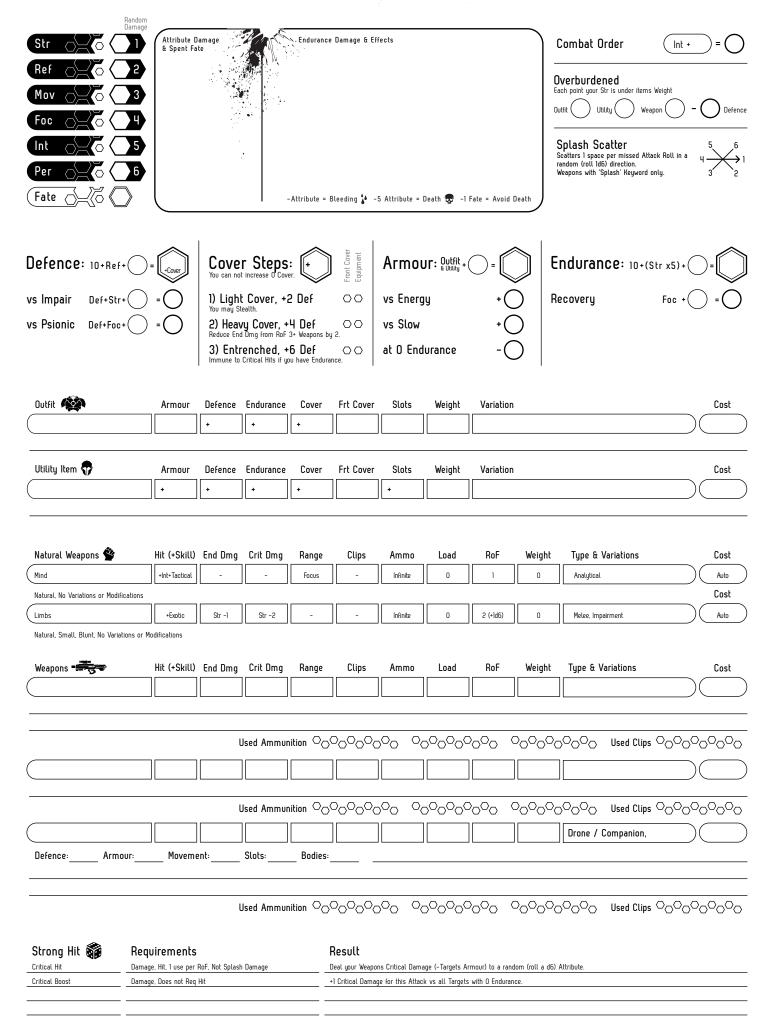


Character Name		Player	Race	Languages: Corp.
Max Influence	Tail per Lv $\bigcirc\bigcirc$ = \bigcirc C Lv +2 + \bigcirc = \bigcirc C	Traits	Current Res Current Inf	\bigcirc
Reflexes Movement Focus	(0-5) Total (18) (0-5) (-5) (-5) (-5) (-5) (-5) (-5) (-5) (Traits	Perks Complications Spare Time Po	
	Untrained (-2) Total + =	Traits up Religible Both	Spare Time Roll +	Max 10 Unused Total x2 Traits Arms + =
Conversatio Leadership (Culture (Int) Physical (Mov Resolve (Foc) Awareness (Survival/Steal)	(Str)		Care Compatible Skills x2 Care Compatible Skills x2 Care Care Care Care Care Care Care Care	ical + =
Mechanics (Electronics Programmin Bio Tech (Int.) Medicine (Re) Psychology Astronomy (Planetoids ()	(Int)		Compression of the compression o	ations + =
Strong Hit	Requirements Primary or Vehicle System Skill, Does n	Result ot Req Success, Not a Spare Time Roll You may re-rol	l a single die from this Skill Ri	oll.
Research A	% % % % % % % % % % % % % % % % % % %	Ws Ws D Ws Acquire **1 Unit 12t Publish 14t 12 Units 1 Inf 16 Units 2 Inf Variations Unethical -4t -1 Inf Difficult +4t x2 Inf Wb: Workshop D Ws: Dedicated Workshop *Secret Knowledge or Mino	Currency	Cargo Space: 1 2 3 4 Acquire 8t = Gain 1 Trade Box Loot Weight 4 = +1 Box Sell 4 Trade Boxes: 12t 16 Production: 16t = Gain 1 Resource Equipment Slots: 1 2 3 4 Variations +2t Oangerous x2 Res Illegal x2 Res Valuable -2 Cargo
Equipment Slots Weapons & Misc Items, 1 slot p	oer Weight Outfit + Utility	J ltem +		Gauntlet 1) Gauntlet 2)
(1)	(2)	(3)		(4) (5)
(6)	(7)	(8)		9) (10)





Spacecraft SHEET TRAGGET

Ship Name_	Build	Influence Cost:	Traits (5 Inf Each) +Weapons +10 =			
Attributes	(0-5) Total (18) Traits (5 Inf)	Random Damage				
Hull		Attribute Damage	Shield Damage & Effects			
Engines			₹ [®]			
		3	· · · · · · · · · · · · · · · · · · ·			
		4				
		5				
Sensors			-Attribute = On Fire 🐇 -5 Attribute = Destruction 👦			
Size	3+ =		All Command Crew -1 Fate = Avoid Death			
Cargo (Size x ^L	H)+Hull-10+()=() Secret Cargo=()	Wpn Slots Size + = Max Vel	locity = (6) Resupply Size x2 + () = (
	_					
Defence: 1	2-Size+Eng+ = Armour:	3 + = Shield: 10+(Pow x	Size)+ = Boarded OOOO			
vs Ordinance	Def+ vs Boarding	0+() = () Regen	Pow + =			
vs Boarding 10						
vs boarding to	+Size+Crew+ = dt U Silletus	-1				
Innate Weapons	Hit (+Skill) Shield Dmg Crit Dmg Range	Clips Ammo Load RoF	Mount Type & Variations Cost			
Boarding Party	+Crew - 1* -	1 1	- Boarding Auto			
No Variations or Modifica	ktions, *Treat Target as if it had no Shields or Armour	Ordnance				
Weapons 📭	Hit (+Skill) Shield Dmg Crit Dmg Range		Mount Type & Variations Cost			
weapons	The County Shield bing on bing hange	Ctips Allillio Load noi	riount righe a variations cost			
		Used Ammunition $\circ \circ \circ$	000 00000000 00000000			
		Used Ammunition ○○○○○○	00 00000000 00000000000000000000000000			
			Ordnance,			
Defence:	Armour: Movement: Bodies:					
	Destroyed Bodies つつつ	DOOOO OOOOOO Launche	ed Bodies OOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOO			
Strong Hit	Requirements	Result				
Critical Hit Critical Boost	Damage, Hit, 1 use per RoF, Not Splash Damage Damage, Does not Req Hit	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.				
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.				
Space Craft L	ayout	Workshop, Labs, Cargo & Notes	Spacecraft Perks: Size + =			
			→ +5 Shields (Size 1-2)			
			→ 1 Cargo			
			──			
			── C Escape Pods (Size 3-5) Docking Clamp (Size 2-5) Output Docking Clamp (Size 2-5) Do			
			 ── Shuttle (Size 4-5) ── Brig (Size 3-5) ◆ Corridors (Size 3-5) 			
			—			
			Additional Rooms (Size 3-5) Large Rooms (Size 5)			



Outpost Nam Population	e					Renowr	n Cost =
Attributes		otal Max (12)	Traits		Commission Roll Cargo Space	(16 -Workforce) (Prosperity x2)	
Mines				Cargo Space Food Organism	1 2 3 4 5 6 7		+ 🔘 = 🔘
					2 Organisms may be exchanged for	r 1 Food or a Flesh Rejuvenator.	+ () = ()
Security				Energy	2 Energy may be exchanged for 1 f	Mines -2 Free Commission Roll.	+ =
Order		>		Machinery Tech	2 Tech may be exchanged for 1 Foo	⊞⊞ Industry -	-5 + () = ()
Wealth Workforce Soldiers	Pro + Ord + (Sec + Ord + (Pro + Sec + (= (3 4 5 6	7 8
Recruits Advanced Armoured	Workforce +2 + (Soldiers + (Soldiers -3 + () = ()		Trade Goods			
Mass		= 0					
Strong Hit	Requirements Success, Mass Combat		Result The GM removes 1 Combi	at Die that uour opponent	has contributed to this Combat (Stacks).	. This does not change who won this	s Combat Skill Roll.
				2			
Ruildings Ma	uss Combat Dice & Notes:						
——————————————————————————————————————	iss compar blue a notes.						
Map Map						=	<u>رن</u>
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L							
'D';							₽ <u>.</u>

Outpost Repair (1)

Alter; Retro

Quick-Fix; Heal 1 (141 (+

Spend 2 Ore or Machinery



Restore; Heal all 2 (16t(+ and repair 1 Building. Requires a Workshop. Spend 4 Ore & Machinery.



Commission (16 -Workforce)t May be performed once a week per Character, per Outpost

Tax Max of once per Session. Gain Valuable Trade Boxes = Wealth -2.

Work Farms, Mines or Industry produces Trade Goods again.

Deploy, Force Costs 1 Food.

Gain 2d6 Recruit and Skilled Mass Combat Dice.

Armada Costs 2 Food & Machinery.

Gain 4d6 Recruit and Skilled Mass Combat Dice.

Costs 2 Energy, Machinery & Tech. Gain 2d6 Elite Mass Combat Dice. Spec Op

Develop Costs 1 of each Production Trade Good.

Increase any Attribute Max by 1.

Transport Move 8 Trade Goods from this Outpost or

move 4 Trade Goods to this Outpost.

Mass Combat Dice Types

Recruit If a "1" is rolled: remove that Combat Die from this combat.

Skilled Gain 1 additional non-Elite Mass Combat Type. Elite Gain 2 additional non-Elite Mass Combat Types.

Advanced Rolls of "5 or a 6" count as a Strong Hit.

Ambush You gain 1 free Strong Hit during your first round of Mass Combat.

This only Stacks twice per round.

Armoured Reduce the number of your Mass Combat Dice removed each round by 1.

You may not participate in the first (usually two or three) rounds of Mass Combat (as you take some time to move into position).

Counter You may not be removed by a specific Mass Combat Die group

(ie: your immune to spaceships, tanks or light infantry).

Fast Every fourth round all Fast Combat Dice participate in a free round.

Long Distance May only be removed from the combat with the GMs permission

(ie: it is engaged in close combat or by Long Distance).

Standard No special rules.

Support If a "6" is rolled: you gain a Recruit Mass Combat Die.

These may not be used during the round they are gained.

Tactical Able to contribute to two Combat Skill Rolls per round.

Non-Combat Travel Max Travel Distance = 10 days per spare Slot.

Starvation Per 2 full days you're without Supplies.

Each PC takes 1 Damage (no Armour) to a random (1d3) Attribute.

Hunt & Gather -50% Daily Travel Distance for 4 days.

Spare Time Roll (GM sets difficulty) to regain Supplies.

Push Forward +200% Daily Travel Distance for the first day.

-50% Daily Travel Distance for future days.

Supplies consumed 6 days faster.

+50% to +400% Speed Vehicle.

+0% to +50% Speed Road or along a Waterway.

-25% to -50% Speed Dense foliage, mountains, deserts, etc...

Repair (1)

Change Out

Requires: Workshop.



Maintenance: Heal 1

Requires: Toolhox.



First Aid; Stops Bleeding

Healing 🗭



Extended Care; Heal all 1 (2x 12t

Quick Fix; Heal any 2 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. 2x 14t (+

Paramedics: Heal any 3

Reg: 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

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 Won, Reload, Set Up or Pull Down or make a Analyse, Stealth or Escape Attack Roll

12 (+

and a Minor Cond Requires: Toolbox.

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

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: 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 Attack Attack Hit +Ref +Extra RoF Dice Full Move Strike Move Move +2 Snap Shot Damage Move Damage Move Attack Attack +1 Cover Step Armour vs Slow +1 (go Prone) Move +2 (Straight Line)
Damage +1 (per 4 Movement) Hit +Per +Extra RoF Dice Take Cover Move Spray Fire Charge Damage Move Damage Move Pick One: Draw Wpn, Reload, Un-Jam, Set Up, Pull Down, Use Stim or Skill Roll (Medical). Hit +Per +Fnc Attack Hit +Per Prep Sighted Shot Block On Hit: Debuff Targets next Attack; Strong Hit -1 Recove Impair Range +Foc Damage Damage Hit +Extra RoF Dice Attack Hit +Ref +Str Attack Hit +Dof On Hit: Boost next Attack: Crit Attribute Location +/-2 Analyse Throw Impair On Hit: Pick One Debuff vs Damage Impai Range +Str Recover Move Move Target; Prone, Grab or Move 1 Hit +Rof +Str Damage Vs Highest Defence On Hit: Cannot Be Targeted Attack* *May Attack in a 180 Arc in On Hit: Debuff Target; Loose Stealth Stealth Overwatch Escape Impair Damage response to any Action. Move 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 Operations + Command + Engineering + Gunnery + Skill Roll Skill Roll Skill Roll Skill Roll Remove 1 On Fire Effect. Rotate 45° Reload or Un Jam a Weapon. Damage Control Full Burn 8 Calibrate 12-CPU Preparation 12-Crew Regen Shields. 8-Crew Alter Velocity = Eng. Locked On Effect. May Roll Once per Weapon. Armour vs Boarding +1 Launch and Attack Attack with a Batteru. A Sustem Roll gains Str Hit +1. Rotate 90° Divert with a Warhead Manneuvre Dumh Fire Volley Shield Dmg +1 May Roll Once per Weapon. Size x4 14-Pow vs Def vs Def Alter Velocity = Eng -2. Take 5 Shield Damage. Destroy this Warhead at the end of the Turn. Rotate 45° *4 Success, +2 Success required if Spacecraft leaves Combat Area. Launch a Warhead. Attack with a Batteru. Armour vs Boarding +1 Make System Roll at -2 or Launch a Fighter. Direct Crew Combat Jump Lead the Target 8-Crew 14-Crew 14-CPU* Seeker This Warheads gains: vs Def Lock On +6. May Roll Once per Weapon. 0000 Rotate 45° Boost next Attack: Strafe Attack Front Arc with a Battery. Range -1 Repair 1 Attribute Dmg that was Bombard Attack with 2 Batteries Patch Job Scan vs Def 14-Crew 14 -CPH Crit Attribute Location +/-1 vs Def Hit -2 dealt after your last Turn. Size 1 or i vs a Locked On Target.