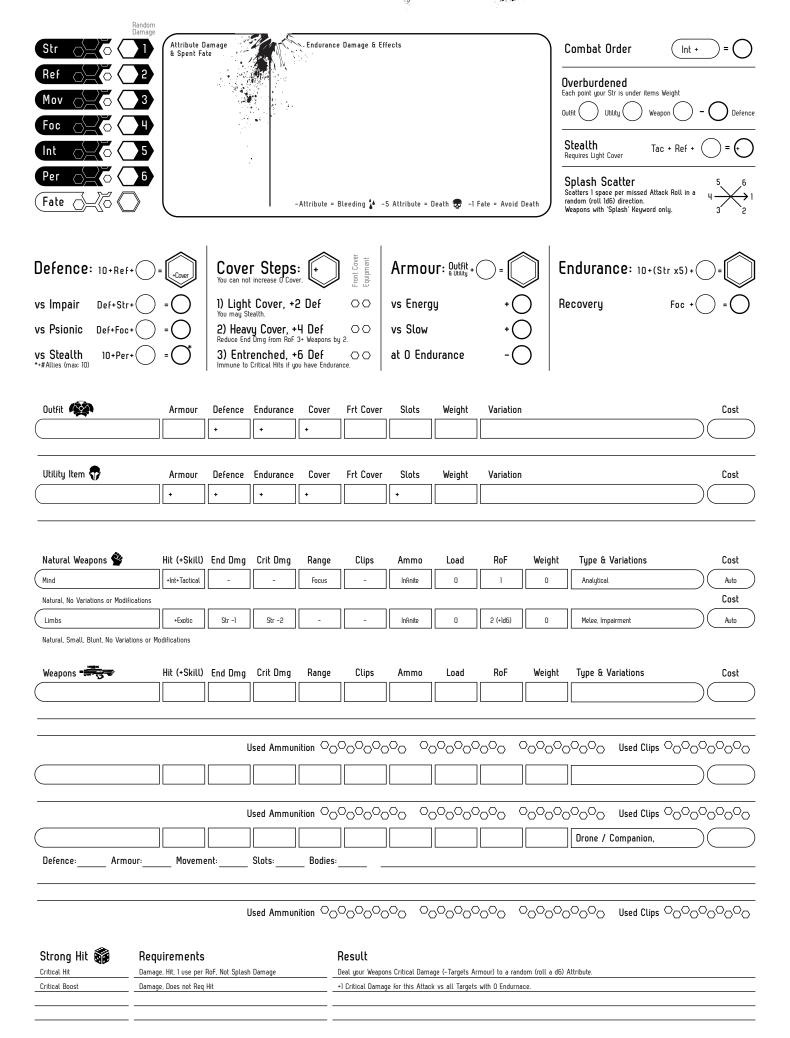
Character Name_	Player		Race Languages: Corp.
Level 1 per 3 Sessions, 1 Tra  Max Resources  Max Influence  Attributes  Strength  Reflexes  Movement  Focus  Intelligence  Perception	It per Lv $\bigcirc\bigcirc\bigcirc$ = $\bigcirc$ Traits  Lv +2 + $\bigcirc$ = $\bigcirc$ Lv +2 + $\bigcirc$ = $\bigcirc$ Traits $\bigcirc$		Current Res  Current Inf  Minor Perk  Complications  Current Inf  Perks  Complications  Current Inf  Perks  Complications  Current Inf  Perks  Complications  Current Inf  Perks  Complications  Complications  Complications
Trained (+1)  Wealth Conversation Leadership Culture Physical Resolve Awareness Survival  Mechanics Electronics Programmin Bio Tech Medicine Psychology Astronomy Planetoids	+ = \ + = \		Small Arms + =
Effort  Research  Equipment Slots Weapons & Misc Items, 1 slot pe	Primary or Vehicle System Skill. Does not Req Success. Not a S	Acquire	Trade Goods Cargo Space: 1 2 3 4 Acquire +1 Box 8t +1 Bo

# COMBAT SHEET FRAGGE



## Change Out

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



Maintenance: Heal 1 and a Minor Condition (eg: Virus) Requires: Toolbox.



May be performed during Combat Requires: Toolkit.

Healing 🗬

(10 (+

Extended Care; Heal all 1 (

2x 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.

Rebuild; Heal one 8 and a Major Condition (eg: Lost Wing) Requires: Workshop.



First Aid: Stops Bleeding

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

Surgery; Heal one 8 and a Major or Minor Condition. Requires: Workshop. May Retro any Trait for a Implant Trait.

Requires: Toolbox.

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 immediatly 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

Hit +RoF

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

# 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:

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

Limited Vision: Tarnets nain Cover versus unu:

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.

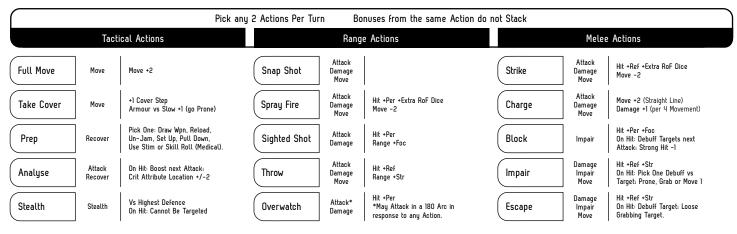
Stealthed: May not be Targeted while in Cover.

Lost on Major Effect: Attack.

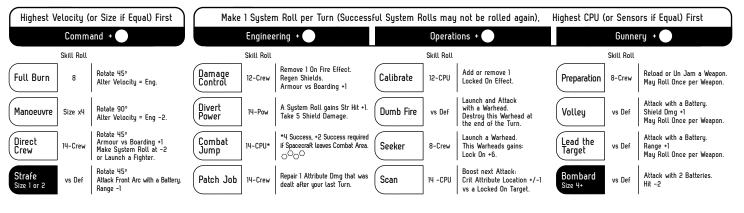
Lost next Turn if 1st Action is not a successful Stealth Action.

Suppressed: Maximum 1 Action this Turn.

# Personal Combat Actions



### Spacecraft Combat System Rolls



# Spacecraft SHEET FRAGGED

Ship Name	Build		Influence Cost:	Traits (5 Inf Each) +Weapons +10 =		
Engines Crew Power CPU Sensors	(0-5) Total (18) Trait  (0-5) Total (18) Trait  (0-6)	ts (5 Inf)	Attribute Damage  Attribute Damage	Shield Damage & Effects  -Attribute = On Fire  -5 Attribute = Destruction -5  All Command Crew -1 Fate = Avoid Death		
Cargo (Size x4)+Hull-10+ = Secret Cargo= Wpn Slots Size + = Max Velocity = 6 Resupply Size x2 + = = Days till Food/Fuel run low						
Defence: 12-	Size+Eng+ =	Armour: 3+ =	Shield: 10+(Pow x Size	Boarded OOOO		
vs Ordinance vs Boarding 10+8	$\stackrel{\circ}{\sim}$	vs Boarding 0 + = at 0 Shields	Regen P	= O		
Innate Weapons  Boarding Party  No Variations or Modification	Hit (+Skill) Shield Dmg  +Crew - s. *Treat Target as If It had no Shields or Arr	]*	Ammo Load RoF M	Mount Type & Variations Cost  - Boarding Auto		
Weapons : Hit (+Skill) Shield Dmg Crit Dmg Range Clips Ammo Load RoF Mount Type & Variations Cost						
			Used Ammunition OOOOO	000000000000000000000000000000000000000		
			Used Ammunition OOOOO			
Data and American	Managed	D. J.		Ordnance,		
Defence: Armour: Bodies:  Destroyed Bodies 000000000000000000000000000000000000						
Strong Hit Requirements Resul Critical Hit Damage, Hit, 1 use per RoF, Not Splash Damage Deat your		Result Damage Deal your Wea	pons Critical Damage (-Targets Armour) to a random (			
Effort	Primary or Vehicle System Skill, Does not Req Si		roll a single die from this Skill Roll.			
Space Craft Lay	jout	Worksh	op, Labs, Cargo & Notes	Spacecraft Perks: Size +		
				*2 Resupply     Deep Space SOS Beacon     Escape Pods (Size 3-5)     Shuttle (Size 4-5)     Brig (Size 3-5)     Armoury     Additional Booms (Size 3-5)     Large Rooms (Size 3-5)     Large Rooms (Size 3-5)		