

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)		
2 cred (23 owned)		
Step 2: Medical Care? (p. 76)		
Reya heals from fight with Willow but can't crew task.		
Step 3: Crew Tasks (p. 76)		
<ul style="list-style-type: none"> - Reya has Merchant School training and can reroll 1 trade after seeing all trade results BUT MUST buy the item if given a choice. 		
Crew Member	Task	Result
Inquisitor Jshal	Explore	Over hear talk - gain a rumor
Reya		
Dozer		
John	Patron	Failure.
Willow	Patron	

Shadowfang	Trade	Finds Quality Food and Booze (free 1 use recruit)
Thero Raze	Trade	Quest Rumor hot tip
Step 3b: Job Offers (p. 83)		
Step 4: Assign Equipment		
Step 5: Resolve any Rumors (p.85)		
Not resolved... still waiting		
Step 6: Check for Rivals & Choose Your Battle (p85)		
No rat attack		

Battle Encounter(p.88)												
Step 1: Deployment Conditions (p. 88)												
Bitter struggle	Enemy morale +1											
Step 2: Notable Sights (p. 89)												
Documentation	Place token 8" from center, if found (costs combat action to get) gain 1 rumor											
Step 3: Determine the Objective (p.89)												
Standard battle												
Enemy (p. 92)	Total Number											
Blood Storm Mercs	6											
Enemy Type	#	Flee	Spd	CS	Tou	AI	Weapon	Rng	RoF	Dmg	Traits/Special	
Merc	4	1	4	1	4	A	Military Rifle	24	1	0	-	
Merc Lt	1	1	4	2	4	A	Military Rifle	24	1	0	-	
Merc Spec	1	1	4	1	4	A	Rattle Gun	24	3	0	Heavy	

Outlawed in many systems, the Blood Storm merc company are cold-blooded killers. They will take any assignment that doesn't involve an excessive amount of warcrimes.
 Ferocious: +1 to Brawling rolls when initiating combat.
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 Turn 2: Environmental hazard

 Did get the ko to interrogate

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)

n/a

Step 4: Get Paid (p. 120)

1 cred

Step 5: Battlefield Finds (p. 120)

Starship parts

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

n/a

Step 7: Gather the Loot (p. 121)

2 damaged weapons: cling fire pistol, hand flamer

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

Crew Member	Casualty?	Injury?	XP	Advancement
Inquisitor Jshal	N		3	
Reya	N		4	
Dozer	DNP	DNP	n/a	DNP
John	N		3	
Willow	N		3	
Shadowfang	Y		3	
Thero Raze	Y		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

n/a

Step 12: Campaign Event (p. 125)

Overhear something interesting. +1 rumor

Step 13: Character Event (p. 126)

Character

Effect

Thero

Rando item broke (hunting rifle)

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

n/a