

Travel Stage (p.69)

Step 1: Flee Invasion? (p. 69)	Result	No rivals follow us
n/a		
Step 2: Travel Event? (p. 69)		Kaanroid Prime
Drive trouble	Nisa (success), dozer (success), thero (fail)	
Step 3: Generate or Choose Existing Destination		<p><i>Your ship approaches a small planet in Imperial territory, cast in the light of the <b>twins</b> it orbits... Welcome to Ot 633.</i></p> <p>As you and your crew begin your descent, you can see the place is covered in lush, grassy valleys, nestled between high green mountains and lined with clear running streams. Plenty of life here.</p> <p><b>Settlements:</b> Trading hub.</p> <p><b>History:</b> This bustling world never sleeps. Hope you don't mind the noise!</p> <p><b>Notable Natural Features:</b> Unbreathable, noxious atmosphere. Bring an oxygen mask! Also: Extreme seasons caused by the planet's tilt. The life here must be very hardy to survive.</p> <p><b>Notable Manmade Features:</b> Criminal element (cult activity).</p> <p>Traits:</p> <ul style="list-style-type: none"> <li>- Fuel shortage (costs addl d3 cred to leave, re-roll each campaign turn)</li> <li>- Unity safe sector - the world cannot be invaded</li> </ul>
Thero has <b>Broker Training</b> - +1 to roll to obtain a license		

World Steps (p.76)

Step 1: Upkeep/Repairs/Debt (p. 76)	
- Living quarters - +2 extra free crew slots	
1	

Step 2: Medical Care? (p. 76)			<p>Patron Job Offer:  Private Organization ()  +3 credits  This or next turn  Negotiable - roll danger pay with advantage  Low priority - -1 enemies present</p> <p>-----</p> <p>Potential Recruit:  Baseline Human  Background: Drifter (+1 Gear)  Motivation: Adventure (+1 low tech weapon)  Class: Bounty Hunter (+1 spd, +1 rumor, +1 low tech weapon)</p> <ul style="list-style-type: none"> <li>- Scrap pistol</li> <li>- Blade</li> <li>-</li> </ul> <p>=&gt; R1 S5 SC0 T3 S0</p>
n/a			
Step 3: Crew Tasks (p. 76)			
<ul style="list-style-type: none"> <li>- Reya has <b>Merchant School</b> training and can reroll 1 trade after seeing all trade results BUT MUST buy the item if given a choice.</li> <li>- Merchant link - 1 free (extra) trade action per turn.</li> <li>- Thero has <b>Broker training</b> - +1 to search for Patrons</li> </ul>			
Crew Member	Task	Result	
Inquisitor Jshal	Recruit	Got in a bad fight	
Reya	Trade	Hot tip - 1 quest rumor	
Dozer	Repair	Quality Sight	
John	Trade	Instruction book - single use +1 xp	
Willow	Explore	Meet a patron	
Shadowfang	Explore	Got in a bad fight	
Thero Raze	Decoy		
Nisi'Xazh	Repair	Jump belt	
<i>Free Trade Action</i>	Trade	Useless trinket - +1 story point	
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 (decoyed)			

Step 1: Deployment Conditions (p. 88)												Red Zone Threat: Elite Opposition  Deployment: infiltrate (center of table)
Gloomy	Max visibility 9"											
Step 2: Notable Sights (p. 89)												
Nothing special												
Step 3: Determine the Objective (p.89)												
Eliminate												
Enemy (p. 92)	Total Number											
(E) Sand Runners	7 + 4 -1 = 10											
Enemy Type	#	Flee	Spd	CS	Tou	AI	Weapon	Rng	RoF	Dmg	Traits/Special	
Sand Runner	7	2	7	1	3	B	Chomp	m	1	1	Leap (3"), Hear you breathe)	
Sand Runner Lt	2	F *1	7	2	3	B	Chomp	m	1	1	Arm 5+	
Sand Runner Cpt	1	F *1	7	2	3	B	Chomp	m	1	1	Arm 5+	

Post-Battle (p.119)	
Step 1: Resolve Rival Status (p. 119)	
n/a	
Step 2: Resolve Patron Status (p. 119)	
The Society of the Honored Bones	
Step 3: Determine Quest Progress (p.120)	
n/a	
Step 4: Get Paid (p. 120)	
78 cred	
Step 5: Battlefield Finds (p. 120)	

Personal trinket

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

n/a

Step 7: Gather the Loot (p. 121)

Beam light, documents (quest rumor), infantry laser

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			4	
Dozer	dnf		n/a	
John			4	
Willow			4	
Shadowfang	dnf		4	
Thero Raze			4	
Nisi'Xazh			4	

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, beam light, scrap pistol

Step 12: Campaign Event (p. 125)		
Movie night - +1 story point		
Step 13: Character Event (p. 126)		
Character	Effect	
Nisi	New guy picks a fight with nisi	
Step 14: Check for Galactic War Progress (p. 126)		
n/a		