

**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 <b>Broker Training</b> - +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		
Step 2: Medical Care? (p. 76)		
Dozer and Nisi finish med time		
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>- Mk II Translator - + 1d6 to recruit</li> <li>- Thero has <b>Broker training</b> - +1 to search for Patrons</li> </ul>		
Crew Member	Task	Result
Inquisitor Jshal	Explore	No effect
Reya	Trade	medi-patch



Cultist	5	1	5	1	4	A	Scrap Pistol & Bld	9	1	0		attacker, Hitting only on 6s
Cultist Vet	1	1	5	2	4	A	Scrap Pistol & Bld	9	1	0		
Cultist Lt	1	1	5	2	4	A	Military Rifle	24	1	0	5+ armor	
Cultist Cpt	1	1	5	2	4	A	Shotgun	12	2	1	5+ armor	
Cultist Spec	2	1	5	1	4	A	Shotgun	12	2	1		
Cultist Spec Lt	1	1	5	2	4	A	Hand gun & ripper sword	12	1	0	5+ armor	
(ALL Lt & Cpt							Cling Fire Pistol	12	2	1	Focused, terrifying	
K'erin Warrior	1	--	5	3	5	A	Machine Pistol	8	2	1	focused	
							Ripper Swd	m	1	1	Wins draws	

### 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)

Ready for finale

Step 4: Get Paid (p. 120)

+4

Step 5: Battlefield Finds (p. 120)

Starship parts (2 cred)

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

n/a

Step 7: Gather the Loot (p. 121)

2 uses combat serum, 2 stim packs

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			6	
Reya			4	
Dozer			n/a	
John			4	
Willow			4	
Shadowfang			4	
Thero Raze			dnf	
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

Step 12: Campaign Event (p. 125)

Time on hands

- Reya - get noticed
- Dozer - someone wants a package delivered

Step 13: Character Event (p. 126)

Character	Effect
Thero	Deep feeling of melancholy and despair - no xp next turn.

Step 14: Check for Galactic War Progress (p. 126)

n/a