

Freejumper Quick Reference Sheet

A Turn:

Reset the Brains, and/or Reboot.
Shuffle the Sequence Cards.

A Round:

1. Attack Step
2. Move Step
3. R&R Step (*all players*)

After all rounds are completed:

Status Phase

- Drone step (adv. game)**
- Update step
- Crew step (adv. game)**

"One Move" = 1 Thruster

Move the ship ahead in a straight line up to 3". The ship ends facing exactly the same heading on which it started.

— OR —

Pivot, without otherwise moving, to face any new heading.

When towing, the straight-ahead move is limited to 2" and the pivot to 90 degrees (p.44).

Jump Drives

May not be reset in the same turn they are used. (p.25).

If a tactical jump malfunctions, see page 43.

Stars (p.28):

No weapons other than projectiles, no defenses, within 12".

If you're within 12" during the update step roll a die. On an odd result, take 1 software damage.

Bodies (p.28):

No jumping within 3".

Black Holes (p.36):

Drift 6" toward it in the update step.

Asteroids & Debris (p.34):

For each move, roll a die. On a "6" take 1 structure damage.

Nebula (p.34):

May jump into, but not out of. A cloak drops as soon as you enter it.

Weapon Types



Projectile



Beam



Effector



Broadcast

Damage Symbols



Structure Damage



Software damage

Rear Quadrant (p.20).

If you hit the enemy in his rear quadrant with a beam or projectile, you opt to target cardinal systems or thrusters.

The Brain



Reset: 1 impulse

Repair: 2 impulses

Reboot: remove all software damage. Roll a die. On a roll of "6" all online systems are **damaged**. On any other roll they are all **offline**.

Internal Loss Roll (p.33 & 37).

At start of R&R step, total # of structure damage suffered this round for any reason. Roll one die.

If the roll > #, no effect.

If the roll = #, one crew injured.

If the roll < #, one cargo destroyed.

Crew Injury (p.33)

Auto-Doc can heal a crew card in R&R step for 2 impulses. Move the card to **offline**.

Or The Doc can heal one crew in an R&R step. That crew is **online** and the Doc is now **offline**.

Attacking a Drone



May be attacked by (p.40):

- A beam, from any ship.
- A Sparrow Close Defense from the tracked ship.
- A broadcast from any ship, if the weapon is capable.

Lines of Attack: Which Weapons May Pass Through...

	Beams	Projectiles	Effectors	Broadcasts	Drones
Asteroid or Debris	Yes	No	No	Yes	No
Nebula	No	Yes	No	Yes	Yes
≤12" of star	No	Yes	No	No	No
Body or Black Hole	No				

Where are all the charts and tables?

There are none. This is all you need to play Freejumper, and in fact most of this information pertains to the advanced rules. All other game information is on the cards.

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