

# Five Parsecs from Home Turn Tracker

Turn:

5

## 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)			Integrated Securities (existing, sector govt) <ul style="list-style-type: none"> <li>+2 cred</li> <li>This turn only</li> </ul> Corporation - Cobalt Industrial <ul style="list-style-type: none"> <li>+1 cred</li> <li>This turn only</li> </ul> -- Skip 'em -- quest job!
1 upkeep. 2 ship. Balance: 7 cred, 31 debt			
Step 2: Medical Care? (p. 76)			
n/a			
Step 3: Crew Tasks (p. 76)			
Crew Member	Task	Result	
Inquisitor Jshal	Decoy		
Reya	Trade	Hover board (w/ lots of blinking lights)	
Dozer	Repair	Upgrade kit - success	
John	Trade	Worthless trinket (no story points)	
Willow	Patron	2 jobs --- see sidebar	
Shadowfang	Explore	Made a useful contact (+1 to recruit, find patron or track rival next turn)	

Step 3b: Job Offers (p. 83)	
Step 4: Assign Equipment	
Step 5: Resolve any Rumors (p.85)	
n/a already on quest	
Step 6: Check for Rivals & Choose Your Battle (p85)	
We decoyed	

Battle Encounter(p.88)												
Step 1: Deployment Conditions (p. 88)												Criminal element: 2d6 when rolling for rivals. If double 1, they really hate you  Bad shots - only hit on nat 6  Round 2: I Found Something! Power Claw
Small encounter	Dozer. No robots? why?											
Step 2: Notable Sights (p. 89)												
Peculiar Item	2 xp. 7" from center (jshal)											
Step 3: Determine the Objective (p.89)												
Fight Off												
Enemy (p. 92)	Total Number											
Psychos	6 + 2 - 2 +1= 7											
Enemy Type	#	Flee	Spd	CS	Tou	AI	Weapon	Rng	RoF	Dmg	Traits/Special	
Pyscho	4	1	6	0	4	R	Shotgun	12	2	2		
Psycho Lt	1	1	6	1	4	R	Shotgun	12	2	2		
Psycho Spec	2	1	6	0	4	R	Auto Rifle	24	2	0		

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

Not Rivals				
Step 2: Resolve Patron Status (p. 119)				
n/a				
Step 3: Determine Quest Progress (p.120)				
Quest is ready for finale - but its on another planet				
Step 4: Get Paid (p. 120)				
5 cred				
Step 5: Battlefield Finds (p. 120)				
Vial info - add Cobalt Industries as contact patron				
Step 6: Check for Invasion! (p.121)				
n/a				
Step 7: Gather the Loot (p. 121)				
Camo Cloak				
Step 8-10: Injury/Recovery/XP/Advancement (p.121)				
Crew Member	Casualty?	Injury?	XP	Advancement
Inquisitor Jshal	n		5	toughness
Reya	n		3	
John	n		3	
Willow	n		3	
Shadowfang	n		4	
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				
n/a				

We give "vial info" to cobalt industries. IE yo, they're poisoning/gassing/whatever your shit. You should stop like letting them?

Step 12: Campaign Event (p. 125)		
Ship life support issues. Pay the 5 cred immediately		
Step 13; Character Event (p. 126)		
Character	Effect	
Shadowfang	+1 xp (nothing's broken to fix)	
Step 14: Check for Galactic War Progress (p. 126)		
n/a		