

# Five Parsecs from Home Turn Tracker

Turn:

## 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. 13 ship (paid off)		
Step 2: Medical Care? (p. 76)		
n/a		
Step 3: Crew Tasks (p. 76)		
Crew Member	Task	Result
Inquisitor Jshal	Recruit	Thero Raze the Manipulator
Reya	---	Can't participate
Dozer	Trade	Revolutionary buys weapons
John	Patron	buu
Willow	Patron	
Shadowfang	Recruit	
Step 3b: Job Offers (p. 83)		

Recruit:

- Thero Raze, Manipulator Military Beaucrocat motivated by Technology

Sell:

- All blades (3)
- Both colony rifles (2)
- John and dozer's shotguns
- Sell the new hand gun

Step 4: Assign Equipment	
Step 5: Resolve any Rumors (p.85)	
Step 6: Check for Rivals & Choose Your Battle (p85)	
Rivals don't attack us	

Battle Encounter(p.88)												
Step 1: Deployment Conditions (p. 88)												Criminal Elements
Brief Engagement	2d6 each end of turn. If =< current round, game ends inconclusively											
Step 2: Notable Sights (p. 89)												
Priority Target	Rando enemy is +1T. Killing them gives +d3 credits											
Step 3: Determine the Objective (p.89)												
Flight-off												
Enemy (p. 92)	Total Number											
Starport Scum	4 + 3 + Reinforce 2 = 9											
Enemy Type	#	Flee	Spd	CS	Tou	AI	Weapon	Rng	RoF	Dmg	Traits/Special	
Starport Scum	5	1-3	4	0	3	D	Handgun	12	1	0	Pistol	
Scum Bounty	1	1-3	4	0	4	D	Colony Rifle	18	1	0		
Scum Lt.	1	1-3	4	1	3	D	Shotgun	12	2	1	Focused	
Scum Specialist	2	1-3	4	0	3	D	Power Claw	M	1	3	Clumsy	
K'Erin Warrior	1		5	2	5	A	Mach Pistol	8	2	0	Pistol, Focused	
							Ripper Sword	M		1	Melee	

Post-Battle (p.119)

Step 1: Resolve Rival Status (p. 119)

Not rival

Step 2: Resolve Patron Status (p. 119)

n/a

Step 3: Determine Quest Progress (p.120)

n/a

Step 4: Get Paid (p. 120)

3+3=6

Step 5: Battlefield Finds (p. 120)

Weapon - machine pistol & ripper sword

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

n/a

Step 7: Gather the Loot (p. 121)

Mk II Translator (roll add'l d6 when recruiting)

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

Crew Member	Casualty?	Injury?	XP	Advancement
Inquisitor Jshal			3	
Reya			5	1 cred school -> merchant school
Dozer	DNP	DNP	n/a	DNP
John			3	
Willow			3	
Shadowfang			3	1 cred school -> security training
Thero Raze			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

Re buy what we sold to the rebel--- lol

Step 12: Campaign Event (p. 125)

Equipment malfunction - concealed blade

Step 13: Character Event (p. 126)

Character	Effect
Reya	Gets into a fight with Willow. And lose. 1 turn in sick bay. Good job

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

n/a