

COMBAT SHEET **FRAGGED** EMPIRE

	Random Damage
Str	1
Ref	2
Mov	3
Foc	4
Int	5
Per	6
Fate	

Attribute Damage & Spent Fate

Endurance Damage & Effects

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

Combat Order $\text{Int} + \text{ } = \text{ } \bigcirc$

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: $10 + \text{Ref} + \text{○} = \text{⬡}^{+Cover}$

vs Impair Def+Str+  = 

vs Psionic Def+Foc+○ = ○

vs Stealth $10 + \text{Per} + \bigcirc = \bigcirc^*$
 *+ #Allies (max: 10)

Cover Steps:

You can not increase O Cover.



Front Cover
Equipment

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

2) Hard 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 + =

vs Energy + Cvs Slow + 

at 0 Endurance -

Endurance: $10 + (\text{Str} \times 5) + \bigcirc = \text{Hexagon}$

Recovery $F_{OC} + \text{○} = \text{○}$

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

Limbs	+Exotic	Str -1	Str -1	-	-	Infinite	0	2 (+Id6)	0	Melee, Impairment	Auto
-------	---------	--------	--------	---	---	----------	---	----------	---	-------------------	------

Natural, Small, Blunt, No Variations or Modifications

[illegible][illegible]

Used Ammunition                       

Used Ammunition Used Clips

Strong Hit

Critical Hit

Requirements

Attack, Hit, 1 use per RoF, No Splash Damage

Critical Boost

Attack, 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 Endurnace.

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 Turn 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 Condition.
Requires: Workshop.
May Retro any Trait for a Implant Trait.

2x 14t (+)

Personal Combat Environment

0 Gravity:	Each space costs 2 Movement. Hit -2 No Overburden Penalty.
Cover X:	Defence +X Bonuses can never more than double base Cover.
Difficult Terrain:	Each 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: 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. Each space costs 2 Movement.
Stealthed:	May not be Targeted while in Cover. Lost on Major Effect: Attack. Lost next Turn if 1st Action is not a successful Stealth.
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: Cant 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.

Overwatch Action's Attack may be taken as a 'Free Action' during another Character's Action (normally at the end of an Action).

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 +		
Skill Roll			Skill Roll			Skill Roll		
Full Burn	8	Turn 45° Alter Velocity = Eng.	Damage Control	12-Crew	Remove 1 On Fire Effect. Regen Shields.	Calibrate	12-CPU	Add or remove 1 Target Lock Effect.
Manoeuvre	Size x4	Turn 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.
Direct Crew	14-Crew	Turn 45° Make a free System Roll from any System 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.
Strafe Size 1 or 2	vs Def	Turn 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.

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