

Five Parsecs from Home Turn Tracker

Turn:

1

Travel Stage (p.69)

Step 1: Flee Invasion? (p. 69)	Result
n/a	
Step 2: Travel Event? (p. 69)	
n/a	
Step 3: Generate or Choose Existing Destination	
Tau Cet Ozuram VI	

World Steps (p.76)

Step 1: Upkeep/Repairs/Debt (p. 76)		
1 credit upkeep. 2 cred of debt. No repairs		
Step 2: Medical Care? (p. 76)		
n/a		
Step 3: Crew Tasks (p. 76)		
Crew Member	Task	Result
Inquisitor Jshal	Explore	Pick a fight.
Reya	Trade	Find pre-owned (damaged) Combat Armor & stealth gear, both damaged
Dozer	Trade	Army Surplus: auto rifle, blast pistol, glare sword
John	Patron	
Willow	Patron	
Shadowfang	Explore	Meet a Patron and receive job

Jshal tried to "question" someone. It didn't go well AND they had friends.

Job Offers:

Zemke:

- +2 cred
- This or next campaign turn (through T2)
- Haz: Low Priority. -1 enemy force numbers
- Busy: if successful, new job next turn

Xeno:

- +1 cred
- Any time - no limit
- Private Transport - rivals can't track us when we do the mission

IS:

- +1 cred
- This or following 2 turns (through T3)

Step 4: Assign Equipment	
Step 5: Resolve any Rumors (p.85)	
Quest starts: Find proof that Reactive Sequence's medical research dept. was actually a biological warfare unit	
Step 6: Check for Rivals & Choose Your Battle	
Crap. Pack of Legion attacks	

Battle Encounter(p.88)												
Step 1: Deployment Conditions (p. 88)												
Gloomy	Max visibility 9" (they smoke bombed us)											
Step 2: Notable Sights (p. 89)												
Person of Interest	2d6+2" from the center of the table. If move into contact and end turn, +1 story point											
Step 3: Determine the Objective (p.89)												
Brought Friends	+1 enemy											
Enemy (p. 92)	Total Number											
Skulker Mercs	6 + 3 + 1 = 10											
Enemy Type	#	Flee	Spd	CS	Tou	AI	Weapon	Rng	RoF	Dmg	Traits/Special	
Skulker Merc	7	1-2	7	0	3	C	Military Rifle	24	1	0		
Skulker Specialist	2	1-2	7	0	3	C	Auto Rifle	24	2	0		
Skulker Merc Lt.	1	1-2	7	1	3	C	Military Rifle	24	1	0		

Rat jerks ambushed us while refueling our speeder while we were out scouting. They smoke bombed and rushed us. But we had shotguns.

Post-Battle (p.119)	
Step 1: Resolve Rival Status (p. 119)	
Yeah, they've had enough. Nope nope nope nope	

Step 2: Resolve Patron Status (p. 119)

n/a

Step 3: Determine Quest Progress (p.120)

n/a

Step 4: Get Paid (p. 120)

5 credits, +1 story point (did point of interest/saved the fueling station attendant)

Step 5: Battlefield Finds (p. 120)

(x2 b/c ratmen): Debris, 1 credit; personal trinket

Step 6: Check for Invasion! (p.121)

n/a

Step 7: Gather the Loot (p. 121)

Dueling Pistol (8", pistol, critical)

Step 8-10: Injury/Recovery/XP/Advancement (p.121)

Crew Member	Casualty?	Injury?	XP	Advancement
Inquisitor Jshal			3	
Reya			4	
Dozer	Y	(RR) sever damage (3)	n/a	
John			3	
Willow			3	
Shadowfang			3	

Step 11: Purchase Items (p. 125)

- 3 credits to roll on Military Weapon, Gear, or Gadget Table. Once per turn only.
- Purchase any number of Hand Guns, Blades, Colony Rifles, or Shotguns for 1 credit each
- Sell up to 3 items for 1 credit each

Gadget: stim-pack

Step 12: Campaign Event (p. 125)		
Sell of cargo (2 cred)		
Step 13; Character Event (p. 126)		
Character	Effect	
Shadowfang	Silly one that's not applicable -- +1xp	
Step 14: Check for Galactic War Progress (p. 126)		
n/a		