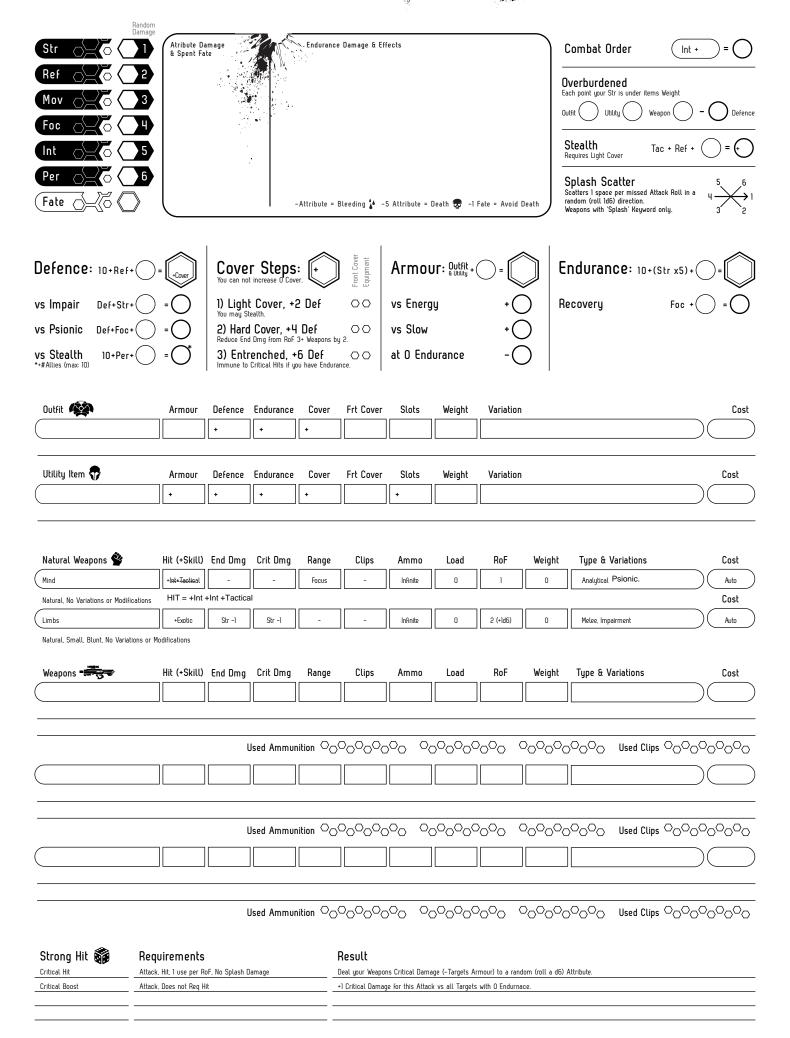
Character Name_		Player	Race	Languages: Corp.
		raits	Current Res Current Inf	$\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc\bigcirc$
Reflexes Movement Focus Intelligence Perception		raits	Perks Complications Spare Time Po	Dints (+) Per Session May In Unused
Trained (+1) Wealth Conversation Leadership Culture Physical Resolve Awareness Survival Mechanics Electronics Programmin Medicine Psychology Astronomy Planetoids	+ = \ \ \ \ \ \ \ \ = \ \ \ \ \ \ \ \ \		ς, Silia	ic + =
Strong Hit	Requirements Primary or Vehicle System Skill, Does no	Result t Req Success, Not a Spare Time Roll You may re-re	oll a single die from this Skill R	oll.
Research &		Acquire 1 Unit 12t Publish 14t 12 Units 1 Inf 16 Units 2 Inf Variations Unethical -4t -1 Inf Difficult +4t x2 Inf Wis: Workshop D Ws: Dedicated Workshop D Ws: Dedicated Workshop Secret Knowledge or Min		Cargo Space: 1 2 3 4 Acquire +1 Box 8t +4 Boxes 14t Loot Weight 4 +1 Box Sell 16t 12 Boxs 1 Res 16 Boxs 2 Res 16 Boxs 2 Res 16 Boxs 2 Res 18 Res 19 Boxes 1 Res 19 Boxes 2 Res 19 Boxes 2 Res 10 Boxes
Equipment Slots Weapons & Misc Items, 1 slot pe	Outfit + Utility	Item + =	(Gauntlet 1) Gauntlet 2)
1)	(2)	(3)		(4) (5)
6)	7)	8)		9) (10)
(11)	(12)	(13)) (14)

COMBAT SHEET FRAGGED



Change Out

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



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



May be performed during Combat Requires: Toolkit.

Healing 🗬



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.



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

Requires: Toolbox.

2x 14t (+

Spacecraft Environment

Must be performed directly after a Combat.

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 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

O 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 Hit +1	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.		

Spacecraft Combat System Rolls

