

Ripley



		Target Range				
Weapon	Aim	1	2	3-4	5-6	7+
	1	6	4	2		
	2	12	9	7		
	3	13	10	9		
	1	4	2	1	0	0
	2	9	8	6	5	3
	3	13	9	8	6	5

Actions: 3
Melee: 1

"I say we take off and nuke the entire site from orbit"

Ripley

(Wounded)



		Target Range				
Weapon	Aim	1	2	3-4	5-6	7+
	1	3	1			
	2	9	6	4		
	3	10	7	6		
	1	1				
	2	6	5	3	2	0
	3	10	6	5	3	2

Actions: 3
Melee: 0

"I say we take off and nuke the entire site from orbit"

Hicks



		Target Range				
Weapon	Aim	1	2	3-4	5-6	7+
	1	8	6	2	1	0
	2	13	9	8	6	4
	3	14	10	9	7	5
	1	7	4	3	2	1
	2	13	9	8	7	6
	3	14	13	9	8	7

Actions: 3
Melee: 1

"Remember: short, controlled bursts"

Hicks

(Wounded)

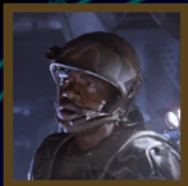


		Target Range				
Weapon	Aim	1	2	3-4	5-6	7+
	1	5				
	2	10	6	5	3	1
	3	11	7	6	4	2
	1	4	1	0		
	2	10	6	5	4	3
	3	11	10	6	5	4

Actions: 3
Melee: 0

"Remember: short, controlled bursts"

Apone



		Target Range				
Weapon	Aim	1	2	3-4	5-6	7+
	1	8	6	4		
	2	14	13	9		
	3	15	14	10		
	1	7	4	3	2	1
	2	13	9	8	7	6
	3	14	13	9	8	7

Actions: 3
Melee: 1

"Nobody touch nothin"

Apone

(Wounded)

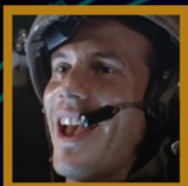


		Target Range				
Weapon	Aim	1	2	3-4	5-6	7+
	1	5	3	1		
	2	11	10	6		
	3	12	11	7		
	1	4	1	0		
	2	10	6	5	4	3
	3	11	10	6	5	4

Actions: 3
Melee: 0

"Nobody touch nothin"

Hudson



		Target Range				
Weapon	Aim	1	2	3-4	5-6	7+
	1	2	1	0		
	2	6	2	1	0	
	1	5	3	2	1	0
	2	12	9	7	6	4

Actions: 2
Melee: 0

"Game over man, game over"

Hudson

(Wounded)



		Target Range				
Weapon	Aim	1	2	3-4	5-6	7+
	1	0				
	2	4	0			
	1	2	0			
	2	9	6	4	3	1

Actions: 2
Melee: 0

"Game over man, game over"

Drake



		Target Range					
Weapon	Aim	1	2	3-4	5-6	7+	
Smart Gun	1	8	6	3	2	1	
	2	13	9	8	7	6	
Flame Thrower	1	8	6	4			
	2	14	13	9			

Actions: 2
 Melee: 1

"They ain't payin' us enough for this, man"

Drake
(Wounded)



		Target Range					
Weapon	Aim	1	2	3-4	5-6	7+	
Smart Gun	1	5	3	0			
	2	10	6	5	4	3	
Flame Thrower	1	5	3	1			
	2	11	10	6			

Actions: 2
 Melee: 0

"They ain't payin' us enough for this, man"

Vasquez



		Target Range					
Weapon	Aim	1	2	3-4	5-6	7+	
Smart Gun	1	8	6	3	2	1	
	2	13	9	8	7	6	
Pulse Rifle	1	6	4	2	1	0	
	2	13	9	8	7	5	

Actions: 2
 Melee: 1

"Let's rock!"

Vasquez
(Wounded)



		Target Range					
Weapon	Aim	1	2	3-4	5-6	7+	
Smart Gun	1	5	3	0			
	2	10	6	5	4	3	
Pulse Rifle	1	3	1				
	2	10	6	5	4	2	

Actions: 2
 Melee: 0

"Let's rock!"

Dietrich



		Target Range					
Weapon	Aim	1	2	3-4	5-6	7+	
Flame Thrower	1	7	5	3			
	2	13	9	8			
Pistol	1	2	1	0			
	2	6	2	1	0		

Actions: 2
 Melee: 0

"Maybe they don't show up on infrared at all..."

Dietrich
(Wounded)



		Target Range					
Weapon	Aim	1	2	3-4	5-6	7+	
Flame Thrower	1	4	2	0			
	2	10	6	5			
Pistol	1	0					
	2	4	0				

Actions: 2
 Melee: 0

"Maybe they don't show up on infrared at all..."

Wierzbowski



		Target Range					
Weapon	Aim	1	2	3-4	5-6	7+	
Flame Thrower	1	7	5	3			
	2	13	9	8			
Pistol	1	2	1	0			
	2	6	2	1	0		

Actions: 2
 Melee: 0

Wierzbowski
(Wounded)



		Target Range					
Weapon	Aim	1	2	3-4	5-6	7+	
Flame Thrower	1	4	2	0			
	2	10	6	5			
Pistol	1	0					
	2	4	0				

Actions: 2
 Melee: 0

Gorman



		Target Range				
Weapon	Aim	1	2	3-4	5-6	7+
Pulse Rifle	1	5	3	2	1	0
	2	11	9	7	6	4
Pistol	1	2	1	0		
	2	5	2	1	0	

Actions: 2

Melee: 0

"We've been trained to deal with situations like this"

Gorman (Wounded)



		Target Range				
Weapon	Aim	1	2	3-4	5-6	7+
Pulse Rifle	1	2	0			
	2	8	6	4	3	1
Pistol	1	0				
	2	3	0			

Actions: 2

Melee: 0

"We've been trained to deal with situations like this"

Frost



		Target Range				
Weapon	Aim	1	2	3-4	5-6	7+
Pistol	1	2	1	0		
	2	6	2	1	0	
Flame Thrower	1	7	5	3		
	2	13	9	8		

Actions: 2

Melee: 0

"I'm telling you I've got a bad feeling about this drop"

Frost (Wounded)



		Target Range				
Weapon	Aim	1	2	3-4	5-6	7+
Pistol	1	0				
	2	4	0			
Flame Thrower	1	4	2	0		
	2	10	6	5		

Actions: 2

Melee: 0

"I'm telling you I've got a bad feeling about this drop"

Crowe



		Target Range				
Weapon	Aim	1	2	3-4	5-6	7+
Pistol	1	2	1	0		
	2	6	2	1	0	
Pulse Rifle	1	5	3	2	1	0
	2	12	9	7	6	4

Actions: 2

Melee: 0

"You always say 'I got a bad feeling about this drop'"

Crowe (Wounded)



		Target Range				
Weapon	Aim	1	2	3-4	5-6	7+
Pistol	1	0				
	2	4	0			
Pulse Rifle	1	2	0			
	2	9	6	4	3	1

Actions: 2

Melee: 0

"You always say 'I got a bad feeling about this drop'"

Ferro



		Target Range				
Weapon	Aim	1	2	3-4	5-6	7+
Flame Thrower	1	7	4	3		
	2	12	9	7		
Pulse Rifle	1	5	3	2	1	0
	2	11	9	7	6	4
	3					

Actions: 2

Melee: 0

"In the pipe, five by five"

Ferro (Wounded)



		Target Range				
Weapon	Aim	1	2	3-4	5-6	7+
Flame Thrower	1	4	1	0		
	2	9	6	4		
Pulse Rifle	1	2	0			
	2	8	6	4	3	1
	3					

Actions: 2

Melee: 0

"In the pipe, five by five"

Spunkmeyer



		Target Range				
Weapon	Aim	1	2	3-4	5-6	7+
Flame Thrower	1	7	4	3		
	2	12	9	7		
Pulse Rifle	1	5	3	2	1	0
	2	11	9	7	6	4



Actions: 2
Melee: 0

"What's this crap supposed to be?"

Spunkmeyer
(Wounded)




		Target Range				
Weapon	Aim	1	2	3-4	5-6	7+
Flame Thrower	1	4	1	0		
	2	9	6	4		
Pulse Rifle	1	2	0			
	2	8	6	4	3	1



Actions: 2
Melee: 0

"What's this crap supposed to be?"

Bishop




Bishop will not use weapons, but his strength and endurance give him an excellent melee value.

Actions: 3
Melee: 3

"I prefer the term 'artificial person' myself"

Bishop
(Wounded)




Bishop will not use weapons, but his strength and endurance give him an excellent melee value.

Actions: 3
Melee: 2

"I prefer the term 'artificial person' myself"

Newt




At each Decision Square, Newt must roll a 6 or less to remember the direction to the landing pad. If she fails, she may not move off the Decision Square. She may make one roll each turn

Actions: 2
Melee: 0

"They mostly come at night...mostly"

Newt
(Wounded)




At each Decision Square, Newt must roll a 6 or less to remember the direction to the landing pad. If she fails, she may not move off the Decision Square. She may make one roll each turn


Actions: 2
Melee: 0

"They mostly come at night...mostly"

Burke



		Target Range				
Weapon	Aim	1	2	3-4	5-6	7+
Pulse Rifle	1	2	0			
	2	8	6	4	3	1




Each turn someone begs Burke to open the door. Burke rolls a die. If he rolls a 0 he opens the door: If he rolls a 1-9 he ignores them.


Actions: 2
Melee: 0

"This installation has a substantial dollar value attached to it"

Burke
(Wounded)



		Target Range				
Weapon	Aim	1	2	3-4	5-6	7+
Pulse Rifle	1					
	2	5	3	1	0	



Each turn someone begs Burke to open the door. Burke rolls a die. If he rolls a 0 he opens the door: If he rolls a 1-9 he ignores them.

Actions: 2
Melee: 0

"This installation has a substantial dollar value attached to it"

Ripley



		Target Range				
Weapon	Aim	1	2	3-4	5-6	7+
Flame Thrower	1	6	4	2		
	2	12	9	7		
	3	13	10	9		
Pulse Rifle	1	4	2	1	0	0
	2	9	8	6	5	3
	3	13	9	8	6	5

Actions: 3
 Melee: 1

"I say we take off and nuke the entire site from orbit"

Ripley
(Wounded)



		Target Range				
Weapon	Aim	1	2	3-4	5-6	7+
Flame Thrower	1	3	1			
	2	9	6	4		
	3	10	7	6		
Pulse Rifle	1	1				
	2	6	5	3	2	0
	3	10	6	5	3	2

Actions: 3
 Melee: 0

"I say we take off and nuke the entire site from orbit"

Hicks



		Target Range				
Weapon	Aim	1	2	3-4	5-6	7+
Shotgun	1	8	6	2	1	0
	2	13	9	8	6	4
	3	14	10	9	7	5
Pulse Rifle	1	7	4	3	2	1
	2	13	9	8	7	6
	3	14	13	9	8	7

Actions: 3
 Melee: 1

"Remember: short, controlled bursts"

Hicks
(Wounded)



		Target Range				
Weapon	Aim	1	2	3-4	5-6	7+
Shotgun	1	5				
	2	10	6	5	3	1
	3	11	7	6	4	2
Pulse Rifle	1	4	1	0		
	2	10	6	5	4	3
	3	11	10	6	5	4

Actions: 3
 Melee: 0

"Remember: short, controlled bursts"

Apone




		Target Range				
Weapon	Aim	1	2	3-4	5-6	7+
Flame Thrower	1	8	6	4		
	2	14	13	9		
	3	15	14	10		
Pulse Rifle	1	7	4	3	2	1
	2	13	9	8	7	6
	3	14	13	9	8	7

Actions: 3
 Melee: 1

"Nobody touch nothin"

Apone
(Wounded)



		Target Range				
Weapon	Aim	1	2	3-4	5-6	7+
Flame Thrower	1	5	3	1		
	2	11	10	6		
	3	12	11	7		
Pulse Rifle	1	4	1	0		
	2	10	6	5	4	3
	3	11	10	6	5	4

Actions: 3
 Melee: 0

"Nobody touch nothin"

Hudson



		Target Range				
Weapon	Aim	1	2	3-4	5-6	7+
Pistol	1	2	1	0		
	2	6	2	1	0	
Pulse Rifle	1	5	3	2	1	0
	2	12	9	7	6	4

Actions: 2
 Melee: 0

"Game over man, game over"

Hudson
(Wounded)



		Target Range				
Weapon	Aim	1	2	3-4	5-6	7+
Pistol	1	0				
	2	4	0			
Pulse Rifle	1	2	0			
	2	9	6	4	3	1

Actions: 2
 Melee: 0

"Game over man, game over"

Drake



Target Range

Weapon Aim	1	2	3-4	5-6	7+
Smart Gun	1 8	6	3	2	1
Flame Thrower	1 8	6	4		
	2 13	9	8	7	6
	2 14	13	9		

Actions: 2

Melee: 1

"They ain't payin' us enough for this, man"

Drake (Wounded)



Target Range

Weapon Aim	1	2	3-4	5-6	7+
Smart Gun	1 5	3	0		
Flame Thrower	1 5	3	1		
	2 10	6	5	4	3
	2 11	10	6		

Actions: 2

Melee: 0

"They ain't payin' us enough for this, man"

Vasquez



Target Range

Weapon Aim	1	2	3-4	5-6	7+
Smart Gun	1 8	6	3	2	1
Pulse Rifle	1 6	4	2	1	0
	2 13	9	8	7	5

Actions: 2

Melee: 1

"Let's rock!"

Vasquez (Wounded)



Target Range

Weapon Aim	1	2	3-4	5-6	7+
Smart Gun	1 5	3	0		
Pulse Rifle	1 3	1			
	2 10	6	5	4	2

Actions: 2

Melee: 0

"Let's rock!"

Dietrich



Target Range

Weapon Aim	1	2	3-4	5-6	7+
Flame Thrower	1 7	5	3		
Pistol	1 2	1	0		
	2 6	2	1	0	

Actions: 2

Melee: 0

"Maybe they don't show up on infrared at all..."

Dietrich (Wounded)



Target Range

Weapon Aim	1	2	3-4	5-6	7+
Flame Thrower	1 7	5	3		
Pistol	1 2	1	0		
	2 6	2	1	0	

Actions: 2

Melee: 0

"Maybe they don't show up of infrared at all..."

Wierzbowski



Target Range

Weapon Aim	1	2	3-4	5-6	7+
Flame Thrower	1 7	5	3		
Pistol	1 2	1	0		
	2 6	2	1	0	

Actions: 2

Melee: 0

Wierzbowski (Wounded)



Target Range

Weapon Aim	1	2	3-4	5-6	7+
Flame Thrower	1 4	2	0		
Pistol	1 0				
	2 4	0			

Actions: 2

Melee: 0

Gorman

Target Range

Weapon Aim	1	2	3-4	5-6	7+
 Pulse Rifle	1 5	3 2	1 0		
	2 11	9 7	6 4		
 Pistol	1 2	1 0			
	2 5	2 1	0		

Actions: 2
Melee: 0

"We've been trained to deal with situations like this"

Gorman (Wounded)

Target Range

Weapon Aim	1	2	3-4	5-6	7+
 Pulse Rifle	1 2	0			
	2 8	6 4	3 1		
 Pistol	1 0				
	2 3	0			

Actions: 2
Melee: 0

"We've been trained to deal with situations like this"

Frost

Target Range

Weapon Aim	1	2	3-4	5-6	7+
 Pistol	1 2	1 0			
	2 6	2 1	0		
 Flame Thrower	1 7	5 3			
	2 13	9 8			

Actions: 2
Melee: 0

"I'm telling you I've got a bad feeling about this drop"

Frost (Wounded)

Target Range

Weapon Aim	1	2	3-4	5-6	7+
 Pistol	1 0				
	2 4	0			
 Flame Thrower	1 4	2 0			
	2 10	6 5			

Actions: 2
Melee: 0

"I'm telling you I've got a bad feeling about this drop"

Crowe

Target Range

Weapon Aim	1	2	3-4	5-6	7+
 Pistol	1 2	1 0			
	2 6	2 1	0		
 Pulse Rifle	1 5	3 2	1 0		
	2 12	9 7	6 4		

Actions: 2
Melee: 0

"You always say 'I got a bad feeling about this drop'"

Crowe (Wounded)

Target Range

Weapon Aim	1	2	3-4	5-6	7+
 Pistol	1 0				
	2 4	0			
 Pulse Rifle	1 2	0			
	2 9	6 4	3 1		

Actions: 2
Melee: 0

"You always say 'I got a bad feeling about this drop'"

Ferro

Target Range

Weapon Aim	1	2	3-4	5-6	7+
 Flame Thrower	1 7	4 3			
	2 12	9 7			
 Pulse Rifle	1 5	3 2	1 0		
	2 11	9 7	6 4		

Actions: 2
Melee: 0

"In the pipe, five by five"

Ferro (Wounded)

Target Range

Weapon Aim	1	2	3-4	5-6	7+
 Flame Thrower	1 4	1 0			
	2 9	6 4			
 Pulse Rifle	1 2	0			
	2 8	6 4	3 1		

Actions: 2
Melee: 0

"In the pipe, five by five"

Spunkmeyer



		Target Range				
Weapon	Aim	1	2	3-4	5-6	7+
Flame Thrower	1	7	4	3		
	2	12	9	7		
Pulse Rifle	1	5	3	2	1	0
	2	11	9	7	6	4

Actions: 2
Melee: 0

Spunkmeyer (Wounded)



		Target Range				
Weapon	Aim	1	2	3-4	5-6	7+
Flame Thrower	1	4	1	0		
	2	9	6	4		
Pulse Rifle	1	2	0			
	2	8	6	4	3	1

Actions: 2
Melee: 0

Bishop



Bishop will not use weapons, but his strength and endurance give him an excellent melee value.

Actions: 3
Melee: 3

"I prefer the term 'artificial person' myself"

Bishop (Wounded)



Bishop will not use weapons, but his strength and endurance give him an excellent melee value.

Actions: 3
Melee: 2

"I prefer the term 'artificial person' myself"

Newt



At each Decision Square, Newt must roll a 6 or less to remember the direction to the landing pad. If she fails, she may not move off the Decision Square. She may make one roll each turn

Actions: 2
Melee: 0

"They mostly come at night...mostly"

Newt (Wounded)



At each Decision Square, Newt must roll a 6 or less to remember the direction to the landing pad. If she fails, she may not move off the Decision Square. She may make one roll each turn

Actions: 2
Melee: 0

"They mostly come at night...mostly"

Burke



		Target Range				
Weapon	Aim	1	2	3-4	5-6	7+
Pulse Rifle	1	2	0			
	2	8	6	4	3	1

Each turn someone begs Burke to open the door. Burke rolls a die. If he rolls a 0 he opens the door: If he rolls a 1-9 he ignores them.

Actions: 2
Melee: 0

"This installation has a substantial dollar value attached to it"

Burke (Wounded)



		Target Range				
Weapon	Aim	1	2	3-4	5-6	7+
Pulse Rifle	1					
	2	5	3	1	0	

Each turn someone begs Burke to open the door. Burke rolls a die. If he rolls a 0 he opens the door: If he rolls a 1-9 he ignores them.

Actions: 2
Melee: 0

"This installation has a substantial dollar value attached to it"