

Five Parsecs from Home Turn Tracker

Turn:

2

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	
n/a	

World Steps (p.76)

Step 1: Upkeep/Repairs/Debt (p. 76)		
1 cred upkeep, 2 pay on ship		
Step 2: Medical Care? (p. 76)		
Dozer heals 1. Pay off other two. Reya's really worried		
Step 3: Crew Tasks (p. 76)		
Crew Member	Task	Result
Inquisitor Jshal	Explore	Got yourself noticed
Reya	Trade	Spare parts. Actually good
Dozer	Repair	Combat Armor -- success
John	Repair	Stealth Gear - success
Willow	Train	1 xp
Shadowfang	Trade	Military fuel cell
Step 3b: Job Offers (p. 83)		

Carry-over 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)	
No quest rumors atm	
Step 6: Check for Rivals & Choose Your Battle (p85)	
Zemke job	

Battle Encounter(p.88)												
Step 1: Deployment Conditions (p. 88)												
No condition												
Step 2: Notable Sights (p. 89)												
Curious Item												
Step 3: Determine the Objective (p.89)												
Protect												
Enemy (p. 92)	Total Number											
Roving Threats	Vent Crawlers - 5											
Enemy Type	#	Flee	Spd	CS	Tou	AI	Weapon	Rng	RoF	Dmg	Traits/Special	
Vent Crawler	4	0	6	2	5	R	Claw	m	1	0		
Big Vent Crawler	1	0	6	3	5	R	Claw	m	1	0		

Zemke rep wants us to escort us to a crashed ship out on the salt flats. Ship was infested with vent crawlers. They matured to big things and are in the area. We need to hold them off while the technician retrieves data from the ship's computer. Then we blow the ship.

Post-Battle (p.119)	
Step 1: Resolve Rival Status (p. 119)	
n/a	

Step 2: Resolve Patron Status (p. 119)

Already contact

Step 3: Determine Quest Progress (p.120)

n/a

Step 4: Get Paid (p. 120)

5 cred

Step 5: Battlefield Finds (p. 120)

Personal trinket

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

n/a

Step 7: Gather the Loot (p. 121)

Booster pills x2

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

Crew Member	Casualty?	Injury?	XP	Advancement
Inquisitor Jshal	n		4	CS
Reya	n		3	CS
Dozer	n		n/a	Savy
John	n		3	
Willow	n		3	CS
Shadowfang	n		3	CS

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 table: Analyzer

Step 12: Campaign Event (p. 125)		
Renegotiate debt: 2		
Step 13; Character Event (p. 126)		
Character	Effect	
JShal	Bad effect -- +1xp	
Step 14: Check for Galactic War Progress (p. 126)		
n/a		