

**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 credit		
Step 2: Medical Care? (p. 76)		
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>- 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	Find a shotgun
Reya	Trade	Army surplus - auto rifle

**Recruit:**

- Soulless
- R 1
- S 4
- C 0
- T 4
- S 2
- Arm 6+
- Background: Tech Guild (+1 sav, 1 high tek wep)
- Motivation: Freedom (+2 xp)
- Class: scavenger (+rumor, +high tek wep)

**High tek weapons:**

- Dueling pistol
- Hand cannon

Dozer	Train		
John	Trade	Stabilizer	
Willow	Recruit		
Shadowfang	Explore	Offered a small job	
Thero Raze	Decoy		
Nisi'Xazh	Recruit		
<i>Free Trade Action</i>	Trade	Sell to revolutionary - machine pistol, infantry laser, dueling pistol, shotgun, blade	
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			

Battle Encounter(p.88)		
Step 1: Deployment Conditions (p. 88)		(shadowfang got "offered a small job" -- kill a ranodm model for 2 cred. 0 if they flee)  Red Zone Threat Condition: ENemy capt
Small Encounter		
Step 2: Notable Sights (p. 89)		
nothing		
Step 3: Determine the Objective (p.89)		
Fight off		
Enemy (p. 92)	Total Number	
(E) Swarm Brood	7+5-1	

Enemy Type	#	Flee	Spd	CS	Tou	AI	Weapon	Rng	RoF	Dmg	Traits/Special	
Swarm Brood	6	0	6	1	4	B	Claw	m	1	1	pierce	
Swarm Brood Vet	1	0	6	2	4	B	Claw	m	1	1	pierce	
Swarm Brood Lt	2	0	6	2	4	B	Claw	m	1	1	A 5+ pierce	
Swarm Brood Cpt	1	0	6	2	4	B	Claw	m	1	1	A 5+ pierce	
Super Brood Cpt	1	0	6	2	5	B	Claw	m	1	1	A 5+ pierce	
Kheeme	1	0	7	2	4	A	Inf Laser	30	1	0	Snap shot	One with the flow
							Glare Sword	m	1	0	Elegant, pierce	Predictions

### 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)

DONE

Step 4: Get Paid (p. 120)

6 cred + 2 (side quest) = 8

Step 5: Battlefield Finds (p. 120)

1 cred

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

n/a due to planet type

Step 7: Gather the Loot (p. 121)

6 loot: see sidebar

1. Military Rifle (discard due to advantage)
2. Laser sight
3. Military Rifle
4. Blast Rifle
5. 3 frakk grenades
6. Hunting rifle

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			5	
Dozer			5	
John			6	
Willow	DNF		5	
Shadowfang			5	
Thero Raze	DNF		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, grenade, grenade. Buy: Analyzer, Duplicator, Insta-Wall, cyber hand, repair bot, repair bot, combat armor, booster pills x2

Step 12: Campaign Event (p. 125)

Friends among the locals - story point

Step 13: Character Event (p. 126)

Character	Effect

Willow	All this violence is depressing you (+1 story point, wont' fight next turn)	
Step 14: Check for Galactic War Progress (p. 126)		
n/a		