

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)			Job offers: 1. Dimitri Reclamation a. +1 pay b. This campaign turn 2. Vault of Amber a. +1 b. This turn c. Benefit: persistent d. Hazard: private transport
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	Trade	4 cred of fuel	
Reya	Trade	Auto rifle	
Dozer	Repair	Stabilizer - fixed (sp)	
John	Patron	2 -- see sidebar	
Willow	Patron		

Shadowfang	explore	Get a few drinks - no effect
Thero Raze	repair	Flex armor - fixed
Kenneth Bond	explore	Offer a reward (2 cred possibly next fight)
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)		
n/a		

Battle Encounter(p.88)												
Step 1: Deployment Conditions (p. 88)												
none												
Step 2: Notable Sights (p. 89)												
Real shiny bits	(2 cred) 2" from center											
Step 3: Determine the Objective (p.89)												
Move through												
Enemy (p. 92)	Total Number											
Krog	7 + 3 + 0 = 10											
Enemy Type	#	Flee	Spd	CS	Tou	AI	Weapon	Rng	RoF	Dmg	Traits/Special	
Krog	8	0	5	2	6	R	Claws	m	1	2	+1 brawl when initiating combat	
Krog Lt.	2	0	5	2	6	R	Claws	m	1	2	+1 brawl when initiating combat	

Krog were transported along with something long ago. They basically have been breeding on some island that houses a "nuke"

Rnd 2 Event:
A un-applicable event

Post-Battle (p.119)

Step 1: Resolve Rival Status (p. 119)

n/a

Step 2: Resolve Patron Status (p. 119)

We get them as persistent

Step 3: Determine Quest Progress (p.120)

n/a

Step 4: Get Paid (p. 120)

5 pay + 1 danger + 4 bonus

Step 5: Battlefield Finds (p. 120)

1 use combat serum

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

n/a

Step 7: Gather the Loot (p. 121)

2 uses combat serum, blast pistol

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

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

Bonus xp: willow

Thero Raze			3	
Kenneth Bond	DNF			
Step 11: Purchase Items (p. 125)				
<ul style="list-style-type: none"> - 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 				
Sell water, hotshot pack, beam light. Buy living quarters				
Step 12: Campaign Event (p. 125)				
"YOu got noticed by someone you'd rather avoid"				
New Rival - Feral Mercenaries hired by reactive sequence. Diminutive Glade Mercs				
Next turn, auto fight rival, +1 models				
Step 13: Character Event (p. 126)				
Character	Effect			
Jshal	Hurts himself working on the ship. 1 turn sick bay			
Step 14: Check for Galactic War Progress (p. 126)				
n/a				