

Five Parsecs from Home Turn Tracker**Turn:****4****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 upkeep, 2 on debt		
Step 2: Medical Care? (p. 76)		
n/a		
Step 3: Crew Tasks (p. 76)		
Crew Member	Task	Result
Inquisitor Jshal	Explore	Find a trainer - +2 xp
Reya	Trade	Finds tourist trinket bs. No value
Dozer	Trade	Finds damaged Upgrade Kit
John	Patron	Rolled a 1. Nada.
Willow	Patron	--
Shadowfang	Explore	Had a nice chat. With a rat guy.
Step 3b: Job Offers (p. 83)		

Step 4: Assign Equipment	
Step 5: Resolve any Rumors (p.85)	
n/a	
Step 6: Check for Rivals & Choose Your Battle (p85)	
Job for Xeno Deliveries. Private transport feature = rivals can't track	

Battle Encounter(p.88)														
Step 1: Deployment Conditions (p. 88)													Stubborn: ignore first casualty of battle when making moral.	
Brief Engagement	2d6 at end of each round. If =< round number, game ends inconclusively													
Step 2: Notable Sights (p. 89)														Invasion Threat
Peculiar Item	Rando 5" from center of table. If we find it, +2 xp. The package? A package?													---
Step 3: Determine the Objective (p.89)														Round 2: Critters! 2 vent crawlers
Fight Off														
Enemy (p. 92)	Total Number													
K'Erin Colonists	2+5 = 6													
Enemy Type	#	Flee	Spd	CS	Tou	AI	Weapon	Rng	RoF	Dmg	Traits/Special			
K'Erin Colonist	4	1	5	+1	4	A	Hand Laser	12	1		Snap Shot, Pistol			
K'E Colonist Lt.	1	1	5	+2	4	A	Hand Laser	12	1		Snap Shot, Pistol			
K'E Colonist Sp.	1	1	5	+1	4	A	Fury Rifle	24	1	2	Heavy, Piercing			
Precursor Wandr	4	1 LUK	7	2	4	A	Infantry Laser	30	1		Snap Shot			
							Glare Sword	M	-		Melee, Elegant, Piercing			

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

Not rivals				
Step 2: Resolve Patron Status (p. 119)				
Xeno Deliveries becomes a contact. Are we really happy about that?				
Step 3: Determine Quest Progress (p.120)				
n/a				
Step 4: Get Paid (p. 120)				
5 cred				
Step 5: Battlefield Finds (p. 120)				
Starship parts				
Step 6: Check for Invasion! (p.121)				
No invasion				
Step 7: Gather the Loot (p. 121)				
Combat Serum (2 uses)				
Step 8-10: Injury/Recovery/XP/Advancement (p.121)				
Crew Member	Casualty?	Injury?	XP	Advancement
Inquisitor Jshal	n		3	speed
Reya	n		5	Combat score
Dozer	n		n/a	
John	n		3	speed
Willow	n		3	toughness
Shadowfang	n		3	speed
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				

1. Hawny Jonett: Male Pilot. Hawny has tangled blue hair and light brown eyes, and a pattern of unusual marks on his neck. He wears classical fashion and carries a tablet computer. Hawny seeks to prove himself to his peers.

Gadget: snooper bot

Step 12: Campaign Event (p. 125)

Time on your hands.

Willow - Find a useful contact. +1 to recruit, find a patron, or track a rival next turn. Skulker
dissenter. Skitiskit Swarmgash

Jshal - meet someone interesting. Hawny Jonett

Step 13; Character Event (p. 126)

Character

Effect

Willow

Bad roll +1 xp

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

n/a