All-Out Attack damage bonus of +2 to a Melee Attack without losing defenses

**Feverish Defense\*:** Spend 1 FP to add +2 to a single Dodge/Parry roll (except when All-Out Attacking)

**Retreat:** *Once* during your turn, move 1 hex away from a Melee attacker for a +3 to Dodge or Parry

**Dodge and Drop:** *Once* during your turn, drop prone for a +3 to Dodge against Ranged attacks

\* A critical failure on these rolls causes an *additional* 1 HP of injury to arm or leg, no DR

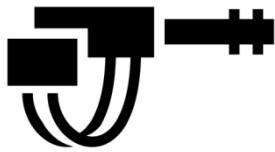
**CORPSMAN**



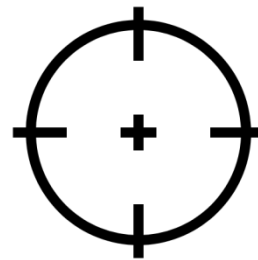
**INFILTRATOR**



**SMART GUNNER**



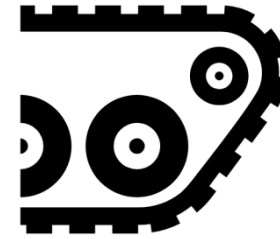
**SNIPER**








**TECHNICIAN**








**VEH. SPECIALIST**








**CORPSMAN**   




**XENO 01**  




**INFILTRATOR**   




**XENO 02**  

**SMART GUNNER**   

**XENO 03**  

**SNIPER**   

**TECHNICIAN**   

**VEH. SPECIALIST**   

**M4A3 Pistol**



**Damage:** 5d pi+  
**Rate of Fire:** 3

**Recoil:** 2  
**Accuracy:** 2

**Bulk:** -2  
**Shots:** 20+1(3)

21	20	19	18	17	16	15	14	13	12	11
10	9	8	7	6	5	4	3	2	1	

**M4A3 Pistol**



**Damage:** 5d pi+  
**Rate of Fire:** 3

**Recoil:** 2  
**Accuracy:** 2

**Bulk:** -2  
**Shots:** 20+1(3)

21	20	19	18	17	16	15	14	13	12	11
10	9	8	7	6	5	4	3	2	1	

**M4A3 Pistol**



**Damage:** 5d pi+  
**Rate of Fire:** 3

**Recoil:** 2  
**Accuracy:** 2

**Bulk:** -2  
**Shots:** 20+1(3)

21	20	19	18	17	16	15	14	13	12	11
10	9	8	7	6	5	4	3	2	1	

**M4A3 Pistol**



**Damage:** 5d pi+  
**Rate of Fire:** 3

**Recoil:** 2  
**Accuracy:** 2

**Bulk:** -2  
**Shots:** 20+1(3)

21	20	19	18	17	16	15	14	13	12	11
10	9	8	7	6	5	4	3	2	1	

**M42A Scope Rifle (Sniper/Carbine configuration)**



Damage: 15d pi+/6d pi+      Recoil: 4/4      Bulk: -5/-3  
 Rate of Fire: 1/3      Accuracy: 6+3/6      Shots: 12(3)/12(3)

12	11	10	9	8	7	6	5	4	3	2	1
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**M42A Scope Rifle (Sniper/Carbine configuration)**



Damage: 15d pi+/6d pi+      Recoil: 4/4      Bulk: -5/-3  
 Rate of Fire: 1/3      Accuracy: 6+3/6      Shots: 12(3)/12(3)

12	11	10	9	8	7	6	5	4	3	2	1
----	----	----	---	---	---	---	---	---	---	---	---

**M42A Scope Rifle (Sniper/Carbine configuration)**



Damage: 15d pi+/6d pi+      Recoil: 4/4      Bulk: -5/-3  
 Rate of Fire: 1/3      Accuracy: 6+3/6      Shots: 12(3)/12(3)

12	11	10	9	8	7	6	5	4	3	2	1
----	----	----	---	---	---	---	---	---	---	---	---

**M4A3 Pistol**



Damage: 5d pi+      Recoil: 2      Bulk: -2  
 Rate of Fire: 3      Accuracy: 2      Shots: 20+1(3)

21	20	19	18	17	16	15	14	13	12	11
10	9	8	7	6	5	4	3	2	1	



### M56A2 Smart Gun



**Damage:** 10d pi+      **Recoil:** 2      **Bulk:** -4  
**Rate of Fire:** 10      **Accuracy:** 5      **Shots:** 200(5)

200	199	198	197	196	195	194	193	192	191	190	189	188	187	186	185	184	183	182	181	180	179	178	177	176	175	174	173	172	171	
170	169	168	167	166	165	164	163	162	161	160	159	158	157	156	155	154	153	152	151	150	149	148	147	146	145	144	143	142	141	
140	139	138	137	136	135	134	133	132	131	130	129	128	127	126	125	124	123	122	121	120	119	118	117	116	115	114	113	112	111	
110	109	108	107	106	105	104	103	102	101	100	99	98	97	96	95	94	93	92	91	90	89	88	87	86	85	84	83	82	81	
80	79	78	77	76	75	74	73	72	71	70	69	68	67	66	65	64	63	62	61	60	59	58	57	56	55	54	53	52	51	
50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21	
20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1											

### M56A2 Smart Gun



**Damage:** 10d pi+      **Recoil:** 2      **Bulk:** -4  
**Rate of Fire:** 10      **Accuracy:** 5      **Shots:** 200(5)

200	199	198	197	196	195	194	193	192	191	190	189	188	187	186	185	184	183	182	181	180	179	178	177	176	175	174	173	172	171	
170	169	168	167	166	165	164	163	162	161	160	159	158	157	156	155	154	153	152	151	150	149	148	147	146	145	144	143	142	141	
140	139	138	137	136	135	134	133	132	131	130	129	128	127	126	125	124	123	122	121	120	119	118	117	116	115	114	113	112	111	
110	109	108	107	106	105	104	103	102	101	100	99	98	97	96	95	94	93	92	91	90	89	88	87	86	85	84	83	82	81	
80	79	78	77	76	75	74	73	72	71	70	69	68	67	66	65	64	63	62	61	60	59	58	57	56	55	54	53	52	51	
50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21	
20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1											

### M56A2 Smart Gun



**Damage:** 10d pi+      **Recoil:** 2      **Bulk:** -4  
**Rate of Fire:** 10      **Accuracy:** 5      **Shots:** 200(5)

200	199	198	197	196	195	194	193	192	191	190	189	188	187	186	185	184	183	182	181	180	179	178	177	176	175	174	173	172	171	
170	169	168	167	166	165	164	163	162	161	160	159	158	157	156	155	154	153	152	151	150	149	148	147	146	145	144	143	142	141	
140	139	138	137	136	135	134	133	132	131	130	129	128	127	126	125	124	123	122	121	120	119	118	117	116	115	114	113	112	111	
110	109	108	107	106	105	104	103	102	101	100	99	98	97	96	95	94	93	92	91	90	89	88	87	86	85	84	83	82	81	
80	79	78	77	76	75	74	73	72	71	70	69	68	67	66	65	64	63	62	61	60	59	58	57	56	55	54	53	52	51	
50	49	48	47	46	45	44	43	42	41	40	39	38	37	36	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21	
20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1											

### M4A3 Pistol



**Damage:** 5d pi+      **Recoil:** 2      **Bulk:** -2  
**Rate of Fire:** 3      **Accuracy:** 2      **Shots:** 20+1(3)

21	20	19	18	17	16	15	14	13	12	11
10	9	8	7	6	5	4	3	2	1	

**M41A Pulse Rifle/Grenade Launcher**



**Damage:** 9d pi+/10d cr (1 hex) **Recoil:** 3/3 **Bulk:** -3/-  
**Rate of Fire:** 3/1 **Accuracy:** 4/4 **Shots:** 99+1(3)/3(3)

100	99	98	97	96	95	94	93	92	91	90	89	88	87	86	85	84	83	82	81
80	79	78	77	76	75	74	73	72	71	70	69	68	67	66	65	64	63	62	61
60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41
40	39	38	37	36	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21
20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1

3
2
1

**M41A Pulse Rifle/Grenade Launcher**



**Damage:** 9d pi+/10d cr (1 hex) **Recoil:** 3/3 **Bulk:** -3/-  
**Rate of Fire:** 3/1 **Accuracy:** 4/4 **Shots:** 99+1(3)/3(3)

100	99	98	97	96	95	94	93	92	91	90	89	88	87	86	85	84	83	82	81
80	79	78	77	76	75	74	73	72	71	70	69	68	67	66	65	64	63	62	61
60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41
40	39	38	37	36	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21
20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1

3
2
1

**M41A Pulse Rifle/Grenade Launcher**



**Damage:** 9d pi+/10d cr (1 hex) **Recoil:** 3/3 **Bulk:** -3/-  
**Rate of Fire:** 3/1 **Accuracy:** 4/4 **Shots:** 99+1(3)/3(3)

100	99	98	97	96	95	94	93	92	91	90	89	88	87	86	85	84	83	82	81
80	79	78	77	76	75	74	73	72	71	70	69	68	67	66	65	64	63	62	61
60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41
40	39	38	37	36	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21
20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1

3
2
1

**M41A Pulse Rifle/Grenade Launcher**



**Damage:** 9d pi+/10d cr (1 hex) **Recoil:** 3/3 **Bulk:** -3/-  
**Rate of Fire:** 3/1 **Accuracy:** 4/4 **Shots:** 99+1(3)/3(3)

100	99	98	97	96	95	94	93	92	91	90	89	88	87	86	85	84	83	82	81
80	79	78	77	76	75	74	73	72	71	70	69	68	67	66	65	64	63	62	61
60	59	58	57	56	55	54	53	52	51	50	49	48	47	46	45	44	43	42	41
40	39	38	37	36	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21
20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1

3
2
1