

THE SQUAD LEADER (champion)

Team
Number:



Gladiator Name	Player Name
Team Name	Team Colors
Current Match Battle Honors	Gladiator Net Rating (upgrades – crits & damage)
Team Cumulative Battle Honors	Team Net Rating

Turn Record

1	2	3	4	5	6
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Energy Shields (ES)	Armor Class (APAC)	Ablative Armor (AA)		Hit Points (HP)		Power Rating (PR)	Movement Pts. (MP)	Jump Jets (JJ)
		Start	Current	Start	Current			
0	6	10		30		3	3	0

Blaster			
Range	Short 1-3	Med 4-6	Long 7-9
Target Number (TN)	4	6	8
Special Rules: 1d12 base damage. Zone Fire at +2TN. Aimed Energy weapon.			
Sword: TN is base 9, damage is 1d12. Melee Weapon.			

The Squad Leader is a veteran of at least five campaigns in some of the toughest areas of the Galaxy. And not all tours of duty involve putting down mining revolts, either, so forget what you've seen in the tabloids! This guy has scars on top of scars, an ugly pug and it's rumored he has no mother, but his men love him more than anyone else in their lives. When they fall, they don't call for their mommies – they call for the Squad Leader to forgive them for their failure.

Quote: "I don't care if you get shot at. I don't care if you get shot. I don't care if you fall, clutching your severed body part. You will follow my orders or I will shoot you myself."

Critical Hits	Equipment Damage	Die Roll	Skill Upgrades: Roll 1-6	Equipment Upgrades: Roll 7-12
Dead: Character is gone forever.	Weapon Damaged: Lose random weapon upgrade permanently.	1	<input type="checkbox"/> Tough Guy. Ignore one level of injury.	<input type="checkbox"/> Power Increase. +1d12 damage with Blaster.
Injured: Miss 2 matches.	<input type="checkbox"/> Blaster Damaged: +1 TN to hit.	2	<input type="checkbox"/> Jogger. +1 Movement Point and +1 to Gladiator's minimum MP.	<input type="checkbox"/> Sword Upgrade. +1d12 damage with Sword.
Injured: Miss 1 match.	<input type="checkbox"/> Sword Damaged: +1 TN to hit.	3	<input type="checkbox"/> Scary Guy. Opponents must roll less than or equal to ½ of their current hit points on 1d12 to attack this gladiator.	<input type="checkbox"/> Rapid Recharge Coils. Blaster may use zone fire at no penalty.
Brain Damage: Lose random skill upgrade permanently.	<input type="checkbox"/> Weapon Damaged: Lose random weapon upgrade.	4	<input type="checkbox"/> Sure Footed. No penalty to move and shoot. +1TN when using jump jets.	<input type="checkbox"/> Diamond Focus Ring. -1 TN with Blaster.
<input type="checkbox"/> Nerve Damage: +1 TN missile fire.	<input type="checkbox"/> Armor Damaged. Auto-doc cannot be used.	5	<input type="checkbox"/> Increased Strength. -1 TN bonus in melee combat.	<input type="checkbox"/> Suit Upgrade: Auto-doc. +1 to critical hit rolls.
<input type="checkbox"/> Muscle Damage: +1 TN melee.	<input type="checkbox"/> Armor Damaged. -1 PR.	6	<input type="checkbox"/> Marksman. -1 TN bonus with ranged attacks.	<input type="checkbox"/> Suit Upgrade: PR 6, 9, 12.
<input type="checkbox"/> Muscle Damage: -1 MP.	<input type="checkbox"/> Armor Damaged. -2 APAC.	7	<input type="checkbox"/> Born Leader. Leader may roll full Command Points even when using combat actions.	<input type="checkbox"/> Suit Upgrade: APAC 8, 10.
Equipment Damage. Roll on Equipment Damage chart.	<input type="checkbox"/> Armor Damaged. -10 AA.	8	<input type="checkbox"/> Close Combateer. Can fire blaster and use sword in melee combat. Same opponent only.	<input type="checkbox"/> Suit Upgrade: AA 20, 30, 40
Equipment Damage. Roll on Equipment Damage chart.	<input type="checkbox"/> Armor Damaged. -2 ES.	9	<input type="checkbox"/> Swordsman. -1TN with Sword.	<input type="checkbox"/> Suit Upgrade: ES 4, 6, 8.
Equipment Damage. Roll on Equipment Damage chart.	<input type="checkbox"/> Armor Damaged. -3 JJ.	10	<input type="checkbox"/> Commanding Presence. Halve range modifier to give Command Points (round down).	<input type="checkbox"/> Suit Upgrade: JJ 3, 6, 9.
Lucky break. No lasting effect.	<input type="checkbox"/> Armor Damaged. Grenade Launcher cannot be used.	11	<input type="checkbox"/> Psyker. (Teacher) Can modify a friendly skill upgrade roll by ±1.	Suit Upgrade: Grenade Launcher. Roll randomly for grenade type: <input type="checkbox"/> 1-4 Standard Grenades <input type="checkbox"/> 5-6 Sub-Munition Grenades <input type="checkbox"/> 7-8 Energy Grenades <input type="checkbox"/> 9-10 Plasma Grenades <input type="checkbox"/> 11-12 Whirling Dervishes
Lucky break. No lasting effect.	Damage Minimal. No lasting effect.	12	<input type="checkbox"/> Leadership Level Increase. +1d12 <input type="checkbox"/> Command Points per turn.	Suit Upgrade: Player's choice

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THE GRUNT (hero)

Team
Number:



Gladiator Name	Player Name
Team Name	Team Colors
Current Match Battle Honors	Gladiator Net Rating (upgrades – crits & damage)

Turn Record

1	2	3	4	5	6
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Energy Shields (ES)	Armor Class (APAC)	Ablative Armor (AA)		Hit Points (HP)		Power Rating (PR)	Movement Pts. (MP)	Jump Jets (JJ)
		Start	Current	Start	Current			
0	6	10		20		3	3	0

Blaster Rifle				
Range	Short 1-4	Med 5-8	Long 9-12	
Target Number (TN)	4	6	8	
Special Rules: 1d12 base damage. Zone Fire at +2TN penalty. Aimed Energy weapon.				
Grenades				
Range	Short 1-2	Med 3-4	Long 5-6	Special 9-12
Target Number (TN)	4	5	6	9
Special Rules: Standard Grenades cause 2d12 damage. Area Zone Effect. Must use Zone Effect. Projectile Weapon. Armor Upgrades and Power Ups may make other grenade types available. Hand thrown grenades have range 1-6; Grenade launcher is 9-12.				

The Grunt is “just here to fight”, or so he says. He's the guy who gets along with everyone, and who seems to have a knack for knowing just what the Squad Leader wants at any given moment. He's not afraid to fight and is often seen leaping into the fray, relaying orders to his teammates while blasting away his enemies. When the pressure is on, he doesn't buckle, and often ends up carrying the team when his leader goes down in battle.

After the game, he's the guy who goes out of his way to give interviews and to make sure junior members of the team are adjusting well to the pressures of professional Gladiatorial.

Quote: “Yup, I'm just glad they called me up from the minors, you know, I'll be giving 110% to the team. It's all about having fun out there, rising to the challenge. Team Leader Smith? Sure, he's like the father I never had. This team is extremely fortunate to have him on the roster.”

Critical Hits	Equipment Damage	Die Roll	Skill Upgrades: Roll 1-6	Equipment Upgrades: Roll 7-12
Dead: Character is gone forever.	Weapon Damaged: Lose random weapon upgrade permanently.	1	<input type="checkbox"/> Tough Guy. Ignore one level of injury.	<input type="checkbox"/> Power Increase. +1d12 damage with Blaster Rifle.
Injured: Miss 2 matches.	<input type="checkbox"/> Targeter Damaged: Blaster cannot be fired at long range.	2	<input type="checkbox"/> Jogger. +1 Movement Point and +1 to Gladiator's minimum MP.	<input type="checkbox"/> Rapid Recharge Coils. Blaster Rifle may use zone fire at no penalty.
Injured: Miss 1 match.	<input type="checkbox"/> Blaster Stabilizer Damaged: +1 TN to shoot.	3	<input type="checkbox"/> Likeable: Opponents get +2 TN penalty to shoot this gladiator.	<input type="checkbox"/> Diamond Focus Ring. -1 TN with Blaster Rifle.
Brain Damage: Lose random skill upgrade permanently.	<input type="checkbox"/> Weapon Damaged: Lose random weapon upgrade.	4	<input type="checkbox"/> Sure Footed. No penalty to move and shoot. +1TN when using jump jets.	<input type="checkbox"/> Long Barrel. Long Range extended to 15.
<input type="checkbox"/> Nerve Damage: +1 TN missile fire.	<input type="checkbox"/> Armor Damaged. Auto-doc cannot be used.	5	<input type="checkbox"/> Increased Strength. -1 TN bonus in melee combat.	<input type="checkbox"/> Suit Upgrade: Auto-doc. +1 to critical hit rolls.
<input type="checkbox"/> Muscle Damage: +1 TN melee.	<input type="checkbox"/> Armor Damaged. -1 PR.	6	<input type="checkbox"/> Marksman. -1 TN bonus with ranged attacks.	<input type="checkbox"/> Suit Upgrade: PR 6, 9, 12.
<input type="checkbox"/> Muscle Damage: -1 MP.	<input type="checkbox"/> Armor Damaged. -2 APAC.	7	<input type="checkbox"/> Supply Sergeant. Can modify a friendly equipment upgrade roll by ±1	<input type="checkbox"/> Suit Upgrade: APAC 8, 10.
Equipment Damage. Roll on Equipment Damage chart.	<input type="checkbox"/> Armor Damaged. -10 AA.	8	<input type="checkbox"/> Martial Artist. May make 2 attacks in melee against the same opponent as a single combat action.	<input type="checkbox"/> Suit Upgrade: AA 20, 30, 40
Equipment Damage. Roll on Equipment Damage chart.	<input type="checkbox"/> Armor Damaged. -2 ES.	9	<input type="checkbox"/> Piper. This gladiator raises the spirits of all friendly units (not self), within one zone. -1 TN to all friendly attack rolls.	<input type="checkbox"/> Suit Upgrade: ES 4, 6, 8.
Equipment Damage. Roll on Equipment Damage chart.	<input type="checkbox"/> Armor Damaged. -3 JJ.	10	<input type="checkbox"/> Leader (1). This gladiator can assume command with 1d12 CP if the Squad Leader is taken out.	<input type="checkbox"/> Suit Upgrade: JJ 3, 6, 9.
Lucky break. No lasting effect.	<input type="checkbox"/> Armor Damaged. Grenade Launcher cannot be used.	11	<input type="checkbox"/> Psyker. (Thought Projection) Can relay orders from the Squad Leader. Use distance from this Gladiator instead of from Leader to determine cost of CPs.	Suit Upgrade: Special Grenades. Roll randomly for grenade type: <input type="checkbox"/> 1-3 Sub-Munition Grenades <input type="checkbox"/> 4-6 Energy Grenades <input type="checkbox"/> 7-9 Plasma Grenades <input type="checkbox"/> 10-12 Whirling Dervishes
Lucky break. No lasting effect.	Damage Minimal. No lasting effect.	12	<input type="checkbox"/> Skill Level Increase. Gladiator is now a Champion with 30 hp.	Suit Upgrade: Player's choice



THE SNIPER (hero)

Team
Number: ◆

Gladiator Name	Player Name
Team Name	Team Colors
Current Match Battle Honors	Gladiator Net Rating (upgrades – crits & damage)

Turn Record

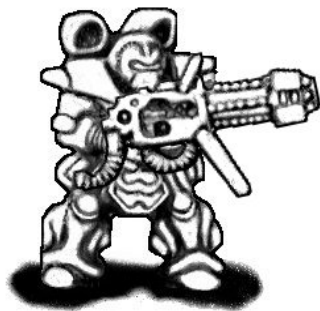
1	2	3	4	5	6
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Energy Shields (ES)	Armor Class (APAC)	Ablative Armor (AA)		Hit Points (HP)		Power Rating (PR)	Movement Pts. (MP)	Jump Jets (JJ)
		Start	Current	Start	Current			
0	6	10		20		3	3	0

Gauss Rifle			
Range	Short 1-6	Med 7-12	Long 13-18
Target Number (TN)	7	7	7
Special Rules: 2d12 base damage. Single shot only. Aimed Projectile weapon.			
<p>The sniper is the team's most understated member. Always quiet. Always the last to raise a fuss. Always on target. This intense loner has a powerful, long-ranged weapon and the skills to use it. Sure, you can tell him it's an old-fashioned slug gun, and snicker at his ammo clip, but if you feel the heat of his targeting laser, you'll be laughing all the way to the clone bank.</p> <p>Quote: "Of course I file, trim down and polish every bullet I shoot in an upcoming match. Don't you?"</p>			

Critical Hits	Equipment Damage	Die Roll	Skill Upgrades: Roll 1-6	Equipment Upgrades: Roll 7-12
Dead: Character is gone forever.	Weapon Damaged: Lose random weapon upgrade permanently.	1	<input type="checkbox"/> Eagle Eye. Ignore penalties to hit due to cover with the Gauss Rifle.	<input type="checkbox"/> High Density Ammo. +1 damage per attack.
Injured: Miss 2 matches.	<input type="checkbox"/> Targeter Damaged: Weapon cannot be fired at long range.	2	<input type="checkbox"/> Jogger. +1 Movement Point and +1 to Gladiator's minimum MP.	<input type="checkbox"/> Improved Targeting Scope. -1 TN with the Gauss Rifle.
Injured: Miss 1 match.	<input type="checkbox"/> Weapon Stabilizer Damaged: +1 TN to hit.	3	<input type="checkbox"/> Scary Guy. Opponents must roll less than or equal to 1/2 of their current hit points on 1d12 to attack this gladiator.	<input type="checkbox"/> Twin Barrels. Gauss Rifle may make 2 attacks against same target as a single combat action.
Brain Damage: Lose random skill upgrade permanently.	<input type="checkbox"/> Weapon Damaged: Lose random weapon upgrade.	4	<input type="checkbox"/> Sure Footed. No penalty to move and shoot. +1TN when using jump jets.	<input type="checkbox"/> High Power Magnetic Inductors. Long Range is extended to 24.
<input type="checkbox"/> Nerve Damage: +1 TN missile fire.	<input type="checkbox"/> Armor Damaged. Auto-doc cannot be used.	5	<input type="checkbox"/> Cookie Cutter. Can pick out any target in a zone with the Gauss Rifle, even in melee combat.	<input type="checkbox"/> Suit Upgrade: Auto-doc. +1 to critical hit rolls.
<input type="checkbox"/> Muscle Damage: +1 TN melee.	<input type="checkbox"/> Armor Damaged. -1 PR.	6	<input type="checkbox"/> Marksman. -1 TN bonus with ranged attacks.	<input type="checkbox"/> Suit Upgrade: PR 6, 9, 12.
<input type="checkbox"/> Muscle Damage: -1 MP.	<input type="checkbox"/> Armor Damaged. -2 APAC.	7	<input type="checkbox"/> Stealth. +1 TN to be hit by all ranged attacks when alone in a zone.	<input type="checkbox"/> Suit Upgrade: APAC 8, 10.
Equipment Damage. Roll on Equipment Damage chart.	<input type="checkbox"/> Armor Damaged. -10 AA.	8	<input type="checkbox"/> Weak Spot. Target's APAC Armor Save reduced by half when hit by the Gauss Rifle.	<input type="checkbox"/> Suit Upgrade: AA 20, 30, 40
Equipment Damage. Roll on Equipment Damage chart.	<input type="checkbox"/> Armor Damaged. -2 ES.	9	<input type="checkbox"/> Steady Shot. -1 TN to hit with the Gauss Rifle when not moving.	<input type="checkbox"/> Suit Upgrade: ES 4, 6, 8.
Equipment Damage. Roll on Equipment Damage chart.	<input type="checkbox"/> Armor Damaged. -3 JJ.	10	<input type="checkbox"/> Doctor: May heal one critical hit on another gladiator between matches.	<input type="checkbox"/> Suit Upgrade: JJ 3, 6, 9.
Lucky break. No lasting effect.	<input type="checkbox"/> Armor Damaged. Grenade Launcher cannot be used.	11	<input type="checkbox"/> Psyker. (Third Eye) This gladiator can look at the next 3 cards in the deck when his phase comes up.	Suit Upgrade: Grenade Launcher. Roll randomly for grenade type: <input type="checkbox"/> 1-4 Standard Grenades <input type="checkbox"/> 5-6 Sub-Munition Grenades <input type="checkbox"/> 7-8 Energy Grenades <input type="checkbox"/> 9-10 Plasma Grenades <input type="checkbox"/> 11-12 Whirling Dervishes
Lucky break. No lasting effect.	Damage Minimal. No lasting effect.	12	<input type="checkbox"/> Skill Level Increase. Gladiator is now a Champion with 30 hp.	Suit Upgrade: Player's choice

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THE PLASMA GUNNER (hero)

Team
Number:



Gladiator Name	Player Name
Team Name	Team Colors
Current Match Battle Honors	Gladiator Net Rating (upgrades – crits & damage)

Turn Record

1	2	3	4	5	6
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Energy Shields (ES)	Armor Class (APAC)	Ablative Armor (AA)		Hit Points (HP)		Power Rating (PR)	Movement Pts. (MP)	Jump Jets (JJ)
		Start	Current	Start	Current			
0	6	10		20		3	3	0

Plasma Rifle			
Range	Short 1-2	Med 3-4	Long 5-6
Target Number (TN)	2	4	6
Special Rules: 1d12 base damage. Zone Fire at no penalty. Whole Zones must be targeted unless "Reduced Aperture Nozzle" is in use. Zone Effect Energy weapon.			
<p>The Plasma Gunner is a gung-ho, athletic firebug who likes to fight really close to the enemy. So close, he sometimes sings the paint job on his own suit of armor. He's not much of a conversationalist at parties, but he's useful. His weapon has a low initial damage rating, but makes up for it by being a fool-proof energy weapon – it's hard to miss with a big green ball of atomic fire.</p> <p>Quote: "Burn them. Burn them all. Bumpy-bump. Whoosh! Hee-hee-hee!"</p>			

Critical Hits	Equipment Damage	Die Roll	Skill Upgrades: Roll 1-6	Equipment Upgrades: Roll 7-12
Dead: Character is gone forever.	Weapon Damaged: Lose random weapon upgrade permanently.	1	<input type="checkbox"/> Tough Guy. Ignore one level of injury.	<input type="checkbox"/> High Temperature Plasma. +1d12 damage with Plasma Rifle.
Injured: Miss 2 matches.	<input type="checkbox"/> Pressure Loss. Weapon cannot be fired at long range.	2	<input type="checkbox"/> Jogger. +1 Movement Point and +1 to Gladiator's minimum MP.	<input type="checkbox"/> Advanced Plasma Gel. ES Saving Throws against Plasma Rifle are at -2, -4.
Injured: Miss 1 match.	<input type="checkbox"/> Weapon Stabilizer Damaged. +1 TN to hit.	3	<input type="checkbox"/> Scary Guy. Opponents must roll less than or equal to ½ of their current hit points on 1d12 to attack this gladiator.	<input type="checkbox"/> Reduced Aperture Nozzle. May be fired as an Aimed weapon causing +1d12 damage.
Brain Damage: Lose random skill upgrade permanently.	<input type="checkbox"/> Weapon Damaged: Lose random weapon upgrade.	4	<input type="checkbox"/> Sure Footed. No penalty to move and shoot. +1TN when using jump jets.	<input type="checkbox"/> Increased Aperture Nozzle. May attack 2 adjacent zones at +2 TN penalty.
<input type="checkbox"/> Nerve Damage: +1 TN missile fire.	<input type="checkbox"/> Armor Damaged. Auto-doc cannot be used.	5	<input type="checkbox"/> Increased Strength. -1 TN bonus in melee combat.	<input type="checkbox"/> Suit Upgrade: Auto-doc. +1 to critical hit rolls.
<input type="checkbox"/> Muscle Damage: +1 TN melee.	<input type="checkbox"/> Armor Damaged. -1 PR.	6	<input type="checkbox"/> Marksman. -1 TN bonus with ranged attacks.	<input type="checkbox"/> Suit Upgrade: PR 6, 9, 12.
<input type="checkbox"/> Muscle Damage: -1 MP.	<input type="checkbox"/> Armor Damaged. -2 APAC.	7	<input type="checkbox"/> Arcing Fire. This gladiator may use arcing fire at long range. +3TN.	<input type="checkbox"/> Suit Upgrade: APAC 8, 10.
Equipment Damage. Roll on Equipment Damage chart.	<input type="checkbox"/> Armor Damaged. -10 AA.	8	<input type="checkbox"/> Light 'Em Up. When Plasma Gun hits a target, all subsequent attacks against that target are at -2 TN until target moves.	<input type="checkbox"/> Suit Upgrade: AA 20, 30, 40
Equipment Damage. Roll on Equipment Damage chart.	<input type="checkbox"/> Armor Damaged. -2 ES.	9	<input type="checkbox"/> Fire Eater. Can hit own zone with Plasma Rifle without attacking self. Only against own Plasma Rifle.	<input type="checkbox"/> Suit Upgrade: ES 4, 6, 8.
Equipment Damage. Roll on Equipment Damage chart.	<input type="checkbox"/> Armor Damaged. -3 JJ.	10	<input type="checkbox"/> Armorer. May repair one suit crit. on any team suit between matches for free.	<input type="checkbox"/> Suit Upgrade: JJ 3, 6, 9.
Lucky break. No lasting effect.	<input type="checkbox"/> Armor Damaged. Grenade Launcher cannot be used.	11	<input type="checkbox"/> Psyker. (Bleeder) As his combat action, can cause a wounded Gladiator within one zone to lose 1d12 more hit points.	Suit Upgrade: Grenade Launcher. Roll randomly for grenade type: <input type="checkbox"/> 1-4 Standard Grenades <input type="checkbox"/> 5-6 Sub-Munition Grenades <input type="checkbox"/> 7-8 Energy Grenades <input type="checkbox"/> 9-10 Plasma Grenades <input type="checkbox"/> 11-12 Whirling Dervishes
Lucky break. No lasting effect.	Damage Minimal. No lasting effect.	12	<input type="checkbox"/> Skill Level Increase. Gladiator is now a Champion with 30 hp.	Suit Upgrade: Player's choice

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THE MINIGUNNER (hero)

Team
Number: ▲



Gladiator Name	Player Name
Team Name	Team Colors
Current Match Battle Honors	Gladiator Net Rating (upgrades – crits & damage)

Turn Record

1	2	3	4	5	6
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Energy Shields (ES)	Armor Class (APAC)	Ablative Armor (AA)		Hit Points (HP)		Power Rating (PR)	Movement Pts. (MP)	Jump Jets (JJ)
		Start	Current	Start	Current			
0	6	10		20		3	3	0

Minigun				The Minigunner is the guy who anchors the team. Taciturn, almost as quiet as the sniper, but in more of a “mess with me and I’ll hand you your heart” kind of way. His gruff demeanor works for him on the field, though: most gladiators do not want to be in front of him when his chemically powered, chain-driven, supercooled machine gun is spraying out 10,000 rounds per minute in their general direction.
Range	Short 1-4	Med 5-8	Long 9-12	
Target Number (TN)	5	6	7	
Special Rules: 1d12 base damage with 2 attack rolls per target per combat action. Zone Fire at no penalty. Must use Zone Fire. Aimed Projectile weapon.				
Quote: “Hey chump! I just punched holes in all your spare guys! Haw-haw-haw!”				

Critical Hits	Equipment Damage	Die Roll	Skill Upgrades: Roll 1-6	Equipment Upgrades: Roll 7-12
Dead: Character is gone forever.	Weapon Damaged: Lose random weapon upgrade permanently.	1	<input type="checkbox"/> Tough Guy. Ignore one level of injury.	<input type="checkbox"/> High Density Ammo. +1 damage per attack.
Injured: Miss 2 matches.	<input type="checkbox"/> Cooling Vents Damaged. Zone fire is at +2 TN penalty.	2	<input type="checkbox"/> Jogger. +1 Movement Point and +1 to Gladiator’s minimum MP.	Lightened Bolt. Minigun may target two adjacent zones at +2 TN penalty.
Injured: Miss 1 match.	<input type="checkbox"/> Weapon Stabilizer Damaged: +1 TN to hit.	3	<input type="checkbox"/> Scary Guy. Opponents must roll less than or equal to ½ of their current hit points on 1d12 to attack this gladiator.	Heavy Barrel. Minigun may attack all targets one extra time (total 3 attacks) with no penalties.
Brain Damage: Lose random skill upgrade permanently.	<input type="checkbox"/> Weapon Damaged: Lose random weapon upgrade.	4	<input type="checkbox"/> Sure Footed. No penalty to move and shoot. +1TN when using jump jets.	Armor Piercing Ammo. Targets hit by Minigun halve APAC saving throws.
<input type="checkbox"/> Nerve Damage: +1 TN missile fire.	<input type="checkbox"/> Armor Damaged. Auto-doc cannot be used.	5	<input type="checkbox"/> Increased Strength. –1 TN bonus in melee combat.	<input type="checkbox"/> Suit Upgrade: Auto-doc. +1 to critical hit rolls.
<input type="checkbox"/> Muscle Damage: +1 TN melee.	<input type="checkbox"/> Armor Damaged. –1 PR.	6	<input type="checkbox"/> Marksman. –1 TN bonus with ranged attacks.	<input type="checkbox"/> Suit Upgrade: PR 6, 9, 12.
<input type="checkbox"/> Muscle Damage: -1 MP.	<input type="checkbox"/> Armor Damaged. –2 APAC.	7	<input type="checkbox"/> Following Fire. 2 nd and subsequent shot at same target –2TN bonus. Target must stay in LOS without interruption.	<input type="checkbox"/> Suit Upgrade: APAC 8, 10.
Equipment Damage. Roll on Equipment Damage chart.	<input type="checkbox"/> Armor Damaged. –10 AA.	8	<input type="checkbox"/> Steady Shot. –1 TN to hit with the Minigun when not moving.	<input type="checkbox"/> Suit Upgrade: AA 20, 30, 40
Equipment Damage. Roll on Equipment Damage chart.	<input type="checkbox"/> Armor Damaged. –2 ES.	9	<input type="checkbox"/> Arcing Fire. This gladiator may use arcing fire at long range. +3TN.	<input type="checkbox"/> Suit Upgrade: ES 4, 6, 8.
Equipment Damage. Roll on Equipment Damage chart.	<input type="checkbox"/> Armor Damaged. –3 JJ.	10	<input type="checkbox"/> Weapon Tech. May repair one weapon crit. on any team weapon between matches for free.	<input type="checkbox"/> Suit Upgrade: JJ 3, 6, 9.
Lucky break. No lasting effect.	<input type="checkbox"/> Armor Damaged. Grenade Launcher cannot be used.	11	<input type="checkbox"/> Psyker. (Regen) This gladiator can heal 1d12 hit points as his combat action when his phase comes up. Self only.	Suit Upgrade: Grenade Launcher. Roll randomly for grenade type: <input type="checkbox"/> 1-4 Standard Grenades <input type="checkbox"/> 5-6 Sub-Munition Grenades <input type="checkbox"/> 7-8 Energy Grenades <input type="checkbox"/> 9-10 Plasma Grenades <input type="checkbox"/> 11-12 Whirling Dervishes
Lucky break. No lasting effect.	Damage Minimal. No lasting effect.	12	<input type="checkbox"/> Skill Level Increase. Gladiator is now a Champion with 30 hp.	Suit Upgrade: Player’s choice

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QUICK REFERENCE SHEET

Condensed Power Ups Table:

Die Roll	Power Up	Description
1	Energy Shield	ES 10 for 3 turns.
2	Cloak of Darkness	+4 TN to hit this trooper with aimed fire. Melee, zone fire, and area effect weapons are not affected. Lasts for 3 turns.
3	Damage Boost	This trooper's ranged weapon causes +1d12 damage for the next 3 shots.
4	Jump Jets	JJ 12; may be used 3 times.
5	Faster Than Light Travel	Site to Site teleport to any location in the arena once before the end of the match.
6	Skate Pack	+6 MP for the next 3 turns.
7	Grenades	Two grenades are added to his arsenal.
		1-3 Sub-Munition Grenades
		4-6 Energy Grenades
		7-9 Plasma Grenades
10-12 Whirling Dervishes		
8	Advanced Targeting	-2 TN bonus on all missile fire for the next 3 turns.
9	Riot Shield	+10 AA
10	Health Boost	+2d12 hit points.
11	Time Warp	May take two Combat Actions per turn for 3 turns.
12	Entropy	The gladiator takes an automatic 1d12 energy attack every action phase.

Shooting Tactical Factors

Target partially obscured	+1TN
Target mostly obscured	+2TN
Shooter using Jump Jets	+2TN
Shooter is moving (other than JJ)	+1TN
Using zone fire with Blaster or Blaster Rifle	+2TN
Shooter is a Hero	-1TN
Shooter is a Champion	-2TN
Shooter is wounded (light / moderate / serious)	+1/2/3TN

Grenade Target Numbers

Thrown Grenade TN's			
Range	S 1-2	M 3-4	L 5-6
TN	4	5	6
Grenade Launcher TN's			
Range	S -	M 9-12	L -
TN	-	9	-

Grenade Tactical Factors

Shooter using Jump Jets	+2TN
Shooter is moving (other than JJ)	+1TN
Shooter is a Hero	-1TN
Shooter is a Champion	-2TN
Shooter is wounded (light / moderate / serious)	+1/2/3TN

APAC Rating	MP Penalty
0	nil
2	nil
4	-1
6	-1
8	-2
10	-3

AA Rating	MP Penalty
0	nil
10	-1
20	-2
30	-2
40	-3

Effective AC table	Type of Protection	
	APAC	ES
Type of Attack		
Melee Weapons	Full	None
Projectile Weapons	Full	Half
Energy Weapons	Half	Full

Grenade Scatter Chart		
Roll 1d12 when a grenade misses target zone		
1	2 or 3	4
5 or 7	Target Zone	6 or 8
9	11 or 12	10
Attacker facing this direction		

Grenade Type	Effect	In-Zone TN
Standard	2d12, projectile, smart	6
Plasma	1d12, energy, smart	2
Energy	2d12, energy, smart	5
Sub-Munition	1d12, projectile, always detonates, 5 zone	6
Dervish	1d12, projectile, always activates, moves 3/2/1 zones over three turns	6

Melee Tactical Factors

Base Melee TN	9
Attacker charged	-1TN
One combatant has sword	±1TN
Different morale classes	±1TN
Attacker is wounded	+1/2/3TN

Wound Status Table

Character Type	LW: +1 TN	MW: +2 TN, -1/3 MP	SW: +3 TN, -2/3 MP	CW: Unconscious
Champion (30 hp)	21-29 hp	11-20 hp	1-10 hp	-11 to 0 hp
Hero (20 hp)	14-19 hp	7-13 hp	1-6 hp	-11 to 0 hp

Wound Effects on Movement

NET MOVEMENT RATE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
MODERATELY WOUNDED	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10	11
SERIOUSLY WOUNDED	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6

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