# Welcome to Freejumper

This PDF contains all the system cards and interfaces needed to play the complete game, both the basic and advanced rules. You may print out these cards and mount them as you please.

**Each player needs one full set**. No player should have more than one set.

If you would prefer to purchase a set of full-color cards, you may do so from **DriveThru Cards**. These are high-quality, professionally-printed playing cards, comparable to those in other HONOUR games. These are the cards that are used in the game's illustrations and examples.

The set includes all the cards and interfaces in this PDF.

If you do not yet own a copy of the *Freejumper* game rules, you will need to purchase it from the **HONOUR online store**.
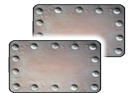
Thank you for purchasing *Freejumper*. I hope you enjoy the game.
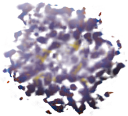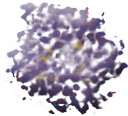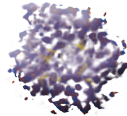
Sam Mustafa

May 2016

| Basic Jump Drive | 12 | 12 | 24 |
|---|---|---|---|
| | **Stinger** | **Stinger** | **Maser** |
| May not be reset in the same turn it is used. | | | |
| **Free** | 1 $4 | 1 $4 | 1 $11 |

| 18 | 30 | 6 | 9 |
|---|---|---|---|
| **Talon** | **Scalpel** | **Magnum IX Railgun** | **Needle Gun** |
| 1 $7 | 1 $12 | 2 $9 | 2 $7 |

| | | | |
|---|---|---|---|
| 9 | 3 | 3 | 12 |
| **Needle Gun** | **Sparrow Close Defense** | **Sparrow Close Defense** | **T-1 Effector** |
| 2 — $7 | $4 | $4 | 1 — $6 |
| 12 | 18 | 9 | 15 |
| **Synerga Effector** | **Spirata Long Range Effector** | **Hardin Close Effector** | **Damocles Effector** |
| 2 — $13 | 2 — $25 | 3 — $16 | 3 — $25 |

| | | | |
|---|---|---|---|
| **NAV Worm** | **Defense Worm** | **The Stinker** | **Demagnetizer** |
| Move the target ship *one move* in any legal way. Disengage its grav field if you wish, prior to moving it.<br><br>This does not prevent it from moving in its round. | One online defense system on the target ship is damaged. | Enemy thrusters burn "dirty," making the ship very easy to track.<br><br>The target ship's cloak immediately goes offline. | One online beam weapon on the target ship is damaged. |
| $5 | $3 | $7 | $5 |
| **Chernobyl** | **Jump Scrambler** | **Turbine Slug** | **Friction** |
| The target ship's reactor emits a burst of radiation, poisoning the crew.<br><br>Randomly select one (healthy) online crew card and damage (injure) it. | One jump drive on the target ship is damaged. | One thruster on the target ship overheats and is damaged. Apply 1 damage to the enemy's thrusters. | One online projectile weapon on the target ship is damaged. |
| $4 | $4 | $4 | $4 |

## Console Scrambler

All of the target ship's broadcast weapons go offline.

$12

## The Defector

One effector on the target ship is damaged.

$6

## Reauthorization Code

The target ship must reveal all its currently online defense systems. The attacker may then pick one to go offline.

$10

## Amuser

Occupy the target ship's brain with "A Nice Game Of Chess." He immediately spends two impulses doing nothing.

$9

## Defuser

Deactivate any one drone that is currently tracking any ship. The drone is destroyed.

$5

## The Joker

Cause any drone to track a different ship within 12" of the one it's currently tracking. (Move the drone to that new ship.)

$10

## Butterfinger

**Defense Against:**

$6

## Butterfinger

**Defense Against:**

$6

| Firewall | Firewall | Positronic Shield | Positronic Shield |
|---|---|---|---|
| **Defense Against:** | **Defense Against:** | **Defense Against:** | **Defense Against:** |
| $4 | $4 | $5 | $5 |

| Shimmer | Shimmer | Projector | Shared Defense Platform |
|---|---|---|---|
| **Defense Against:** | **Defense Against:** | **Defense Against:** | **Defense Against:** |
| $5 | $5 | P  $7 | P  $6 |

## Afterburner

Increases each move to 4".

Roll die after move step; on a "6" the ship takes 1 Structure damage.

**$1 x thruster**

## Grav Field
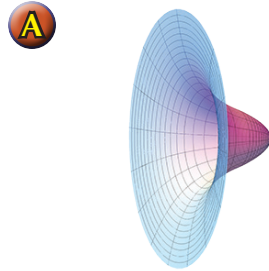
Towing limits each move to 2" or 90 degree pivot.

**$1**

## Escape Pod

Does not function if a bad jump destroyes the ship.

**$5**

## Hull Patch
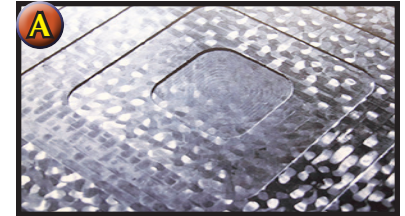
Play during an R&R Step to repair 1 Structure. Remove card from game after use

**$2**

## Repair Bot

One free repair in an R&R step.

**$6**

## Repair Bot

One free repair in an R&R step.

**$6**

## Hull Patch

Play during an R&R Step to repair 1 Structure. Remove card from game after use

**$2**

## Hull Patch

Play during an R&R Step to repair 1 Structure. Remove card from game after use

**$2**

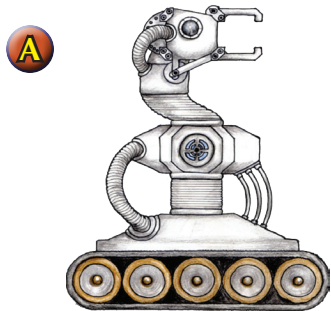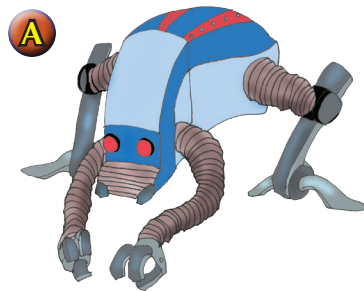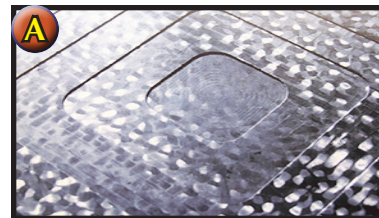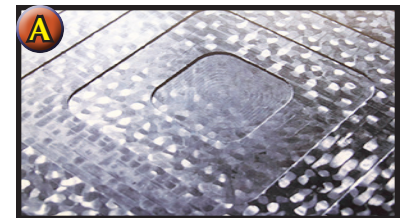| ⊕ 16 | ⊕ 16 | ⊕ 16 | ⊕ 24 |
|---|---|---|---|
| **The Vore** | **Molasses** | **The Confuser** | **The Jammer** |
| Ⓐ | Ⓐ | Ⓐ | Ⓐ |
| 1 Structure damage. Cumulative. $5 | Reset costs 2 impulses. $10 | May not use any beam weapons or effectors. $6 | May not use any broadcasts or defenses against broadcasts. $4 |

| ⊕ 16 | ⊕ 16 | ⊕ 16 | ⊕ 24 |
|---|---|---|---|
| **The Vore** | **Molasses** | **The Confuser** | **The Jammer** |
| Ⓐ | Ⓐ | Ⓐ | Ⓐ |
| 1 Structure damage. Cumulative. $5 | Reset costs 2 impulses. $10 | May not use any beam weapons or effectors. $6 | May not use any broadcasts or defenses against broadcasts. $4 |

## Max A. Miser

**A**

Play during any R&R step for one "free" reset. No impulse is required.

$5

## Tactica

**A**

Roll a die at the start of the turn. On a roll of 5+ you may add an additional sequence card for your ship to the deck for this turn.

$15

## Eyeball

**A**
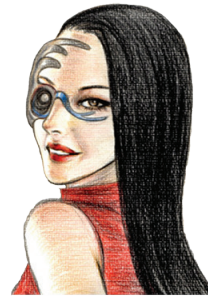
Play while attacking. Add 6" to the range of any weapon.

$5

## Das Reboot

**A**

When rebooting the brain, no systems are damaged (no need to roll).

Choose any one online system that stays online during the reboot.

$8

## Brainiac

**A**

Play when the brain takes software damage. Cancel 1 point of software damage immediately after it happens.

$8

## Jumper

**A**

Play when using a Tactical Jump Drive. The drive will not malfunction (you do not need to roll).

$5

## Speedy

**A**

Play when moving the ship. As long as the ship has at least 1 working thruster, it may make one "free" extra move.

$5

## Chillout

**A**

Play when using a defense. The enemy's weapon does not roll to Punch against that defense.

$6
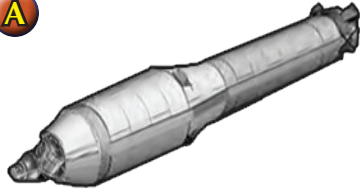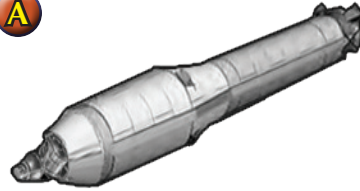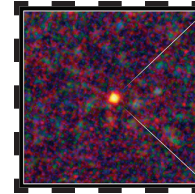
| ⌖ **20** | ⌖ **20** | **Cloak** | **Tactical Jump Drive** |
|---|---|---|---|
| **Spiderweb** | **Spiderweb** | | |
| (A) | (A) | (A) | (A) |
| | | While cloaked: a ship may not be targeted by enemy beams, projectiles, or effectors, nor may it use any of those weapons itself. | Malfunctions on a roll of 6. |
| May not use any jump drive or Grav Field. (If the field is currently engaged, it goes offline).  **$6** | May not use any jump drive or Grav Field. (If the field is currently engaged, it goes offline).  **$6** | Nor may it jump, tow, salvage, launch or be tracked by drones.  **$1 per structure** | **$1 per structure** |

| 👤 **Navigator** | 👥 **Mr. Patch** | 👤 **The Paladin** | 👥 **The Doc** |
|---|---|---|---|
| (A) | (A) | (A) | (A) |
| Play at the start of your round. You may play your move step *before* the attack step in this round. | Play during any R&R step. Repair 1 Structure at no cost in impulses. | Play to thwart any broadcast attack. | Play during an R&R step to return any one "damaged" crew to the Online box. This does not cost any impulses. |
| **$10** | **$7** | **$5** | **$4** |

| *Black Cat* class | $13 |
| --- | --- |
| **Ship Name** | |
| 4 | |
| 8 | |

| *Skorpion* class | $20 |
| --- | --- |
| **Ship Name** | |
| 5 | |
| 10 | |

| *Falcon* class | $24 |
| --- | --- |
| **Ship Name** | |
| 6 | |
| 8 | |

| *Bulldog* class | $28 |
| --- | --- |
| **Ship Name** | |
| 4 | |
| 14 | |

| *Arrow* class | $28 |
| --- | --- |
| **Ship Name** | |
| 6 | |
| 10 | |

| *Sentry* class | $24 |
| --- | --- |
| **Ship Name** | |
| 3 | |
| 15 | |

| *Tribune* class | $15 |
| --- | --- |
| **Ship Name** | |
| 4 | |
| 10 | |

| *Whisper* class | $22 |
| --- | --- |
| **Ship Name** | |
| 6 | |
| 6 | |
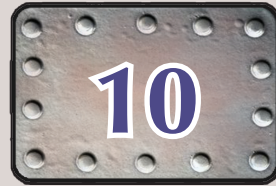
## Centurion class — $21

**Ship Name**

🧠 4  🚀

12
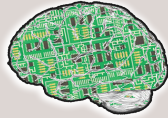
## Quixote class — $36

**Ship Name**

🧠 6  🚀

12

## Rocky class — $38

**Ship Name**

🧠 4  🚀

15

## Sparrow class — $11

**Ship Name**

🧠 3  🚀

10

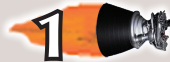## Design Your Own Station

🧠 1  🚀
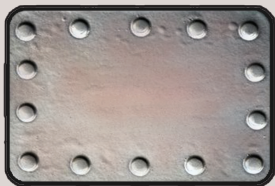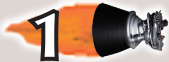
## Hildebrand station

1 X Maser ; 1 X Sparrow Close Defense ; 1 X Positronic Shield ; 1 X Firewall ; 1 X Repair Bot

🧠 2  🚀 1

15

## Sigourney freighter

1 X Sparrow Close Defense ; 1 X Positronic Shield ; 1 X Firewall.

🧠 2  🚀 3

12

## Pacino-1 station

2 X Positronic Shield ; 2 X Firewall ; 1 X Shimmer ; 1 X Baffler ; 1 X Butterfinger

🧠 3  🚀 1

15