

# Five Parsecs from Home Turn Tracker

Turn:

6

## Travel Stage (p.69)

Step 1: Flee Invasion? (p. 69)	Result	Use our military fuel cell to travel for free
n/a		
Step 2: Travel Event? (p. 69)		
Patrol	[3]. Starship Parts, Blast Pistol, Booster Pill	
Step 3: Generate or Choose Existing Destination		
The Moon of Vabenia E3	Super classist, lots of trade, lots of military/policing presence. Heavily restricted access/etc.	

## World Steps (p.76)

Step 1: Upkeep/Repairs/Debt (p. 76)			<p>Note: Story Track, event 1</p> <p>Possible Recruit: A bot. We don't have the cred to maintain a second. Hard pass.</p> <p>Winslett Communications</p>
1 upkeep. 2 debt payment. Now 4 cred, 30 debt			
Step 2: Medical Care? (p. 76)			
n/a			
Step 3: Crew Tasks (p. 76)			
Crew Member	Task	Result	
Inquisitor Jshal	Explore	Information broker. No, WE'RE BROKER	
Reya	Trade	Broken: Flex Armor & hot shot pack	
Dozer	Trade	Rage-Out (2 uses)	
John	Patron	Story event	
Willow	Train		
Shadowfang	Recruit	See sidebar	

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)	
n/a -- story battle event 1	

Battle Encounter(p.88)												
Step 1: Deployment Conditions (p. 88)											Story Track, Event 1	
Step 2: Notable Sights (p. 89)												
Step 3: Determine the Objective (p.89)												
Enemy (p. 92)		Total Number										
Enemy Type	#	Flee	Spd	CS	Tou	AI	Weapon	Rng	RoF	Dmg	Traits/Special	
Hired Gun	4	1-2	4	1	3	T	Colony Rifle					
Big Gun	1	1-2	4	1	4	T	Rattlegun, Handgun					
Leader	1	1-2	4	1	4	T	Machine Pistol, Blade					

Post-Battle (p.119)

Step 1: Resolve Rival Status (p. 119)

n/a

Step 2: Resolve Patron Status (p. 119)

n/a

Step 3: Determine Quest Progress (p.120)

n/a

Step 4: Get Paid (p. 120)

6 cred

Step 5: Battlefield Finds (p. 120)

Colony Rifle

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

n/a

Step 7: Gather the Loot (p. 121)

Cling Fire Pistol (12", ROF 2, Dmg 1, Focused, Terrifying)

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

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

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

Step 12: Campaign Event (p. 125)

Sell off extra goods - 6 credits

Step 13; Character Event (p. 126)

Character

Effect

Reya

Argues with rest of crew. Won't do any activity next turn but will still fight

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

n/a