



Buzz - Elite (small)		Litter No.	
Rat Name		Player Name	
Litter Name		Litter Colors	
Current Match Battle Honors		Battle Honor Value: 1/2/2 Ratz Net Rating (upgrades – crits & damage)	
Litter Cumulative Battle Honors		Litter Net Rating	

Turn Record

1	2	3	4	5	6			
PA	ES	CRAPAC	DR	AA	HP	PR	MP	JJ
0	0	6	0	10	12	3	4	0

Buzz Saw (ranged)				Rat Wrench (Melee)	
Range	Short 1-4	Medium 5-8	Long 9-12	Rat Wrench: 1d12 improvised weapon. Base TN=9. No Reliability issues.	
Type of fire	Direct fire	Direct fire	Indirect fire	Buzz Saw Reliability Problem Attack roll of 1: blade has fired out of its housing as a Dervish. Attack everyone in the Rat's zone (including the firer), and place a Dervish counter in the zone. Treat as a standard Dervish Grenade. Weapon may not be used again until Rat spends 2MP.	
TN to hit zone	4	5	6		
<p>Ranged: Fires a Dervish grenade as a grenade launcher. Dervish deploys normally in the Target zone. Dervish moves 3/2/1 zones per turn for three turns. TN6 against occupants of all zones crossed, 1d12 projectile damage (not melee damage).</p> <p>Melee: Buzz Saw may also be used as a melee weapon. Standard melee weapon, 1d12 projectile damage (not melee damage). Base TN9.</p>					

Critz	D12	Skilz and Wepz: Roll 1-6	D12	Sootz/Bionics: Roll 7-12
Dead. Lose all Skilz permanently.	1	<input type="checkbox"/> Skilz Tough RATZ. One level less to determine level of injury.	1	<input type="checkbox"/> Soot: PA 3/5/7. Full save against all attacks except microwave attacks.
Dead. Lose all Skilz permanently.	2	<input type="checkbox"/> Skilz Jogger. +1 movement point. Increases minimum move rate.	2	<input type="checkbox"/> Soot: ES 4/6/8. Full save vs. energy. Half save vs. projectile. No save vs. melee.
Dead. Lose all Skilz permanently.	3	<input type="checkbox"/> Skilz 2 weapon style. -1 to the penalty for using two weapons.	3	<input type="checkbox"/> Soot: DR 2/4. Reduce damage from attacks except Microwave weapons.
Brain Dead. Lose 1 random Skilz forever.	4	<input checked="" type="checkbox"/> Skilz Artful Dodger (already at level 1). +1 TN to hit this RATZ with aimed fire and melee.	4	<input type="checkbox"/> Soot: CRAPAC +2. Rating drops by 2 every time the armor makes a save.
Wepz Hit. Lose all upgrades on random Wepz for one match.	5	<input type="checkbox"/> Skilz Rip-Off. If Rat scores a hit in melee, the target's equipment is damaged. See rulebook.	5	<input type="checkbox"/> Soot: AA +10.
<input type="checkbox"/> Soot Hit. -2 CRAPAC.	6	<input type="checkbox"/> Skilz Morale Class Increase. Rat becomes a Hero.	6	<input type="checkbox"/> Soot: PR +3. Adds to base movement.
Sootz Hit. Lose one random upgrade forever.	7	<input type="checkbox"/> Wepz Buzz Saw: Razor Saw Blades. Treat armor defenses as ½ versus this weapon.	7	<input type="checkbox"/> Soot: Jump Jets 3/6/9.
Sootz hit. Lose one random upgrade for 2 matches.	8	<input type="checkbox"/> Wepz Buzz Saw: Mini Dervish Blades. As ranged weapon, launches 3 mini-Dervishes per attack. Must target 1zone.	8	<input type="checkbox"/> Terrain Following. May cross vertical terrain higher than head for 1MP.
Sootz hit. Lose one random upgrade for one match.	9	<input type="checkbox"/> Wepz Buzz Saw: Shredder Blades. Take normal damage on failed armor save. Reduce armor rating by 2 if save succeeds. Cumulative.	9	<input type="checkbox"/> Soot: Strong Arm. -1 TN bonus in melee.
Lucky Break – no effect!	10	<input type="checkbox"/> Wepz Wrench: Equipment Repair. May repair one damaged Wepz on any Ratz in the same zone at a cost of 2MP.	10	<input type="checkbox"/> Dimension Phase. May teleport once per match per upgrade. Used this match: <input type="radio"/> <input type="radio"/>
Lucky Break – no effect!	11	<input type="checkbox"/> Wepz Wrench: Break Equipment: In addition to causing damage, Rat affects a weapon (+2TN) or armor (-2 rating). Cumulative. Spiders are unaffected by this upgrade.	11	Player's Choice of upgrade on this chart (must be an upgrade already taken at least once, if possible).
Lucky Break – no effect!	12	<input type="checkbox"/> Wepz Wrench: Power Ratchet. Save versus attacks at ½ armor rating.	12	Player's Choice of upgrade on this chart.

Critz	D12	Skilz and Wepz: Roll 1-6	D12	Sootz/Bionics: Roll 7-12
Dead. Lose all Skilz permanently.	1	<input type="checkbox"/> Skilz Tough RATZ. One level less to determine level of injury.	1	<input type="checkbox"/> Bionics: PA 3/5/7. Full save against all attacks except microwave attacks.
Dead. Lose all Skilz permanently.	2	<input type="checkbox"/> Skilz Fire Eater. May target own zone with Flamer without attacking self.	2	<input type="checkbox"/> Bionics: ES 4/6/8. Full save vs. energy. Half save vs. projectile. No save vs. melee.
Dead. Lose all Skilz permanently.	3	<input type="checkbox"/> Skilz Enrage. Pay 2 MP to make enemy within 3 zones roll greater than or equal to HP or get enraged.	3	<input type="checkbox"/> Bionics: DR 2/4. Reduce damage from attacks except Microwave weapons.
Brain Dead. Lose 1 random Skilz forever.	4	<input checked="" type="checkbox"/> Skilz Artful Dodger (already at level 1). +1 TN to hit this RATZ with aimed fire and melee.	4	<input type="checkbox"/> CRAPAC +2. Rating drops by 2 every time the armor makes a save.
Wepz Hit. Lose all upgrades on random Wepz for one match.	5	<input type="checkbox"/> Skilz Leadership Level Increase (1d12, 2d12 Command Points)	5	<input type="checkbox"/> Bionics: Nanite Organ Binders. AA +5.
<input type="checkbox"/> Sootz Hit. -2 <input type="checkbox"/> CRAPAC.	6	<input type="checkbox"/> Skilz Morale Class Increase (Elite/Hero)	6	<input type="checkbox"/> Bionics: Legs. PR +3. Adds to base movement.
Sootz Hit. Lose one random upgrade forever.	7	<input type="checkbox"/> Wepz Flamer Reload Canisters: May reload Flamer for 2MP. 1 canister per upgrade. Used This Match o o o	7	<input type="checkbox"/> Bionics: Gravity Boots. May use partial jumping movement and ignore certain terrain.
Sootz hit. Lose one random upgrade for 2 matches.	8	<input type="checkbox"/> Wepz Flamer High Temperature Plasma: +1d12 damage with Triple Threat Flamer.	8	<input type="checkbox"/> Terrain Following. May cross vertical terrain higher than head for 1MP.
Sootz hit. Lose one random upgrade for one match.	9	<input type="checkbox"/> Wepz Flamer Increased Aperture Nozzle: may attack 2 adjacent zones at +2TN. Range is measured to each zone. Must split attack dice between the two zones.	9	<input type="checkbox"/> Bionics: Strong Arm. -1 TN bonus in melee.
Lucky Break – no effect!	10	<input type="checkbox"/> Wepz Electro Klaw Positron Charge: Regardless of armor save, make another armor save versus energy. If failed, target is Stunned.	10	<input type="checkbox"/> Dimension Phaze. May teleport once per match per upgrade. Used this match: o o
Lucky Break – no effect!	11	<input type="checkbox"/> Wepz Electro Klaw Shocker. Target makes 2 nd armor save vs. energy attack or take +d12 damage. Add to base damage if any.	11	Player's Choice of upgrade on this chart (must be an upgrade already taken at least once, if possible).
Lucky Break – no effect!	12	<input type="checkbox"/> Wepz Electro Klaw: Vibro-Klaw. Targets save at ½ armor rating versus attacks from this weapon.	12	Player's Choice of upgrade on this chart.



Street Rat Grenadier - Regular (Small)

Litter No.



Rat Name	Player Name
Litter Name	Litter Colors Battle Honor Value: 0/1/2
Current Match Battle Honors	Rat Net Rating (upgrades – crits & damage)

Turn Record

1	2	3	4	5	6
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PA	ES	CRAPAC	DR	AA	HP	PR	MP	JJ
3	0	0	0	5	10	0	4	0

Twin Barreled Grenade Launcher				Hand Grenades			
Range	Short 1-4	Medium 5-8	Long 9-12	Range	Short 1	Medium 2	Long 3
Type of fire	Direct fire	Direct fire	Indirect fire	Target Number (TN)	4	5	6
TN to hit zone	4	5	6	Hand Grenades: 2d12 grenade. In Zone TN 6. Grenades are not Smart. Reliability Problem Attack roll of 1: Roll again: 1-6 dud – doesn't go off. 7-11 slow fuse. Grenade explodes next time this Rat's card is drawn. 12 premature explosion – grenade blows up before leaving zone.			

Rifle Grenades: 1d12 area effect Sub-Caliber Grenades. In-zone TN6. Fire two grenades per combat action. Must target same zone. Grenades roll separately to hit target zone. Grenades are not Smart.

Reliability Problem: Attack roll of 1. Roll again: **1-6 wing shot** – roll scatter three times for this grenade to see where it landed. **7-10 dud** – grenade doesn't fire. Barrel may not be used until Rat spends 2MP. **11 premature explosion** – Grenade explodes in attacker's zone. **12 breach blow-out** – Apply grenade's attack in attacker's zone and barrel may not be used for the rest of the match.

Critz	D12	Skilz and Wepz: Roll 1-6	D12	Sootz/Bionics: Roll 7-12
Dead. Lose all Skilz permanently.	1	<input type="checkbox"/> Skilz Tough RATZ. One level less to determine level of injury.	1	<input type="checkbox"/> Bionics: PA 3/5/7. Full save against all attacks except microwave attacks.
Dead. Lose all Skilz permanently.	2	<input type="checkbox"/> Skilz Jogger. +1 movement point. Increases minimum move rate.	2	<input type="checkbox"/> Bionics: ES 4/6/8. Full save vs. energy. Half save vs. projectile. No save vs. melee.
Dead. Lose all Skilz permanently.	3	<input type="checkbox"/> Skilz Enrage. Pay 2 MP to make enemy within 3 zones roll greater than or equal to HP or get enraged.	3	<input type="checkbox"/> Bionics: DR 2/4. Reduce damage from attacks except Microwave weapons.
Brain Dead. Lose 1 random Skilz forever.	4	<input checked="" type="checkbox"/> Skilz Artful Dodger (already at level 1). +1 TN to hit this RATZ with aimed fire and melee.	4	<input type="checkbox"/> CRAPAC +2. Rating drops by 2 every time the armor makes a save.
Wepz Hit. Lose all upgrades on random Wepz for one match.	5	<input type="checkbox"/> Skilz Grenade Bounce (may reroll attack or scatter with any grenade).	5	<input type="checkbox"/> Bionics: Nanite Organ Binders. AA +5.
<input type="checkbox"/> Crippling blow. Lose one level of PA.	6	<input type="checkbox"/> Skilz Mugger. If out of Line of Sight of enemy Gladiator, -2 TN bonus to hit.	6	<input type="checkbox"/> Bionics: Legs. PR +3. Adds to base movement.
Sootz Hit. Lose one random upgrade forever.	7	<input type="checkbox"/> Wepz Grenade Launcher: Energy Rifle Grenades. 1d12 energy attack, TN 5.	7	<input type="checkbox"/> Bionics: Targeting Eye. -1 TN bonus to hit with ranged combat.
Sootz hit. Lose one random upgrade for 2 matches.	8	<input type="checkbox"/> Wepz Grenade Launcher: Triple Barrel. May launch 3 grenades per combat action.	8	<input type="checkbox"/> Terrain Following. May cross vertical terrain higher than head for 1MP.
Sootz hit. Lose one random upgrade for one match.	9	<input type="checkbox"/> Wepz Grenade Launcher: Beehive. Each barrel makes a 1d12 direct zone fire attack. Range 2/4/6, TN 4/6/8. Reliability: dud only.	9	<input type="checkbox"/> Bionics: Strong Arm. -1 TN bonus in melee.
Lucky Break – no effect!	10	<input type="checkbox"/> Wepz Hand Grenades: Energy Grenade. 2d12 energy attack, TN 5.	10	Dimension Phase. May teleport once per match per upgrade. Used this match: <input type="radio"/> <input type="radio"/>
Lucky Break – no effect!	11	<input type="checkbox"/> Wepz Hand Grenades: Sub-Munition Grenade. 1d12 area effect grenade. See IG rulebook.	11	Player's Choice of upgrade on this chart (must be an upgrade already taken at least once, if possible).
Lucky Break – no effect!	12	<input type="checkbox"/> Wepz Hand Grenades: Fléchette Grenade. 1d12, In-zone TN4, 2 attacks per target.	12	Player's Choice of upgrade on this chart.



Big Fister - Veteran (small)

Litter No.



Rat Name

Player Name

Litter Name

Litter Colors

Battle Honor Value: 1/1/2

Current Match
Battle Honors

Rat Net Rating
(upgrades - crits
& damage)

Turn Record

1	2	3	4	5	6
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PA	ES	CRAPAC	DR	AA	HP	PR	MP	JJ
0	0	6	0	10	11	3	4	0

Micro Minigun

Nut Crusher

Range	Short 1-3	Medium 4-6	Long 7-9	2d12 Superior melee weapon. Base TN=9.
Target Number (TN)	5	6	7	Reliability Problem: Any attack roll of 1, the Arm locks up. Becomes improvised weapon and lose all upgrades for the rest of the match.

1d12 base damage. Direct Fire Projectile Weapon. Must use Zone Fire. No penalty for Zone Fire. Make two attack rolls per target per firing action.
Reliability Problem: Any roll of 1: Chain system jams. Spend 2MP to clear. The weapon jams after any hits are resolved in one combat action. Any roll of 2 or more ones :major malfunction. Take 1 point of damage, and spend 4MP to clear the jam.

Critz	D12	Skilz and Wepz: Roll 1-6	D12	Sootz/Bionics: Roll 7-12
Dead. Lose all Skilz permanently.	1	<input type="checkbox"/> Skilz Tough RATZ. One level less to determine level of injury.	1	<input type="checkbox"/> Soot: PA 3/5/7. Full save against all attacks except microwave attacks.
Dead. Lose all Skilz permanently.	2	<input type="checkbox"/> Skilz Jogger. +1 movement point. Increases minimum move rate.	2	<input type="checkbox"/> Soot: ES 4/6/8. Full save vs. energy. Half save vs. projectile. No save vs. melee.
Dead. Lose all Skilz permanently.	3	<input type="checkbox"/> Skilz Enrage. Pay 2 MP to make enemy within 3 zones roll greater than or equal to HP or get enraged.	3	<input type="checkbox"/> Soot: DR 2/4. Reduce damage from attacks except Microwave weapons.
Brain Dead. Lose 1 random Skilz forever.	4	<input checked="" type="checkbox"/> Skilz Artful Dodger (already at level 1). +1 TN to hit this RATZ with aimed fire and melee.	4	<input type="checkbox"/> Soot: CRAPAC +2. Rating drops by 2 every time the armor makes a save.
Wepz Hit. Lose all upgrades on random Wepz for one match.	5	<input type="checkbox"/> Skilz Close Combateer. May use ranged weapon and melee weapon against one opponent as a single combat action.	5	<input type="checkbox"/> Soot: AA +10.
<input type="checkbox"/> Sootz Hit. -2 <input type="checkbox"/> CRAPAC.	6	<input type="checkbox"/> Skilz Morale Class Increase (Elite/Hero)	6	<input type="checkbox"/> Soot: PR +3. Adds to base movement.
Sootz Hit. Lose one random upgrade forever.	7	<input type="checkbox"/> Wepz Micro Minigun AP ammo: Targets halve their CR/APAC saving throws.	7	<input type="checkbox"/> Soot: Jump Jets 3/6/9.
Sootz hit. Lose one random upgrade for 2 matches.	8	<input type="checkbox"/> Wepz Micro Minigun Lightened Bolt: Micro Minigun may attack 2 adjacent (not diagonal) zones at +2TN penalty.	8	<input type="checkbox"/> Terrain Following. May cross vertical terrain higher than head for 1MP.
Sootz hit. Lose one random upgrade for one match.	9	<input type="checkbox"/> Wepz Micro Minigun Heavy Barrel: +1 attack per combat action.	9	<input type="checkbox"/> Soot: Strong Arm. -1 TN bonus in melee.
Lucky Break - no effect!	10	<input type="checkbox"/> Wepz Nut Crusher Iron Grip: Use Autohit rule for all subsequent attacks; if target leaves melee, make immediate Autohit attack.	10	<input type="checkbox"/> Dimension Phaze. May teleport once per match per upgrade. Used this match: O O
Lucky Break - no effect!	11	<input type="checkbox"/> Wepz Nut Crusher Painful Grip: If the target fails a second armor save, it is Stunned: Mecks and vehicles are not affected.	11	Player's Choice of upgrade on this chart (must be an upgrade already taken at least once, if possible).
Lucky Break - no effect!	12	<input type="checkbox"/> Wepz Nut Crusher Backhand: Hurl opponent one Zone after hit. Make another armor save or take 1d12 damage and land in adjacent zone. Combined with Iron Grip upgrade, +1d12 damage with Autohit attack.	12	Player's Choice of upgrade on this chart.



Litter Agitator (L 1/2) Veteran (Small)

Litter No. _____



Rat Name	Player Name
Litter Name	Litter Colors
Current Match Battle Honors	Battle Honor Value: 0/1/2 Rat Net Rating (upgrades – crits & damage)

Turn Record

1	2	3	4	5	6
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PA	ES	CRAPAC	DR	AA	HP	PR	MP	JJ
0	0	4	0	5	11	0	3	0

Micro Minigun


Ceramic Sword

Range	Short 1-3	Medium 4-6	Long 7-9	1d12 Standard melee weapon. Base TN=9. Reliability Problem: On a roll of 1, weapon is damaged: 1-6: blade chips. +1 TN to hit for the rest of the match. Cumulative. 7-10: blade snaps. +2 TN to hit for the rest of the match. Cumulative. 11-12: blade snaps off at the guard. Treat as improvised weapon, and lose all upgrades for rest of the match.
Target Number (TN)	5	6	7	

1d12 base damage. Direct Fire Projectile Weapon. Must use Zone Fire. No penalty for Zone Fire. Make two attack rolls per target per firing action.
Reliability Problem: Any roll of 1: Chain system jams. Spend 2MP to clear. The weapon jams after any hits are resolved in one combat action. Any roll of 2 or more ones: major malfunction. Take 1 point of damage, and spend 4MP to clear the jam.

Critz	D12	Skilz and Wepz: Roll 1-6	D12	Sootz/Bionics: Roll 7-12
Dead. Lose all Skilz permanently.	1	<input type="checkbox"/> Skilz Tough RATZ. One level less to determine level of injury.	1	<input type="checkbox"/> Soot: PA 3/5/7. Full save against all attacks except microwave attacks.
Dead. Lose all Skilz permanently.	2	<input type="checkbox"/> Skilz Jogger. +1 movement point. Increases minimum move rate.	2	<input type="checkbox"/> Soot: ES 4/6/8. Full save vs. energy. Half save vs. projectile. No save vs. melee.
Dead. Lose all Skilz permanently.	3	<input type="checkbox"/> Skilz Close Combateer. May use ranged weapon and melee weapon against one opponent as a single combat action.	3	<input type="checkbox"/> Soot: DR 2/4. Reduce damage from attacks except Microwave weapons.
Brain Dead. Lose 1 random Skilz forever.	4	<input checked="" type="checkbox"/> Skilz Artful Dodger (already at level 1). +1 TN to hit this RATZ with aimed fire and melee.	4	<input type="checkbox"/> Bionics: CRAPAC +2. Rating drops by 2 every time the armor makes a save.
Wepz Hit. Lose all upgrades on random Wepz for one match.	5	<input type="checkbox"/> Skilz Leadership Level Increase (1d12, 2d12 command points)	5	<input type="checkbox"/> Bionics: Nanite Organ Binders. AA +5.
<input type="checkbox"/> Sootz Hit. -2 CRAPAC.	6	<input type="checkbox"/> Skilz Morale Class Increase (Elite/Hero)	6	<input type="checkbox"/> Bionics: Legs. PR +3. Adds to base movement.
Sootz Hit. Lose one random upgrade forever.	7	<input type="checkbox"/> Wepz Micro Minigun AP ammo: Targets halve their CR/APAC saving throws.	7	<input type="checkbox"/> Bionics: Targeting Eye. -1 TN bonus to hit with ranged combat.
Sootz hit. Lose one random upgrade for 2 matches.	8	<input type="checkbox"/> Wepz Micro Minigun Lightened Bolt: Micro Minigun may attack 2 adjacent (not diagonal) zones at +2TN penalty.	8	<input type="checkbox"/> Terrain Following. May cross vertical terrain higher than head for 1MP.
Sootz hit. Lose random upgrade for one match.	9	<input type="checkbox"/> Wepz Micro Minigun Heavy Barrel: +1 attack per combat action.	9	<input type="checkbox"/> Bionics: Strong Arm. -1 TN bonus in melee.
Lucky Break – no effect!	10	<input type="checkbox"/> Wepz Ceramic Sword Vibroblade: -1 TN to hit.	10	<input type="checkbox"/> Dimension Phase. May teleport once per match per upgrade. Used this match: <input type="checkbox"/> <input type="checkbox"/>
Lucky Break – no effect!	11	<input type="checkbox"/> Wepz Ceramic Sword Acid Injector: +1d12 damage.	11	Player's Choice of upgrade on this chart (must be an upgrade already taken at least once, if possible)
Lucky Break – no effect!	12	<input type="checkbox"/> Wepz Ceramic Sword Positron Charge: Regardless of armor save, make another armor save versus energy. If failed, target is Stunned.	12	Player's Choice of upgrade on this chart



Broiler (Veteran)(Small)		Litter No.	
Rat Name		Player Name	
Litter Name		Litter Colors	
Current Match Battle Honors		Battle Honor Value: 1/1/2 Rat Net Rating (upgrades – crits & damage)	

Turn Record					
1	2	3	4	5	6


PA	ES	CRAPAC	DR	AA	HP	PR	MP	JJ
0	0	6	0	10	11	3	4	0

Plasma Broiler				Rat Wrench (Melee)			
Range	Short 1-2	Medium 3-4	Long 5-6	Rat Wrench: 1d12 improvised weapon. Base TN=9. No Reliability issues.			
Target Number (TN)	2	4	6	Plasma Broiler: 1d12 base damage. Direct Fire Energy Weapon. The Plasma Broiler is an Area Effect Weapon. This weapon attacks all occupants in the target zone, who get no benefit from cover. The user of this weapon only needs to "see" a small part of a zone in order to target it with an attack.			
<p>Reliability Problem: On a roll of 1, roll again: 1-6 Shut Down. Rat must spend 2MP to restart. 7-10 Melt Down. All attacks are at +2TN penalty. No long range attacks. Also must spend 2MP to fire again. 11-12 Fuel Tank Rupture. Attack attacker's zone (TN 2, no tactical modifiers and no weapon upgrades). If Rat takes damage from this attack, make a grenade scatter roll for each movement point it has remaining. Move the Rat in the direction indicated by the scatter roll, if possible. If not possible, keep rolling scatter results until the Rat has no MP left. Damaging effect moves with Rat. Targets are attacked by the effect of the weapon every time the effect enters their zone. After the Rat runs out of movement points, the Plasma Broiler is out of fuel for the rest of the match. Rat only gets attacked by its own effect once. The Rat Wrench's Repair effect may not be used to replace fuel.</p>							

Critz	D12	Skilz and Wepz: Roll 1-6	D12	Sootz/Bionics: Roll 7-12
Dead. Lose all Skilz permanently.	1	<input type="checkbox"/> Skilz Tough RATZ. One level less to determine level of injury.	1	<input type="checkbox"/> Soot: PA 3/5/7. Full save against all attacks except microwave attacks.
Dead. Lose all Skilz permanently.	2	<input type="checkbox"/> Skilz Jogger. +1 movement point. Increases minimum move rate.	2	<input type="checkbox"/> Soot: ES 4/6/8. Full save vs. energy. Half save vs. projectile. No save vs. melee.
Dead. Lose all Skilz permanently.	3	<input type="checkbox"/> Skilz Fire Eater. May target own zone with Broiler without attacking self.	3	<input type="checkbox"/> Soot: DR 2/4. Reduce damage from attacks except Microwave weapons.
Brain Dead. Lose 1 random Skilz forever.	4	<input checked="" type="checkbox"/> Skilz Artful Dodger (already at level 1). +1 TN to hit this RATZ with aimed fire and melee.	4	<input type="checkbox"/> Soot: CRAPAC +2. Rating drops by 2 every time the armor makes a save.
Wepz Hit. Lose all upgrades on random Wepz for one match.	5	<input type="checkbox"/> Skilz Rip-Off. If Rat scores a hit in melee, regardless of armor save, the target's equipment is damaged. See rulebook.	5	<input type="checkbox"/> Soot: AA +10.
<input type="checkbox"/> Soot Hit. -2 CRAPAC.	6	<input type="checkbox"/> Skilz Morale Class Increase (Elite/Hero)	6	<input type="checkbox"/> Soot: PR +3. Adds to base movement.
Sootz Hit. Lose one random upgrade forever.	7	<input type="checkbox"/> Wepz Plasma Broiler High Temperature Plasma: +1d12 damage with Plasma Broiler.	7	<input type="checkbox"/> Soot: Jump Jets 3/6/9.
Sootz hit. Lose one random upgrade for 2 matches.	8	<input type="checkbox"/> Wepz Plasma Broiler Increased Aperture Nozzle: Plasma Broiler may attack 2 adjacent (not diagonal) zones. A +2TN penalty applies.	8	<input type="checkbox"/> Terrain Following. May cross vertical terrain higher than head for 1MP.
Sootz hit. Lose one random upgrade for one match.	9	<input type="checkbox"/> Wepz Plasma Broiler Reduced Aperture Nozzle: Fire as aimed weapon (1 target only) for +1d12 damage. When using aimed fire, penalties for cover apply.	9	<input type="checkbox"/> Soot: Strong Arm. -1 TN bonus in melee.
Lucky Break – no effect!	10	<input type="checkbox"/> Wepz Wrench: Equipment Repair. May repair one damaged Wepz on any Ratz in the same zone at a cost of 2MP.	10	<input type="checkbox"/> Dimension Phase. May teleport once per match per upgrade. Used this match: <input type="checkbox"/> <input type="checkbox"/>
Lucky Break – no effect!	11	<input type="checkbox"/> Wepz Wrench: Break Equipment: In addition to causing damage, Rat affects a weapon (+2TN) or armor (-2 rating). Cumulative. Spiders are unaffected by this upgrade.	11	Player's Choice of upgrade on this chart (must be an upgrade already taken at least once, if possible)
Lucky Break – no effect!	12	<input type="checkbox"/> Wepz Wrench: Power Ratchet. Save versus attacks at ½ armor rating.	12	Player's Choice of upgrade on this chart



Turn Record

Rat Mutie (Elite)		Litter No.	
Rat Name		Player Name	
Litter Name		Litter Colors	
Current Match Battle Honors		Battle Honor Value: 1/2/2 Rat Net Rating (upgrades – crits & damage)	

1	2	3	4	5	6
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PA	ES	CRAPAC	DR	AA	HP	PR	MP	JJ
0	0	4	2	10	12	3	4	0

Gatling Cannon				<p>Reliability Problem: On any roll of 1, the massive mechanism grinds to a halt. The Rat must spend 2MP to clear the jam.</p> <p>If the weapon has a Fast Chain Drive and rolls two 1s to hit, the weapon has a major malfunction: The Rat takes one point of damage, and the weapon will require 4MP to clear the jam. If the Rat does not have enough MP to clear the jam, it may give up all of its movement on a subsequent turn; the weapon may be used afterwards.</p>
Range	Short 1-5	Medium 6-10	Long 11-15	
Target Number (TN)	6	7	8	
2d12 base damage. Direct Fire Projectile Weapon. May use zone fire at +2 TN.				

Critz	D12	Skilz and Wepz: Roll 1-6	D12	Sootz/Bionics: Roll 7-12
Dead. Lose all Skilz permanently.	1	<input type="checkbox"/> Skilz Tough RATZ. One level less to determine level of injury.	1	<input type="checkbox"/> Bionics: PA 3/5/7. Full save against all attacks except microwave attacks.
Dead. Lose all Skilz permanently.	2	<input type="checkbox"/> Skilz Jogger. +1 movement point. Increases minimum move rate.	2	<input type="checkbox"/> Bionics: ES 4/6/8. Full save vs. energy. Half save vs. projectile. No save vs. melee.
Dead. Lose all Skilz permanently.	3	<input type="checkbox"/> Skilz Enrage. Pay 2 MP to make enemy within 3 zones roll greater than or equal to HP or get enraged.	3	<input type="checkbox"/> Bionics: DR 4/6. Reduce damage from attacks except Microwave weapons.
Brain Dead. Lose 1 random Skilz forever.	4	<input checked="" type="checkbox"/> Skilz Artful Dodger (already at level 1). +1 TN to hit this RATZ with aimed fire and melee.	4	<input type="checkbox"/> Bionics: CRAPAC +2. Rating drops by 2 every time the armor makes a save.
Wepz Hit. Lose all upgrades on random Wepz for one match.	5	<input type="checkbox"/> Skilz Mugger. If out of Line of Sight of enemy Gladiator, -2 TN bonus to hit.	5	<input type="checkbox"/> Bionics: Nanite Organ Binders. AA +5.
<input type="checkbox"/> Sootz Hit. Lose 5 AA.	6	<input type="checkbox"/> Skilz Morale Class Increase (Hero)	6	<input type="checkbox"/> Bionics: Legs. PR +3. Adds to base movement.
Sootz Hit. Lose one random upgrade forever.	7	<input type="checkbox"/> Wepz Gatling Cannon Teflon Jacketed Shells: CR/APAC saves are treated as ½.	7	<input type="checkbox"/> Bionics: Gravity Boots. May use partial jumping movement and ignore certain terrain.
Sootz hit. Lose one random upgrade for 2 matches.	8	<input type="checkbox"/> Wepz Gatling Cannon Fast Chain Drive: Weapon may make two attack rolls per combat action.	8	<input type="checkbox"/> Terrain Following. May cross vertical terrain higher than head for 1MP.
Sootz hit. Lose one random upgrade for one match.	9	<input type="checkbox"/> Wepz Gatling Cannon Extended Magazine: Weapon takes a lesser penalty for Zone Fire (+1, +0).	9	<input type="checkbox"/> Bionics: Strong Arm. -1 TN bonus in melee.
Lucky Break – no effect!	10	<input type="checkbox"/> Wepz Gatling Cannon Explosive Shells: +2 damage.	10	<input type="checkbox"/> Dimension Phase. May teleport once per match per upgrade. Used this match: ○ ○
Lucky Break – no effect!	11	<input type="checkbox"/> Wepz Gatling Cannon Steadicam mount. Weapon takes no penalty for shooting and moving.	11	Player's Choice of upgrade on this chart (must be an upgrade already taken at least once, if possible)
Lucky Break – no effect!	12	<input type="checkbox"/> Wepz Gatling Cannon Smartgun. May shoot into melee and never hit teammates by accident.	12	Player's Choice of upgrade on this chart



Street Rat Soldier (Regular)(Very Small)

Litter No.



Rat Name

Player Name

Litter Name

Litter Colors

Battle Honor Value: 0/1/1

Current Match
Battle Honors

Rat Net Rating
(upgrades – crits
& damage)

1	2	3	4	5	6
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PA	ES	CRAPAC	DR	AA	HP	PR	MP	JJ
3	0	0	0	5	10	0	4	0

Twin Ratz Machine Pistols (RMP)

Range	Short 1-2	Medium 3-4	Long 5-6
Target Number (TN)	4	6	8

Reliability Problem: On any roll of one, the magazine in the affected weapon has jammed and won't come out of the weapon. Spend 2 MP to clear the jam.

HVAP Reliability Problem: If using HVAP ammo (Wepz upgrade 8, below), Attack roll of 1-2 jams weapon until 3MP are spent. Replaces the standard reliability problem.

1d12 base damage. Direct Fire Projectile Weapon. Zone Fire at +2 TN. May be used in melee. Because these weapons always come in pairs, the attacker may use the multi-weapon rule when attacking, or may fire both weapons at the same target, gaining no extra dice for attack, but getting a -2TN bonus to hit due to the higher volume of fire directed at one target. All upgrades apply to both weapons.

Critz	D12	Skilz and Wepz: Roll 1-6	D12	Sootz/Bionics: Roll 7-12
Dead. Lose all Skilz permanently.	1	<input type="checkbox"/> Skilz Tough RATZ. One level less to determine level of injury.	1	<input type="checkbox"/> Bionics: PA 3/5/7. Full save against all attacks except microwave attacks.
Dead. Lose all Skilz permanently.	2	<input type="checkbox"/> Skilz Jogger. +1 movement point. Increases minimum move rate.	2	<input type="checkbox"/> Bionics: ES 4/6/8. Full save vs. energy. Half save vs. projectile. No save vs. melee.
Dead. Lose all Skilz permanently.	3	<input type="checkbox"/> Skilz Burrow. Allows the RATZ to pass through certain obstacles.	3	<input type="checkbox"/> Bionics: DR 2/4. Reduce damage from attacks except Microwave weapons.
Brain Dead. Lose 1 random Skilz forever.	4	<input checked="" type="checkbox"/> Skilz Artful Dodger (already at level 1). +1 TN to hit this RATZ with aimed fire and melee.	4	<input type="checkbox"/> Light Shifter Trench Coat (+2 TN to hit this RATZ with aimed fire)
Wepz Hit. Lose all upgrades on random Wepz for one match.	5	<input type="checkbox"/> Skilz 2 weapon style. -1 to the penalty for using two weapons.	5	<input type="checkbox"/> Bionics: Nanite Organ Binders. AA +5.
<input type="checkbox"/> Crippling blow. Lose one level of PA.	6	<input type="checkbox"/> Skilz Mugger. If out of Line of Sight of enemy Gladiator, -2 TN bonus to hit.	6	<input type="checkbox"/> Bionics: Legs. PR +3. Adds to base movement.
Sootz Hit. Lose one random upgrade forever.	7	<input type="checkbox"/> Wepz Silenced RMPs: May reroll any missed shot(s) once per RMP per turn. Must use new result, even if worse.	7	<input type="checkbox"/> Bionics: Gravity Boots. May use partial Jumping movement and ignore certain terrain.
Sootz hit. Lose one random upgrade for 2 matches.	8	<input type="checkbox"/> Wepz RMP HVAP ammo: Targets hit by HVAP ammo halve their CR/APAC save. Extra reliability problem: Attack roll of 1-2 jams weapon until 3MP are spent. Replaces the standard reliability problem.	8	<input type="checkbox"/> Terrain Following. May cross vertical terrain higher than head for 1MP.
Sootz hit. Lose one random upgrade for one match.	9	<input type="checkbox"/> Wepz RMP Snail-Drum Magazines. Zone fire penalty reduced to 1.	9	<input type="checkbox"/> Bionics: Strong Arm. -1 TN bonus in melee.
Lucky Break – no effect!	10	<input type="checkbox"/> Wepz Autographed RMPs: -1 TN bonus to hit.	10	<input type="checkbox"/> Dimension Phase. May teleport once per match per upgrade. Used this match: <input type="radio"/> <input type="radio"/>
Lucky Break – no effect!	11	<input type="checkbox"/> Wepz RMP Heavy Barrel. May attack all targets one extra time with no penalties.	11	Player's Choice of upgrade on this chart (must be an upgrade already taken at least once, if possible)
Lucky Break – no effect!	12	<input type="checkbox"/> Wepz RMP Laser Sights. -1TN to hit.	12	Player's Choice of upgrade on this chart

Quick Reference Sheet

Condensed Power-Ups Table

#	Power-Up	Description
1	Armor	CRAPAC 10 for the rest of the match. No additional movement penalty. If already CRAPAC10, reroll. Of course, the CRAPAC will fall apart as it makes successful saving throws.
2	Phaze Armor	PA 7 for three turns. If rolled again, replace or reroll.
3	Damage Boost	+1d12 damage for the next 3 ranged attacks. If rolled again, cumulative or reroll.
4	Foot Claws	Rat gains an extra melee attack. Standard melee attack, 1d12 damage. May use until the end of the match.
5	Faster than Light Travel	Once, until the end of the match, at any time during the Ratz' action, this Rat may teleport anywhere on the game map; this does not count as movement if the Rat does not move otherwise. If rolled again, cumulative or reroll.
6	Speedy GI	+6 Movement Points for the next three turns. If rolled again, replace or reroll.
7	Grenades	Gain 2 hand grenades (not rifle grenades). Roll 1d12. 1-4 Standard (2d12 damage, in-zone TN=6) 5-8 Energy (2d12 energy, in-zone TN=5) 9-12 Submunition (see Injurius Games) Reroll if grenades of the rolled type are already owned.
8	Cyber-Eye	Rat takes 2 points of damage, and gains a rapidly implanted targeting cyber-eye. -3TN bonus with all ranged combat for the rest of the match. If Rat already has a cyber-eye, reroll.
9	Shrinkage!	Rat becomes Very Small. It gains the Burrow ability at level 3, and the Very Small category (+1 TN to hit this Rat with ranged attacks). If Burrow is already at level 3 or Rat is already Very Small, reroll.
10	Heath Boost	+2d12 hit points. This may take the Rat above maximum hit points. Any extra hit points dissipate at the end of the match if not lost to damage. The Rat is not considered injured until extra hit points are lost. Cumulative.
11	Hyper!	Rat may take 2 combat actions per turn for the next three turns. If rolled again, replace or reroll.
12	Ratz Rabies	Rat catches a deadly form of rabies. The victim must make a save versus an energy Attack immediately and every time it activates. PA is not effective against Ratz Rabies. On a failed save, victim takes 1d12 damage. On a successful save, victim manages to overcome the deadly disease and the effect ends. Gladiators with Hyper Rabies cannot use ranged attacks and must melee the nearest enemy, biting if it has bite attack. Any hit that causes actual hit point loss transmits Hyper Rabies to the victim, who must make an energy attack save or contract the deadly disease. Mecks are immune to the disease, but take an extra d12 damage from the highly acidic foaming saliva in the victim's bite.

CR/APAC Move Penalty Table

CR/APAC	Move Penalty
2	0
4	-1
6	-1
8	-2
10	-3

Wound Status Table

Hit Points	LW (+1TN)	MW (+2TN, -1/3 MP)	SW (+3TN, -2/3 MP)	CW (Tough RATZ)
30	21-29 hp	11-20 hp	1-10 hp	-11 to 0 hp
20	14-19 hp	7-13 hp	1-6 hp	-11 to 0 hp
12	9-11 hp	4-8 hp	1-3 hp	-11 to 0 hp
11	8-10 hp	3-7 hp	1-2 hp	-11 to 0 hp
10	8-9 hp	3-7 hp	1-2 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
Moderately Wounded	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10
Seriously Wounded	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5

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
Attacker is Mugging	-2/4/6 TN
Attacker is swarming (for each additional Rat)	-1TN
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



Shooting Tactical Factors

Bonus Modifiers	TN
Shooter is Elite or a Hero	-1TN
Defender is Stunned	-2TN
Shooter is Mugging	-2/4/6 TN
Penalty Modifiers	TN
Defender is Very Small	+1TN
Target Partially Obscured	+1TN
Target Mostly Obscured	+2TN
Shooter is Jumping	+1TN
Defender has Artful Dodger Skillz	+1/2/3 TN
Shooter is wounded (lt./mod./ser.)	+1/2/3 TN

Grenade Tactical Factors

Bonus Modifiers	TN
Shooter is Elite or a Hero	-1TN
Penalty Modifiers	TN
Shooter is moving	+1TN
Attacker is wounded (Light/Moderate/Serious)	+1/2/3 TN

Grenade Scatter Chart

Roll 1d12 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	