

Five Parsecs from Home Turn Tracker

Turn: 18

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		
Thero has Broker Training - +1 to roll to obtain a license		
n/a		

World Steps (p.76)

Step 1: Upkeep/Repairs/Debt (p. 76)		
- Living quarters - +2 extra free crew slots		
1 cred		
Step 2: Medical Care? (p. 76)		
no		
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. - Thero has Broker training - +1 to search for Patrons 		
Crew Member	Task	Result
Inquisitor Jshal	Explore	Useful contact (next turn +1 recruit, find patron, OR track a rival)
Reya	Trade	2 cred in fuel

Dozer	Repair	Deflector field - - success
John	Recruit	no
Willow	Training	
Shadowfang	Trade	shotgun
Thero Raze	Explore	n/a
Nisi'Xazh	Repair	Boarding Saber -- success
<i>Free Trade Action</i>	Trade	multi-cutter
Step 3b: Job Offers (p. 83)		
Step 4: Assign Equipment		
Step 5: Resolve any Rumors (p.85)		
CAN start quest (another planet)		
Step 6: Check for Rivals & Choose Your Battle (p85)		
n/a --story track esult		

Battle Encounter(p.88)												
Step 1: Deployment Conditions (p. 88)											Elite opposition: all enemies min +1 CS	
Step 2: Notable Sights (p. 89)												
											Round 2: Environmental hazard	
Step 3: Determine the Objective (p.89)												
Enemy (p. 92)		Total Number										
Unity / Feral Mercs		Unity Grunts: 7 + 1 + Mutant Bruiser / Feral Mercs: 7 + 2										
Enemy Type	#	Flee	Spd	CS	Tou	AI	Weapon	Rng	RoF	Dmg	Traits/Special	

Unity Grunt	3	1	5	1	4	T	Inf Laser	30	1	0	Arm 6+, snap shot	
Unity Vet	1	1	5	2	4	T	Inf Laser	30	1	0	Arm 6+, snap shot	
Unity Lt	1	1	5	2	4	T	Military Rifle	24	1	0	Arm 5+	
Unity Spec	2	1	5	1	4	T	Plasma Rifle	20	2	1	Arm 6+, focused, piercing	
Unity Spec Lt	1	1	5	2	4	T	Shell Gun	30	2	0	Arm 5+, heavy, area	
Mutant Brusier	1	-	4	1	5	G	Shotgun	12	2	1	focused	
							Brutal Melee	m	1	1	Clumsy, +1 brawl when initiating	
Feral Merc	4	2	5*	1	4	A	Hand laser	12	1	0	Snap shot	
Feral Merc Vet	1	2	5*	2	4	A	Hand laser	12	1	0	Snap shot	
Feral Merc Lt	1	2	5*	2	4	A	Military Rifle	24	1	0		
Feral Merc Spec	2	2	5*	1	4	A	Shell Gun	30	2	0	Heavy, area	
Feral Mrc Sp Lt	1	2	5*	2	4	A	Auto Rifle	24	2	0		

Post-Battle (p.119)

Step 1: Resolve Rival Status (p. 119)

n/a for this story mission. Story effect: remove diminutive glade mercs

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)

Debri worth 1 cred & personal trinket

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

n/a

Step 7: Gather the Loot (p. 121)

Valuable materials worth 8 cred,

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

John as **Medical School** training

- After each battle, you may nominate a casualty that will roll twice on the Injury Table, picking the better result. This crew member must have been in the battle and must not have become a casualty. If your ship has a Shuttle, you can evac fast enough that this crew member can apply their skill even if they did not participate in the battle

Thero has **Broker Training**

- +1 to roll to apply for advanced training

Crew Member	Casualty?	Injury?	XP	Advancement
Inquisitor Jshal			5	
Reya			6	
Dozer	DNF		n/a	
John			5	
Willow			5	
Shadowfang			6	
Thero Raze			5	
Nisi'Xazh	DNF		5	

Step 11: Purchase Items (p. 125)

- 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 non-damaged items for 1 credit each

Sell: water, flak screen, blade | buy: scanner bot, sonic emitter, distraction bot, ai companion

Step 12: Campaign Event (p. 125)		
Add a rival		
Step 13: Character Event (p. 126)		
Character	Effect	
Jshal	Finds true love	
Step 14: Check for Galactic War Progress (p. 126)		
n/a		