

Type: **Guerilla Infantry Trooper (Anti-'Mech)**

ATTRIBUTES			Move		Combat	
STR	5	INT	4	Walk 9	5	Standard 10 000000000
BOD	5	WIL	4	Run 20	2	Fatigue 8 00000000
RFL	4	CHA	4	Sprint 40	4	Stunned 0
DEX	4	EDG		Swim		Unconscious 0

TRAITS	TP
Equipped	3

Personal Armor	(LOC)	Type	BAR (M/B/E/X)

Weapon	Skill	Range	Ammo	Dmg (AP/BD)
Martial Arts	+1 TN/7			1M/1
Combat Knife	+0 TN/7			1M/1
Rifle	+1 TN/7			

SKILLS				
Skill	Lvl	Links	TN/C	XP
Martial Arts	1		7/SB	30
Small Arms	3		7/SB	80
Language	3		8/SA	80
Running	1		7/SB	30
Climbing	2		7/SB	50
Melee Weapons	1		7/SB	30
Thrown Weapons	1		7/SB	30
Driving	0		8/SA	20
Demolitions	3		9/CA	50

Equipment
Combat Knife
Automatic Rifle
Anti-'Mech Demolition Charge (5-6 on D6)
Grenades
Gripper Boots or Grappling Rod

Gamemaster Notes: Guerrillas are common on worlds that have recently changed affiliation (due to conquest or otherwise) and in the Chaos March where any Successor State authority is rejected. Due to the nature of guerrilla infantry, many troopers learn or develop rudimentary Anti-'Mech tactics (reflected in the improved Climbing and Demolitions skills and addition of climbing equipment). Guerrilla forces are rarely able to form entire units of Anti-'Mech trained infantry, but there can be anywhere between one and four such troopers in a seven man squad.

XP	3700
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