

Five Parsecs from Home Turn Tracker

Turn:

7

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)			Shadowfang hangs out at milk farm
1 upkeep + 6 debt -> 25			
Step 2: Medical Care? (p. 76)			
n/a			
Step 3: Crew Tasks (p. 76)			
Crew Member	Task	Result	
Inquisitor Jshal	decoy		
Reya	(n/a)	Argued with crew last turn -- won't do any	
Dozer	trade	Useless trinket/nothing	
John	patron	No luck	
Willow	trade	Bits of scrap - 1 cred	
Shadowfang	explore	See sights/enjoy the view/nothing.	
Step 3b: Job Offers (p. 83)			

Step 4: Assign Equipment	
Step 5: Resolve any Rumors (p.85)	
Step 6: Check for Rivals & Choose Your Battle (p85)	
Continue quest -- finale	

Battle Encounter(p.88)												
Step 1: Deployment Conditions (p. 88)												Base suspended over caldera, they released mutants to stop us.
Caught off Guard	Squad is all SLOW in round 1											
Step 2: Notable Sights (p. 89)												
nothing												
Step 3: Determine the Objective (p.89)												
Quest Finale	Fight off, +1 enemy											
Enemy (p. 92)	Total Number											
Mutants	D6 (4) +3 +1 +1 = 9											
Enemy Type	#	Flee	Spd	CS	Tou	AI	Weapon	Rng	RoF	Dmg	Traits/Special	
Mutant	6	1-3	4	0	5	A	Colony Rifle	18	1	0	-	
Mutant Spec	2	1-3	4	0	5	A	Power Claw	m	1	3	Melee, Clumsy	
Mutant Lt	1	1-3	4	1	5	A	Colony Rifle	18	1	0	-	

Post-Battle (p.119)	
Step 1: Resolve Rival Status (p. 119)	
no	

Step 2: Resolve Patron Status (p. 119)

n/a

Step 3: Determine Quest Progress (p.120)

Finale done successfully

Step 4: Get Paid (p. 120)

7 (max)

Step 5: Battlefield Finds (p. 120)

Colony rifle from slain guy

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

Not invasion threat

Step 7: Gather the Loot (p. 121)

Stealth Gear, stim-pack x2, Grapple launcher (damaged), Concealed Blade (damaged)

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

Crew Member	Casualty?	Injury?	XP	Advancement
Inquisitor Jshal	N	x	4	
Reya	N	x	4	luck
Dozer	N	x	n/a	
John	N	x	4	
Willow	N	x	5	
Shadowfang	N	x	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

no

Step 12: Campaign Event (p. 125)		
Renegotiate debts -- John talks to the money lender and gets our deb reduced by 5		
Step 13; Character Event (p. 126)		
Character	Effect	
John	Get hurt working on ship. 1 day in sick bay and 1 dmg to ship	
Step 14: Check for Galactic War Progress (p. 126)		
n/a		