

# ENTROPIC GAMING SYSTEM

ILLUSTRATION

player ..... spacecraft .....  
type ..... description .....

## ABILITIES & SKILLS

attack	maneuverability	propulsion	resilience	operating-spacecraft	command	mechanisms	computers

## ATTRIBUTES

size	initiative	speed	shield	crew	weapons

## ADD-ONS

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

## TRACKERS

### HEALTH TRACK

<div>○ ○ ○ ○ ○ ○ ○ ○</div> <div>○ ○ ○ ○ ○ ○ ○ ○</div> <div>○ ○ ○ ○ ○ ○ ○ ○</div> <div>○ ○ ○ ○ ○ ○ ○ ○</div> <div>○ ○ ○ ○ ○ ○ ○ ○</div>	<div>maximum</div> <div>Damaged</div> <div>Impaired</div>
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### ARMOR TRACK

top
○ ○ ○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○ ○ ○
bottom
○ ○ ○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○ ○ ○
left
○ ○ ○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○ ○ ○
right
○ ○ ○ ○ ○ ○ ○ ○
○ ○ ○ ○ ○ ○ ○ ○

### CONDITIONS

### COMBAT ACTION TRACKER

1	2	Crew	Crew
notes			

### SHIELD HEALTH

○ ○ ○ ○
○ ○ ○ ○
○ ○ ○ ○
○ ○ ○ ○

## WEAPONS

Weapon	DMG	ROF	PEN	HW	Location	Notes

## CARGO

## ARMOR

## COMBAT NOTES

Description	Size

top: \_\_\_\_\_  
 bottom: \_\_\_\_\_  
 left: \_\_\_\_\_  
 right: \_\_\_\_\_  
 special: \_\_\_\_\_  
 notes: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

## SPACE COMBAT NOTES

- \* Kill Range = Blast Rating
- \* Casualty Range = Kill Range + 10ft, penetration halved
- \* Injury Range = Casualty Range + 10ft, damage and penetration halved, lose heavy weapons property
- \* Soak Roal = Resilience + Operating
- \* Evade = Maneuverability + Operating
- \* Outrun = Propulsion + Operating

## MISSION & RECONAISSANCE NOTES