

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 | | |
| n/a - black job | | |
| 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. - Mk II Translator - + 1d6 to recruit - Thero has Broker training - +1 to search for Patrons | | |
| Crew Member | Task | Result |
| Inquisitor Jshal | Explore | Someone wants a package delivered |
| Reya | Trade | Spare parts |

Black job free weapons:
 1. 3 frakk grenades
 2. Scrap pistol
 3. Fury rifle

Recruit:
 - Hopeful Rookie
 - R 1
 - S 4
 - C 0
 - T 3
 - S 0
 - Background - Alien Culture - +1 high tech weapon
 - Motivation: Political - Patron, +1 story point
 - Class: Agitator - +1 rival

High tech weapon: hand laser

| | | | |
|---|---------|---------------------------|--|
| Dozer | | | |
| John | | Recruit | |
| Willow | Trade | Local maps | |
| Shadowfang | Explore | Offered a reward (2 cred) | |
| Thero Raze | | Recruit | |
| Nisi'Xazh | | | |
| <i>Free Trade Action</i> | Trade | 3 frakk grenades | |
| 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 - black job | | | |

| Battle Encounter(p.88) | |
|--|--------------|
| Step 1: Deployment Conditions (p. 88) | |
| n/a - black job | |
| Step 2: Notable Sights (p. 89) | |
| n/a - black job | |
| Step 3: Determine the Objective (p.89) | |
| Destroy strong point | |
| Enemy (p. 92) | Total Number |
| Void Rippers | |

| Enemy Type | # | Flee | Spd | CS | Tou | AI | Weapon | Rng | RoF | Dmg | Traits/Special |
|----------------|---|------|-----|----|-----|----|--------|-----|-----|-----|-----------------|
| Void Ripper | | 1 | 5 | 1 | 5 | R | Teeth | m | - | 0 | Gruesome, hover |
| Void Ripper Lt | | 1 | 5 | 2 | 5 | R | Teeth | m | - | 0 | Gruesome, hover |
| | | | | | | | | | | | |
| | | | | | | | | | | | |

Post-Battle (p.119)

Step 1: Resolve Rival Status (p. 119)

BLACK JOB SUCCESS - clear all rivals

Step 2: Resolve Patron Status (p. 119)

BLACK JOB SUCCESS - add Unit Spec Forces, + private organization

Step 3: Determine Quest Progress (p.120)

n/a

Step 4: Get Paid (p. 120)

5+7=12

Step 5: Battlefield Finds (p. 120)

Personal trinket

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

n/a

Step 7: Gather the Loot (p. 121)

bipod

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 | | | 4 | |
| Reya | | | 4 | |
| Dozer | | | 4 | |
| John | | | 4 | |
| Willow | | | 4 | |
| Shadowfang | | | 4 | |
| Thero Raze | | | 5 | |
| 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, frakk grenade x2.

Step 12: Campaign Event (p. 125)

Life support system needs upgrading (3 cred)

Step 13: Character Event (p. 126)

| Character | Effect |
|-----------|--------------------------|
| Willow | It's time for a makeover |

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

n/a

