

Five Parsecs from Home Turn Tracker

Turn:

3

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)			<p>NOTE: ZEMKE AUTO OFFERS US A JOB THIS TURN</p> <p>Zemke job:</p> <ul style="list-style-type: none"> - +2 credits - This or next campaign turn (turn 4)
1 upkeep, 2 ship debt			
Step 2: Medical Care? (p. 76)			
n/a			
Step 3: Crew Tasks (p. 76)			
Crew Member	Task	Result	
Inquisitor Jshal	Explore	Small job -- pick random enemy, killing them = 2 cred. 0 if they flee	
Reya	Trade	Contraband. 3 cred	
Dozer	Trade	ANOTHER useless trinket.	
John	Train		
Willow	Patron	No luck without dad	
Shadowfang	Explore	Offered a reward - random terrain feature. Touch and use up combat	

		action, retrieve package and get 2 cred	
Step 3b: Job Offers (p. 83)			
Step 4: Assign Equipment			
Step 5: Resolve any Rumors (p.85)			
n/a -- on quest			
Step 6: Check for Rivals & Choose Your Battle (p85)			
n/a - no rivals			

Battle Encounter(p.88)												
Step 1: Deployment Conditions (p. 88)												Willow used stim pack Battle Event 1: Lost Heart Killed both "bounties" and searched "bounty building" and found quest objective
Poor visibility	Vis is 1d6 + 8" max. Reroll each round.											
Step 2: Notable Sights (p. 89)												
Priority Target	Select random figure. Add +1 T. Gain 1d3 cred if slain											
Step 3: Determine the Objective (p.89)												
Search												
Enemy (p. 92)	Total Number											
Tech Zealots	6+1											
Enemy Type	#	Flee	Spd	CS	Tou	AI	Weapon	Rng	RoF	Dmg	Traits/Special	
Tech Zealot	4	1-2	5"	+0	5	A	Infantry Laser	30	1	0	6+ save, Snap Shot (+1 < 6")	
Tech Zealot Lt.	1	1-2	5"	+1	5	A	Infantry Laser	30	1	0	6+ save, Snap Shot (+1 < 6")	
Tech Zealot Spec.	1	1-2	5"	+0	5	A	Hyper Blaster	24	3	1	6+ save	
TZ Spec. Spec.	1	1-2	5"	+0	6	A	Hyper Blaster	24	3	1	6+ save	

Post-Battle (p.119)

Step 1: Resolve Rival Status (p. 119)

Not become rival

Step 2: Resolve Patron Status (p. 119)

Step 3: Determine Quest Progress (p.120)

5 = +1 rumor. Next objective IS on this world though

Step 4: Get Paid (p. 120)

3+2+2+1 = 7 cred

Step 5: Battlefield Finds (p. 120)

Starship parts

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

n/a

Step 7: Gather the Loot (p. 121)

(2 b/c zealots) Unity Battle Sight! + Blast Pistol (8", 1 dmg, pistol)

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

Crew Member	Casualty?	Injury?	XP	Advancement
Inquisitor Jshal	n		3	
Reya	n		3	
Dozer	n		n/a	
John	n		3	+1 combat score
Willow	n		4	
Shadowfang	n		3	

Step 11: Purchase Items (p. 125)

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

Military Rifle, duplicator, 1 cred: shotgun. Sell 2 military rifles and starship parts @ 1 ea

Step 12: Campaign Event (p. 125)

AN old nemesis. THe rats are back! They will follow from planet to planet. +1 # of enemies when fighting us.

Step 13; Character Event (p. 126)

Character	Effect
John	Item is damaged. Oh well

Step 14: Check for Galactic War Progress (p. 126)

n/a