

Five Parsecs from Home Turn Tracker

Turn:

13

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)			Chance to unload stuff Sell: Blade x3, SHotgun x 2, colony rifle x2 (14) Willow picks a fight New Rival: Hired Muscle / Unity Grunts / Rustwater platoon
3 cred upkeep			
Step 2: Medical Care? (p. 76)			
n/a			
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	Track	FAIL	
Reya	Trade	+1 Quest Rumor	
Dozer	Repair	Cling Fire Pistol - FIXED	
John	Trade	A chance to unload stuff	
Willow	Explore	Pick a fight	

Shadowfang	Explore	Needs a little love - (D) stabilizer	
Thero Raze	Train		
Kenneth Bond	Track		
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)			
Uh oh, they're MER-LOCKED AND LOADED			

Battle Encounter(p.88)												
Step 1: Deployment Conditions (p. 88)												
Small Battle	(Rando crew sits out, -1 enemy size)											
Step 2: Notable Sights (p. 89)												
n/a												
Step 3: Determine the Objective (p.89)												
Move Through												
Enemy (p. 92)	Total Number											
Psychos	7 + 2 (psychos) + 2 (difficulty)											
Enemy Type	#	Flee	Spd	CS	Tou	AI	Weapon	Rng	RoF	Dmg	Traits/Special	
Psycho	7	1	6	0	4	R	Scrap Pistol	9	1	0	pistol	
Psycho Lt	1	1	6	1	4	R	Shotgun	12	2	1	focus	
Psycho Spec.	2	1	6	0	4	R	Auto Rifle	24	2	0		
Psycho Spec. Lt	1	1	6	1	4	R	Hand flamer	12	2	1	Focus, aoe	

Post-Battle (p.119)

Step 1: Resolve Rival Status (p. 119)

DRIVE THEM OFF -- no more bloats

Step 2: Resolve Patron Status (p. 119)

n/a

Step 3: Determine Quest Progress (p.120)

n/a

Step 4: Get Paid (p. 120)

4 cred

Step 5: Battlefield Finds (p. 120)

Nothing of value

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

n/a

Step 7: Gather the Loot (p. 121)

2x kainen crystals, 2x frag grenade

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

Crew Member	Casualty?	Injury?	XP	Advancement
Inquisitor Jshal	n		4	
Reya	n		3	
Dozer	DNF		n/a	
John	n		3	
Willow	DNF			
Shadowfang	DNF			

Thero Raze	n		3		
Kenneth Bond	n		3		
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>					
Buy back all items sold above except 1 colony rifle. Buy: Stealth Gear, Battle Visor, Seeker Sight, Stealth Gear, Displacer Sell: Hunting Rifle (D), 2 fragg grenades					
Step 12: Campaign Event (p. 125)					
Tax man - 4 cred					
Step 13: Character Event (p. 126)					
Character	Effect				
Reya	Motivation changes from Discovery to Technology (and +1 xp)				
Step 14: Check for Galactic War Progress (p. 126)					
n/a					