

SPACE ORX UNIT RECORD SHEET

Team Number



LIEUTENANT
HERO

Orx ID	Player Name
Team Name	Team Colors
Current Match Battle Honors	Orx Net Rating
Team Cumulative Battle Honors	Team Net Rating

Turn Record	Turn 1	Turn 2	Turn 3	Turn 4	Turn 5	Turn 6
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AC 6	PA 0	HP 30 START / CURRENT	MP 4 5-1=4
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GYROJET PISTOL

RANGE	Short 1-3	Med 4-6	Long 7-9
TARGET NUMBER	7	9	11

2d12 base damage. Direct fire aimed projectile weapon. Single shot only, no zone fire.

The **Lieutenant**, or Elltee, as his Boyz call him, leads from the front. He may not be as close to them as the Sarge, but he has other things to worry about, such as the welfare of the whole unit, and the chain of command above him.

Quote: Follow me, or else!

RAZORBACK SWORD

Melee Weapon. 1d12 base damage.

CRITZ

- 1 Dead. Not coming Back.
- 2 Coma. Miss one match.
- 3 Brain Damage. Lose 1 random skill.
- 4 Lost one Eye. +2 TN on ranged combat. If taken twice, must sit out all matches until healed.
- 5 Nerve Damage. +1 TN penalty on ranged combat.
- 6 Muscle Damage. +1 TN on melee combat.
- 7 Torn Knee Ligaments. -1MP, minimum movement of 1.
- 8 Gyrojet Pistol damaged. +1 TN penalty to ranged combat.
- 9 Blood loss. Lose 1 MP for 1 match only.
- 10 Temporary amnesia. Lose 1 Skill for one match only.
- 11 Hard head! No effect.
- 12 Hard head! No effect.

SKILZ ROLL (1-6)

- 1 Tough Orx. Ignore one level of injury.
- 2 Jogger. +2 MP and +1 min. move.
- 3 Leadership Level Increase. +1d12 Command Points.
- 4 Tag Team. Extra attack and -2 TN bonus in melee when with one or more teammates also in melee.
- 5 Increased Strength. -1 TN bonus in melee combat.
- 6 Marksman. -1 TN bonus with ranged attacks.
- 7 Camouflage. +1 TN to incoming aimed fire.
- 8 Athletic. Ease movement restrictions caused by terrain. See rulebook.
- 9 Close Combateer. Use sword and Gyrojet in melee against one target.
- 10 Razorback Expert. After a damaging hit, make an Autohit attack for 1d12 damage (no save).
- 11 Influence. Can modify a friendly Stuff upgrade roll by ±1.
- 12 Skill Level Increase. Gladiator is now a champion with 45 HP.

STUFF ROLL (7-12)

- 1 Gyrojet Flechette ammo. Zone fire, 2 attacks per target, damage 1d12.
- 2 AP Gyrojet Ammo. Halve target's APAC save against this ammo.
- 3 Razorback Upgrade – Heavy Blade. +1d12 damage.
- 4 Razorback Upgrade – Fine Craftsmanship. -1 to TN.
- 5 Stasis Drug Injector. +1 to critz rolls.
- 6 GI Coffee. Spend 1MP to drink GI coffee. 2 combat actions for 1 turn, then take 1d12 damage. No save.
- 7 Armor Class: +2 to AC.
- 8 Brain Candy. -1 TN to combat for one turn. Costs 1, 2, or 3 MP to activate.
- 9 Phase Armor. PA 3, 5, 7.
- 10 Two Gyrojet Pistols. One shot at -2 TN, or two shots at +2TN.
- 11 Grenades 1-3 Frag 4-6 Energy
7-9 Submunition 10-12 Fléchette
- 12 Players Choice: Weapon Upgrade 1-4.



SPACE ORX UNIT RECORD SHEET

Team Number

Orx ID	Player Name
Team Name	Team Colors
Current Match Battle Honors	Orx Net Rating

Turn Record	Turn 1	Turn 2	Turn 3	Turn 4	Turn 5	Turn 6
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AC 6	PA 0	HP 45 / START CURRENT	MP 4 5-1=4
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GYROJET PISTOL

RANGE	Short 1-3	Med 4-6	Long 7-9
TARGET NUMBER	7	9	11
2d12 base damage. Direct fire aimed projectile weapon. Single shot only, no zone fire.			

The **Sergeant**, respectfully called Sarge by his subordinates, is the wily, experienced leader of the grunts. He came up from the bottom, and has seen everything, and he knows exactly how every situation is going to end up.

Quote: Lissen up, Boyz: If you get took out by a Hooman, you better be dead, or else I'll kill ya myself.

ENTRENCHING TOOL

Melee Weapon. 1d12 base damage. Reroll attack if first attack misses.

CRITZ

- 1 Dead. Not coming Back.
- 2 Coma. Miss one match.
- 3 Brain Damage. Lose 1 random skill.
- 4 Lost one Eye. +2 TN on ranged combat. If taken twice, must sit out all matches until healed.
- 5 Nerve Damage. +1 TN penalty on ranged combat.
- 6 Muscle Damage. +1 TN on melee combat.
- 7 Torn Knee Ligaments. -1MP, minimum movement of 1.
- 8 Gyrojet Pistol damaged. +1 TN penalty to ranged combat.
- 9 Blood loss. Lose 1 MP for 1 match only.
- 10 Temporary amnesia. Lose 1 Skill for one match only.
- 11 Hard head! No effect.
- 12 Hard head! No effect.

SKILZ

- 1 Tough Orx. Ignore one level of injury.
- 2 Jogger. +2 MP and +1 min. move.
- 3 Scary Orx. Opponents must roll ≤ half current HP to attack this gladiator.
- 4 Tag Team. Extra attack and -2 TN bonus in melee when with one or more teammates also in melee.
- 5 Increased Strength. -1 TN bonus in melee combat.
- 6 Marksman. -1 TN bonus with ranged attacks.
- 7 Camouflage. +1 TN to incoming aimed fire.
- 8 Athletic. Ease movement restrictions caused by terrain. See rulebook.
- 9 Crack'n Heads. Melee attack against two opponents in same zone.
- 10 Stunning Blow. If hit with the Entrenching tool, a target must make an additional melee save or be Stunned.
- 11 Dirty Fighting. Melee targets get ½ APAC/AC saves.
- 12 Leadership Level Increase. +1d12 Command Points per turn.

STUFF

- 1 Willy Pete Gyrojet Ammo. 1d12 energy zone effect weapon. Ignores cover bonuses.
- 2 AP Gyrojet Ammo. Halve target's APAC save against this ammo.
- 3 Entrenching Tool Upgrade – Extended Shaft. 2d12 damage, Superior Weapon.
- 4 Entrenching Tool Upgrade – Fine Craftsmanship. -1 to TN.
- 5 Stasis Drug Injector. +1 to critz rolls.
- 6 GI Coffee. Spend 1MP to drink GI coffee. 2 combat actions for 1 turn, then take 1d12 damage. No save.
- 7 Armor Class: +2 to AC.
- 8 Brain Candy. -1 TN to combat for one turn. Costs 1, 2, or 3 MP to activate.
- 9 Phase Armor. PA 3, 5, 7.
- 10 Two Gyrojet Pistols. One shot at -2 TN, or two shots at +2TN.
- 11 Grenades: 1-3 Frag, 4-6 Energy, 7-9 Submunition, 10-12 Fléchette
- 12 Players Choice: Weapon Upgrade 1-4.



SPACE ORX UNIT RECORD SHEET

Team Number

Orx ID	Player Name
Team Name	Team Colors
Current Match Battle Honors	Orx Net Rating

Turn Record	Turn 1	Turn 2	Turn 3	Turn 4	Turn 5	Turn 6
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AC 6	PA 0	HP 30 START / CURRENT	MP 4 5-1=4
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GATLING LASER

RANGE	Short 1-4	Med 5-8	Long 9-12
TARGET NUMBER	5	6	7
1d12 base damage. Direct fire aimed energy weapon. Two attack rolls per target. Zone fire at +2TN penalty.			

The **Chaingunner** is called Chainsaw by his awed younger squadmates. His huge Gatling Laser seemingly embodies everything that is power in a ranged weapon. Easily the most powerful ranged combatant in the squad, Chainsaw has to make some tough choices in the game: stand out and mow down the opposition, or hang back and stay alive. For Orx, it's an easy choice.

Quote: Even when I'm dead, I'll still be shootin' ya.

CRITZ

- 1 Dead. Not coming Back.
- 2 Coma. Miss one match.
- 3 Brain Damage. Lose 1 random skill.
- 4 Lost one Eye. +2 TN on ranged combat. If taken twice, must sit out all matches until healed.
- 5 Nerve Damage. +1 TN penalty on ranged combat.
- 6 Muscle Damage. +1 TN on melee combat.
- 7 Torn Knee Ligaments. -1MP, minimum movement of 1.
- 8 Chain Gun damaged. +1 TN penalty to ranged combat.
- 9 Blood loss. Lose 1 MP for 1 match only.
- 10 Temporary amnesia. Lose 1 Skill for one match only.
- 11 Hard head! No effect.
- 12 Hard head! No effect.

ROLL D12

SKILZ

ROLL (1-6)

ROLL D12

- 1 Tough Orx. Ignore one level of injury.
- 2 Jogger. +2 MP and +1 min. move.
- 3 Scary Orx. Opponents must roll \leq half current HP to attack this gladiator.
- 4 Tag Team. Extra attack and -2 TN bonus in melee when with one or more teammates also in melee.
- 5 Increased Strength. -1 TN bonus in melee combat.
- 6 Marksman. -1 TN bonus with ranged attacks.
- 7 Camouflage +1 to TN of any aimed fire against this Orx.
- 8 Athletic. Ease movement restrictions caused by terrain. See rulebook.
- 9 Following Fire. 2nd and subsequent shot at -2 TN bonus. Must maintain LOS.
- 10 Aggressive Shot. -1 TN with Gatling Laser when moving towards the target. Movement penalties still apply.
- 11 Tougher than Leather. This Gladiator will not go down until he's at -12 HP.
- 12 Skill Level Increase. Gladiator is now a champion with 45 HP.

STUFF

ROLL (7-12)

- 1 Increased Power. +1d12 damage with Gatling Laser.
- 2 Heavy Duty Cooling Pack. Gatling Laser may target two adjacent zones at +2 TN.
- 3 Fast Rotor. Gatling Laser may use zone fire at no penalty.
- 4 X-Ray Laser. Gatling Laser ignores cover penalties.
- 5 Stasis Drug Injector. +1 to critz rolls.
- 6 GI Coffee. Spend 1MP to drink GI coffee. 2 combat actions for 1 turn, then take 1d12 damage. No save.
- 7 Armor Class: +2 to AC.
- 8 Brain Candy. -1 TN to combat for one turn. Costs 1, 2, or 3 MP to activate.
- 9 Phase Armor. PA 3, 5, 7.
- 10 Skin Armor. +2 to AC.
- 11 Grenades 1-3 Frag 4-6 Energy 7-9 Submunition 10-12 Fléchette
- 12 Players Choice: Weapon Upgrade 1-4.



SPACE ORX UNIT RECORD SHEET

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Orx ID	Player Name
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Turn Record	Turn 1	Turn 2	Turn 3	Turn 4	Turn 5	Turn 6
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LASER RIFLE

AC 6	PA 0	HP 30 START / CURRENT	MP 4 5-1-4
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RANGE	Short 1-4	Med 5-8	Long 9-12
TARGET NUMBER	6	7	8
1d12 aimed energy weapon. Single shot, no Zone fire.			

ORX FRAG GRENADES

RANGE	Short 1-2	Med 3-4	Long 5-6
TARGET NUMBER	4	5	6
Orx grenades always explode. TN 6 in-zone, 2d12 projectile damage.			

The Grenadier has no nickname – he hasn't been here long enough. His skill, though, makes him indispensable to the squad. His ability to place grenades right where he is told to put them is just short of uncanny, and his skill with a rifle is no slouch, either.

Quote: 50 yards, bounce off the wall and into the alcove? No problem.

CRITZ

- 1 Dead. Not coming Back.
- 2 Coma. Miss one match.
- 3 Brain Damage. Lose 1 random skill.
- 4 Lost one Eye. +2 TN on ranged combat. If taken twice, must sit out all matches until healed.
- 5 Nerve Damage. +1 TN penalty on ranged combat.
- 6 Muscle Damage. +1 TN on melee combat.
- 7 Torn Knee Ligaments. -1MP, minimum movement of 1.
- 8 Laser Rifle damaged. +1 TN penalty to ranged combat.
- 9 Blood loss. Lose 1 MP for 1 match only.
- 10 Temporary amnesia. Lose 1 Skill for one match only.
- 11 Hard head! No effect.
- 12 Hard head! No effect.

ROLL D12

SKILZ ROLL (1-6)

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

- 1 Tough Orx. Ignore one level of injury.
- 2 Jogger. +2 MP and +1 min. move.
- 3 Scary Orx. Opponents must roll \leq half current HP to attack this gladiator.
- 4 Tag Team. Extra attack and -2 TN bonus in melee when with one or more teammates also in melee.
- 5 Pull The Pin. This Grenadier may use grenades on Opportunity Fire.
- 6 Demolitions Expert. +2 damage with grenade attacks.
- 7 Camouflage + 1 to TN of any aimed fire against this Orx.
- 8 Athletic. Ease movement restrictions caused by terrain. See rulebook.
- 9 Grenade Bounce. Grenadier may roll twice to hit target zone.
- 10 Scavenger. Grenadier may spend a movement point to take any grenade for his use.
- 11 Incoming! +1 to TN of Area Attacks and Zone Fire against this Gladiator.
- 12 Skill Level Increase. Gladiator is now a champion with 45 HP.

ROLL D12

STUFF ROLL (7-12)

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

- 1 Increased Power. +1d12 damage with Laser Rifle.
- 2 Improved Cooling Coils. Laser Rifle may make zone attacks at +2TN penalty.
- 3 Grenade Launcher Attachment: Laser rifle may fire a grenade at double normal ranges.
- 4 X-Ray Laser. Laser Rifle ignores cover penalties.
- 5 Stasis Drug Injector. +1 to critz rolls.
- 6 GI Coffee. Spend 1MP to drink GI coffee. 2 combat actions for 1 turn, then take 1d12 damage. No save.
- 7 Armor Class: +2 to AC.
- 8 Brain Candy. -1 TN to combat for one turn. Costs 1, 2, or 3 MP to activate.
- 9 Phase Armor. PA 3, 5, 7.
- 10 Bayonet. Spend 1 MP to fix/remove bayonet. 2d12 damage when charging. +1TN penalty for shooting. See rulebook.
- 11 Grenades 1-4 Energy 5-8 Submunition 9-12 Fléchette
- 12 Players Choice: Weapon Upgrade 1-4.

SPACE ORX UNIT RECORD SHEET

Team Number



RIFLEMAN HERO

Orx ID	Player Name
Team Name	Team Colors
Current Match Battle Honors	Orx Net Rating

Turn Record	Turn 1	Turn 2	Turn 3	Turn 4	Turn 5	Turn 6
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LASER RIFLE

AC	6	PA	0	HP	30	MP	4
				START	CURRENT	5-1-4	

RANGE	Short 1-4	Med 5-8	Long 9-12
TARGET NUMBER	6	7	8

1d12 aimed energy weapon. Single shot, no Zone fire.

ORX FRAG GRENADES

RANGE	Short 1-2	Med 3-4	Long 5-6
TARGET NUMBER	4	5	6

Orx grenades always explode. TN 6 in-zone, 2d12 projectile damage.

The Rifleman is the most junior member of the squad. Trained from birth to be a killer, he yet still has a lot to learn. Despite this, his ability with a rifle, as well as his skill with bandages, can make him a favorite when the chips are down.

Quote: Sir, Yessir! I will make that Human eat his hat, or my name ain't Rifleman Skzzzuk!

CRITZ

ROLL D12

- 1 Dead. Not coming Back.
- 2 Coma. Miss one match.
- 3 Brain Damage. Lose 1 random skill.
- 4 Lost one Eye. +2 TN on ranged combat. If taken twice, must sit out all matches until healed.
- 5 Nerve Damage. +1 TN penalty on ranged combat.
- 6 Muscle Damage. +1 TN on melee combat.
- 7 Torn Knee Ligaments. -1MP, minimum movement of 1.
- 8 Laser Rifle damaged. +1 TN penalty to ranged combat.
- 9 Blood loss. Lose 1 MP for 1 match only.
- 10 Temporary amnesia. Lose 1 Skill for one match only.
- 11 Hard Head! No effect.
- 12 Hard Head! No effect.

SKILZ ROLL (1-6)

ROLL D12

- 1 Tough Orx. Ignore one level of injury.
- 2 Jogger. +2 MP and +1 min. move.
- 3 Scary Orx. Opponents must roll \leq half current HP to attack this gladiator.
- 4 Tag Team. Extra attack and -2 TN bonus in melee when with one or more teammates also in melee
- 5 Increased Strength. -1 TN bonus in melee combat.
- 6 Marksman. -1 TN bonus with ranged attacks.
- 7 Camouflage +1 to TN of any aimed fire against this Orx.
- 8 Athletic. Ease movement restrictions caused by terrain. See rulebook.
- 9 Gung Ho. -2 TN bonus and +1d12 damage when charging into melee.
- 10 Medic. May heal 1d12 hit points on other Orx for 1 MP. May not use this skill on self.
- 11 Incoming! +1 to TN of Area Attacks and Zone Fire against this Gladiator.
- 12 Skill Level Increase. Gladiator is now a champion with 45 HP.

STUFF ROLL (7-12)

ROLL D12

- 1 Increased Power. +1d12 damage with Laser Rifle.
- 2 Improved Cooling Coils. Laser Rifle may make zone attacks at +2TN.
- 3 Improved Conductance. -1, -2, -3 to TN with Laser Rifle.
- 4 X-Ray Laser. Laser Rifle ignores cover penalties.
- 5 Stasis Drug Injector. +1 to critz rolls.
- 6 GI Coffee. Spend 1MP to drink GI coffee. 2 combat actions for 1 turn, then take 1d12 damage. No save.
- 7 Armor Class: +2 to AC.
- 8 Brain Candy. -1 TN to combat for one turn. Costs 1, 2, or 3 MP to activate.
- 9 Phase Armor. PA 3, 5, 7.
- 10 Bayonet. Spend 1 MP to fix/remove bayonet. 2d12 damage when charging. +1TN penalty for shooting. See rulebook.
- 11 Grenades
 - 1-4 Energy
 - 5-8 Submunition
 - 9-12 Fléchette
- 12 Players Choice: Weapon Upgrade 1-4.

SPACE ORX QUICK REFERENCE SHEET

CONDENSED POWER-UPS TABLE

ROLL	POWER-UP	DESCRIPTION
1	Armor	AC 10 for three turns.
2	Phase Armor	PA 9 for three turns.
3	Damage Boost	+1d12 melee damage for the next 3 melee attacks.
4	Phase Ghost	Pass through obstacles for 3 turns.
5	Faster Than Light Travel	Site to site teleport to any location in the arena once per match.
6	"Juice"	+6 Movement Points for the next three turns.
7	Grenades	1-4 +2 Energy Grenades
		5-8 +2 Sub-Munition Grenades
		9-12 +2 Fléchette Grenades
8	Power Gauntlets	-2TN with all melee combat for 3 turns.
9	Layered Armor	Make two AC saves against each incoming attack for 3 turns.
10	Health Boost	+2d12 hit points.
11	GI Espresso Coffee	+1 combat action per turn for the next 3 turns.
12	Phase Spiders	Take an automatic melee damage attack per turn. No PA save.

AC MOVEMENT PENALTIES TABLE

AC	MOVE PENALTY
6	-1
8	-2
10	-3

CONSOLIDATED "ARMOR SAVES" TABLE

Type of Attack	Type of protection			
	APAC	AC	ES	PA
Energy Weapons	½	½	Full	Full**
Direct Fire Projectile Weapons	Full	½	½	Full
Indirect Fire Projectile Weapons*	Full	Full	½	Full
Melee Weapons	Full	Full	—	Full

* Includes most grenades. ** Microwavers ignore PA.

MELEE TACTICAL FACTORS

BASE TN = 9	
BONUS MODIFIERS	TN
Attacker is moving into melee	-1TN
Attacker has higher weapon class	-1TN
Attacker is larger than target	-1TN
Attacker has higher morale class	-1TN
Defender is Stunned	-2TN
PENALTY MODIFIERS	TN
Defender has higher weapon class	+1TN
Defender is larger than target	+1TN
Defender has higher morale class	+1TN
Attacker is wounded (Light/Moderate/Serious)	+1/2/3 TN

WOUND STATUS TABLE

Character Type	LW (+1TN)	MW (+2TN, -1/3 MP)	SW (+3TN, -2/3 MP)	CW (Tough Orx)
Champion (45 hp)	31-44 hp	16-30 hp	1-15 hp	-11 to 0 hp
Hero (30 hp)	21-29 hp	11-20 hp	1-10 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

SHOOTING TACTICAL FACTORS

BONUS MODIFIERS	TN
Shooter is a Hero	-1TN
Shooter is a Champion	-2TN
PENALTY MODIFIERS	TN
Target Partially Obscured	+1TN
Target Mostly Obscured	+2TN
Shooter is moving	+1TN
Shooter is using Zone Fire with Gatling Laser	+2TN
Shooter is wounded (Light/Moderate/Serious)	+1/2/3 TN

GRENADE TARGET NUMBERS

GRENADE TN'S			
Range	S 1-2	M 3-4	L 5-6
TN	4	5	6
ORX GRENADE LAUNCHER TN'S			
Range	S 1-4	M 5-8	L 9-12
TN	4	5	6

GRENADE TACTICAL FACTORS

BONUS MODIFIERS	TN
Shooter is a Hero	-1TN
Shooter is a Champion	-2TN
PENALTY MODIFIERS	TN
Shooter is moving	+1TN
Shooter is wounded (Light/Moderate/Serious)	+1/2/3 TN

GRENADE SCATTER CHART

ROLL ID12 WHEN 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 SUMMARY

Type	Effect	In-Zone TN
FRAG GRENADE	2d12 Projectile damage.	6
ENERGY GRENADE	2d12 Energy damage.	5
SUB-MUNITION GRENADE	1d12 Projectile damage in target zone and 4 adjacent (not diagonal) zones.	6
FLECHETTE GRENADE	1d12 projectile weapon, 2 attacks per target.	4