

REACTION MARINES

INJURIUS WE TRUST



PRAETOR (HERO)(L2)

TEAM NO.

Marine Name	Player Name
Squad Name	Squad Colors
Current Match Battle Honors	Marine Net Rating (upgrades Minus crits and damage)
Squad Cumulative Battle Honors	Squad Net Rating

REACTION MARINES

Turn Record	1	2	3	4	5	6
ES 0	RAPAC 6	AA 5	HP 20	MP 3	BH Value 1 / 2 / 2	

ASSAULT RIFLE (ASR)

BAYONET

Range	Short 1-3	Med. 4-6	Long 7-9	Standard melee weapon, 1d12 damage, base TN 9.
TN	4	6	8	QUOTE
1d12 direct fire projectile weapon, zone fire at +2 TN.				Lissen up, maggots. I'm not gonna raise my voice, so lissen real good. The last guy you fragged was weak. I'm going to show all of youse what weak isn't, and that's me. You'll obey, see, or I'll frag you mesself. Get outta here.

CRIT

D12

SKILL 1-6

D12

EQUIPMENT 7-12

Dead. Remove this Marine from the team.	1	<input type="checkbox"/>	Tough Guy. Ignore 1, 2, 3 levels of injury.	1	<input type="checkbox"/>	Weapon upgrade. ASR High density ammo. +1, +2 damage.
Injured. Miss 2 matches.	2	<input type="checkbox"/>	Jogger. +1, +2, +3 MP and minimum movement.	2	<input type="checkbox"/>	Weapon upgrade. ASR Armor Piercing Ammo. Targets hit by ASR halve Armor saving throws.
Injured. Miss 1 match.	3	<input type="checkbox"/>	Scary Guy. Sentient opponents must roll less than or equal to 1/2 current HP to attack into this gladiator's zone.	3	<input type="checkbox"/>	Weapon Upgrade. Bayonet Vibro-blade. +1d12 damage.
Brain Damage. lose 1 randomly determined Skill.	4	<input type="checkbox"/>	Survivor. Any attack randomly choosing this gladiator within a zone is rolled again. New result must be taken.	4	<input type="checkbox"/>	Weapon Upgrade. Bayonet Electroshock Attachment. Treat as energy weapon (1/2 armor saves).
<input type="checkbox"/> Gimp Leg. -1/3MP.	5	<input type="checkbox"/>	Intimidating. +2 TN to be hit by sentient opponents using aimed fire or melee.	5	<input type="checkbox"/>	Pain Emitter Remote. May use 2 MP each to grant allies an immediate activation. No range modifier. Allies take 1d12 damage afterwards.
<input type="checkbox"/> Concussed. +1 TN for all combat. Cumulative until healed.	6	<input type="checkbox"/>	Marksman. -1, -2, -3 TN with ranged combat.	6	<input type="checkbox"/>	Team Remote Painkiller Injector. May use 2MP each to grant allies 1d12 healing once per match each.
<input type="checkbox"/> Armor damaged. -2 RAPAC.	7	<input type="checkbox"/>	Brutal Fighter. May make a second melee attack at -2 TN if the first one hits.	7	<input type="checkbox"/>	Armor Upgrade. RAPAC 8, 10.
<input type="checkbox"/> Armor damaged. -5 AA..	8	<input type="checkbox"/>	Stab, Twist, Shoot. May make an autohit attack with ASR after a successful melee attack.	8	<input type="checkbox"/>	Armor Upgrade. Ablative Armor 10, 15.
<input type="checkbox"/> Assault Rifle damaged. +1 TN.	9	<input type="checkbox"/>	Commanding Presence. Halve range modifier to give Command Points (round down).	9	<input type="checkbox"/>	Armor Upgrade. Energy Shields 4, 6, 8.
<input type="checkbox"/> Bayonet Bent. +1 TN.	10	<input type="checkbox"/>	Bully. Teammates within one square become immune to enemy psychology effects.	10	<input type="checkbox"/>	Armor Upgrade. Camouflage Emitter. +2, +4 to be hit by aimed fire or melee.
Lucky. No ill effect.	11	<input type="checkbox"/>	Morale Class Increase. Champion.	11	<input type="checkbox"/>	Armor Upgrade. Frag Shield. Each individual in same zone gets 1-6 on d12 chance of avoiding non-energy zone and area attacks.
Lucky. No ill effect.	12	<input type="checkbox"/>	Leadership Level Increase +1d12.	12	<input type="checkbox"/>	Armor Upgrade of player's choice.



REACTION MARINES

INJURIUS WE TRUST



REACTION MARINES

ENFORCER (ELITE)(L1)

TEAM No.

Marine Name	Player Name
Squad Name	Squad Colors
Current Match Battle Honors	Marine Net Rating (upgrades Minus crits and damage)

Turn Record	1	2	3	4	5	6
ES 0	RAPAC 6	AA 5	HP 12	MP 3	BH Value 1/2/2	

BUZZ SAW

BUZZ SAW (MELEE)

Range	Short 1-4	Med. 5-8	Long 9-12(i)	Standard Melee Weapon, 1d12 projectile damage, base TN 9. Note the damage is not melee damage but projectile damage.
TN	4	5	6	
Launches 1 dervish grenade (move 3/2/1, attack all in-zone with TN 6, projectile attack for 1d12, move random directions as per a scatter roll). May use indirect fire at Long range.				

SPIGOT MORTAR

QUOTE

Range	Short 1-4	Med. 5-8	Long 9-12	Didn't you hear the Praetor? Hop to it! He put me in charge when he's away, you know. Yes, you'd better close your mouth, boy, or word will get to him about your lack of loyalty. Loyalty, you hear? Get going, and I don't want to hear about your problems!
TN	7	9	11	
3d12 fragmentation grenade. In-zone TN 6. Choose a target zone, then roll initial attack. If successful, mortar round lands in target zone. Proceed to attack all targets in-zone. If zone is missed, scatter to adjacent zone. Mortar rounds always detonate. May use indirect fire at long range with no penalties.				

CRIT

D12

SKILL 1-6

D12

EQUIPMENT 7-12

Dead. Remove this Marine from the team.	1	<input type="checkbox"/> Tough Guy. Ignore 1, 2, 3 levels of injury.	1	<input type="checkbox"/> Weapon upgrade. Buzz Saw Micro-Blade. Treat armor as ½ against this weapon.
Injured. Miss 2 matches.	2	<input type="checkbox"/> Jogger. +1, +2, +3 MP and minimum movement.	2	<input type="checkbox"/> Weapon upgrade. Buzz Saw RPM Enhancer. -1, -2 TN to hit in melee.
Injured. Miss 1 match.	3	<input type="checkbox"/> Scary Guy. Sentient opponents must roll less than or equal to ½ current HP to attack into this gladiator's zone.	3	<input type="checkbox"/> Weapon Upgrade. Spigot Mortar Plasma Warhead. 2d12 energy area attack, In-zone TN 2.
Brain Damage. lose 1 randomly determined Skill.	4	<input type="checkbox"/> Toady. Spend 2 MP in same zone as Praetor to grant Praetor free combat action.	4	<input type="checkbox"/> Weapon Upgrade. Spigot Mortar Sub-Munition Warhead. Treat as standard Sub-Munition grenade.
<input type="checkbox"/> Gimp Leg. -1/3MP.	5	<input type="checkbox"/> Fanatical Devotion. If in same zone as Praetor, random attacks hit Enforcer instead of Praetor; zone attacks get -2 TN to hit Enforcer and +2 TN to hit Praetor.	5	<input type="checkbox"/> Power Roller Blades. +3, +6 MP.
<input type="checkbox"/> Concussed. +1 TN for all combat. Cumulative until healed.	6	<input type="checkbox"/> Strong. -1, -2 TN with melee combat.	6	<input type="checkbox"/> Autodoc. +1, +2, +3 to crit rolls between matches.
<input type="checkbox"/> Armor damaged. -2 RAPAC.	7	<input type="checkbox"/> Crowd Pleaser. 2 BH granted when using Command Points to make a shot hit that otherwise would have missed.	7	<input type="checkbox"/> Armor Upgrade. RAPAC 8, 10.
<input type="checkbox"/> Armor damaged. -5 AA..	8	<input type="checkbox"/> Shredder. Target hit by Buzz Saw in melee makes 2 nd armor save or lose 2 armor for rest of the match. Cumulative.	8	<input type="checkbox"/> Armor Upgrade. Ablative Armor 10, 15.
<input type="checkbox"/> Buzz Saw damaged. +1 TN.	9	<input type="checkbox"/> Slasher. May make 1 melee attack against each enemy in the same zone.	9	<input type="checkbox"/> Armor Upgrade. Energy Shields 4, 6, 8.
<input type="checkbox"/> Spigot Mortar damaged. May not be used until repaired.	10	<input type="checkbox"/> Bully. Teammates within one square become immune to enemy psychology effects.	10	<input type="checkbox"/> Tactical Suite. May grant CP to ally with no range modifier if Marine has line of sight to target.
Lucky. No ill effect.	11	<input type="checkbox"/> Morale Class Increase. Hero, Champion.	11	<input type="checkbox"/> Armor Upgrade. Frag Shield. Each individual in same zone gets 1-6 on d12 chance of avoiding non-energy zone and area attacks.
Lucky. No ill effect.	12	<input type="checkbox"/> Leadership Level Increase +1d12.	12	<input type="checkbox"/> Armor Upgrade of player's choice.



REACTION MARINES

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REACTION MARINES

SHARPSHOOTER (ELITE)

TEAM NO.

Marine Name	Player Name
Squad Name	Squad Colors
Current Match Battle Honors	Marine Net Rating (upgrades Minus crits and damage)

Turn Record	1	2	3	4	5	6
ES 0	RAPAC 6	AA 5	HP 12	MP 3	BH Value 1/1/2	

SNIPER RIFLE

QUOTE

Range	Short --	Med. 1-15	Long --	I never got hugged by Mom. I was always picked last for Roman Ball. I always got beat up in school. I never ever got to go on the good mail routes. Well, I'll show them. I'll show them all. Express delivery, right into your ribcage. How do you like that? And they pay me to do this!
TN	--	7	--	
1d12 aimed projectile weapon, no zone fire. +2 TN to move and shoot.				

CRIT

D12

SKILL 1-6

D12

EQUIPMENT 7-12

Dead. Remove this Marine from the team.	1	<input type="checkbox"/>	Tough Guy. Ignore 1, 2, 3 levels of injury.	1	<input type="checkbox"/>	Weapon upgrade. Sniper Rifle High Density <input type="checkbox"/> Ammo. +1, +2 damage.
Injured. Miss 2 matches.	2	<input type="checkbox"/>	Jogger. +1, +2, +3 MP and minimum movement.	2	<input type="checkbox"/>	Weapon upgrade. Improved Targeting Scope. <input type="checkbox"/> -1, -2, -3 to hit with Sharpshooter Rifle.
Injured. Miss 1 match.	3	<input type="checkbox"/>	Scary Guy. Sentient opponents must roll less than or equal to 1/2 current HP to attack into this gladiator's zone.	3	<input type="checkbox"/>	Weapon Upgrade. Marker Ammo. Any target hit by the Sniper Rifle, regardless of save, is -2 TN to be hit by ranged attacks until it moves.
Brain Damage. lose 1 randomly determined Skill.	4	<input type="checkbox"/>	Patient. Sharpshooter may spend a combat action to aim at an opponent. If the target does not leave the Sharpshooter's line of sight, use the autohit rule for the Sharpshooter's next combat action.	4	<input type="checkbox"/>	Weapon Upgrade. Long Barrel. Range Extended to 20.
<input type="checkbox"/> Gimp Leg. -1/3MP.	5	<input type="checkbox"/>	Savvy. The Sharpshooter begins every turn on opportunity fire.	5	<input type="checkbox"/>	Power Roller Blades. +3, +6 MP.
<input type="checkbox"/> Concussed. +1 TN for all combat. Cumulative until healed.	6	<input type="checkbox"/>	Marksman. -1, -2, -3 TN to hit with ranged combat.	6	<input type="checkbox"/>	Autodoc. +1, +2, +3 to crit rolls between matches.
<input type="checkbox"/> Armor damaged. -2 RAPAC.	7	<input type="checkbox"/>	Eagle Eye. May ignore penalties to hit due to cover.	7	<input type="checkbox"/>	Armor Upgrade. RAPAC 8, 10.
<input type="checkbox"/> Armor damaged. -5 AA..	8	<input type="checkbox"/>	Weak Spot. Target's armor save is treated as 1/2 against ranged attacks by the Sharpshooter.	8	<input type="checkbox"/>	Armor Upgrade. Ablative Armor 10, 15.
<input type="checkbox"/> Sniper Rifle damaged. +1 TN.	9	<input type="checkbox"/>	Steady Shot. -1, -2, -3 TN to hit with ranged attacks when not moving.	9	<input type="checkbox"/>	Armor Upgrade. Energy Shields 4, 6, 8.
<input type="checkbox"/> Sniper Rifle damaged. Lose use of Rifle Upgrades until repaired.	10	<input type="checkbox"/>	Kleptomaniac. Before the match begins, the Sharpshooter rolls 1 random equipment upgrade to be used during match.	10	<input type="checkbox"/>	Tactical Suite. May grant CP to ally with no range modifier if Marine has line of sight to target.
Lucky. No ill effect.	11	<input type="checkbox"/>	Fragger. If Leader is eliminated by this Marine's random roll when in a zone with enemy, this Marine gains 2 BH.	11	<input type="checkbox"/>	Grenades. This Marine now has access to fragmentation grenades, 2d12 damage, range 1/2/3, TN 4/5/6, in-zone TN 6.
Lucky. No ill effect.	12	<input type="checkbox"/>	Morale Class Increase. Hero, Champion.	12	<input type="checkbox"/>	Armor Upgrade of player's choice.



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REACTION MARINES

THE KID (VETERAN)

TEAM No.

Marine Name	Player Name
Squad Name	Squad Colors
Current Match Battle Honors	Marine Net Rating (upgrades Minus crits and damage)

Turn Record	1	2	3	4	5	6
ES 0	RAPAC 6	AA 5	HP 11	MP 3		BH Value 0/1/1

ASSAULT RIFLE

BAYONET

Range	Short 1-3	Med. 4-6	Long 7-9	1d12 standard melee weapon. Base TN = 9.
TN	4	6	8	QUOTE
1d12 direct fire projectile weapon, zone fire at +2 TN.				Wow, yeah! I love the Corps! Every time I get to put on my uniform and carry this nifty rifle, I just know it's going to be a golden day. Golden is when I'm happy. I'm here to help the team, cover for the boss (I looove the boss!), and get the job done. I trust my squad mates and my leaders to get me home safe. I love this job. I love everyone! Group Hug!

CRIT

D12

SKILL 1-6

D12

EQUIPMENT 7-12

Dead. Remove this Marine from the team.	1	<input type="checkbox"/>	Tough Guy. Ignore 1, 2, 3 levels of injury.	1	<input type="checkbox"/>	Weapon upgrade. ASR High density ammo. +1, +2 damage.
Injured. Miss 2 matches.	2	<input type="checkbox"/>	Jogger. +1, +2, +3 MP and minimum movement.	2	<input type="checkbox"/>	Weapon upgrade. ASR Armor Piercing Ammo. Targets hit by ASR halve Armor saving throws.
Injured. Miss 1 match.	3	<input type="checkbox"/>	Likeable. Sentient opponents +2 TN if targeting aimed fire into Recruit's zone.	3	<input type="checkbox"/>	Weapon Upgrade. Bayonet Vibro-blade. +1d12 damage.
Brain Damage. lose 1 randomly determined Skill.	4	<input type="checkbox"/>	Toady. Spend 2 MP in same zone as Praetor to grant Praetor a free combat action.	4	<input type="checkbox"/>	Weapon Upgrade. Bayonet Electroshock Attachment. Treat as energy weapon (½ armor saves).
<input type="checkbox"/> Gimp Leg. -1/3MP.	5	<input type="checkbox"/>	Fanatical Devotion. If in same zone as Praetor or Enforcer, random attacks hit Kid instead of Praetor or Enforcer; zone attacks get -2 TN to hit Recruit and +2 TN to hit Praetor or Enforcer.	5	<input type="checkbox"/>	Power Roller Blades. +3, +6 MP.
<input type="checkbox"/> Concussed. +1 TN for all combat. Cumulative until healed.	6	<input type="checkbox"/>	Marksman. -1, -2, -3 TN to hit with ranged combat.	6	<input type="checkbox"/>	Autodoc. +1, +2, +3 to crit rolls between matches.
<input type="checkbox"/> Armor damaged. -2 RAPAC.	7	<input type="checkbox"/>	Stab, Twist, Shoot. May make an autohit attack with ASR after a successful melee attack.	7	<input type="checkbox"/>	Armor Upgrade. RAPAC 8, 10.
<input type="checkbox"/> Armor damaged. -5 AA..	8	<input type="checkbox"/>	Loved by crowd. -1 BH to whomever eliminates the Recruit. Negative amount is subtracted from BH gained in the current match.	8	<input type="checkbox"/>	Armor Upgrade. Ablative Armor 10, 15.
<input type="checkbox"/> Assault Rifle damaged. +1 TN.	9	<input type="checkbox"/>	Team Mascot. -1 TN for Marines with all combat if Kid is injured. -2 TN for Marines if Kid is eliminated.	9	<input type="checkbox"/>	Armor Upgrade. Energy Shields 4, 6, 8.
<input type="checkbox"/> Bayonet Bent. +1 TN.	10	<input type="checkbox"/>	Motivated Follower. Reduce final cost to command this Gladiator by ½, round down.	10	<input type="checkbox"/>	Armor Upgrade. Camouflage Emitter. +2, +4 to be hit by aimed fire or melee.
Lucky. No ill effect.	11	<input type="checkbox"/>	Natural Born Killer: +1, +2, +3 damage with ranged combat.	11	<input type="checkbox"/>	Grenades. This Marine now has access to fragmentation grenades, 2d12 damage, range 1/2/3, TN 4/5/6, in-zone TN 6.
Lucky. No ill effect.	12	<input type="checkbox"/>	Morale Class Increase. Elite, Hero.	12	<input type="checkbox"/>	Weapon Upgrade of player's choice.



REACTION MARINES

INJURIUS WE TRUST



LIGHT PLASMA GUNNER (ELITE)

TEAM NO. _____

REACTION MARINES

Marine Name	Player Name
Squad Name	Squad Colors
Current Match Battle Honors	Marine Net Rating (upgrades Minus crits and damage)

Turn Record	1	2	3	4	5	6
ES 0	RAPAC 6	AA 5	HP 12	MP 3	BH Value 0/1/1	

LIGHT PLASMA RIFLE

QUOTE

Range	Short 1	Med. 2	Long 3	
TN	2	4	6	Whoosh. Heh-heh. Whoosh! Hee-hee. Whoosh! Whoosh! Ah-hah-haaaa! Watch them burn. All the little kitties burning. I like the light. Burning, burning. Burninating all the people in their thatched roof cottages... Can I have the matches back now? Burning.
1d12 area energy weapon.				

CRIT

D12

SKILL 1-6

D12

EQUIPMENT 7-12

Dead. Remove this Marine from the team.	1	<input type="checkbox"/>	Tough Guy. Ignore 1, 2, 3 levels of injury.	1	<input type="checkbox"/>	Weapon upgrade. High Temperature Plasma. +1d12 damage with Plasma Rifle.
Injured. Miss 2 matches.	2	<input type="checkbox"/>	Jogger. +1, +2, +3 MP and minimum movement.	2	<input type="checkbox"/>	Weapon upgrade. Advanced Plasma Gel. ES Saving Throws against Plasma Rifle are at -2, -4.
Injured. Miss 1 match.	3	<input type="checkbox"/>	Scary Guy. Sentient opponents must roll less than or equal to ½ current HP to attack into this gladiator's zone.	3	<input type="checkbox"/>	Weapon upgrade. Reduced Aperture Nozzle. May be fired as an Aimed weapon causing +1d12 damage.
Brain Damage. lose 1 randomly determined Skill.	4	<input type="checkbox"/>	Sure Footed. No penalty to move and shoot.	4	<input type="checkbox"/>	Weapon upgrade. Light Plasma Rifle Strengthened containment. Long Range Becomes 3-6.
<input type="checkbox"/> Maimed. -1/3MP.	5	<input type="checkbox"/>	Fire eater. May use Light Plasma Rifle to hit own zone in melee with no harm to self.	5	<input type="checkbox"/>	Power Roller Blades. +3, +6 MP.
<input type="checkbox"/> Concussed. +2 TN for all combat. Cumulative until healed.	6	<input type="checkbox"/>	Marksman. -1, -2, -3 TN to hit with ranged combat.	6	<input type="checkbox"/>	Autodoc. +1, +2, +3 to crit rolls between matches.
<input type="checkbox"/> Armor damaged. -2 RAPAC.	7	<input type="checkbox"/>	Take the pain. -2 TN bonus when injured. Stacks with Tough Guy.	7	<input type="checkbox"/>	Armor Upgrade. RAPAC 8, 10.
<input type="checkbox"/> Armor damaged. -5 AA..	8	<input type="checkbox"/>	Pyromaniac. In addition to a normal attack in a zone, the Marine may set a zone on fire until next activation, causing all who enter the zone (or who do not leave it) to take a TN 5, 1d12 energy attack.	8	<input type="checkbox"/>	Armor Upgrade. Ablative Armor 10, 15.
<input type="checkbox"/> Light Plasma Rifle damaged. +1 TN.	9	<input type="checkbox"/>	Grudge. Before a match, this Marine publicly selects one enemy gladiator to gain -2 TN to attack that gladiator and +1 BH to eliminate that gladiator.	9	<input type="checkbox"/>	Armor Upgrade. Energy Shields 4, 6, 8.
<input type="checkbox"/> Light Plasma Rifle damaged. May not fire at long range until repaired.	10	<input type="checkbox"/>	Sic 'Em. May receive up to 6 CP from any leader, to use later on against a specified enemy. When spent, these CP are treated as regular CP in every way.	10	<input type="checkbox"/>	Armor Upgrade. Camouflage Emitter. +2, +4 to be hit by aimed fire or melee.
Lucky. No ill effect.	11	<input type="checkbox"/>	Pain Giver. May take up to +3 penalty to hit to cause up to +6 damage with any attack. Declare before rolling dice.	11	<input type="checkbox"/>	Grenades. This Marine now has access to fragmentation grenades, 2d12 damage, range 1/2/3, TN 4/5/6, in-zone TN 6.
Lucky. No ill effect.	12	<input type="checkbox"/>	Morale Class Increase. Hero, Champion.	12	<input type="checkbox"/>	Armor Upgrade of player's choice.



REACTION MARINES

REACTION MARINES

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LIGHT SUPPORT (ELITE)

TEAM No.

Marine Name	Player Name
Squad Name	Squad Colors
Current Match Battle Honors	Marine Net Rating (upgrades Minus crits and damage)

Turn Record	1	2	3	4	5	6
ES 0	RAPAC 6	AA 5	HP 12	MP 3	BH Value 1/1/2	

ASSAULT RIFLE

BAYONET

Range	Short 1-3	Med. 4-6	Long 7-9	1d12 standard melee weapon. Base TN = 9.
TN	4	6	8	
1d12 direct fire projectile weapon, zone fire at +2 TN.				

UNDER-BARREL SEMI-AUTO GRENADE LAUNCHER

QUOTE

Range	Short 1-4	Med. 5-8	Long 9-12(i)	Yep, got caught by the draft. I'm almost too old to be in it, you know, got suckered in thinking it was a job interview for some telecom job. Next thing I know, I'm on a shuttle to the Moon and Basic. All I can say is I'll fire my rounds, lay down a little cover fire, but I'm not sticking my neck out. You get me?
TN	4	5	6	
2d12 fragmentation smart grenade, In-zone TN 6; roll to target zone, then roll grenade's attack. If zone is missed, scatter to adjacent zone. May use indirect fire at long range.				

CRIT

D12

SKILL 1-6

D12

EQUIPMENT 7-12

Dead. Remove this Marine from the team.	1	<input type="checkbox"/>	Tough Guy. Ignore 1, 2, 3 levels of injury.	1	<input type="checkbox"/>	Weapon upgrade. ASR High density ammo. +1, +2 damage.
Injured. Miss 2 matches.	2	<input type="checkbox"/>	Jogger. +1, +2, +3 MP and minimum movement.	2	<input type="checkbox"/>	Weapon upgrade. ASR Armor Piercing Ammo. Targets hit by ASR halve Armor saving throws.
Injured. Miss 1 match.	3	<input type="checkbox"/>	Scary Guy. Sentient opponents must roll less than or equal to 1/2 current HP to attack into this gladiator's zone.	3	<input type="checkbox"/>	Weapon Upgrade. Grenade Launcher Long Barrel. Long Range now 7-12.
Brain Damage. lose 1 randomly determined Skill.	4	<input type="checkbox"/>	Sure Footed. No penalty to move and shoot.	4	<input type="checkbox"/>	Weapon Upgrade. Grenade Launcher Rapid Fire. May fire one extra grenade per combat action.
<input type="checkbox"/> Maimed. -1/3MP.	5	<input type="checkbox"/>	Focused. May use grenade launcher on opportunity fire.	5	<input type="checkbox"/>	Bipod. -1, -2, -3 to hit if not moving.
<input type="checkbox"/> Concussed. +2 TN for all combat. Cumulative until healed.	6	<input type="checkbox"/>	Marksman. -1, -2, -3 TN to hit with ranged combat.	6	<input type="checkbox"/>	Autodoc. +1, +2, +3 to crit rolls between matches.
<input type="checkbox"/> Armor damaged. -2 RAPAC.	7	<input type="checkbox"/>	Fragger. If Leader is eliminated by this Marine's zone fire or random roll when in a zone with enemy, this Marine gains 2 BH.	7	<input type="checkbox"/>	Armor Upgrade. RAPAC 8, 10.
<input type="checkbox"/> Armor damaged. -5 AA..	8	<input type="checkbox"/>	Fast Trigger. May shoot one extra grenade per combat action, but all attacks take +2 TN to hit.	8	<input type="checkbox"/>	Armor Upgrade. Ablative Armor 10, 15.
<input type="checkbox"/> Assault Rifle damaged. +1 TN.	9	<input type="checkbox"/>	Steady Shot. -1, -2, -3 TN to hit with ranged attacks when not moving.	9	<input type="checkbox"/>	Armor Upgrade. Energy Shields 4, 6, 8.
<input type="checkbox"/> Grenade Launcher damaged. May not use until repaired.	10	<input type="checkbox"/>	Supporting Fire. If shooting the ASR on opportunity fire in the same phase as other friendly Marines, -2 TN to hit.	10	<input type="checkbox"/>	Armor Upgrade. Camouflage Emitter. +2, +4 to be hit by aimed fire or melee.
Lucky. No ill effect.	11	<input type="checkbox"/>	Combined Attack. May use ASR and Grenade Launcher simultaneously. to target same zone.	11	<input type="checkbox"/>	Grenades. This Marine now has access to energy grenades. 2d12 energy damage, range 1/2/3, TN 4/5/6, in-zone TN 5.
Lucky. No ill effect.	12	<input type="checkbox"/>	Morale Class Increase. Hero, Champion.	12	<input type="checkbox"/>	Weapon Upgrade of player's choice.



REACTION MARINES

INJURIUS WE TRUST



REACTION MARINES

HEAVY SUPPORT (ELITE)

TEAM No.

Marine Name	Player Name
Squad Name	Squad Colors
Current Match Battle Honors	Marine Net Rating (upgrades Minus crits and damage)

Turn Record	1	2	3	4	5	6
ES 0	RAPAC 8	AA 5	HP 12	MP 2	BH Value 1/1/2	

MEDIUM MACHINE GUN (MMG)

QUOTE

Range	Short 1-4	Med. 5-8	Long 9-12	They never proved it was me that blew up that parked aircar. But they conscripted me anyway. Big like bull, they call me, so they gave me this giant machine gun to lug around. I mean, there's worse jobs, right, but let me tell you, just between us: if the Boss asks a little too much, you know what I mean, he just might have a little accident. If you know what I mean.
TN	5	6	7	
1d12 Aimed Fire Projectile weapon. Zone Fire at no penalty. Must use Zone Fire. Make 2 attack rolls per target per combat action. +2 TN penalty for moving and shooting.				

CRIT

D12

SKILL 1-6

D12

EQUIPMENT 7-12

Dead. Remove this Marine from the team.	1	<input type="checkbox"/>	Tough Guy. Ignore 1, 2, 3 levels of injury.	1	<input type="checkbox"/>	Weapon upgrade. MMG High density ammo. +1, +2 damage.
Injured. Miss 2 matches.	2	<input type="checkbox"/>	Jogger. +1, +2, +3 MP and minimum movement.	2	<input type="checkbox"/>	Weapon upgrade. MMG Armor Piercing Ammo. Targets hit by MMG halve Armor saving throws.
Injured. Miss 1 match.	3	<input type="checkbox"/>	Scary Guy. Sentient opponents must roll less than or equal to 1/2 current HP to attack into this gladiator's zone.	3	<input type="checkbox"/>	Weapon Upgrade. Lightened bolt. May make an additional attack into the same zone at no penalty to hit.
Brain Damage. lose 1 randomly determined Skill.	4	<input type="checkbox"/>	Intimidating. +2 TN to be hit by sentient opponents using aimed fire or melee.	4	<input type="checkbox"/>	Weapon Upgrade. Weapon Stabilizer Gyroscope. May move and shoot at +1 TN penalty.
<input type="checkbox"/> Maimed. -1/3MP.	5	<input type="checkbox"/>	Arcing Fire. May use indirect fire with MMG at long range at +3 TN to hit.	5	<input type="checkbox"/>	Bipod. -1, -2, -3 to hit if not moving.
<input type="checkbox"/> Concussed. +2 TN for all combat. Cumulative until healed.	6	<input type="checkbox"/>	Marksman. -1, -2, -3 TN to hit with ranged combat.	6	<input type="checkbox"/>	Autodoc. +1, +2, +3 to crit rolls between matches.
<input type="checkbox"/> Armor damaged. -4 RAPAC.	7	<input type="checkbox"/>	Fragger. If Leader is eliminated by this Marine's zone fire or random roll when in a zone with enemy, this Marine gains 2 BH.	7	<input type="checkbox"/>	Armor Upgrade. RAPAC 10.
<input type="checkbox"/> Armor damaged. -2 RAPAC.	8	<input type="checkbox"/>	Following Fire. -2 TN to hit a target that was attacked in the last combat action, but only if line of sight was never lost.	8	<input type="checkbox"/>	Armor Upgrade. Ablative Armor 10, 15.
<input type="checkbox"/> MMG damaged. +1 TN.	9	<input type="checkbox"/>	Steady Shot. -1, -2, -3 TN to hit with ranged attacks when not moving.	9	<input type="checkbox"/>	Armor Upgrade. Energy Shields 4, 6, 8.
<input type="checkbox"/> MMG damaged. May not fire at long range until repaired.	10	<input type="checkbox"/>	Motivated Follower. Reduce final cost to command this Gladiator by 1/2, round down.	10	<input type="checkbox"/>	Armor Upgrade. Camouflage Emitter. +2, +4 to be hit by aimed fire or melee.
Lucky. No ill effect.	11	<input type="checkbox"/>	Supporting Fire. If shooting the MMG on opportunity fire in the same phase as other friendly Marines, -2 TN to hit.	11	<input type="checkbox"/>	Grenades. This Marine now has access to fragmentation grenades, 2d12 damage, range 1/2/3, TN 4/5/6, in-zone TN 6.
Lucky. No ill effect.	12	<input type="checkbox"/>	Morale Class Increase. Hero, Champion.	12	<input type="checkbox"/>	Weapon Upgrade of player's choice.

REACTION MARINES

INJURIUS WE TRUST



REACTION MARINES



EXTERMINATOR (ELITE)

TEAM No.

Marine Name	Player Name
Squad Name	Squad Colors
Current Match Battle Honors	Marine Net Rating (upgrades Minus crits and damage)

Turn Record	1	2	3	4	5	6
ES 0	RAPAC 6	AA 5	HP 12	MP 3	BH Value 0/12	

BARION RIFLE

NOTES

Range	Short 1-2	Med 3-4	Long 5-6	
TN	4	5	6	
<p>Choose a target zone, then roll initial attack. If successful, Barion Cloud fills target zone. Proceed to attack all targets in-zone. If zone is missed, scatter to adjacent zone. Cloud fill the zone to a height of 1 zone. +2 TN to hit targets in cloud with aimed fire. Targets beyond cloud are fully obscured. gain. Every turn when the Exterminator activates, roll 1d12. On a roll of 1-4, the cloud dissipates. On a roll of 11-12, the cloud moves – roll scatter. All Gladiators who are in-zone when the gas cloud arrives, all those who enter the cloud, and all those who remain in the cloud at the end of their action take a 1d12 melee damage attack at TN 6.</p>				<p>I had a good job, killing bugs in people's basements. Now I have a better job. Killing people in people's basements. This gun is a dream, I wish I had had one in my old job. It kills everything, and will strip about an inch off a foam-crete wall besides. The boys and me have a little bet going, to see who will keep the mask on the longest. Trust me, I won't crack first. This thing is not coming off any time soon. Pass me another protein drink, willya?</p>

CRIT

D12

SKILL 1-6

D12

EQUIPMENT 7-12

Dead. Remove this Marine from the team.	1	<input type="checkbox"/>	Tough Guy. Ignore 1, 2, 3 levels of injury.	1	<input type="checkbox"/>	Weapon upgrade. Density Increase. +1d12 damage from Barion Cloud.
Injured. Miss 2 matches.	2	<input type="checkbox"/>	Jogger. +1, +2, +3 MP and minimum movement.	2	<input type="checkbox"/>	Weapon upgrade. Volume Increase. When gas cloud forms, scatter a second cloud from the first cloud's location.
Injured. Miss 1 match.	3	<input type="checkbox"/>	Scary Guy. Sentient opponents must roll less than or equal to ½ current HP to attack into this gladiator's zone.	3	<input type="checkbox"/>	Weapon Upgrade. Penetrating Barions. Targets take a temporary critical hit if they take damage from a cloud and fail a second armor save.
Brain Damage. lose 1 randomly determined Skill.	4	<input type="checkbox"/>	Sure Footed. No penalty to move and shoot.	4	<input type="checkbox"/>	Weapon Upgrade. Improved Barions. Halve armor saves against Barion Cloud attacks.
<input type="checkbox"/> Maimed. -1/3MP.	5	<input type="checkbox"/>	Xenophobe. -2 TN to attack non-human opponents, including Mecks.	5	<input type="checkbox"/>	Power Roller Blades. +3, +6 MP.
<input type="checkbox"/> Concussed. +2 TN for all combat. Cumulative until healed.	6	<input type="checkbox"/>	Marksman. -1, -2, -3 TN to hit with ranged combat.	6	<input type="checkbox"/>	Autodoc. +1, +2, +3 to crit rolls between matches.
<input type="checkbox"/> Armor damaged. -4 RAPAC.	7	<input type="checkbox"/>	Take the pain. -2 TN bonus when injured. Stacks with Tough Guy.	7	<input type="checkbox"/>	Armor Upgrade. RAPAC 8, 10.
<input type="checkbox"/> Armor damaged. -2 RAPAC.	8	<input type="checkbox"/>	Cloud Walker. May target own zone with Barion Cloud, suffering normal effects. May be used in melee.	8	<input type="checkbox"/>	Armor Upgrade. Ablative Armor 10, 15.
<input type="checkbox"/> Gas Rifle damaged. +1 TN.	9	<input type="checkbox"/>	Grudge. Before a match, this Marine publicly selects one enemy gladiator to gain -2 TN to attack that gladiator (hit the zone) and +1 BH to eliminate that gladiator.	9	<input type="checkbox"/>	Armor Upgrade. 4, 6, 8 Energy Shields.
<input type="checkbox"/> Gas Rifle damaged. May not fire at long range until repaired.	10	<input type="checkbox"/>	Sic 'Em. May receive up to 6 CP from any leader, to use later on against a specified enemy. When spent, these CP are treated as regular CP in every way.	10	<input type="checkbox"/>	Armor Upgrade. Camouflage Emitter. +2, +4 to be hit by aimed fire or melee.
Lucky. No ill effect.	11	<input type="checkbox"/>	Wind Reader. May make two attack rolls to hit the zone or two scatter rolls with Barion Rifle. Choose the best result. No effect on in-zone TN.	11	<input type="checkbox"/>	Grenades. This Marine now has access to fragmentation grenades. 2d12 damage, range 1/2/3, TN 4/5/6, in-zone TN 6.
Lucky. No ill effect.	12	<input type="checkbox"/>	Morale Class Increase. Hero, Champion.	12	<input type="checkbox"/>	Armor Upgrade of player's choice.

REACTION MARINES

INJURIUS WE TRUST

QUICK REFERENCE SHEET

#	Power Up	Description
1	RAPAC Boost	RAPAC 10 until end of match or reduced by enemy attacks. If rolled again, replace or reroll.
2	Camo emitter	+4 TN to hit this Marine with aimed fire for 3 turns. Not against Melee, zone, and area attacks. If rolled again, replace or reroll.
3	Damage Boost	This Marine causes +1d12 damage for the next 3 ranged attacks. If rolled again, replace or reroll.
4	Frag Shield	Improved Frag Shield. Against Zone or Area attacks all occupants of zone roll 1d12. 1-6 = attack is deflected. Projectile and Energy.
5	Faster Than Light Travel	Gain the ability to teleport to any location in arena once before the end of match. Does not count as movement. If rolled again, cumulative or reroll.
6	Skate Pack	+6 MP for the next 3 turns. If rolled again, replace or reroll.
7	Grenades	Two grenades are added to this Marine's arsenal. They will work with a Grenade Launcher. Roll d12: 1-3 - Sub-Munition Grenades (hit 5 zones, 1d12 frag, in-zone TN 6) 4-6 - Energy Grenades (2d12, energy, TN 5) 7-9 - Plasma Grenades (1d12, energy, TN 2) 10-12 - Whirling Dervishes (move 3/2/1 zones, 1d12 projectile, TN 6)
8	Advanced Targeting	-2 TN bonus on all ranged combat for next 3 turns. If rolled again, replace or reroll.
9	Leader Takes Credit	Nearest Leader teammate gets to roll on Power-Up chart. If rolled again, reroll. If no Leaders remain, reroll.
10	Health Boost	+2d12 hit points. May take the Marine above maximum hit points. Extra hit points dissipate at end of match. Not considered injured until extra hit points are lost. Cumulative.
11	Time Warp	This Marine may take two Combat Actions per turn for the next 3 turns. If rolled again, replace or reroll.
12	Corrosion	Marine's armor emits poisonous gas cloud. For the next three turns, make RAPAC save when card comes up or Take 1d12 damage. Successful save ends the gas emission, but may reduce RAPAC.

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



Shooting Tactical Factors

Bonus Modifiers	TN
Shooter is Elite or a Hero	-1TN
Shooter is a Champion	-2 TN
Defender is Stunned	-2TN
Target is Very Large	-1 TN
Target is Huge	-2 TN
Target is Gargantuan	-3 TN
Penalty Modifiers	TN
Target Partially Obscured	+1TN
Target Mostly Obscured	+2TN
Shooter is Moving with Sniper Rifle or MMG	+2 TN
Shooter is wounded (Light/Moderate/Serious)	+1/2/3 TN

Grenade Tactical Factors

Bonus Modifiers	TN
Shooter is Elite or a Hero	-1TN
Shooter is a Champion	-2TN
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 		

RAPAC Rating	MP Penalty	AA Rating	MP Penalty
0	nil	0	nil
2	nil	5	nil
4	nil	10	-1
6	nil	15	-1
8	-1	20	-2
10	-2		

Wound Status Table

Hit Points	LW (+1TN)	MW (+2TN, -1/3 MP)	SW (+3TN, -2/3 MP)	CW (Tough Guy)
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
Moderately Wounded	1	2	2	3	4	4	5	6	6	7	8	8
Seriously Wounded	1	1	1	2	2	2	3	3	3	4	4	4

REACTION MARINES

INJURIUS WE TRUST

THE AJAX NRAAV

Gargantuan Vehicle (6 zones)
Tracked Vehicle, 8 MP
Crew of 3, up to 8 passengers
Commander Crew chief Gunner

Location	DT	Hit Locations		
		Grenade	Indirect Fire	Direct Fire
Hull Top	12	1	1-2	
Hull Front	30	2	3	
Hull Side	24	3-6	4-9	
Hull Rear	18	7	10	
Hull Bottom	12	8-10		
Turret	30	11-12	11-12	1-4
Hull Most visible				5-10
Hull Least visible				11-12

CRIT CHART

Roll 1d12 for each multiple of DT rolled by damage. Crits progress to the 1-4 crits when the lowest of each pair is marked off.

1 KO! Vehicle destroyed. Crew Hit	7 Fire Control Hit. Heavy damage. +2TN.
2 Fire! Crew hit and vehicle crit at end of each turn. Crew may leave before end of turn.	8 Fire Control Hit. Light Damage. +1TN.
3 Penetration. Crew hit.	11 Engine hit. Serious Damage. -1/2 MP.
4 Hull Stressed. 1/2 DT on all sides.	12 Engine hit. Light Damage. -1/4 MP.
5 Main and Coax Gun Hit. +4 TN.	
6 Main and Coax Gun Hit. Light Damage. +2TN.	
9 Tread hit. Serious Damage. -1/2 MP.	
10 Tread Hit. Light Damage. -1/4 MP.	

Crew hit: Take a 1d12 grenade attack at TN 3 for all occupants. Fire! makes it an energy attack.



HEAVY PLASMA RIFLE (EXTERNAL MOUNT, 360 DEGREES)

Range	Short 1-4	Med. 5-8	Long 9-12	
TN	2	4	6	2d12 area energy weapon.
<ul style="list-style-type: none"> The use of this weapon requires the crew member operating it to be exposed. Treat the crew member as being mostly obscured; in the event of internal crew hits, give the crew member +2 TN to be hit as he is partially outside of the vehicle. The weapon may also be used by an allied passenger standing on top of the turret. Apply all standard tactical modifiers. 				

HEAVY AUTOCANNON (TURRET FRONT)

Range	Short 1-7	Med. 8-14	Long 15-21(i)	
TN	6	7	8	Big Gun. 6d12 aimed fire projectile weapon or 2d12 area attack projectile weapon. May use indirect fire for the area attack at long range. May combine fire with Co-Axial Minigun at +2 TN penalty.

CO-AXIAL MINIGUN (TURRET FRONT)

Range	Short 1-4	Med. 5-8	Long 9-12	
TN	5	6	7	1d12 zone fire projectile weapon. Must use zone fire. Weapon may attack each target 3 times per combat action. May combine fire with Heavy Autocannon at +2 TN penalty.

ANTI-TANK MISSILES (2) (TURRET FRONT)

Range	Short 1-8	Med. 9-16	Long 17-24	
TN	--	8	6	Big Gun. 6d12 aimed projectile weapon or 2d12 area attack projectile weapon. Damage Threshold is treated as 1/2 rating against this weapon. 2 shots only, one shot per combat action. NRAAV may not move in the turn this weapon is fired. May not use indirect fire at long range.

TRIPLE SMART GRENADE LAUNCHER (TURRET RIGHT AND REAR)

Range	Short 1-4	Med. 5-8	Long 9-12(i)	
TN	5	6	7	May fire three grenades per combat action. May use indirect fire at long range. All attacks must target the same zone. If target zone is missed, scatter Grenades.

Select any combination of the following:

- 2d12 frag Smart Grenade, in-zone TN 6.
- Smoke grenade. Fills entire target zone with smoke. Targets in smoke gain +2 TN to be hit by aimed fire. Targets beyond the smoke are fully obscured. Each time the NRAAV would activate, roll 1d12. On a 1-4, the cloud dissipates. On an 11-12, the cloud moves. Roll scatter.

REACTION MARINES

INJURIUS WE TRUST



COMMANDER (REGULAR)(L 1/2)

VEHICLE CREW Team

Name			Player Name		
Turn Record					
1	2	3	4	5	6
RAPAC 6		HP 10		MP 3	

MACHINE PISTOL

NOTES

Range	Short 0-2	Med 3-4	Long 5-6
TN	4	6	8

1d12 direct fire aimed projectile weapon. May use zone fire at +2 TN. May be used in melee.

The Commander is a regular career officer. He is a competent leader who can command when needed and shoot the main gun when required. He is not used to moving about outside his vehicle, and feels decidedly vulnerable when forced to do so.

SHOCK SWORD

Standard Melee Weapon; Base TN = 9



CREW CHIEF (REGULAR)

VEHICLE CREW

Name			Player Name		
Turn Record					
1	2	3	4	5	6
RAPAC 6		HP 10		MP 3	

MACHINE PISTOL

NOTES

Range	Short 0-2	Med 3-4	Long 5-6
TN	4	6	8

1d12 direct fire aimed projectile weapon. May use zone fire at +2 TN. May be used in melee.

The Crew Chief is a competent non-commissioned officer who divides his time between working the ramps on his vehicle, doing minor repairs, and operating the secondary weapons.



DRIVER (REGULAR)

VEHICLE CREW

Name			Player Name		
Turn Record					
1	2	3	4	5	6
RAPAC 6		HP 10		MP 3	

MACHINE PISTOL

NOTES

Range	Short 0-2	Med 3-4	Long 5-6
TN	4	6	8

1d12 direct fire aimed projectile weapon. May use zone fire at +2 TN. May be used in melee.

The Driver just wants to be left alone to drive. He can man the vehicle's weapons, but he doesn't much want to.

REACTION MARINES

INJURIUS WE TRUST

MECK MINITANK (MECK VETERAN)

Very Large Vehicle	DT 20 (No hit locations)
Tracked Vehicle, 8 MP	
Command Cost = 5	



CRIT CHART

1 Brain Hit! Minitank Destroyed.	
2 Stressed. +2 TN with all combat	
3 Fire! New Crit at end of each Minitank activation.	
4 Hull Stressed. Reduce DT to 1/2.	
5 Left Heavy Auto Blaster destroyed.	7 Right Heavy Auto Blaster destroyed.
6 Left Heavy Auto Blaster damaged. +2TN.	8 Right Heavy Auto Blaster damaged. +2TN.
9 Tread hit. Serious Damage. -1/2 MP.	11 Engine hit. Serious Damage. -1/2 MP.
10 Tread Hit. Light Damage. -1/4 MP.	12 Engine hit. Light Damage. -1/4 MP.

TWIN HEAVY AUTO BLASTER (FRONT)

Range	Short 1-5	Med. 6-10	Long 11-15	Big Gun. 3d12 aimed energy weapon or 1d12 area energy weapon. May make two attacks per combat action. Must target same zone with both attacks. May combine fire with Rocket Pod at +2 TN, but all attacks must target the same zone.
TN	6	7	9	

MECK DEATH BALL WALKER (MECK VETERAN)

Very Large Vehicle	DT 28 (no hit locations)
Walker, 4 MP	
Command Cost = 6	



CRIT CHART

1 Brain Hit! Death Ball Destroyed.	
2 Stressed. +2 TN with all combat	
3 Fire! New Crit at end of each Death Ball activation.	
4 Hull Stressed. Reduce DT to 1/2.	
5 Heavy Blaster Cannon destroyed.	7 Rocket Pod Launcher 1 destroyed.
6 Heavy Blaster Cannon damaged. +2TN.	8 Rocket Pod Launcher 2 destroyed.
9 Tread hit. Serious Damage. -1/2 MP.	11 Engine hit. Serious Damage. -1/2 MP.
10 Tread Hit. Light Damage. -1/4 MP.	12 Engine hit. Light Damage. -1/4 MP.

HEAVY BLASTER CANNON(FRONT)

Range	Short 1-7	Med. 8-14	Long 15-21	Big Gun. 6d12 aimed energy weapon or 2d12 area energy weapon. May combine fire with other weapons at +1 TN per weapon fired, but all attacks must target the same zone.
TN	6	7	9	

HEAVY ROCKET POD (FRONT)

Range	Short --	Med. 10-15	Long --	2d12 frag rocket launcher. May launch up to 3 grenades per combat action. All attacks must target the same zone. If target zone is missed, scatter Rockets. In-zone TN 6. May combine fire with other weapons at +1 TN per weapon fired, but all attacks must target the same zone.
TN	--	9	--	

HEAVY ROCKET POD (FRONT)

Range	Short --	Med. 10-15	Long --	2d12 frag rocket launcher. May launch up to 3 grenades per combat action. All attacks must target the same zone. If target zone is missed, scatter Rockets. In-zone TN 6. May combine fire with other weapons at +1 TN per weapon fired, but all attacks must target the same zone.
TN	--	9	--	