

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)		Rival - planetary nomads. "Peaceful" fish folk
- Living quarters - +2 extra free crew slots		
1		
Step 2: Medical Care? (p. 76)		
n/a		
Step 3: Crew Tasks (p. 76)		
<ul style="list-style-type: none"> - Reya has Merchant School training and can reroll 1 trade after seeing all trade results BUT MUST buy the item if given a choice. - Merchant link - 1 free (extra) trade action per turn 		
Crew Member	Task	Result
Inquisitor Jshal	Explore	Promising lead (+3 cred if opp. battle)
Reya	Trade	Contraband - 5 cred + rival
Dozer	Trade	Cargo crate - 4 cred
John	Train	

Willow	Explore	Military arms dealer
Shadowfang	Decoy	
Thero Raze	Train	
Nisi'Xazh	Decoy	
<i>Free Trade Action</i>	Trade	Ship parts (5 cred)
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)		
evade		

Battle Encounter(p.88)												
Step 1: Deployment Conditions (p. 88)												Red zone: Pitch Black - 6" visibility
Slippery ground	-1 movement at ground level											
Step 2: Notable Sights (p. 89)												Turn 2 random event: A desperate plan
none												
Step 3: Determine the Objective (p.89)												
Fight off												
Enemy (p. 92)	Total Number											
Security Bots	7+1 numbers+3 deff + 1 finale = 12											
Enemy Type	#	Flee	Spd	CS	Tou	AI	Weapon	Rng	RoF	Dmg	Traits/Special	
Freelancer	1	0	4	1	4	T	Hand cannon & blade	8	1	2	Pistol (+ blade)	

Sec Bot	7	0	3	0	5	D	Military Rifle	24	1	0	(6+ armor)	
Sec Bot Lt	2	0	3	1	5	D	Hand Laser	12	1	0	Snap fire, pistol (6+ armor)	
Sec Bot Spec	2	0	3	0	5	D	Power claw	m	1	3	(6+ armor)	
Sec Bot Spec Lt	1	0	3	1	5	D	Clingfire pistol	12	2	1	Focused, terrifying (6+ armor)	

Post-Battle (p.119)

Step 1: Resolve Rival Status (p. 119)

n/a

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 cred

Step 5: Battlefield Finds (p. 120)

Debris - 3 cred

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

n/a

Step 7: Gather the Loot (p. 121)

Boarding saber (D), shatter axe (D), robo-rabbit foot, flak screen, sonic emitter

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

Crew Member	Casualty?	Injury?	XP	Advancement
Inquisitor Jshal			4	
Reya	DNF		4	

Killed freelancer in melee -- 2 broken gear items
- Quality sights (Damaged)
- Deflector field (damaged)

Dozer	DNF		n/a	
John			4	
Willow			4	
Shadowfang			5	
Thero Raze			4	Broker training
Nisi'Xazh			5	
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, snooper bot, flak grenade.				
Step 12: Campaign Event (p. 125)				
Meet up with old arms dealer - 3 hand cannons				
Step 13: Character Event (p. 126)				
Character	Effect			
Reya	Someone sent you a gift -- roll on loot table - booster pill x2			
Step 14: Check for Galactic War Progress (p. 126)				
n/a				