

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)	Someone wants a package delivered (Willow) - Next time we travel, if she's with us, earn 3 credits and roll d6. On a 1-2 you get a rival and +1 story point	
1 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	Explore	Time to relax - no effect
Reya	Trading	Stim pack
Dozer	Trading	3 frakk grenades
John	Training	
Willow	Explore	Completely Lost / package (sidebar)

Shadowfang	Decoy	
Thero Raze	Decoy	
Nisi'Xazh	Repair	Concealed blade - success
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)		
We evade them		

Battle Encounter(p.88)												
Step 1: Deployment Conditions (p. 88)												Red Zone Threat Condition: Enemy Captain (CS 2, Tou 5) Stubborn (ignore first casualty wrt panic)
Gloomy	9" los (but anyone who shoots can be fired upon at any range)											
Step 2: Notable Sights (p. 89)												
Loot cache	8" -- if collected roll on loot table											
Step 3: Determine the Objective (p.89)												
Move through												
Enemy (p. 92)	Total Number											
Black Dragon Mercs	7 + 1 + 3 (diff)											
Enemy Type	#	Flee	Spd	CS	Tou	AI	Weapon	Rng	RoF	Dmg	Traits/Special	
BD Merc	5	2	5	1	4	T	Inf Laser	30	1	0	Snapshot	
BD Merc Lt	2	2	5	2	4	T	Colony Rifle	18	1	0		
BD Merc Cpt	1	2	5	2	5	T	Inf Laser	30	1	0		

BD Merc Spec	2	2	5	1	4	T	Mrksm Rifle	36	1	0	Heavy	
BD Merc Spec Lt	1	2	5	2	4	T	Plasma Rifle	20	2	1	Focused, Piercing	

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)

Ready for finale

Step 4: Get Paid (p. 120)

6

Step 5: Battlefield Finds (p. 120)

Starship parts - 2 cred towards ship upgrade

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

n/a

Step 7: Gather the Loot (p. 121)

Mysterious item (2 sp), valuable materials (4 cred), novelty stuffed animal

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	DNF		3	
Shadowfang			3	
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, frakk x2. Shock attachment, snooper bot, duplicator, battle visor				
Step 12: Campaign Event (p. 125)				
Mouth off to wrong people - rival -- anarchists. Riot Vultures.				
Step 13: Character Event (p. 126)				
Character	Effect			
Thero	Broke - jump belt			
Step 14: Check for Galactic War Progress (p. 126)				