

Five Parsecs from Home Turn Tracker

Turn:

Travel Stage (p.69)

Step 1: Flee Invasion? (p. 69)	Result	Red zone license (15 cred)
n/a		Crack "hire guy" bottle:
Step 2: Travel Event? (p. 69)		Baseline human
Injury	Thero, damages a pistol	Lower Megacity Class (+1 low tech weapon - colony rifle) Motivation: power: +2 xp, +rival Working class: +1 savvy, +1 luck
Step 3: Generate or Choose Existing Destination		
See page		Personal trinket procs -> data files, 2 quest rumors

World Steps (p.76)

Step 1: Upkeep/Repairs/Debt (p. 76)			Ken's rival: Psychos. Fish people he pissed off when his savlage crew retrieved some sacred artifact of theirs from a ship. He was the only survivor.
-3 upkeep			
Step 2: Medical Care? (p. 76)			
Thero recovers but can't participate in crew tasks			
Step 3: Crew Tasks (p. 76)			
- 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	Decoy		
Reya	Trade	Loot - Beam Light (gun mod)	
Dozer	Repair	Machine pistol - success	
John	Repair	Hand Flamer - success	
Willow	Explore	I don't have a gambling problem! Loses a colony rifle	

Shadowfang	Trade	Medical supplies - stim pack	
Thero Raze	Recovered, n/a		
Kenneth Bond	Decoy		
Step 3b: Job Offers (p. 83)			
Step 4: Assign Equipment			
Step 5: Resolve any Rumors (p.85)			
quest!			
Step 6: Check for Rivals & Choose Your Battle (p85)			
quest!			

Battle Encounter(p.88)												
Step 1: Deployment Conditions (p. 88)												RED Strength 2, respawn 2 Threat condition: heavy opposition: +2 enemies --- -1 size initiative --- Turn 2: Visibility change: 7" los
Bitter Struggle	Enemy morale +1											
Step 2: Notable Sights (p. 89)												
Loot cache	9" from center, rando direction											
Step 3: Determine the Objective (p.89)												
Acquire												
Enemy (p. 92)	Total Number											
Corporate Security	7 (red) + 2 (strength) + 1 (numbers) + 2 (heavy opposition)											
Enemy Type	#	Flee	Spd	CS	Tou	AI	Weapon	Rng	RoF	Dmg	Traits/Special	
Security	7	1	4	1	4	D	Military Rifle	24	1	0		
Security Lt	1	1	4	2	4	D	Infantry Lazer	30	1		Snap Shot	
Security Spec	2	1	4	1	4	D	Rattle Gun	24	3	0	Heavy	
Security Spec Lt	1	1	4	2	4	D	Rattle Gun	24	3	0	Heavy	

Hakshan Investigator	1	-	5	0	4	D	Plasma Rifle	20	2	1	Focused, Piercing	
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Post-Battle (p.119)

Step 1: Resolve Rival Status (p. 119)

Step 2: Resolve Patron Status (p. 119)

Step 3: Determine Quest Progress (p.120)

Step 4: Get Paid (p. 120)

+3

Step 5: Battlefield Finds (p. 120)

Corp Evidence - gain patron contact -> Dituri Reclamation (salvage company)

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

n/a

Step 7: Gather the Loot (p. 121)

See sidebar -- 3 rols

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

Crew Member	Casualty?	Injury?	XP	Advancement
Inquisitor Jshal	4			
Reya	5			
Dozer	DNP	DNP	n/a	
John	4			

Loot:

1. Damaged weapons
 - a. Machine pistol
 - b. Rattle gun
2. Quality sight
3. Laser sight

Willow	5				
Shadowfang	4				
Thero Raze	4				
Kenneth Bond	DNP	DNP			
Step 11: Purchase Items (p. 125)					
<div>- 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</div>					
Sell colony rifle, hand gun, damaged grapple launcher					
Step 12: Campaign Event (p. 125)					
Movie night. Celebrate first red mission. +1sp					
Step 13: Character Event (p. 126)					
Character	Effect				
John	Heart to heart talk with Willow. Both get +1xp.				
Step 14: Check for Galactic War Progress (p. 126)					
n/a					