

Five Parsecs from Home Turn Tracker

Turn:

8

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)			Winslet Communications - +2 cred - This turn only - Hot job (gain rival on 1-2 instead of just 1) Non-Newtonian Dairy Syndicate - +2 cred - This turn only - Clean
1 upkeep, 8 debt, -1 interest			
Step 2: Medical Care? (p. 76)			
John recovers			
Step 3: Crew Tasks (p. 76)			
Crew Member	Task	Result	
Inquisitor Jshal	Patron	Find 2 jobs	
Reya	Trade	2 stim-packks and 2 me-phes	
Dozer	Explore	Offered a reward (find package in next fight)	
John	---	Recovered in sick bay	
Willow	Patron		
Shadowfang	Trade	Grapple launcher	

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)	
No rival. Milk job	

Battle Encounter(p.88)													
Step 1: Deployment Conditions (p. 88)											3 adl bonus credit		
No condition												Battle event:	
Step 2: Notable Sights (p. 89)											Looks valuable: +1 cred		
documentation		+1 quest rumor											
Step 3: Determine the Objective (p.89)													
secure													
Enemy (p. 92)		Total Number											
Hulker Gang		4											
Enemy Type	#	Flee	Spd	CS	Tou	AI	Weapon	Rng	RoF	Dmg	Traits/Special		
Hulker Gang	3	1	4	1	5	A	Scrap Pistol	9"	1	0	pistol		
Hulker Lt	1	1	4	2	5	A	Scrap Pistol	9"	1	0	pistol		
Hulker Heavy	1	1	4	1	5	D	Rattlegun	24	3	0	heavy		

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

Not rivals

Step 2: Resolve Patron Status (p. 119)

Non-newtonian dairy syndicate becomes contact

Step 3: Determine Quest Progress (p.120)

Not on quest atm

Step 4: Get Paid (p. 120)

(6 cred from bonus objectives), 7 from mission

Step 5: Battlefield Finds (p. 120)

Nothing of value

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

no

Step 7: Gather the Loot (p. 121)

Scrap - 3 credits

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

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



Step 12: Campaign Event (p. 125)		
Time on your hands. Free explore: Jshal (make a useful contact. Next turn +1 to recruit, find patron, rival), John (free repair of concealed blade)		
Step 13: Character Event (p. 126)		
Character	Effect	
Reya	Argue with crew AGAIN. Angry at how the robot is used	
Step 14: Check for Galactic War Progress (p. 126)		
n/a		