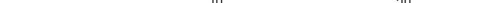


# FRAGGED

## EMPIRE

Race \_\_\_\_\_ Languages: Corp. \_\_\_\_\_

Max Influence Lv +2 +  =  











Current Inf 


Fate   $2 + \bigcirc = \text{cyclohexane}$














































Spare Time Points

+1 Per Session  
Max 10 Unused



Spare Time Roll •

 <b>Personal Combat Skills x2</b>	 Small Arms	<input type="text"/> + <input type="text"/> = <input type="text"/>	Total <input type="text"/>	x2 Traits <input type="text"/>
	 Heavy Arms	<input type="text"/> + <input type="text"/> = <input type="text"/>	<input type="text"/>	<input type="text"/>
	 Tactical	<input type="text"/> + <input type="text"/> = <input type="text"/>	<input type="text"/>	<input type="text"/>
	 Exotic	<input type="text"/> + <input type="text"/> = <input type="text"/>	<input type="text"/>	<input type="text"/>
 <b>Vehicle System Skills x2</b>	 Command	<input type="text"/> + <input type="text"/> = <input type="text"/>	Total <input type="text"/>	x2 Traits <input type="text"/>
	 Engineering	<input type="text"/> + <input type="text"/> = <input type="text"/>	<input type="text"/>	<input type="text"/>
	 Operations	<input type="text"/> + <input type="text"/> = <input type="text"/>	<input type="text"/>	<input type="text"/>
	 Gunnery	<input type="text"/> + <input type="text"/> = <input type="text"/>	<input type="text"/>	<input type="text"/>
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Strong Hit 	Requirements	Result
Effort	Primary or Vehicle System Skill, Does not Req Success, Not a Spare Time Roll	You may re-roll a single die from this Skill Roll.

Research 	Workshop:	Wb	Ws	Ws	D Ws	Acquire
<div></div>						+1 Unit 12t
<div></div>						<b>Publish</b> 14t
<div></div>						12 Units 1 Inf
<div></div>						16 Units 2 Inf
<div></div>						<b>Variations</b>
<div></div>						Unethical -4t -1 Inf
<div></div>						Difficult +4t x2 Inf
<div></div>						Wb: Workbench
<div></div>						Ws: Workshop
<div></div>						D Ws: Dedicated Workshop
<div></div>						*Secret Knowledge or Minor Perk


Trade Goods	Cargo Space:	1	2	3	4	Acquire
<input type="text"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1 Box 8t +4 Boxes 14t
<input type="text"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Loot Weight 4 +1 Box
<input type="text"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Sell 16t 12 Boxes 1 Res 16 Boxes 2 Res
<input type="text"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Variations +2t Dangerous x2 Res Illegal x2 Res Valuable -2 Cargo


Equipment Slots Weapons & Misc Items, 1 slot per Weight		Outfit + Utility Item +  = 		Gauntlet 1)	Gauntlet 2)
1)	2)	3)		4)	5)
6)	7)	8)		9)	10)
11)	12)	13)		14)	15)





# COMBAT SHEET **FRAGGED** EMPIRE


Random Damage


Str  1


Ref  2

Mov  3

Foc  4



Int  5

Per  6

Fate  6

Attribute Damage & Spent Fate

Endurance Damage & Effects

-Attribute = Bleeding  -5 Attribute = Death  -1 Fate = Avoid Death

Combat Order Int +  = 



## Overburdened

Each point your Str is under items Weight

Outfit  Utility  Weapon  -  Defence

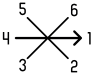
## Stealth



Requires Light Cover

Tac + Ref +  = 



## Splash Scatter



Scatters 1 space per missed Attack Roll in a random (roll 1d6) direction.  
Weapons with 'Splash' Keyword only.



Defence: 10 + Ref +  = 


vs Impair Def + Str +  = 


vs Psionic Def + Foc +  = 


vs Stealth 10 + Per +  = 

\*#Allies (max: 10)


Cover Steps:  Front Cover Equipment

1) Light Cover, +2 Def  You may Stealth.


2) Heavy Cover, +4 Def  Reduce End Dmg from RoF 3+ Weapons by 2.



3) Entrenched, +6 Def  Immune to Critical Hits if you have Endurance.

Armour: Outfit & Utility +  = 


vs Energy + 


vs Slow + 


at 0 Endurance - 

Endurance: 10 + (Str x 5) +  = 

Recovery Foc +  = 

Outfit 	Armour	Defence	Endurance	Cover	Frt Cover	Slots	Weight	Variation	Cost
		+	+	+					


Utility Item 	Armour	Defence	Endurance	Cover	Frt Cover	Slots	Weight	Variation	Cost
	+	+	+	+		+			

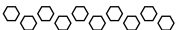
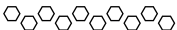
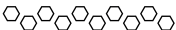
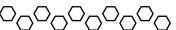
Natural Weapons 	Hit (+Skill)	End Dmg	Crit Dmg	Range	Clips	Ammo	Load	RoF	Weight	Type & Variations	Cost
Mind	+Int+Tactical	-	-	Focus	-	Infinite	0	1	0	Analytical	Auto

Natural, No Variations or Modifications

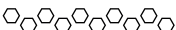
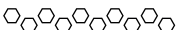
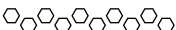
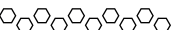
	Hit (+Skill)	End Dmg	Crit Dmg	Range	Clips	Ammo	Load	RoF	Weight	Type & Variations	Cost
Limbs	+Exotic	Str -1	Str -2	-	-	Infinite	0	2 (+1d6)	0	Melee, Impairment	Auto

Natural, Small, Blunt, No Variations or Modifications

Weapons 	Hit (+Skill)	End Dmg	Crit Dmg	Range	Clips	Ammo	Load	RoF	Weight	Type & Variations	Cost

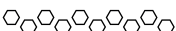
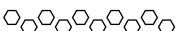
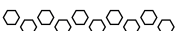
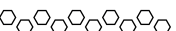
Used Ammunition    Used Clips 

--	--	--	--	--	--	--	--	--	--	--	--

Used Ammunition    Used Clips 

										Drone / Companion,	
--	--	--	--	--	--	--	--	--	--	--------------------	--

Defence: \_\_\_\_\_ Armour: \_\_\_\_\_ Movement: \_\_\_\_\_ Slots: \_\_\_\_\_ Bodies: \_\_\_\_\_

Used Ammunition    Used Clips 

## Strong Hit

Critical Hit Damage, Hit, 1 use per RoF, Not Splash Damage

Critical Boost Damage, Does not Req Hit

## Result

Deal your Weapons Critical Damage (-Targets Armour) to a random (roll a d6) Attribute.

+1 Critical Damage for this Attack vs all Targets with 0 Endurance.



Repair

Change Out

Change 1 Attribute, Wpn, Trait or new Spacecraft.  
Requires: Workshop.

14t +

Maintenance: Heal 1

and a Minor Condition (eg: Virus).  
Requires: Toolbox.

12t +

Quick Fix: Heal any 2

Req: Workshop. Only Heals Dmg dealt this Combat.  
May only be rolled once per available Workshop.  
Must be performed directly after a Combat.

12 +

Rebuild: Heal one 8

and a Major Condition (eg: Lost Wing).  
Requires: Workshop.

2x 14t +

Spacecraft Environment

Atmosphere:

1 Engine Attribute Damage (no Armour) at the end of each Turn.  
2 Attribute Damage (no Armour) at the end of each 3rd Turn.  
-2 Hit and Range.

Dust Cloud:

Take Damage equal to your Velocity.  
Hit -2 if you Attack through Dust Cloud.

Gravity Field:

Gain +2 Velocity when you enter a Gravity Field.  
May make a free Rotate of 45° towards the source of the Gravity Field.

Nebula:

Remove any Locked On Effects on you.  
Remove all Locked On Effects you have applied to your Opponents.  
May have additional GM defined effects.

Object:

Reduce Vel by 2, if not 1 or 2: take 1 Attribute Dmg (no Armour).  
Hit -2 if you Attack through an Object.

Spacecraft:

Other Spacecraft immediately move into an adjacent space.

Spacecraft Effects

Boarded:

May have up to 5 Boarded Effects applied to you.  
At the start of your Opponent's Turn they may make 1 Boarding Party Attack against you.  
On a failed Attack Roll, remove 1 Boarded Effect.

Locked On:

Enemies gain Hit: +Lock On vs you.

On Fire:

1 Attribute Dmg (no Armour) at the start of your Turn.

Drone Action

Attack  
\*Damage  
Move

Hit +RoF  
Pick One: \*Attack, Draw Wpn, Reload, Set Up or Pull Down or  
make a Analyse, Stealth or Escape Attack Roll.

Healing

First Aid: Stops Bleeding

May be performed during Combat.  
Requires: Toolkit.

10 +

Extended Care: Heal all 1

and a Minor Condition.  
Requires: Toolbox.

2x 12t +

Paramedics: Heal any 3

Req: Toolbox. Only Heals Dmg dealt this Combat.  
Healing may be applied to multiple Characters.  
Must be performed directly after a Combat.  
Maximum of 1 Paramedics Roll per 3 Characters.

12 +

Surgery: Heal one 8

and a Major or Minor Condition.  
Requires: Workshop.  
May Retro any Trait for a Implant Trait.

2x 14t +

Personal Combat Environment

Zero Gravity:

Moving one space costs 2 Movement.  
Hit -2  
No Overburden Penalty.

Cover X:

Defence +X

Difficult Terrain:

Moving one space costs 2 Movement.

Open/Close Door:

Cost 2 Movement to Change.

Personal Combat Effects

Bleeding:

1 Attribute Dmg (no Armour) at the start of your Turn.

Grabbing Target:

As with Grabbed Effect but may remove as a Free Action.

Grabbed:

1 Action per Turn.  
May Move with Target if you have higher Str.  
Gain 1 Additional Action if you remove this Effect.

Limited Vision:

Targets gain Cover versus you:  
Light Cover (Low Light) or Heavy Cover (Blind, Pitch Black) vs You.

Locked On:

Enemies gain Hit: +Lock On vs you.

Prone:

+1 Cover Step  
Cost 2 Movement to Change.  
Moving one space costs 2 Movement while Prone.

Stealthed:

May not be Targeted while in Cover.  
Lost on Major Effect: Attack.  
Lost next Turn if 1st Action is not a successful Stealth Action.





Suppressed:

Maximum 1 Action this Turn.

Personal Combat Actions

Pick any 2 Actions Per Turn			Bonuses from the same Action do not Stack					
Tactical Actions			Range Actions			Melee Actions		
Full Move	Move	Move +2	Snap Shot	Attack Damage Move		Strike	Attack Damage Move	Hit +Ref +Extra RoF Dice Move -2
Take Cover	Move	+1 Cover Step Armour vs Slow +1 (go Prone)	Spray Fire	Attack Damage Move	Hit +Per +Extra RoF Dice Move -2	Charge	Attack Damage Move	Move +2 (Straight Line) Damage +1 (per 4 Movement)
Prep	Recover	Pick One: Draw Wpn, Reload, Un-Jam, Set Up, Pull Down, Use Stim or Skill Roll (Medical).	Sighted Shot	Attack Damage	Hit +Per Range +Foc	Block	Impair	Hit +Per +Foc On Hit: Debuff Targets next Attack: Strong Hit -1
Analyse	Attack Recover	On Hit: Boost next Attack: Crit Attribute Location +/-2	Throw	Attack Damage Move	Hit +Ref Range +Str	Impair	Damage Impair Move	Hit +Ref +Str On Hit: Pick One Debuff vs Target: Prone, Grab or Move 1
Stealth	Stealth	Vs Highest Defence On Hit: Cannot Be Targeted	Overwatch	Attack* Damage	Hit +Per *May Attack in a 180 Arc in response to any Action.	Escape	Damage Impair Move	Hit +Ref +Str On Hit: Debuff Target: Loose Grabbing Target.

Spacecraft Combat System Rolls

Highest Velocity (or Size if Equal) First			Make 1 System Roll per Turn (Successful System Rolls may not be rolled again),			Highest CPU (or Sensors if Equal) First					
Command + 			Engineering + 		Operations + 		Gunnery + 				
Skill Roll			Skill Roll		Skill Roll		Skill Roll				
Full Burn	8	Rotate 45° Alter Velocity = Eng.	Damage Control	12-Crew	Remove 1 On Fire Effect. Regen Shields. Armour vs Boarding +1	Calibrate	12-CPU	Add or remove 1 Locked On Effect.	Preparation	8-Crew	Reload or Un Jam a Weapon. May Roll Once per Weapon.
Manoeuvre	Size x4	Rotate 90° Alter Velocity = Eng -2.	Divert Power	14-Pow	A System Roll gains Str Hit +1. Take 5 Shield Damage.	Dumb Fire	vs Def	Launch and Attack with a Warhead. Destroy this Warhead at the end of the Turn.	Volley	vs Def	Attack with a Battery. Shield Dmg +1 May Roll Once per Weapon.
Direct Crew	14-Crew	Rotate 45° Armour vs Boarding +1 Make System Roll at -2 or Launch a Fighter.	Combat Jump	14-CPU*	*4 Success, +2 Success required if Spacecraft leaves Combat Area. ○○○	Seeker	8-Crew	Launch a Warhead. This Warheads gains: Lock On +6.	Lead the Target	vs Def	Attack with a Battery. Range +1 May Roll Once per Weapon.
Strafe Size 1 or 2	vs Def	Rotate 45° Attack Front Arc with a Battery. Range -1	Patch Job	14-Crew	Repair 1 Attribute Dmg that was dealt after your last Turn.	Scan	14 -CPU	Boost next Attack: Crit Attribute Location +/-1 vs a Locked On Target.	Bombard Size 4+	vs Def	Attack with 2 Batteries. Hit -2

Attack Roll Formula:

3d6 +Hit -2 per Rng Increment beyond 1st  
Attack costs 1 Ammunition per RoF used (minimum 1)

vs

Targets Defence




Free Critical Hit vs Target with 0 Endurance






# FRAGGE

EMPIRE

**Influence Cost:**

Attribute Damage	Shield Damage & Effects
	<p>-Attribute = On Fire  -5 Attribute = Destruction </p> <p>All Command Crew -1 Fate = Avoid Death</p>

**Resupply** Size x2 +  =   
Days till Food/Fuel run low

Boarded 

Regen      Pow +  = 

at 0 Shields -1

## Innate Weapons

No Variations or Modifications. \*Treat Target as if it had no Shields or Armour

Ordnance

## Weapons

Used Ammunition   

Used Ammunition                                 

Defence:      Armour:      Movement:      Bodies:

Destroyed Bodies  Launched Bodies 

## Result

Deal your Weapons Critical Damage (-Targets Armour) to a random (roll a d6) Attribute.

+1 Critical Damage for this Attack vs all Targets with 0 Shields.

You may re-roll a single die from this Skill Roll.

Spacecraft Perks: Size +  = 

[illegible]

- +5 Shields (Size 1-2)
- +1 Cargo
- +2 Resupply
- Deep Space SOS Beacon
- Escape Pods (Size 3-5)
- Shuttle (Size 4-5)
- Brig (Size 3-5)
- Armoury
- Additional Rooms (Size 3-5)
- Ejection Seats (Size 1-2)
- Comm System
- Life Support
- Jump Drive
- Docking Clamp (Size 2-5)
- Airlock (Size 2-5)
- Corridors (Size 3-5)
- Small Rooms (Size 3-5)
- Large Rooms (Size 5)