

Each player should print and cut out the system cards that are provided in the appendix, or purchase a set from [DriveThru Cards](#). A given ship will use some of these cards, but certainly not all of them, in a game. Having the complete set is important, however, to allow you to modify your ship over time.

A set of system cards is meant to be an absolute limit for one player/ship. The player may choose any/all cards from that one set, but he may not use more cards than are available in a single set.

Reading the System Cards

There are three types of system cards in the basic game: **Weapons**, which are used by the active player to attack enemy ships; **Defenses**, which are used by the passive player when his ship is being attacked; and **Cardinal Systems** which cover other things that primarily appear in the advanced game, such as crew, jump drives, cloaks, and so on. Additional cards, and an additional type of cards, appear in the advanced game.

Each card uses a set of common symbols and values. These will be explained in detail, but first consider the basic anatomy of a system card. All cards have a name in a color-coded banner. A yellow banner indicates a weapon system, a light blue banner indicates a defense system, and a black banner indicates a cardinal system.

The diagram shows a system card for a Maser weapon. The card has a yellow banner at the top with the name "Maser". Below the banner is a dice symbol (four dots) and a software damage icon (a brain with circuitry). The card also features a beam weapon icon, a range value of 24, a mass value of 1, and a price of \$11.

Weapon Type
This is a beam weapon.

Weapon Range
24

Type & Name
The yellow banner indicates that this is a weapon system.

Damage
How much and what kind of damage the weapon inflicts. (In this case, one software damage).

"Punch"
Heavy weapons have a dice symbol here.

Price
\$11

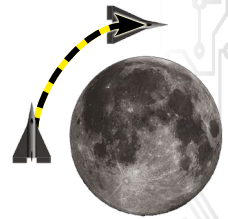
Mass
How much structure it occupies when installed on the ship.

1

Orbit

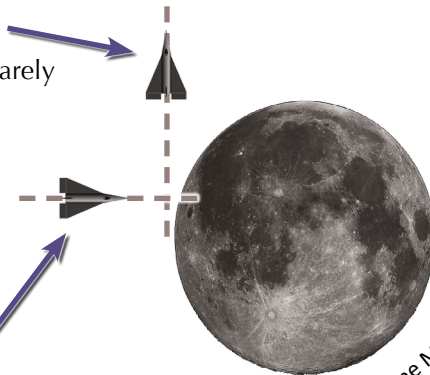
Movement in the *Freejumper* basic game is normally only a straight line. However, if your ship begins a move within 3" of a body and your centerline does not pass through that body, then you may declare that your ship is in orbit.

Being in orbit permits the ship to move parallel to the circumference of the body, in a curved path. As with a straight-ahead move, the ship must end facing the direction it moved, as shown at right. Each move is thus up to 3" along that curve. At any point your ship may leave orbit by making a different move such as turning or heading in a straight line.



May Orbit

The centerline just barely misses the planet.



May Orbit

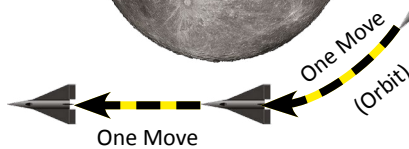
The first move brought the ship within 3" of the planet. Now it is eligible to orbit.

The second move was in orbit.

The third move left orbit.

May Not Orbit

The centerline intersects the planet.

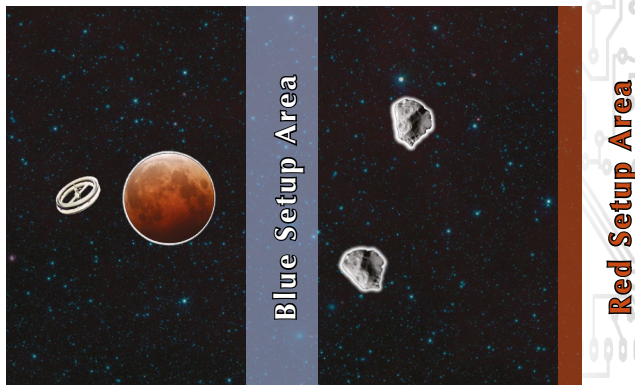


Sides and Victory Conditions

This is a **teams** adventure.

The Red and Blue teams should comprise at least two ships each.

The Red team has been hired to transport Ambassador Thwapp-Gurf to the peace conference on the neutral space station *Skrid-2* in the hope of finally ending the long Coombe civil war. The extremists who oppose the peace agreement have hired ships to intercept the ambassador and to prevent him from arriving at all.



Setup:

A planet, 9" in diameter, is placed as shown. And about 3" from it, as shown, the space station *Skrid-2*.

Two small planetoids, about 4" in diameter each, are placed as shown.

All sides, even the extremists, have agreed to respect the neutrality of the Skrids, a formidable alien race. No ship may attack the station, nor attack any ship that is docked with the station.

The *Skrid-2* station has one available docking port. It has no interface and does not move during the game.

The Ambassador:

Before setting up, the Red team secretly determines which one of their ships is carrying the ambassador. The Blue team will not know this at any point in the game.

The ambassador's ship must dock with *Skrid-2* and spend one move transferring the ambassador to the station.

As soon as all the red ships are no longer on the table, the game ends. If the ambassador was safely deposited on *Skrid-2*, the Red team has won. Otherwise, the Blue team wins.

Bounty

Each ship will have \$10 deposited into its account at the end of the 3rd turn, if it has not yet jumped out of the system. If the ambassador arrived at the station, then each surviving Red ship that was on the table when the ambassador arrived, receives another \$20 bounty. If the ambassador did not arrive, each surviving Blue ship that is *still on the table* at the game's end, receives a \$20 bounty.