

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)			Recruit: Engineer 1 rea, 4 spd, cs 1, you 2, sav 1 Background: Space station (+1 gear) Motivation: Technology (+1 sav, +1 gadget) Class: Special Agent (+1 rea, patron, +1 gadget) - Laser sight - Screen generator - Seeker sight Patron: wealthy individual
1 cred upkeep			
Step 2: Medical Care? (p. 76)			
Jshal recovers (but can't task)			
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	RECOVERED		
Reya	Trade	Quality food and booze -- free recruit	
Dozer	Trade	Basic supplies (skip upkeep, 1 use)	
John	Explore	Offered a reward (2 cred opportunity)	
Willow	Explore	n/a	

Shadowfang	Track	success!
Thero Raze	Recruit	failure
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 - forced rival battle with Diminutive Glade Mercs		

Battle Encounter(p.88)														
Step 1: Deployment Conditions (p. 88)											Red Zone mods: Heavy Opposition: +2 enemies Turn 2: Ammo fault - reya's auto rifle			
Brief engagement														
Step 2: Notable Sights (p. 89)														
Peculiar item		6" from center												
Step 3: Determine the Objective (p.89)														
showdown														
Enemy (p. 92)		Total Number												
Feral Mercs		7+2(enemy) + 2 (heavy opposition) + 3 (difficulty)												
Enemy Type		#	Flee	Spd	CS	Tou	AI	Weapon	Rng	RoF			Dmg	Traits/Special
Feral Merc		9	2	5	0	4	A	Hand Laser	12	1			0	Pistol, snap shot
Feral Merc Lt		2	2	5	1	4	A	Colony rifle	18	1	0			
Feral Merc Spec		2	2	5	0	4	A	Rattle Gun	24	3	0	heavy		
Feral Merc SpecLt		1	2	5	1	4	A	Plasma rifle	20	2	1	Focused, piercing		

Post-Battle (p.119)

Step 1: Resolve Rival Status (p. 119)

Drive them off!

Step 2: Resolve Patron Status (p. 119)

n/a

Step 3: Determine Quest Progress (p.120)

n/a

Step 4: Get Paid (p. 120)

5 + 2 bonus

Step 5: Battlefield Finds (p. 120)

Stim pack

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

n/a

Step 7: Gather the Loot (p. 121)

Documents = +1 rumor & blade

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

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

Nisi'Xazh			3		
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, grapple launcher, blast pistol					
Step 12: Campaign Event (p. 125)					
Old enemy tracked us down -- glade (who we just ran off) instead comes back <i>persistent</i>					
Step 13: Character Event (p. 126)					
Character		Effect			
Nisi		Personal breakthrough			
Step 14: Check for Galactic War Progress (p. 126)					
n/a					