

STARSHIP

SCAVENGERS

CHARACTER SHEETS
RANGE TRACKER
COMBAT SEQUENCE



CHARACTER SHEETS

You will find the following character sheets in this document:

- **General (HMS Brutus and homebrew adventures)**
- **Moon Crash**
- **Station-Thirty One**

In all cases, the first page is the same, only the second page changes based on the scenario.

There are also two versions of each, full colour and low colour so you can more easily print them out at home.

Pages are A5 (approx digest) in size but will scale up fine if you want to print on larger paper.

RANGE SUMMARY CHART

We include two versions of this (for the same reasons as above). In the office, we find this an extremely useful combat tool. We use a dice, counter or miniature to represent the oncoming threats, moving it along the track as they advance on our heroic character!

COMBAT SUMMARY TABLE

Copied straight from the rulebook for your printing convenience.

SAMPLE CHARACTER SHEET

Taken from the rulebook but with corrected equipment loadout equipment and maths. Listed to correct any confusion caused by the example in the rulebook.

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PILE VERSION

CREDITS & LEGAL

Design, Layout and art
Stephen Hart

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1

HULL
BREACH

GRAV.
PLUX

PLASMA
FIRE

RAD.
LEAK

SPECIAL
RIPTS

TIME
PLUX

TOXIC
SPORES

2

Scavenger's Name

STARSHIP SCAVENGERS CHARACTER SHEET

Defence
Rating

Natural Attack Dice

ADD TO WEAPON WHEN ATTACKING
Ranged Melee

Character
Background

Ranged
#/d#

Melee
#/d#

Tech
#/d#

Salvage
#/d#

Mind
#/d#

Initiative
Bonus

Augmentation

Benefit

Augmentation

Benefit

Weapon Name

Ranged Attack
Dice

Melee Attack
Dice

Rounds

Weapon Special

Weapon Name

Ranged Attack
Dice

Melee Attack
Dice

Rounds

Weapon Special

Weapon Name

Ranged Attack
Dice

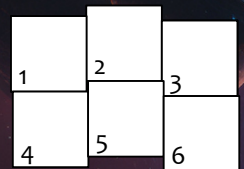
Melee Attack
Dice

Rounds

Weapon Special

HEALTH

SHIELDS



E IS EXHAUSTION LEVEL

SHIELDS ARE
DEPLETED FIRST

HUMAN CHARACTERS START WITH 20 HEALTH, 6 SHIELDS, 4 DEFENCE RATING AND 1 MELEE NATURAL ATTACK DICE

INVENTORY TAKEN WITH YOU

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DATA FOUND

Engineering	Bio-research
Navigation	Historical

SALVAGE FOUND

--	--

GENERAL

GAME TURN SEQUENCE

MOVEMENT PHASE

Decide which location to move to. Once there:

1. **Advance** the time tracker [*]
2. Check for **environmental hazards**
3. Make an **encounter check**

EXPLORATION PHASE

At a location, choose which of the listed options to do. You can usually perform more than one.

DATA RECORDING PHASE

1. **Update** your character sheet
2. **Update** the location page
3. **Check off** the time spent on the time tracker[**]
4. **If necessary**, record future encounter checks on the time tracker[***]
5. Turn ends – start over

[*] *If the time advancement triggers an **encounter check** due to a prior event, e.g. combat, roll for it as a second encounter check at stage 3. If both rolls result in encounters, those occur simultaneously.*

[**] *If the time advancement triggers an event, resolve that immediately.*

[***] *As per combat sequence step 8.*

Note. *This sequence might vary slightly within the specific scenario played.*

Scavenger's Name

STARSHIP SCAVENGERS CHARACTER SHEET

Defence
Rating

Natural Attack Dice

ADD TO WEAPON WHEN ATTACKING
Ranged Melee

Character
Background

Ranged
#/d#

Melee
#/d#

Tech
#/d#

Salvage
#/d#

Mind
#/d#

Initiative
Bonus

Augmentation

Benefit

Augmentation

Benefit

Weapon Name

Ranged Attack
Dice

Melee Attack
Dice

Rounds

Weapon Special

Weapon Name

Ranged Attack
Dice

Melee Attack
Dice

Rounds

Weapon Special

Weapon Name

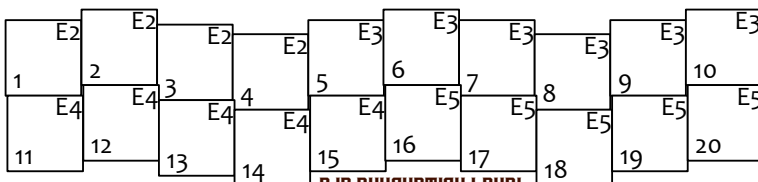
Ranged Attack
Dice

Melee Attack
Dice

Rounds

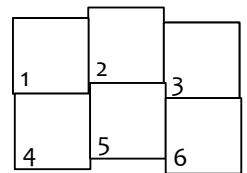
Weapon Special

HEALTH



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INVENTORY TAKEN WITH YOU

--

DATA FOUND

Engineering	Bio-research
Navigation	Historical

SALVAGE FOUND

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GENERAL

11

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26

GAME TURN SEQUENCE

MOVEMENT PHASE

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Note. This sequence might vary slightly within the specific scenario played.

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Defence
Rating

Natural Attack Dice

ADD TO WEAPON WHEN ATTACKING
Ranged Melee

Character
Background

Ranged
#/d#

Melee
#/d#

Tech
#/d#

Salvage
#/d#

Mind
#/d#

Initiative
Bonus

Augmentation

Benefit

Augmentation

Benefit

Weapon Name

Ranged Attack
Dice

Melee Attack
Dice

Rounds

Weapon Special

Weapon Name

Ranged Attack
Dice

Melee Attack
Dice

Rounds

Weapon Special

Weapon Name

Ranged Attack
Dice

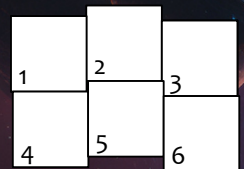
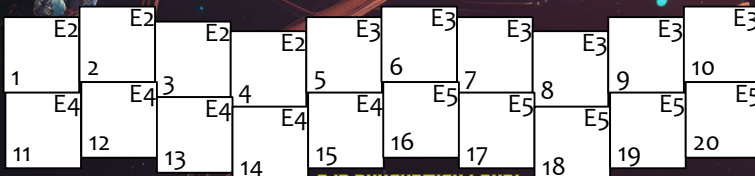
Melee Attack
Dice

Rounds

Weapon Special

HEALTH

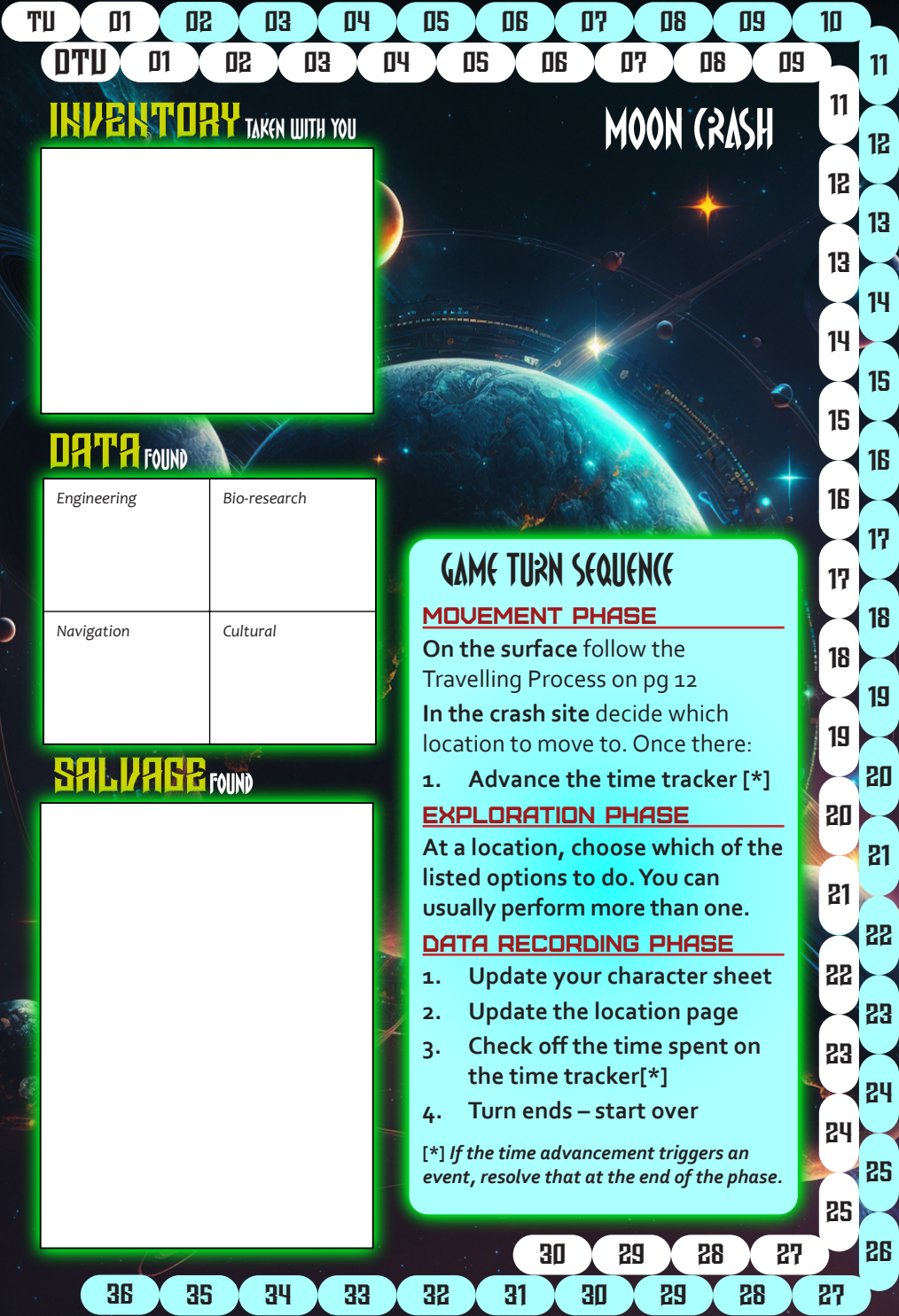
SHIELDS



E IS EXHAUSTION LEVEL

SHIELDS ARE
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TU

01

02

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DTU

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INVENTORY TAKEN WITH YOU

DATA FOUND

Engineering	Bio-research
Navigation	Cultural

SALVAGE FOUND

MOON CRASH

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GAME TURN SEQUENCE

MOVEMENT PHASE

On the surface follow the Travelling Process on pg 12

In the crash site decide which location to move to. Once there:

1. Advance the time tracker [*]

EXPLORATION PHASE

At a location, choose which of the listed options to do. You can usually perform more than one.

DATA RECORDING PHASE

1. Update your character sheet
2. Update the location page
3. Check off the time spent on the time tracker[*]
4. Turn ends – start over

[*] If the time advancement triggers an event, resolve that at the end of the phase.

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Scavenger's Name

STARSHIP SCAVENGERS CHARACTER SHEET

Defence
Rating

Natural Attack Dice

ADD TO WEAPON WHEN ATTACKING
Ranged Melee

Character
Background

Ranged
#/d#

Melee
#/d#

Tech
#/d#

Salvage
#/d#

Mind
#/d#

Initiative
Bonus

Augmentation

Benefit

Augmentation

Benefit

Weapon Name

Ranged Attack
Dice

Melee Attack
Dice

Rounds

Weapon Special

Weapon Name

Ranged Attack
Dice

Melee Attack
Dice

Rounds

Weapon Special

Weapon Name

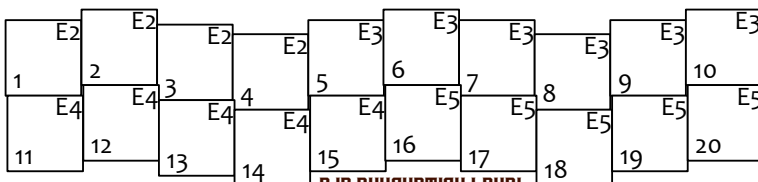
Ranged Attack
Dice

Melee Attack
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Rounds

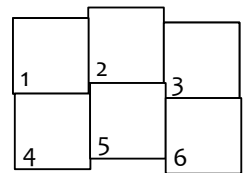
Weapon Special

HEALTH



E IS EXHAUSTION LEVEL

SHIELDS



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INVENTORY

DATA

Engineering	Bio-research
Navigation	Cultural

SALVAGE

MOON CRASH

GAME TURN SEQUENCE

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In the crash site decide which location to move to. Once there:

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1. Update your character sheet
2. Update the location page
3. Check off the time spent on the time tracker[*]
4. Turn ends – start over

[*] If the time advancement triggers an event, resolve that at the end of the phase.

Scavenger's Name

STARSHIP SCAVENGERS CHARACTER SHEET

Defence
Rating

Natural Attack Dice

ADD TO WEAPON WHEN ATTACKING
Ranged Melee

Character
Background

Ranged
#/d#

Melee
#/d#

Tech
#/d#

Salvage
#/d#

Mind
#/d#

Initiative
Bonus

Augmentation

Benefit

Augmentation

Benefit

Weapon Name

Ranged Attack
Dice

Melee Attack
Dice

Rounds

Weapon Special

Weapon Name

Ranged Attack
Dice

Melee Attack
Dice

Rounds

Weapon Special

Weapon Name

Ranged Attack
Dice

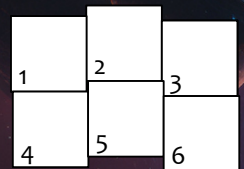
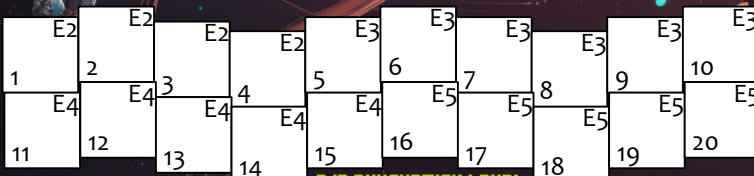
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Dice

Rounds

Weapon Special

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19

20

21

22

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24

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5+

26

5+

37 4+

38 4+

39 4+

40 4+

41 4+

42 4+

43 4+

44 4+

45 4+

46 4+

47
4+48
4+

INVENTORY TAKEN WITH YOU

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DATA FOUND

Engineering	Bio-research
Navigation	Cultural
General	

SALVAGE FOUND

--	--

STATION THIRTY-ONE

TURN SEQUENCE

MOVEMENT PHASE

Move to a location. Once there:

1. Advance the time tracker [*]
2. From tu25 make an **environmental hazard** check: 1d6. Rolling the number or above (shown in red on the time tracker) results in a hazard.
3. Make an **encounter check**: 1d6. 5+ encounter occurs (pg 38).
4. Follow prompts for **security hazards** and **NPC encounters**.

EXPLORATION PHASE

At a location, choose which of the listed options to do. You can usually perform more than one.

DATA RECORDING PHASE

1. Update your character sheet
2. Update the location page
3. Check off the time spent on the time tracker[**]
4. If necessary, record future encounter checks on the time tracker[***]
5. Turn ends – start over

[*] If the time advancement triggers an event, resolve that at the end of the movement phase *after* you have rolled for who/what else is present. If the event is an **encounter check** due to a prior event, roll for it as a second encounter check at stage 3. All encounters happen simultaneously.

[**] If the time advancement triggers an event, resolve that immediately.

[***] As per combat sequence step 8.

36 5+

35 5+

34 5+

33 5+

32 5+

31 5+

30 5+

29 5+

28 5+

27 5+

Scavenger's Name

STARSHIP SCAVENGERS CHARACTER SHEET

Defence
Rating

Natural Attack Dice

ADD TO WEAPON WHEN ATTACKING
Ranged Melee

Character
Background

Ranged
#/d#

Melee
#/d#

Tech
#/d#

Salvage
#/d#

Mind
#/d#

Initiative
Bonus

Augmentation

Benefit

Augmentation

Benefit

Weapon Name

Ranged Attack
Dice

Melee Attack
Dice

Rounds

Weapon Special

Weapon Name

Ranged Attack
Dice

Melee Attack
Dice

Rounds

Weapon Special

Weapon Name

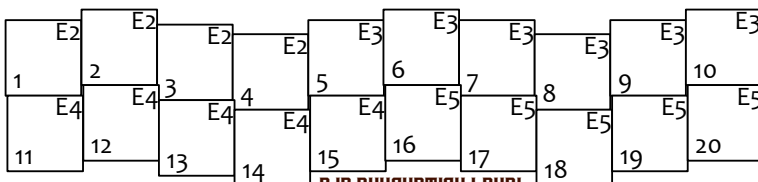
Ranged Attack
Dice

Melee Attack
Dice

Rounds

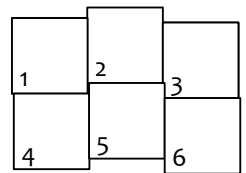
Weapon Special

HEALTH



E IS EXHAUSTION LEVEL

SHIELDS



SHIELDS ARE
DEPLETED FIRST

HUMAN CHARACTERS START WITH 20 HEALTH, 6 SHIELDS, 4 DEFENCE RATING AND 1 MELEE NATURAL ATTACK DICE

INVENTORY

DATA WITH TU

--	--

DATA

TU WITH

Engineering	Bio-research
Navigation	Cultural
General	

SALVAGE

TU WITH

--	--

STATION THIRTY-ONE

47
4+48
4+

TURN SEQUENCE

MOVEMENT PHASE

Move to a location. Once there:

1. **Advance** the time tracker [*]
2. From **tu25** make an **environmental hazard** check: 1d6. Rolling the number or above (shown in red on the time tracker) results in a hazard.
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EXPLORATION PHASE

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[***] *As per combat sequence step 8.*

RANGE TRACKER

Large/Huge Room Range Limit **4**

FAR

Ranged attacks only

You can retreat freely

Medium Room Range Limit **3**

MEDIUM

*Maximum pistol and
grenade range*

Ranged attacks only

You can retreat freely

Small Room Range Limit **2**

SHORT

Ranged attacks only

You can retreat freely

Tiny Room Range Limit **1**

MELEE

*Grenades used at melee
range attack you as well
Melee attacks only*

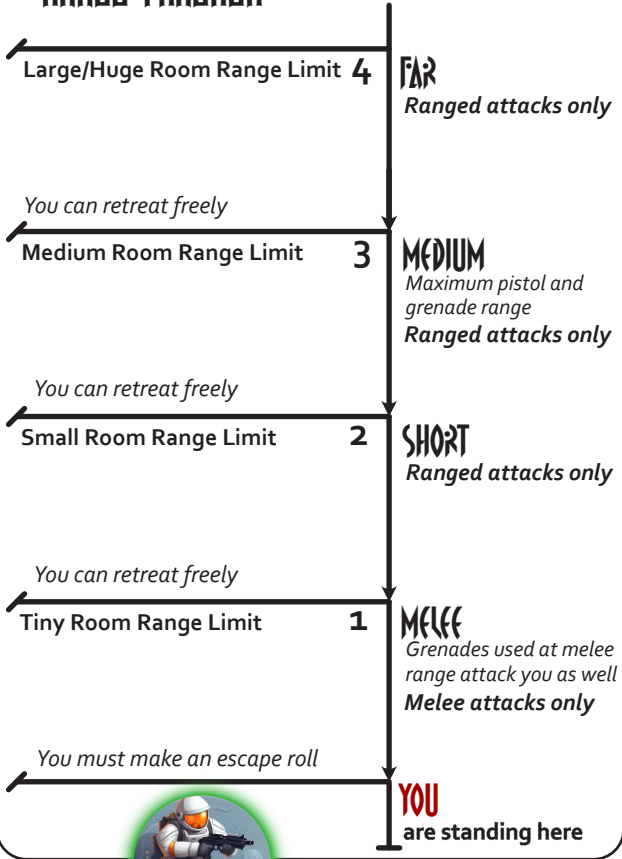
You must make an escape roll

YOU

are standing here



RANGE TRACKER



COMBAT SEQUENCE

1. **Roll for the range of your opponent** (if not already done)
2. **If you have a ranged weapon and your opponent is within range you can choose to use it.** (Go to step 4.)
3. **Roll for initiative.** Only do this once, at the start of melee combat. Winner strikes first.
4. **Attack, Retreat or Reload.** You pick which of these actions to do. **When attacking, nominate how you are allocating your attack dice, then roll to hit.**
5. **Allocate hits.**
 1. **Equal to or above your enemy's defence rating is a hit.**
 2. Each hit does 1 point of damage.
 3. Shields are damaged first, then health.
 4. You can switch weapons freely, as you wish, but you can only use one per round.
6. **Enemy retaliates.** Anyone killed does **not** get to retaliate. Enemies can **only** retaliate to ranged attacks if they have ranged combat abilities. If not, they will simply move towards you on their turn.
7. **Go to step 4** and repeat until one side or the other is dead or flees.
8. **Encounter check.** Once combat is over, roll 1d4. Count ahead that many tu spaces and write EC in the space. When you reach that time point roll an **encounter check**.

COMBAT SEQUENCE

1. **Roll for the range of your opponent** (if not already done)
2. **If you have a ranged weapon and your opponent is within range you can choose to use it.** (Go to step 4.)
3. **Roll for initiative.** Only do this once, at the start of melee combat. Winner strikes first.
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SAMPLE CHARACTER PAGE UPDATED FEB 2024

DEFAULT EQUIPMENT

Deeta 200 Pistol, with extra ammo clip (normal), Boot Knife, Incendiary Grenade, Power Cell (6), Lulu Holo Emitter, Radiation Drugs, BluData Cracker

COMPLETE CHARACTER SHEET

The final step is to record the information on your character sheet.

All human characters start with 1 natural melee attack dice and a defence rating of 4.

All human characters start with 20 health and 6 shields.

SAMPLE CHARACTER

Scavenger's Name		Joe has been customised. His stats are default as an ex-law officer but his equipment was purchased from his 1250 cr budget:	Pulse pistol	750	Defence Rating
<i>Joe</i>			Boot knife	50	
Natural Attack Dice			Armour piercing (16)	100	
<small>ADD TO WEAPON WHEN ATTACKING</small>			BluData cracker	250	
<i>Ranged</i>	<i>Melee</i>	Lulu holo emitter	50	Total	4
	1	Power Cell (6)	50		

Character Background	Ranged #/d#	Melee #/d#	Tech #/d#	Salvage #/d#	Mind #/d#	Initiative Bonus
<i>Ex-Law Officer</i>	25 (d6)	25 (d6)	20 (d6)	10 (d4)	30 (d8)	0
Augmentation	Benefit		Augmentation		Benefit	
<i>Enhanced Senses</i>	+1 range detection					

Weapon Name	Ranged Attack Dice	Melee Attack Dice	Loaded Rounds
<i>Pulse Pistol</i>	3d6 (ff)	3d6	24 Normal
Weapon Special	Medium range weapon. In melee, a pistol is fired and uses ammo and the character's ranged attack dice type. Ranged attacks can be focus fired. †		

Weapon Name	Ranged Attack Dice	Melee Attack Dice	Loaded Rounds
<i>Boot Knife</i>	-	3d6*	-
Weapon Special	*2d6 vs. mechs		

INVENTORY

1 x *Armour Piercing Rounds (16)*
 BluData Cracker
 Lulu Holo Emitter
 Power cell (6)

* The numbers shown are the total from the weapon, plus any augmentations, special rules or racial bonuses, such as the human's +1 melee attack dice bonus.

Focus fired is explained on pg. 32

†Written in full to make the example clear. During a game the tag 'pistol' would suffice.