

FIVE PARSECS FROM HOME



SOLO ADVENTURE WARGAMING



MÖDIPHÜS[®]
ENTERTAINMENT

FIVE PARSECS FROM HOME

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INTRODUCTION

INTRODUCTION

WELCOME

You're about to enter Fringe Space.

Behind you, a few jumps from this decrepit starport, lie the Core Worlds: gleaming megacities and bustling space ports, with Unity armed forces maintaining security and safety.

Unity stands as a beacon of human achievement: a galactic body that governs the most advanced civilization Humanity has ever seen. Life on the Core Worlds is comfortable, your health guaranteed by genetic updating, your safety guaranteed by the might of the star fleet, your retirement guaranteed by correctly filling out Form 274C and supplemental form 37C-3 (first 4 pages only).

Here, in front of you, is the Fringe: a scattered array of worlds that defy generalization, anarchistic colonies of determined frontier settlers, crime-ridden concrete towns, corporate-controlled extraction bases, and battle-grounds for warlords and pirates.

Opportunities for credits are everywhere you care to look: mercenary work, doing dirty jobs for the corporations, helping solve the trouble of some colony. If you have a ship to your name and a crew you can trust, you can go far.

Sometimes it even pays well. Find allies when you can, because your enemies will certainly remember your face. Nobody makes it very far on their own.

Of course, you may not live to spend



your ill-gotten gains. Maybe you end up face-down in the radioactive sand after a shoot-out. Maybe you're collateral damage in a Galactic War invasion. Maybe you try to pet a Krorg.

You might meet some exciting people out here. Nomadic remnants of old settler groups. Fanatic devotees to some alien religion. People who have gone psycho. Got anything remotely valuable in your collection and you better be prepared to fend off the inevitable starport scum looking for easy pickings.

There's lots of aliens too. K'Erin are usually looking for a fight, but it doesn't hurt to hire one. Just don't challenge them to a duel - they take that serious. Little lizard guy over there? We call them The Swift. I hope you don't mind the chirping sound - they make that all day long. The odd-looking ones in the masks are Engineers.

Can talk directly to a computer and make it work. Invaluable in a crew. And if you keep your eyes open, you might see a few Precursors roaming around. They say they are enlightened beyond the likes of you and me.

If you prefer someone less prone to bleeding out, maybe you'll meet the Soulless. They're robots but they have personalities like you or I, only connected to a hive-mind. It's like having 20 million friends.

Not all aliens you meet are as talkative though. If the Converted make planetfall, get off-world or your body will end up recycled as one of their troopers. And if you meet the Swarm, you'll be busy reloading until they rip your crew to tiny pieces.

But at least it'll be memorable, right?



ADVENTURE WARGAMING

What you are reading is a different type of game. Where miniatures games have traditionally been about building armies and fighting generic battles, Adventure Wargaming is about a lot more: it's about games that can be played on your own time, which reward your investment by providing an exciting story and which do not require hundreds of dollars of investment simply to play a game.

We believe that there's a whole new world of gaming out there, waiting for you, and we are excited to be part of this world with **Five Parsecs from Home** and many more exciting games in the future.

Traditional miniatures wargames tend to be played as single battles, absent of context, often competitive, and usually played using army lists. The forces are usually (though not always) military formations fighting to achieve an assortment of objectives. This game differs in a number of important ways:

- *The game assumes a campaign is being played, with each game informing the next. The same crew carries over, acquiring new weapons and experience, providing context to the game experience. Rather than simply being five space-soldiers, they are your captain's crew, who you've commanded for weeks. If any of them don't make it, you not only lose out on vital experience, you may also go into the next battle short-handed.*
- *As such, the campaign becomes episodic, each campaign turn building on previous consequences. This happens on two levels. On one hand, the events of each game affect the future: **Rumors** your crew find lead to **Quests**, and your victories may result in **Rivals** coming back to attack you. But it also works on a much more personal level. The events of the game*

start linking together in seemingly logical chains of events. You just lost a mission and a crew member died, and now someone else in the crew is depressed? It's just a random event, but suddenly it all makes sense. Over the course of a campaign, your game will start feeling more like a story or television show than a mere miniatures game.

- *Games are open-ended. While you may have a specific objective to accomplish, you are also trying to manage your crew. Is risking casualties worth the increased payout? Sometimes there is no objective other than survival, and if your campaign consists of 10, 20, or 30 battles, winning or losing a specific one becomes less important.*
- *There is no strict points system, and there is no inherent guarantee that every battle is balanced perfectly for you. Some encounters will be easy wins, others will be tough. You may be so outgunned that the mission is impossible. You must make the decisions a real commander would have to make in this case. Running away is an option!*

Lastly, of course, while soldiers and armies do feature in our game, it is not necessarily about military forces. Any number of characters can be encountered, from pirates and adventurers to colonists and robots. Likewise, they can do battle for any number of reasons: rivalries, being hired by opposing sides, or simply because it seemed like the thing to do.

The New Edition

This is the third edition of the game. If you are a returning player from a previous edition, many things may have changed since your last visit. Please see Appendix I (p.146) for a guide on what's changed and how best to integrate your existing Five Parsecs crews.

Special Thanks

A wealth of people have been pivotal to the success of these rules. There are really too many to mention everyone, but special thanks must go to Bill and Jason for being the supreme nit-pickers and helping catch all the things I missed, to my wife for putting up with all my stupid ideas, to Chris from Modiphius for taking a chance on these rules, and everyone that sent me email or social media messages.

Ivan Sorensen

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Where to keep up with us

You can keep up with the latest updates for **Five Parsecs from Home** Third Edition at www.modiphius.net/pages/five-parsecs

Ivan Sorensen may be contacted at nordicweaselgames@icloud.com – you are more than welcome to email with questions, suggestions, ideas, or just to tell me how your game went.

General news and updates can be found at <https://fivemennormandy.blogspot.com>

You can support development of new games and material at <https://www.patreon.com/nordicweasel>



CONVENTIONS OF THE GAME

Game Length

Five Parsecs from Home is played in **campaign turns**. After creating a crew of characters, each turn allows you to explore the location they are in, travel to new worlds, and trade for equipment using these rules and your dice, based on your crew's decisions.

Each campaign turn, you will also fight a miniature-based tabletop battle, before resolving long-term consequences such as injuries and deaths, and gaining experience and items.

A campaign goes on as long as you like. You can play a single scenario, while some players prefer to follow a single personal character, ending that campaign only if the character dies. Others decide on a set number of campaign turns, or just play until they feel their crew is either forced to disband, or has made it big and can retire.

Players who prefer a more explicit story can utilize the **Story Track** (Appendix V, p. 153), which offers a series of campaign events linked together narratively.

The game needn't be played solo, either. If you'd like to play with a friend or two, simply split the crew between you, and work together to overcome the challenges of the universe. Creative players can even design a unique scenario and run it as a Game Master.

In the end, the goal is to have a fun story you can look back on.

Game Scale

Because each miniature represents a single character in the game world, we use the terms "character" and "figure" interchangeably in the game rules. You can use any scale of figures you enjoy, as long as figures are based individually, and can be readily identified.

The game is meant to be played with any figures you enjoy, and players are free to mix and match figures from different figure companies. There is a huge array on the market for both army and adventuring types, the most common being 15mm and 28mm scale. For those new to this type of game, "scale" refers to the approximate height of the figure, though every company measures this differently, and they can vary significantly in bulk and stature. Small height differences tend to disappear on a gaming table, so feel free to mix and match.

All figures should be based individually, so each figure can move on its own. This is typical for science fiction games, but may present a challenge for fans of very small figure ranges (such as 6mm miniatures, which have a long sci-fi association).

All measurements in *Five Parsecs from Home* are given in inches. Players using 15mm scale miniatures may prefer to read some measurements as centimeters. If so, weapon ranges will still look better in inches, but movement can feel a bit quick. Players in 6mm and 10mm scale are encouraged to use centimeters instead.

Dice Basics

Five Parsecs from Home uses common six-sided dice ("D6"), but also the less common ten-sided dice ("D10") available from many hobby shops and game retailers, whether individually, or as part of a polyhedral set. When referring to rolling multiple dice together, the number of dice is given before the type of dice, so that "2D6" means rolling two six-sided dice and "2D10" means rolling two ten-sided dice. Unless otherwise stated, you would add the result of the two dice together, although this game also includes occasions where you will be instructed to take the higher or lower die result.

Sometimes, you will be asked for a modified roll, adding or subtracting a number to the dice roll for the final result. For example, if you see **"2D6+2"**, this means roll two six-sided dice, add them together, and then add 2 for the result.

Additionally, you may be asked to roll **"D100"**. Unless you are fortunate enough to have a one-hundred-sided die, this means **rolling the D10 twice**, the first result for 'tens' and the second for 'units', to generate a number between 1 (**01**) and 100 (**00**). So, a result of **5**, then **8**, would be **58**.

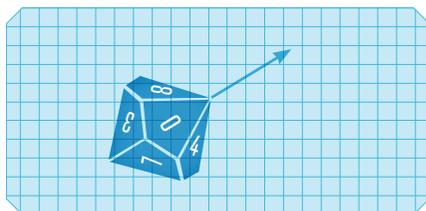
Rerolls and Natural Rolls

If the rules say you can reroll something, the die or dice are picked up and rolled again, with the original result no longer counting. In some cases, multiple rules may suggest further rerolls. This is not permitted: only one reroll is allowed per circumstance.

If the rules call for a *natural* roll, it means you must roll that number on the dice before any modifications are applied. For example, only a rolled **"6"** counts as a *natural 6*, not a **"4"** modified with a **+2**.

If the rules allow rolling twice for something and picking the better result, you may roll at the same time or one after the other. It doesn't matter which.

The game occasionally requires finding a random direction. You can purchase various "direction dice", but a simple solution is to roll a **D10** and use the raised tip as the direction.



NORMS OF THE GAME

The rules assume a Human player facing opponents controlled by the game system (the “**enemy**”). The actions an **enemy** may take are defined and described on page 42.

If the rules say you “may” do something, you can choose not to. If the rules say you “must” or “will” do something, you are required to do so.

By default, the game rules assume the player will pre-measure distances as they play. You may opt to commit to a move or shot before measuring, if you prefer. In multi-player games, all players should agree before the campaign begins.

Game Currencies

These rules assume an in-world currency known as credits, a kind of universal money. They also refer to experience points, most commonly written as XP, which most characters spend to improve themselves over time. You can also use and acquire story points, a method of buying better results and some rerolls during the campaign. All these are currencies you will want to track on your Crew Log at the back of these rules, and all of these will be explained later in the rules.



Common Sense

Five Parsecs from Home is a complex game with a ton of creatures, weapons, items, events, and things that can all happen at the same time. It is entirely possible you encounter a random situation that playtesters didn't, and which there is not a specific rule to cover. If so, re-read each involved rule carefully for guidance. The rules are usually meant to be read and applied literally, but if you are still not content with the outcome, consider the intent behind the rules. A result that is clearly at odds with the spirit of the mechanic must be taken to be wrong.

In the end, once this game is in your hands, you're in control of the experience: you can simply decide the interpretation that works best for you. If you run into such fringe situations, please let us know so we can consider the complications – and your solutions – for future editions and updates.

Essential Miniatures

If you are an experienced science fiction gamer, you may already have a collection of miniatures and terrain ready to go. Should you be new to this, it may be overwhelming to get started, especially in terms of miniatures. This chapter is not meant to be a complete introduction to miniatures gaming, but will help you understand what you need to play **Five Parsecs from Home**.

This section assumes you are playing with miniatures, though paper figures are gaining popularity, and are very accessible. Even then, you will need to know how many to print out.

Your Crew

You will need a collection of suitable crew figures. It is common to recycle figures when a character leaves or dies, so 6-7 character figures will do you fine to start with. Over time, a collection of 10-15 suitable figures will give you some options to pick from.

You will need to be able to tell your figures apart, and the easier this is, the better. If you use figures from the same set, such as the many futuristic military miniature ranges available, try to use distinctive poses or vary the paint designs.

Your figures should reflect roughly the type of weapons they are armed with, but as gear changes frequently, it is not really reasonable to try and convert all of the pistols, swords, and rifles every time you get a new item. Especially since characters can die rather easily!

The Enemies

For the opposition, the more and stranger figures you have, the better. A good starting point is three sets of enemies: one squad of military types, one squad of gang types, and one squad of alien types, each with eight or so figures available. Again, make sure you can tell some of them apart so you can track specialists.

It is worth having an extra figure or two to use as assorted boss and villain types. Reusing a specific villain figure might even turn into that being the actual same person who has returned to battle you once again. Be creative!

That may seem like a lot of figures, but you can start with less than that. In a campaign where there are dozens of different enemies, you will inevitably need some proxies. A proxy is a figure standing in for something else. Maybe you only have one squad for the enemy and they get to stand in for whoever you are fighting that day. Maybe they have to stand in for some bug-eyed monsters too. As long as you can play the game, you are doing fine. You can easily start with just a few figures and then expand as you go, watching your collection expand as you progress in the campaign.

CHARACTER CREATION

CHARACTER DEFINITIONS

Ability Scores

Each of your characters is rated in five **ability scores**, which you can record on a sheet of paper, or on the Crew Log at the back of these rules.

- *Reactions* is used to determine when a character can act during a battle round.
- *Speed* is straightforward: how far you can move in tabletop inches.
- *Combat Skill* is added to all attack dice rolls.
- *Toughness* is the number that enemies have to roll above if they want to damage you.
- *Savvy* covers technical aptitude, wits, and a bit of charm. It's usually used away from the battlefield.

Next to each ability score below is listed the base starting value for a new character and the maximum possible for a Human player character. Depending on what happens to the character during character creation, some of these values may go up. Depending on what happens during the campaign, they might go down as well!

ABILITY	STARTING VALUE	MAXIMUM VALUE
Reactions	1	6
Speed	4"	8"
Combat Skill	+0	+5
Toughness	3	6
Savvy	+0	+5

Luck Points

Particular characters may have (or may develop) an unusual degree of Luck, as destiny smiles on them. On the battlefield, this works to avoid a potentially lethal injury. Humans are the only species that are allowed more than one point of Luck.





CREW COMPOSITION

Selecting Your Crew

There are four methods you may use to create your crew. We have included a step-by-step example of what character and crew creation might look like at the end of this section, and if you are eager to jump straight into the game, you can simply use the example crew. If you're creating your own crew, grab a copy of the Crew Log in the back of this book, or download a copy from www.modiphius.net

First-timer Method

If you are playing for the first time, keeping track of multiple characters can be confusing. If so, start with a crew of 6 Human characters, or use the example crew at the end of this chapter.

Standard Method

You receive 6 crew figures:

- 3 are always Human.
- 2 may be Human or a Primary Alien, according to your choice.

- 1 may be a Human or Bot, according to your choice.

If you have opted for a reduced crew size (see page 63), you may still select up to 1 Bot and 2 Primary Aliens.

Miniatures Method

Select 6 miniatures you would like to play with from your collection, then choose from the crew types below to match your selected miniature figures. You should still roll for the specific advances and background details as normal.

This option allows you to have any combination of Primary Aliens, Bots, or Humans that matches your selected miniatures.

Random Method

You receive 6 crew figures. Roll on the **Crew Type Tables** below for each position.

Under this method, each character is generated completely at random.

CREW COMPOSITION

Crew Type Tables

Step 1

If using the Standard Method, roll for the basic crew type first. If you roll Primary Alien or Strange Character, proceed to the relevant subtable, and roll for the exact type.

ROLL	CREW TYPE
1-60	Baseline Human
61-80	Primary Alien
81-90	Bot
91-100	Strange Character

ROLL	PRIMARY ALIEN
1-20	Engineer
21-40	K'Erin
41-55	Soulless
56-70	Precursor
71-90	Feral
91-100	Swift

Step 2

Note down the basic character profile and any special rules and characteristics that apply to them. If the character is a Bot, you are now done; go to Step 4.

Step 3

If the character is a Baseline Human or Primary Alien, proceed to the **Background, Motivation, and Class Tables** (pp.24-27), and roll once on each.

Apply any modifiers to the character abilities, and note any additional resources gained.

If the character is from the **Strange Character Subtable**, consult the specific entry to see if any of the three rolls are modified or altered in any way.

ROLL	STRANGE CHARACTER
1-2	De-converted
3-8	Unity Agent
9-17	Mysterious Past
18-22	Hakshan
23-27	Stalker
28-34	Hulker
35-41	Hopeful Rookie
42-47	Genetic Uplift
48-53	Mutant
54-58	Assault Bot
59-62	Manipulator
63-67	Primitive
68-73	Feeler
74-79	Emo-suppressed
80-85	Minor Alien
86-87	Traveler
88-93	Empath
94-100	Bio-upgrade

Step 4

Name the character appropriately, and select a miniature to use.

Human Characters

Baseline Human

Baseline Human characters are plain, ordinary people. Distributed across thousands of worlds, cultures, and environments, their appearance, customs, and outlook on life can vary tremendously, but ultimately the baseline is Human, through and through.

They begin the game with the following profile:

REACTIONS	1
SPEED	4"
COMBAT SKILL	+0
TOUGHNESS	3
SAVVY	+0

They have a single advantage: they are the only character type that can exceed 1 point of **Luck**.

Proceed to roll once on each of the Background, Motivation, and Class Tables (pp.24-27), applying the results from each.

Bots

Standard Bot

Typical Bots are built to a bewildering array of configurations, but the profile given here will fit most combat, security, and multi-purpose Bots. They are fitted with emotion-simulation modules, allowing fairly complex "personalities".

They begin the game with the following profile:

REACTIONS	2
SPEED	4"
COMBAT SKILL	+1
TOUGHNESS	4
SAVVY	+2

Bots have the following characteristics and advantages:

- *Bots do not make any rolls on the character creation tables. All Bots simply begin with the base profile listed above.*
- *Bots have a separate table for Injuries in the campaign chapter.*
- *They receive a 6+ Armor Saving Throw, due to their metallic construction.*
- *Bot characters do not earn Experience Points. Instead they can be upgraded through the expenditure of credits.*
- *Bots cannot benefit from implants or the use of any consumables in battle.*
- *They cannot be the subject of a Character Event under any circumstances. If you have to select a random crew member through a Character Event, do not include Bots in the roll.*

Primary Aliens

These are the most common alien species found in crews around Fringe space. Note that, although many of these species can be encountered as enemies as well, any rules indicated here apply only to the player's crew.

Proceed to roll once on each of the **Background, Motivation, and Class Tables** (pp.XX-XX), applying the results from each.

Some results may seem odd, but the type of character that wants to join an adventuring crew often has a rather weird, complex, or even conflicted personality. Soulless are programmed to emulate Human behavior, and still roll normally, while non-Humans tend to have the same institutions as Humanity, but are rather different in outlook or appearance.

CREW COMPOSITION

Engineers

Slim humanoids with a fragile physique. They have an innate talent for interfacing with machinery, making them highly desirable crew companions.

REACTIONS	1
SPEED	4"
COMBAT SKILL	+0
TOUGHNESS	2
SAVVY	+1

Engineers have the following characteristics and advantages:

- *If rolling to repair a damaged item, Engineers may add +1 to the roll.*
- *Engineers cannot ever have a **Toughness** score exceeding 4. This applies even to equipment bonuses.*



K'Erin

Proud and warlike aliens with a penchant for brutality and a peculiar sense of honor.

REACTIONS	1
SPEED	4"
COMBAT SKILL	+0
TOUGHNESS	4
SAVVY	+0

K'Erin have the following characteristics and advantages:

- *When **Brawling**, K'Erin characters may roll twice, picking the better of the dice.*
- *If a K'Erin character begins their round within base movement speed of an enemy, they **MUST** move to engage them in **Brawling** combat.*

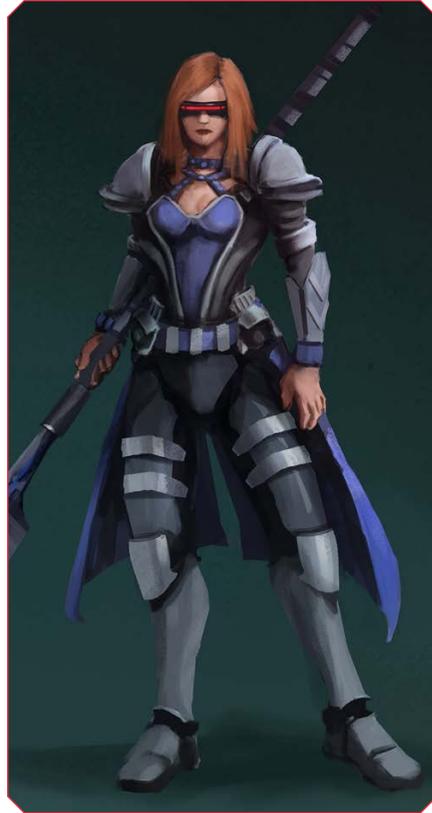
Soulless

A species of cybernetic organisms, connected into a combined hive-intelligence.

REACTIONS	1
SPEED	4"
COMBAT SKILL	+0
TOUGHNESS	4
SAVVY	+1

Soulless have the following characteristics and advantages:

- *Soulless receive a **6+ Armor Saving Throw** due to their metallic construction.*
- *Soulless cannot use consumables or receive implants. They use the Bot Injury table.*
- *Unlike Bots, they can learn from experience and receive XP normally.*
- *They may also have Bot Upgrades installed, but must pay 1.5 times the normal cost (rounded up).*



Precursor

Graceful and refined alien humanoids who were traveling the stars when other species were still lingering in caves.

REACTIONS	1
SPEED	5"
COMBAT SKILL	+0
TOUGHNESS	2
SAVVY	+0

Precursors have the following advantage:

Because their life-span supplies greater opportunity for past experience, if a Precursor is the subject of a Character Event, you may roll for 2 events and pick which one you prefer. If you would prefer avoiding the event altogether, you may do so by spending 1 story point after rolling twice.

CREW COMPOSITION



Feral

Humanoid-animal hybrids, typically patterned on Earth predators such as wolves or large cats. Originally engineered for military purposes, they are considered an independent species in Unified Space.

REACTIONS	1
SPEED	4"
COMBAT SKILL	+0
TOUGHNESS	3
SAVVY	+0

Feral have the following characteristics and advantages:

- If a Feral crew member takes part in a battle, all enemy-imposed penalties to Seize the Initiative rolls are ignored.
- When making a Reaction Roll at the start of a battle round, if the dice only score a single 1, it must be given to a Feral crew member, if possible.

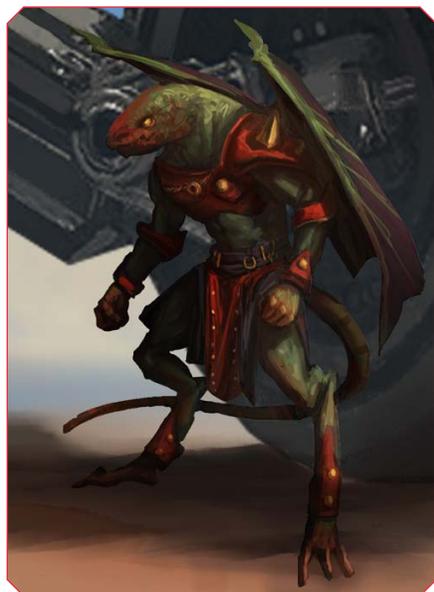
Swift

Diminutive, winged, lizard people, the species received the nickname "Swift" due to their erratic, jerky motions.

REACTIONS	1
SPEED	5"
COMBAT SKILL	+0
TOUGHNESS	3
SAVVY	+0

Swift have the following characteristics and advantages:

- During a battle, Swift may use their Movement Action to glide down to a lower position. They can land on a position below them safely at a distance equal to the difference in height (see p.42).
- They can leap gaps up to 4" wide when moving, and can Jump straight down from any height without damage.
- When firing a weapon with multiple shots, Swift must direct every shot at the same target.





Strange Characters

All manner of odd characters are possible. Proceed to roll once on each of the **Background, Motivation, and Class Tables**, applying the results from each. Some Strange Character types will have specific backgrounds, motivations, or classes pre-determined, as listed. If so, do not roll on the relevant table.

De-converted

The character was a prisoner of the Converted (see p.101), and began to undergo their cyborg conversion process. However, they were rescued before the control chips could be inserted.

REACTIONS	1
SPEED	4"
COMBAT SKILL	+0
TOUGHNESS	3
SAVVY	+0 (forever)

De-converted characteristics and advantages:

- *The character has a 6+ Armor Saving Throw due to built-in plating.*
- *They can be fitted with up to 3 implants.*
- *Their Savvy score can never be improved.*
- *Motivation is always Revenge.*



CREW COMPOSITION

Unity Agent

The character is a secret agent for the Unity administration (p.136). Whether they are deep undercover or on the run is unknown.

REACTIONS	2
SPEED	4"
COMBAT SKILL	+0
TOUGHNESS	3
SAVVY	+0

Unity Agent characteristics and advantages:

- **Call in a Favor:** Each campaign turn, you may roll 2D6. On a 10-12, you can either remove a Rival, gain a Quest Rumor, or gain a Patron. If the roll is a 2-4, you must travel to the next planet immediately. If you are unable to do so, lose this trait permanently.
- Motivation is always Order.



Mysterious Past

They never talk about where they came from. Almost as if they don't even know.

Create the character as a Baseline Human, but roll twice on the **Background Table** and apply both results. However, when rolling on the **Background, Motivation, or Class Tables**, any bonus story points are ignored for this character.

Hakshan

High-tech aliens traveling the galaxy in search of something. Fairly friendly.

REACTIONS	1
SPEED	4"
COMBAT SKILL	+0
TOUGHNESS	3
SAVVY	+0

In addition to the usual rolls on the **Background, Motivation, and Class Tables**, you automatically have the *Truth* motivation.

Stalker

Blue-skinned Human gene-mods. Rarely seen, on account of their innate teleportation ability, originally the result of a secret military development project.

REACTIONS	1
SPEED	4"
COMBAT SKILL	+0
TOUGHNESS	3
SAVVY	+0

As an Alternative Movement option, the character may teleport. Roll 1D6" and reposition the character anywhere within this distance. They can take their action normally. This ability can be improved with Experience Points twice. This costs 4 XP and adds +1" to the distance each time.

Hulker

Bulging with muscles and rage, these Human gene-mods are perfect for hauling, crushing, and breaking. Or hauling things that to need to be crushed or broken.

REACTIONS	1
SPEED	4"
COMBAT SKILL	+1
TOUGHNESS	5
SAVVY	+0

Hulker characteristics and advantages:

- *When shooting, **Combat Skill** is always treated as +0, with no bonuses possible from weapons, gun sights, or gun mods.*
- *A Hulker ignores the Clumsy and Heavy traits on weapons.*
- *When rolling on the Class Table, any result of Technician, Scientist, or Hacker is treated as Primitive.*

Hopeful Rookie

Wide-eyed and enthusiastic, you almost feel bad for this kid, because the universe is going to hit them like a ton of bricks.

- *Baseline Human.*
- *Begin with 1 Luck and gain 1 bonus XP every game where they do not become a casualty.*
- *The first time they become a casualty (without any more Luck to save them) they lose all Luck points permanently, and can never receive them again. From that point on, they no longer receive the bonus XP for being a Hopeful Rookie.*

Genetic Uplift

All manner of genetic adjustments are possible with the basic Human template. This could, of course, be used to create literal super-humans, if you have the cash. This one had the cash.

REACTIONS	2
SPEED	5"
COMBAT SKILL	+1
TOUGHNESS	4
SAVVY	+1

All Background rolls that would result in additional credits are ignored. The crew receives 1 additional **Rival** (see p.77).

Mutant

Genetic distorts are common enough sights around the galaxy, whether it's due to black-war weaponry, scientific experiments, cosmic disturbances, or industrial pollution.

- *As Baseline Human.*
- *Mutants cannot be sent to perform Recruit or Find a Patron tasks.*
- *Background is always Lower classes of megacity.*

Assault Bot

Like a typical work Bot, except encased in armor, and programmed with a homicidal demeanor.

- *As a Bot, but Savvy is +0, and cannot be upgraded.*
- *An Assault Bot ignores the Clumsy and Heavy traits on weapons.*
- *They receive a 5+ Armor Saving Throw, due to their heavy metallic construction.*
- *No background, motivation, or class.*

CREW COMPOSITION

Manipulator

Bizarre-looking aliens renowned for their talents at communication and large-scale political machinations. Occasionally, they drag their tentacled selves out into the universe alone so they can observe the creatures that inhabit it.

REACTIONS	2
SPEED	4"
COMBAT SKILL	+0
TOUGHNESS	3
SAVVY	+1

- Cannot enter a Brawl voluntarily under any circumstances. May use tentacles to fire 2 Pistols in the same round, and may choose separate targets.
- Whenever the crew earns story points in the campaign, roll 1D6 for each Manipulator. Each roll of a 6 grants a bonus story point (which does not, in turn, offer an additional roll).
- Background is always Bureaucrat.

Primitive

Inhabitants from a technologically regressed world sometimes find it difficult to shed their backwards ways. However, being handy with a blade has its uses.

- As Baseline Human.
- Cannot benefit from gun sights or fire above 8" range.
- All Melee weapons count as Elegant.
- Background is always Primitive or Regressed World.

Feeler

Some cultures have extremely strong emotional output.

- As Baseline Human.

- Roll twice on the Motivation Table and receive the benefits of both rolls. If the character ever ends up in a fight with another crew member, they have a mental breakdown, and will leave the crew immediately, never to return.

Emo-suppressed

Whether requested, imposed as a criminal punishment, or due to cultural customs, this character is unable to feel any emotions beyond those needed for rudimentary existence.

- As Baseline Human.
- The character will never voluntarily leave the crew for any reason, and may ignore any event that would require them to get in a fight with a local or other crew member. They can never receive any Luck points.
- Motivation is always Survival.

Minor Alien

One of the many alien species that do not form a major political entity in the Fringe regions (see p.143).

- As Baseline Human.
- If the Background, Motivation, or Class Table results would grant bonus credits or bonus story points, reduce the final increase by 1.
- Roll 1D6. An increase to the indicated ability score has its XP cost reduced by 1.

ROLL	Ability
1	Reactions
2-3	Speed
4	Combat
5	Toughness
6	Savvy



Traveler

An odd person, claiming they are not really from this moment in space and time. They certainly dress in an eccentric manner.

REACTIONS	3
SPEED	4"
COMBAT SKILL	+0
TOUGHNESS	4
SAVVY	+2

- *Begin with +2 story points and 2 Quest Rumors.*
- *Speed is +2" if moving directly away from a visible enemy.*
- *After every battle, roll 2D6: On a 2, they disappear, never to be seen again. The crew has a strange feeling they were here for an important reason. Claim 2 story points. On an 11-12, the crew immediately receives a Quest.*
- *Motivation is always Truth.*

Empath

Minor psionic inclination allowing the easy reading of emotional states. Surprisingly handy during a negotiation process.

- *As Baseline Human.*
- *When sent on Recruit or Find a Patron tasks, add +1 to the roll.*
- *Cannot be given implants without losing this ability.*

Bio-upgrade

Humans with a heightened tolerance for cybernetic enhancements are often given genetic treatments to let them take full advantage of this fact.

- *As Baseline Human.*
- *May have up to 4 implants, and could benefit from 2 of the same implant.*
- *If Background, Motivation, or Class rolls produce bonus credits, receive 2 credits less.*

BACKGROUND, MOTIVATION, AND CLASS

Rolls on the following tables provide a sense of who the character is and where they originated from. Of course, these results should be interpreted in light of other factors:

- *Many rolls provide increases to ability scores which are applied immediately.*
- *A High-tech colony for Ferals would be a primitive dump for an Engineer, while a Precursor Primitive would likely be a voluntary exile in pursuit of some spiritual achievement.*
- *The Resources column may grant extra credits, Quest Rumors, known Patrons, or story points. Simply note down all of these things on the Crew Log. Their importance will be clear once you begin the campaign. All such resources are pooled together – they are not specific to a particular character.*

Bonus Equipment and Weapon rolls provide items which the character has as they arrive at the campaign. They do not have to retain these and they may be handed to other characters or sold normally. It's worth noting that some results will be more desirable than others. Not everybody was born with the same opportunities, so reallocating equipment between crew members might be necessary to start with.

Note that the tables intentionally do not depend on each other. You can have a character that grew up in a high-tech environment and became a primitive outcast. Be creative and come up with a story as to how that went down.

Starting Patrons and Rivals

If you begin the game knowing a **Patron**, they are always local to the world on which you begin the campaign. When you play your first campaign turn, simply roll up a **Patron**, and assume you have known them all along. For more information on **Patrons**, see p.77.

Any **Rival** you begin the game with should be rolled on the Unknown **Rivals** Table in the "Battle" chapter (p.94). For more information on **Rivals**, see p.77.

Leaders

Once you have created all of your characters, pick one to be the **Leader**. This character receives **1 Luck point** and will never leave the crew through random events, though they can certainly be slain. While you are free to select a Bot as your Leader, they do not receive Luck if you do.



Background Table

ROLL	BACKGROUND	EFFECT	RESOURCES	STARTING ROLLS
1-4	<i>Peaceful, High-Tech Colony</i>	+1 Savvy	+1D6 credits	-
5-9	<i>Giant, Overcrowded, Dystopian City</i>	+1 Speed	-	-
10-13	<i>Low-Tech Colony</i>	-	-	+1 Low-tech Weapon
14-17	<i>Mining Colony</i>	+1 Toughness	-	-
18-21	<i>Military Brat</i>	+1 Combat Skill	-	-
22-25	<i>Space Station</i>	-	-	+1 Gear
26-29	<i>Military Outpost</i>	+1 Reactions	-	-
30-34	<i>Drifter</i>	-	-	+1 Gear
35-39	<i>Lower Megacity Class</i>	-	-	+1 Low-tech Weapon
40-42	<i>Wealthy Merchant Family</i>	-	+2D6 credits	-
43-46	<i>Frontier Gang</i>	+1 Combat Skill	-	-
47-49	<i>Religious Cult</i>	-	Patron, +1 story point	-
50-52	<i>War-Torn Hell-Hole</i>	+1 Reactions	-	+1 Military Weapon
53-55	<i>Tech Guild</i>	+1 Savvy	+1D6 credits	+1 High-tech Weapon
56-59	<i>Subjugated Colony on Alien World</i>	-	-	+1 Gadget
60-64	<i>Long-Term Space Mission</i>	+1 Savvy	-	-
65-68	<i>Research Outpost</i>	+1 Savvy	-	+1 Gadget
69-72	<i>Primitive or Regressed World</i>	+1 Toughness	-	+1 Low-tech Weapon
73-76	<i>Orphan Utility Program</i>	-	Patron, +1 story point	-
77-80	<i>Isolationist Enclave</i>	-	2 Quest Rumors	-
81-84	<i>Comfortable Megacity Class</i>	-	+1D6 credits	-
85-89	<i>Industrial World</i>	-	-	+1 Gear
90-93	<i>Bureaucrat</i>	-	+1D6 credits	-
94-97	<i>Wasteland Nomads</i>	+1 Reactions	-	+1 Low-tech Weapon
98-100	<i>Alien Culture</i>	-	-	+1 High-tech Weapon

Motivation Table

ROLL	MOTIVATION	EFFECT	RESOURCES	STARTING ROLLS
1-8	<i>Wealth</i>	-	+1D6 credits	-
9-14	<i>Fame</i>	-	+1 story point	-
15-19	<i>Glory</i>	+1 Combat Skill	-	+1 Military Weapon
20-26	<i>Survival</i>	+1 Toughness	-	-
27-32	<i>Escape</i>	+1 Speed	-	-
33-39	<i>Adventure</i>	-	+1D6 credits	+1 Low-tech Weapon
40-44	<i>Truth</i>	-	1 Rumor, +1 story point	-
45-49	<i>Technology</i>	+1 Savvy	-	+1 Gadget
50-56	<i>Discovery</i>	+1 Savvy	-	+1 Gear
57-63	<i>Loyalty</i>	-	Patron , +1 story point	-
64-69	<i>Revenge</i>	+2 XP	Rival	-
70-74	<i>Romance</i>	-	1 Rumor, +1 story point	-
75-79	<i>Faith</i>	-	1 Rumor, +1 story point	-
80-84	<i>Political</i>	-	Patron , +1 story point	-
85-90	<i>Power</i>	+2 XP	Rival	-
91-95	<i>Order</i>	-	Patron , +1 story point	-
96-100	<i>Freedom</i>	+2 XP	-	-



Class Table

ROLL	CLASS	EFFECT	RESOURCES	STARTING ROLLS
1-5	<i>Working Class</i>	+1 Savvy, +1 Luck	-	-
6-9	<i>Technician</i>	+1 Savvy	-	+1 Gear
10-13	<i>Scientist</i>	+1 Savvy	-	+1 Gadget
14-17	<i>Hacker</i>	+1 Savvy	Rival	-
18-22	<i>Soldier</i>	+1 Combat Skill	+1D6 credits	-
23-27	<i>Mercenary</i>	+1 Combat Skill	-	+1 Military Weapon
28-32	<i>Agitator</i>	-	Rival	-
33-36	<i>Primitive</i>	+1 Speed	-	+1 Low-tech Weapon
37-40	<i>Artist</i>	-	+1D6 credits	-
41-44	<i>Negotiator</i>	-	Patron , +1 story point	-
45-49	<i>Trader</i>	-	+2D6 credits	-
50-54	<i>Starship Crew</i>	+1 Savvy	-	-
55-58	<i>Petty Criminal</i>	+1 Speed	-	-
59-63	<i>Ganger</i>	+1 Reactions	-	+1 Low-tech Weapon
64-67	<i>Scoundrel</i>	+1 Speed	-	-
68-71	<i>Enforcer</i>	+1 Combat Skill	Patron	-
72-75	<i>Special Agent</i>	+1 Reactions	Patron	+1 Gadget
76-79	<i>Troubleshooter</i>	+1 Reactions	-	+1 Low-tech Weapon
80-83	<i>Bounty Hunter</i>	+1 Speed	1 Rumor	+1 Low-tech Weapon
84-88	<i>Nomad</i>	-	-	+1 Gear
89-92	<i>Explorer</i>	+2 XP	-	+1 Gear
93-96	<i>Punk</i>	+2 XP	Rival	-
97-100	<i>Scavenger</i>	-	1 Rumor	+1 High-tech Weapon

CREW EQUIPMENT

Equipment includes weapons (low-tech, military, and high-tech), gear, and gadgets. Although you will be able to add various other items during the game, the crew receives the following equipment to begin with:

- **3 rolls on the Military Weapon Table.** *For each crew member who rolled at least one Savvy increase, you may take one of these rolls on the High-tech Weapon Table instead, if desired.*
- **3 rolls on the Low-tech Weapon Table.**
- **1 roll on the Gear Table.**
- **1 roll on the Gadget Table.**
- **1 credit per crew member (+1 credit for each crew member recruited once the game has started).**

Any equipment obtained from these tables can be issued and distributed to your characters as you see fit.

Weapons Tables

ROLL	LOW TECH WEAPON
1-15	Handgun
16-35	Scrap Pistol
36-40	Machine Pistol
41-65	Colony Rifle
66-75	Shotgun
76-80	Hunting Rifle
81-95	Blade
96-100	Brutal Melee Weapon

ROLL	MILITARY WEAPON
1-25	Military Rifle
26-45	Infantry Laser
46-50	Marksman's Rifle
51-60	Needle Rifle
61-75	Auto Rifle
76-80	Rattle Gun
81-95	Boarding Saber
96-100	Shatter Axe

ROLL	HIGH-TECH WEAPON
1-5	Dueling Pistol
6-15	Hand Cannon
16-30	Hand Laser
31-45	Beam Pistol
46-55	Military Laser
56-70	Blast Pistol
71-80	Blast Rifle
81-85	Plasma Rifle
86-100	Glare Sword

All weapons are detailed on pages 50-52.



Gear Table

ROLL	GEAR
1-4	Assault Blade
5-10	Beam Light
11-15	Bipod
16-20	Booster Pills
21-24	Camo Cloak
25-28	Combat Armor
29-33	Communicator
34-37	Concealed Blade
38-42	Fake ID
43-46	Fixer
47-52	Frag Vest
53-57	Grapple Launcher
58-61	Hazard Suit
62-65	Laser Sight
66-69	Loaded Dice
70-75	Med-patch
76-81	Nano-doc
82-85	Purifier
86-89	Scanner
90-92	Sector Permit
93-96	Steel Boots
97-100	Tracker Sight

Gadget Table

ROLL	GADGET
1-4	AI Companion
5-9	Analyzer
10-13	Battle Visor
14-17	Boosted Arm
18-21	Boosted Leg
22-24	Cyber Hand
25-27	Displacer
28-31	Distraction Bot
32-36	Duplicator
37-41	Insta-Wall
42-46	Jump Belt
47-50	Nerve Adjuster
51-55	Repair Bot
56-60	Scanner Bot
61-65	Screen Generator
66-69	Seeker Sight
70-73	Shock Attachment
74-79	Snooper Bot
80-83	Sonic Emitter
84-89	Stabilizer
90-93	Stealth Gear
94-100	Stim-pack

All equipment is detailed on pages 53-58.





SHIP DETAILS

Your crew's final piece of equipment is also their largest, their most valuable, and the most important for the adventure: **The Ship**. Roll once on the table below to determine what your starting ship is. Note that not all vessels are created equal, and sometimes you have to make do with what you could lay your hands on.

Three factors are determined from here:

- *How much debt you start the game in.*
- *How many Hull Points the ship has, i.e. how much damage it can sustain before it is destroyed.*
- *If the ship has any special traits (explained before the table).*

Emergency Drives: If you have to perform an emergency take-off while your ship is damaged, reduce the Hull damage sustained on the roll by 3.

Fuel-efficient: When traveling to a new world, the fuel cost is reduced by **1 credit**.

Fuel Hog: When traveling to a new world, the fuel cost is increased by **1 credit**.

Standard Issue: The cost of all **Starship Components** (see p.60) is reduced by **1 credit**.

Dodgy Drive: Any time the ship takes Hull damage, roll 2D6. If the roll is *equal to or below* the amount of damage sustained, the drive is misbehaving, and **2 additional points of damage** are sustained.

Armored: Any time the ship takes damage, you lose **1 Hull Point** less than indicated by the rules.



Ship Table

ROLL	SHIP	DEBT	HULL	TRAITS
1-12	Worn freighter	1D6 +20	30	-
13-18	Retired troop transport	1D6 +30	35	<i>Emergency Drives</i>
19-23	Strange alien vessel	1D6 +15	25	-
24-31	Upgraded shuttle	1D6 +10	20	-
32-38	Retired scout ship	1D6 +20	25	<i>Fuel-efficient</i>
39-45	Repurposed science vessel	1D6 +10	20	-
46-56	Battered mining ship	1D6 +20	35	<i>Fuel Hog</i>
57-65	Unreliable merchant cruiser	1D6 +20	30	-
66-70	Former diplomatic vessel	1D6 +15	25	-
71-76	Ancient low-tech craft	1D6 +20	35	<i>Dodgy Drive</i>
77-84	Built from salvaged wrecks	1D6 +20	30	-
85-95	Worn colony ship	1D6 +20	25	<i>Standard Issue</i>
96-100	Retired military patrol ship	1D6 +35	40	<i>Armored</i>

FLAVOR DETAILS

Finally, roll on the **Crew Table** below. These rolls are purely to add character, and will not influence gameplay. They are, however, highly recommended.

Crew Table

ROLL	WE MET THROUGH	ROLL	WE ARE BEST CHARACTERIZED AS
1-10	Hired by a random member of the group	1-12	Lovable rogues
11-20	Pursuit of random group member's motivation	13-21	Consummate professionals
21-30	Being in trouble with the authorities	22-28	Cut-throat outlaws
31-40	A common enemy	29-34	Defenders of the down-trodden
41-50	A common cause or belief	35-48	Hardened rebels
51-65	A random meeting in a bar	49-58	Starport scum
66-75	A previous job	59-72	Somewhat honorable bandits
76-90	Mutual protection in a hostile universe	73-87	In it for the credits
91-100	Being old war buddies	88-100	Living the dream!

CHARACTER CREATION EXAMPLE

I choose to build a crew for a new campaign. Since I don't have many alien figures available, I go with a crew of 6 Human characters. I could proxy in some figures, but I prefer to have things look like they should. If I recruit alien characters later, I can find some new figures online to add to the collection.

That means everyone starts with the same basic profile:

REACTIONS	1
SPEED	4"
COMBAT SKILL	+0
TOUGHNESS	3
SAVVY	+0

Now I need to roll for their background, motivation, and class. I'll do each character one at a time.

Figure 1:

- **Background:** Giant, Overcrowded Dystopian City. *This grants +1" Speed.*
- **Motivation:** Freedom, which starts me off with 2 XP.
- **Class:** Trader, starting us with 2D6 additional credits. *I roll 2+3 = 5.*

Seems like a classic television hero, yearning to get out there and do something for himself. This will be our captain unless I roll someone better. I decide they're afraid of being tied down, but also dislike being alone. I add a name: Flint Williamson.

Profile is: **Flint Williamson** 2 XP

REACTIONS	1
SPEED	5"
COMBAT SKILL	+0
TOUGHNESS	3
SAVVY	+0

Figure 2:

- **Background:** Mining Colony, granting **+1 Toughness**.
- **Motivation:** Loyalty, granting a **Patron** and an **additional story point**.
- **Class:** Enforcer, resulting in a **second Patron** and a **+1 Combat Skill** bonus.

Clearly a tough guy who's used to scrapping. I decide he has old contacts in the mining corp, and with sector law enforcement where he worked before mustering out. He's a dependable sort who isn't afraid of bruising his knuckles.

Profile is: **Kersh "Tank" Filjan**

REACTIONS	1
SPEED	4"
COMBAT SKILL	+1
TOUGHNESS	4
SAVVY	+0

Figure 3:

- **Background:** Space Station, which lets me roll for an **additional item of gear**.
- **Motivation:** Discovery, which adds **+1 to Savvy**, and grants a **second roll on the Gear Table**.
- **Class:** Punk, earning **2 XP** and a **Rival**.

I'm going to say she's the rebel kid who might have ended up in a gang, if she hadn't grown up on a scientifically-minded research

station. She was always more interested in cool gadgets than she was in doing research.

Profile is: **Milli "Twitch" Cershaw** 2 XP.

REACTIONS	1
SPEED	4"
COMBAT SKILL	+0
TOUGHNESS	3
SAVVY	+1

Figure 4:

- **Background:** Industrial World, granting another roll on the **Gear Table**.
- **Motivation:** Wealth. Simple enough, and I get **2 credits** out of it.
- **Class:** Soldier. We claim **+1 Combat Skill**, and get **4 more credits** of mustering-out pay.

I like the idea of this being an old, veteran soldier. He did his time, but nobody gets rich retiring on a Unity armed forces pension, so now he's taken to the stars to find a better deal. Probably a bit crotchety.

Profile is: **Simon Kurchler**

REACTIONS	1
SPEED	4"
COMBAT SKILL	+1
TOUGHNESS	3
SAVVY	+0

Figure 5:

- **Background:** Overcrowded Dystopian Giant City. I guess him and Flint could know each other, then. I note down **+1 Speed**.
- **Motivation:** Escape. Another **+1 Speed**.
- **Class:** Scientist, granting **+1 Savvy** and a **Gadget roll**.

This is probably the guy who keeps the ship running. Got some unresolved story he won't tell, but he's always muttering to the fusion drive that "They aren't gonna get me."

Profile is: **Shi Jiang**

REACTIONS	1
SPEED	6"
COMBAT SKILL	+0
TOUGHNESS	3
SAVVY	+1

Figure 6:

- **Background:** Drifter, giving me another roll on the Gear Table.
- **Motivation:** Power. Oof! Start with 2 XP and another Rival.
- **Class:** Starship Crew class for +1 Savvy.

I don't really have anything that could seem like a pilot, so we'll say this is it. Probably acts as a "power behind the throne," letting Flint run things but ensuring her input is taken into account and acted upon.

Profile is: **Neenet "Nada" 2 XP**

REACTIONS	1
SPEED	4"
COMBAT SKILL	+0
TOUGHNESS	3
SAVVY	+1

As I want Flint as my Leader, I add a point of Luck to his profile.

Equipment:

*I get 3 rolls for Military Weapons, but for each character with a Savvy increase, I can take one of them as a **High-tech Weapon** instead. I'm going to do that for two of the weapons, and I roll up a **Blast Pistol** and a **Hand Laser**. I figure Nada can take the Blast Pistol, and Flint*

*takes the Hand Laser. A roll on the Military Weapons Table grants me a **Marksman's Rifle**, which Twitch lays claim to.*

*Next, I roll for 3 **Low-tech Weapons**, getting a **Handgun**, a **Hunting Rifle**, and a **Shotgun**. Tank seems the sort to appreciate a Shotgun, while Shi picks up the Hunting Rifle. Simon likes to think of himself as a more discerning type these days, so a Handgun will do for him.*

*In addition to the 4 rolls granted already, a new crew gets 1 Gear roll automatically for a total of 5 Gear rolls. The dice grant me a **Camo Cloak**, a **Scanner**, an **Assault Blade**, a **Frag Vest**, and a **Laser Sight**.*

*Shi's Gadget roll plus the one a new crew gets means 2 **Gadget** rolls, which turn out to be a **Battle Visor** and a **Boosted Arm**. I hand these items out to the characters I feel they would fit the best.*

For money, I begin with 6 credits (= 6 person crew) plus the money I rolled up: A healthy bank account of 17 credits.

*I note down the group has 2 **Patrons** and 2 **Rivals** known on the starting world.*

Other Details

*A roll on the **Ship Table** gives us a **Worn Freighter**. We have 25 credits of debt on it, so that's not too bad. It has 30 Hull Points, and no special traits.*

*For **Flavor**, I roll up that our crew is characterized as **Hardened Rebels** and we met through **Being in Trouble with Authorities**. I love it when a plan comes together!*

*The last step is a **story point roll**. I roll 1D6+1 for a modified score of 4. I earned 1 more point during character creation, so that is 5 in total. Not too bad.*

And with that I am ready to take on the stars!

CREW LOG

Crew Name

Example Crew

Story Points

5

Plus
Hardened
Rebels

In Trouble
with Authorities

STASH

Stashed Equipment

Credits

17

Patrons

2

Reals

2

SHIP DETAILS

Ship Name

Worn Freighter

Hit Points

30

Debt

25

Trails

Upgrades

Story Track

Event

Click

CAPTAIN

Name
Flint Jameson

Species/Type
Human

Reflexes | Speed | Combat | Toughness | Savvy
1 | 5 | +0 | 3 | +0

Luck

1

Weapon
Hand
Laser

Range | Shots | Damage | Traits
12 | 1 | 0 | Ship Short, Pistol

Gear
Laser Sight, Battle Visor

XP

2

Notes

Name
Kersh "Tank" Fijan

Species/Type
Human

Reflexes | Speed | Combat | Toughness | Savvy
1 | 4 | +1 | 4 | +0

Luck

1

Weapon
Shotgun

Range | Shots | Damage | Traits
12 | 2 | 1 | Focussed

Gear
Assault Blade, Frag Vest

XP

1

Notes

Name
Willi "Twitch" Cershaw

Species/Type
Human

Reflexes | Speed | Combat | Toughness | Savvy
1 | 4 | +0 | 3 | +1

Luck

1

Weapon
Machine
Knife

Range | Shots | Damage | Traits
36 | 1 | 0 | Heavy

Gear
Boosted Arm

XP

2

Notes

Name

Species/Type

Reflexes | Speed | Combat | Toughness | Savvy

Luck

Weapon

Range | Shots | Damage | Traits

Gear

Notes

Name

Species/Type

Reflexes | Speed | Combat | Toughness | Savvy

Luck

Weapon

Range | Shots | Damage | Traits

Gear

Notes

Name
Neenet "Nadd"

Species/Type
Human

Reflexes | Speed | Combat | Toughness | Savvy
1 | 4 | +0 | 3 | +1

Luck

1

Weapon
Blast Pistol

Range | Shots | Damage | Traits
8 | 1 | 1 | Pistol

Gear

Notes

Name
Shi Tiang

Species/Type
Human

Reflexes | Speed | Combat | Toughness | Savvy
1 | 6 | +0 | 3 | +1

Luck

1

Weapon
Handing
Knife

Range | Shots | Damage | Traits
30 | 1 | 1 | Heavy

Gear
Camo Cloak, Scanner

XP

1

Notes

Name
Neenet "Nadd"

Species/Type
Human

Reflexes | Speed | Combat | Toughness | Savvy
1 | 4 | +0 | 3 | +1

Luck

1

Weapon
Blast Pistol

Range | Shots | Damage | Traits
8 | 1 | 1 | Pistol

Gear

Notes

CREW MEMBERS

MAIN RULES

GAME CURRENCIES

Credits

A generic Unity-backed form of monetary unit, **credits** are accepted virtually everywhere, and can be traded for most goods. Likewise, a complex system of barter is in place allowing all manner of unlikely items to be traded from one corner of the galaxy to the other. In the campaign game, we simplify this all into the **credit**.

Credits are accumulated in a single pool for your crew, accessible by any crew member at any time. You do not need to track what money each character is carrying, and credits are never lost due to casualties.

If anything is worth less than **1 credit**, then it is assumed to be irrelevant to the campaign game. Your crew may have any number of martini glasses, holo-stims, and fancy cigars.

Experience Points

Characters progress in the game by various methods - by acquiring better ships, better weapons, better equipment - but also by earning Experience Points (XP) from events and completing missions. Unlike the crew's Stash of equipment or credits, which may be shared between crew members, track each character's XP individually. When they have enough, they will be able to spend them to buy **Character Upgrades**, which increase that character's statistics.

Quest Rumors

You may obtain **Quest Rumors** (also referred to simply as **Rumors**) in the campaign, as well as during character creation. You should also track **Rumors** as a single pool for the whole crew. Each campaign turn you will roll to see if the **Rumors** lead to a **Quest**. If your crew is on an active **Quest**, any new **Rumors** you obtain will help towards resolution of the **Quest** you are currently on.

For flavor, roll **D10** to determine what nature the **Rumor** takes. This does not affect gameplay.

ROLL	RUMOR IS
1-2	An extracted data file
3-4	Notebook with secret information
5-6	Old map showing a location
7-8	A tip from a contact
9-10	An intercepted transmission



TERRAIN RULES

Terrain Types

Gaming terrain can take a number of forms, based on their visual appearance, shape, and how figures interact with them. Many other game rules rely on how you have designated a piece of terrain. Terrain should fall into one of the following categories:

Linear: Any long, wide feature that a miniature cannot generally be placed on top of.

Examples: walls, security fences, and sandbag barricades.

Individual: A single piece of terrain that a figure cannot climb.

Examples: barrels, individual trees, and sign posts.

Area: Features that cover a larger space on the table, which miniatures can be placed within. Area features block **Line of Sight** (see p.38), and may be designated as Difficult terrain (see p.38).

Examples: forest, bushes, and rubble.

Field: Similar to an Area feature, except that such terrain does not block **Line of Sight**.

Field features may also be designated as Difficult or Impassable (see p.38). Field terrain cannot provide **Cover** (see p.39).

Examples: mud, water, and lava pools.

Block: A terrain piece that can be climbed or otherwise interacted with, but which figures cannot enter into.

Examples: boulders, sealed shipping containers, or locked-up buildings.

Interior: An enclosed terrain piece that figures can enter.

Examples: buildings, tunnels, and caves.

Interaction

Block and Linear features can generally be climbed. Area features can be entered, as can many Field features. The **"Movement"** rules chapter (p.41) discusses how this influences movement.



Difficult and Impassable Terrain

Some terrain features may be designated as *Difficult* terrain. This affects the speed at which figures can cross such terrain. *Difficult* terrain will consume an additional **1"** of movement allowance for every full **2"** moved in it. *Difficult* terrain includes features such as forest, swamp, rubble, and sand. Figures that fly may do so without reduced movement.

Impassable terrain cannot be crossed by any figure except when using flight, and for some terrain, you may declare that this too is not possible.

If playing a multi-player game, you should agree what terrain descriptors are applied to all terrain pieces before the game begins.

Lines of Sight

A **Line of Sight** is an imaginary line between two figures, establishing if they can see and fire upon each other. In most cases, visibility is obvious. If in doubt, leaning down and getting a look from behind one of the figures will give you a "true" **Line of Sight**. If you can see the whole figure, then they can be fired at with no penalty. If you are uncertain, and the positioning is awkward, a laser line tool, or a length of string pulled taut can be used to check.

Lines of Sight are considered mutual by default. If a figure is obscured by certain types of terrain that they are adjacent to (within 1"), it is assumed that figure is using it to avoid being hit by an attacker, in which case, they gain the benefit of **Cover** (see below).

Shooting across Linear Obstacles

Linear obstacles are ignored for **Line of Sight** purposes if the target figure is entirely visible over them. This is typically the case when the shooter is placed on a raised terrain feature, such as a rooftop. Otherwise, **Line of Sight** exists, and the target receives the benefits of **Cover** unless the shooter is within **1"** of the obstacle (such as firing from directly behind a wall).

Shooting past Things

If the **Line of Sight** is obscured by a stray item, such as an Individual terrain feature (a rock or tree is often the culprit), **Line of Sight** is not blocked as long as they are at least partially visible.

Shooting past People

If **Line of Sight** is partially obscured by another figure, **Line of Sight** is blocked, regardless of which side the intervening figure belongs to.

Area Features

- *Line of Sight into an Area feature terminates at the nearest edge.*
- *Any figure placed in the feature, but touching an edge, can see and be seen from that side of the edge.*
- *Figures within an Area feature and not touching an edge cannot see figures on the outside.*
- *Figures within the same Area feature can see each other if they are within 3".*

Miniatures in Peculiar Poses

Some miniatures are in dramatic poses, with raised arms, tails sticking out, and so forth. Clearly our imaginary characters are not quite so eager to have their limbs shot, so Lines of Sight and Cover should be based on the body of the figure.

Cover

Cover makes it more difficult to hit a target at range (see Combat, p.44), and moving across the battlefield using Cover is certainly wiser than standing in the open! A figure is considered to be in **Cover** for combat purposes if any of the following are true:

- *Line of Sight crossed any terrain feature more than 1" from the firer.*
- *The figure is positioned within an Area feature*
- *The figure is in contact with a terrain feature that partially obscures Line of Sight.*

Adjudicating Line of Sight and Cover

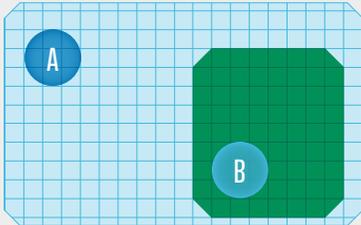
In general, the game plays best if you are somewhat generous with **Lines of Sight** as well as being somewhat generous with **Cover**. In other words:

If in doubt, allow the shot to be made but count it as Cover.

Cover Example 1:

Figure B is at the edge of a forested Area feature, while figure A is in the open.

Figure B receives Cover. Figure A does not receive Cover when fired upon by B.

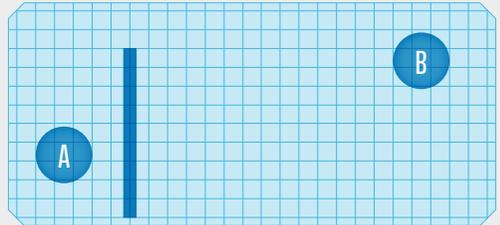


Cover Example 2:

Figure A is within 1" of a waist-high wall. Figure B is 10" away from the wall.

When B fires on A, A will receive Cover as it crosses the obstacle.

When A fires on B, B does not count as being in Cover, as B is not within 1" of the obstacle.





ACTIONS

The Battle stage of each campaign round is split into phases (see p.112). Player characters acting within each phase can act in any order desired. When acting, a figure may make a **Movement Action** and *then* perform a **Combat Action**. A figure may opt to forego either option, but cannot perform them in reverse order.

A Combat Action typically means firing a weapon or Brawling, but some other actions on the battlefield may require the use of that figure's Combat Action for that round.

Some activities are **Free Actions**, such as using a consumable item. A character can perform one Free Action without inhibiting their other activities. Carrying out two Free Actions in the same round requires foregoing the Combat Action.

Stunned

If a figure becomes **Stunned**, the next time they act, they may Move OR perform a Combat Action, but not both. Being Stunned does not prevent taking a Free Action.

Characters can accumulate multiple **Stun markers**. If a character ever has **3 or more Stun markers** at the same time, they are knocked out and removed from play.

After a Stunned figure has acted, remove a **Stun marker**. Once all of its **Stun markers** have been removed, it can return to using both a Movement and Combat Action each round as normal.

In the event a Stunned character is attacked in Brawling combat, remove all **Stun markers**, but the attacker receives a +1 dice bonus for every **Stun marker** that was removed.

Suitable Stun markers

You might use beads or tiny dice as Stun markers. A more visually pleasing option is to use small bits of crumbled paper or tufts of cotton to look like smoke puffs from bullet impacts.

Stunned enemies

Stunned enemies will always fire at the nearest target, if one is visible. If no target is available, they will retreat to try to find better Cover or behind a terrain feature. Stunned enemies will not enter Brawling combat.



MOVEMENT

When moving, a figure may move up to their **Speed** in tabletop inches. Terrain features do not typically reduce movement speeds, but *Difficult* terrain will consume an additional **1"** of movement allowance for every full **2"** moved in it (see "Terrain Types", p.37).

Opening doors costs **1"** of movement. Climbing through a window or hole costs **2"**.

A figure cannot move directly through another figure at any time.

Dash

Characters that do not intend to take a Combat Action can **Dash**, allowing them to move an additional **2"**. **Enemies** will do so to reach Cover or move into range. An **enemy** with a ranged weapon will not **Dash** if they are able to fire at a target.

Proximity

If a figure moves into contact with one or more opponents, they engage in a **Brawl**, which is resolved immediately (see p.45). No other actions are permitted. Figures may not enter a Brawl by Dashing.

K'Erin that can move to an enemy without Dashing must do so, and fight a **Brawl**.

Moving Up and Down

Vertical obstacles can be traversed by simply paying the height of the obstacle in inches. For example, crossing a **2"** tall wall uses **2"** of movement allowance. Figures cannot end a move part-way up a surface or wall.

A descent of **1"** or less can be performed for free. Any longer drop requires the character to either climb down (with the same cost as climbing up), or **Jump**.

Jumping

Jumping does not require any available movement, meaning a character can move to an edge and Jump down. Jumping down more than **1"** ends the characters round. Jumping down **3"** or further inflicts a **Damage +0 Hit** (see p.46).

Swift characters can Jump straight down any distance and sustain no damage.

Leaping

Characters can leap over a gap up to **2"** wide, counting it as part of their standard movement. Swift characters may leap over gaps up to **4"**.

Random Movement

A battle event or effect may cause a character to move randomly. Unless stated otherwise, determine the direction of movement and then move the figure its full standard movement distance in a straight line. The character will halt and become **Stunned** if they contact a terrain feature.

If a randomly moving character collides with another character, the moving character comes to a halt and is **Stunned**. The character collided with which it collides is pushed **1"** along the direction of movement and then **Stunned**.

Alternative Movement Actions

Some characters may have access to different modes of movement that replace their normal movement, such as powered jumps or teleportation. Using an **Alternative Movement** Action replaces the normal Movement Action. The character may decide which movement to use each round. They cannot be used to replace a Dash.

A teleporting character that would materialize inside a solid object suffers a spatial shift. Move them **2D6"** in a random direction. The character receives a **Stun marker** when this happens. If the new location is also inside an

object, repeat the process and place another **Stun marker**. In the event a character would emerge in a location occupied by another character, the occupying character is **Stunned** instead, and the teleporting character suffers a spatial shift.

A character that materializes over an *Impassable* terrain feature such as a lava lake, toxic sludge pool, or similar, becomes a casualty and is removed from the battlefield.

Swift characters may glide down from a height. Pick a location that is below the current position of the figure and no away horizontally than the difference in the heights of the two locations. Place the figure at the new location. Resolve this as part of the Alternative Movement Action.

Simply Jumping down is a Free Action for a Swift. Gliding counts as a Swift's Movement Action.

Example:

If a Swift crew member is 5" above ground level on a ledge, they could glide down to ground level within 5", or land on a 2" tall ledge that was up to 3" away (the difference in height).

Enemy Movement

The way the enemy moves on the field requires the player to inject a modest amount of "artificial intelligence" into proceedings. It is assumed that the player will make decisions based on what is reasonable, but can also operate enemies according to one of seven broad AI types, shown below. It is up to the player to decide how strictly to adhere to these.

Cautious

- *Cautious enemies will attempt to stay in Cover whenever possible.*
- *Figures with an opponent in sight and range will remain where they are and take Aimed shots. Otherwise, they will advance in or behind terrain features,*

trying to establish Line of Sight to opposing figures.

- They will attempt to engage targets at as close to maximum range as possible, and will not advance voluntarily within 12" of opposition.
- As a general rule, they will not enter Brawling combat.

Aggressive

- Aggressive enemies with opponents in sight will advance at least half a move towards them, attempting to remain in Cover if possible.
- Enemies that are unable to see any opposition, or which are within 12", will advance as fast as possible towards the nearest opponent, attempting to enter into a Brawl.
- They will not enter a Brawl with an opponent that has higher Combat Skill.
- Heavy weapon figures will not move if they have a Line of Sight to a target.

Tactical

- Tactical enemies will advance at half speed, always retaining Cover where possible. They will cross open ground at full speed, if needed.
- They will attempt to close to within 12" of their opponents, then will move to outflank and get clear Line of Sight where possible.
- If, within one move, they can attempt to Brawl possessing higher Combat Skill, they will; otherwise they will fire.
- If they have a clear shot and are in Cover, they will remain in place to Aim.
- Tactical enemies will attempt to remain within 3" of a friendly figure whenever possible.

Rampaging

- Rampaging enemies will move as fast as possible towards the closest opponent, and will always attempt to enter Brawling combat.
- Rampagers with Heavy weapons will stand still and fire, if in sight of a target.

Defensive

- Defensive enemies will advance to weapons range, but will remain in their initial half of the table, and will remain in Cover or behind terrain whenever possible.
- Once in position, they will fire from those positions, standing still to Aim, and will move to Brawl if opponents enter their terrain features and they have equal or better Combat Skill.
- If a terrain feature with friendlies has been entered by the player's forces, those within adjacent features will move to reinforce.

Beast

- Beast enemies will always attempt to move as far as possible towards the nearest opponent, while remaining in Cover.
- They will only break Cover if they can enter a Brawl within two moves. Otherwise they will move to break Line of Sight and maneuver closer.
- When possible, Beasts will attempt to remain within 2" of a friendly figure, attacking the same targets.

Guardian

- Guardian enemies are attached to another figure, and must always remain within 3" of that figure, if possible.
- They will move at the same pace and attack the same targets using the same methods (firing / Brawling), whenever possible.

COMBAT

A figure may fire any single weapon carried as a **Combat Action**.

Unless within **3"** of a visible opponent, you may fire at any visible target.

Figures within **3"** of a visible opponent **MUST** target an enemy within **3"** if they fire.

Swift characters must shoot at the closest visible target using all available **shots**.

Weapons with multiple shots may resolve them one at a time. If the target is destroyed, you may select another target within **3"** of the original.

To Hit

To Hit, roll 1D6, adding the Combat Skill of the firer. The target number to Hit is:

- *Within 6" and in the open* 3+
- *Within weapon range and in the open* 5+
- *Within weapon range and in Cover* 6+

If the modified score is **equal to or above** the target number, the shot Hits. Missed shots have no effect.

Watch Where You Point that Thing

If a Line of Sight crosses another character between the firer and target, the shot cannot be taken. This applies to both sides.

Characters attempting to take a shot that would endanger an ally (such as using an Area weapon) must roll **1D6** and score a **5+** to do so. Failure means they won't even consider it, and must pick a different target or perform a different action.

Enemy figures will not attempt to fire in this way if it would endanger an ally, unless they are Swift or Soulless. Bots of either side cannot attempt this (Safeguard Mk II programming). Swift and Soulless may do so without rolling.

If the shooter has ever been in a fight or argument with the affected character (by way of random event), they may roll twice and use the higher score.



Brawling

Figures in physical (base) contact with each other will fight in a **Brawl** during a Combat Action, rather than firing at range.

Each character rolls **1D6**, adding their **Combat Skill**. K'Erin roll twice, using the better score. Add **+2** if carrying a *Melee* weapon, or **+1** if carrying a *Pistol* weapon. The lower total suffers a Hit. On a draw, both characters take Hit.

If either character scored a *natural* (unmodified) **6**, they inflict a Hit on the opponent. If either character scored a *natural* **1**, their opponent inflicts a Hit upon them. These special Hits are in addition to any inflicted from the combat itself.

Resolve Hits (see below) using the highest Damage value of any *Melee* or *Pistol* weapon carried. Characters with no suitable weapon hit with **Damage +0**.

A character that eliminates their opponent (the figure is removed from the battlefield) can **move 2"** in any direction, but cannot enter a new Brawl. This move is taken immediately after the Brawl has been resolved.

Figures taking a Hit are always pushed back **1"** per Hit.

Note that figures are never left in contact with each other.

Stunned Opponents

If a character is engaged in a Brawl while **Stunned** (see p.40), the **Stun markers** are removed but the opponent receives a **+1** bonus per **Stun marker**.

Multiple Opponents

In some cases, an attacker might end up in contact with multiple opponents. Select randomly who fights first. Resolve the combat normally, with the outnumbering side getting a **+1** bonus to the Brawl roll.

If the lone fighter wins, they do not get a **2"** bonus move, but must instead immediately fight the remaining opponent. No bonus applies in this case.

Only two combatants can fight against a single attacker. In the unlikely event a single attacker manages to contact three or more opponents in a single move, randomly select one that is pushed back **1"**.



Resolving Hits

If a character is Hit, regardless of the source, roll **1D6** and add the **Damage** rating of the attack. If the result *equals or exceeds* the **Toughness** of the target or is a *natural 6*, the character becomes a casualty and is removed from play.

A roll that is less than **Toughness** will push the target **1"** directly away from the attacker, unless blocked by terrain or other figures. Mark the figure as **Stunned** by placing a **Stun marker** next to it.

Saving Throws

Some combatants may receive a **Saving Throw** because they have defensive screen or some form of armor (enemy **Saving Throws** are always due to armor). A successful **Saving Throw** roll means the Hit has been deflected.

If the combatant has a **Saving Throw**, roll **1D6** when they take a Hit. A roll *equal to or above* the **Saving Throw** number negates the Hit. However, the deflection still leaves the figure **Stunned** as above.

Bot, Soulless, De-converted, and Assault Bot characters have built-in armor plating, which grants them a **6+ Armor Saving Throw (5+** for Assault Bots). This acts like regular armor in all regards except one: These characters may be fitted with regular armor *as well*. If so, they use the single best **Saving Throw**, improved one step. Do not roll twice.

A weapon with the *Piercing* trait will negate a **Saving Throw** from armor. However, **Saving Throws** stemming from screens are not affected by *Piercing*.

Multiple Saving Throws

If a character has two or more **Saving Throws**, only roll for the best **Saving Throw**, but lower the target number by 1. If struck by a *Piercing* weapon, only Screen **Saving Throws** are counted.

Examples:

A Bot (**6+ Save**) is fitted with a screen granting a **5+ Save**. The combined **Saving Throw** is **4+** (the screen, improved by 1), and is considered to be a screen.

A monster with 8 **Toughness (5+ Save)** has armor plating that also gives it a **5+ Save**. The two saves are combined into a **4+ Save (5+** improved by 1).

Luck

If a character with **Luck** would be removed as a casualty, they lose **1 point of Luck** instead. The character is immediately moved **1D6"** in a random direction, and is otherwise unharmed, as they dove for safety. If a character has multiple points of **Luck**, they all have to be depleted before they can become a casualty.

All **Luck** is regained automatically after each battle.

Enemy Targeting

Enemies always fire at the easiest target to hit, and will prefer a closer target to a distant one. In the event targets are equally close, simply pick at random.

Aiming

If a character is not **Stunned** and does not Move, they can **Aim** their shots more accurately. When using an Aimed shot, pick up any **1s** on the To Hit dice and roll them again once.

Tactical, *Cautious*, and *Defensive* enemies will try to Aim when shooting from Cover. *Aggressive* and *Rampaging* enemies will not Aim.

Panic Fire

A character may opt to expend all their available ammunition as quickly as possible. This is unlikely to be very accurate, but in an emergency, it can be helpful. If they do engage in such **Panic Fire**, the character is

limited to firing at **half** the weapon's base **Range** (ignoring all range enhancements that may be applicable).

Conduct attacks as normal, but roll **2 additional shots**. Attacks are resolved one at a time, with each being directed at the closest available target at that moment.

After the volley is completed, the weapon (and all identical weapons carried) is out of ammunition for the rest of the battle. The character may fire other weapons as normal, and will replenish their ammo after the battle.

The Panic Fire option is never used by enemies.

COMBAT EXAMPLE 1: SHOOTING ENCOUNTER

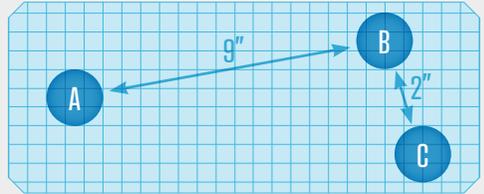
A crew member (A) with an **Auto Rifle** is getting ready to fire on some approaching mercenary guards (B and C).

Step 1:

Since the guards are not within **3"** of my figure, I do not have to fire at the closest target. However, I want to fire on both of them, which I can do, as my weapon has **2 shots**, and they are within **3"** apart. I check to make sure they're in range of my weapon, and they are.

Step 2:

I roll to Hit. For each shot I roll **D6**, and add my **Combat Skill +1**. Since these guards are within weapon range and in the open, but more than **6"** away, I need a **5+** to hit them. I roll a **4** against the closest enemy, and a **2** against the second. Modified, that's a **5** and a **3**. The first one hits, but the second one doesn't.



Step 3:

I need to find out if the shot takes the enemy out, or if they were just clipped. I roll **D6**. The weapon has a **Damage value** of **0**, so I don't add anything to the roll. I roll a **5** and compare this to the Toughness of the target, which is a **4**. Since I equaled or exceeded his Toughness, he's looking like a casualty.

Step 4:

However, these guards are wearing armor, with a **6+ Saving Throw**. I roll a **D6** for the downed guard, rolling a **3**. Not good enough. That shot must have punched right through. I remove the figure from the battlefield.

COMBAT EXAMPLE 2: BRAWL

An alien creature bursts out from a dark hallway, and engages one of my crew in a Brawl.

Step 1:

I roll **D6** for each of the combatants, and add their **Combat Skill** to the roll. The creature has **Combat Skill +1**, while my crew member has a **+0**. I roll a **4** for the creature, modified to a **5**, and the creature has a **Melee weapon** (big scary claws), adding another **+2**, for a final score of **7**. My crew rolls a **4** as well, **+0** for **Combat Skill**, using a **Pistol** that adds **+1** for a final score of **5**. I lose. The crew

member takes a **Hit**, and is pushed back **1"**.

Step 2:

Checking the damage, I roll **D6** for the creature, getting a **6**, adding the **Damage** value of its claws (**+1**) for a final total of **7**. Compared to the crew member's **Toughness 3**, my crew member is toast, and I remove the figure. If they had a **Saving Throw**, I'd make it now.

Step 3:

As they won the Brawl, the alien gets a **bonus move of 2"**, no doubt sniffing for more prey.

COMBAT

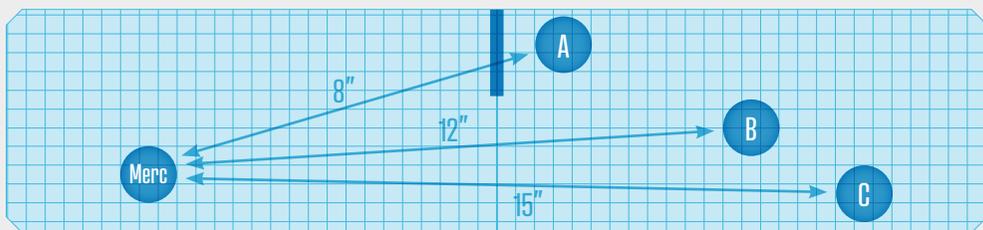
COMBAT EXAMPLE 3: ENEMY TARGETING

This enemy mercenary is deciding who to shoot at, and can see three targets:

- A is 8" away and in Cover.
- B is 12" away and in the open.
- C is 15" away and in the open.

Enemies will always try to shoot at the easiest target to hit. Since the two targets in the open require a **5+** to Hit, while the target in Cover requires a **6+**, we know the mercenary will fire at B or C.

If two targets are equally difficult to hit, the closer target is preferred, so the mercenary will fire on B.





WEAPONS AND GEAR

The following covers a collection of typical weapons and gear your characters may find themselves armed with. Note that not all items may be readily found or purchased. Some items are included for expanding your campaign, and for scenario design.

Weapon ranges are condensed. Realistically, you could fire at far greater distances, but between the generally poor visibility in decrepit colony spaceports and industrial zones, combatants lacking formal training, and the hasty nature of hip-firing, shorter ranges better suit *Five Parsecs from Home*. And in the space opera films, shows, and games that inspired the rules, combat takes place at fairly personal distances!

Weapon Limits

A character may carry 2 weapons, plus a **Pistol** class weapon or *Blade*.

Weapon Ratings

Weapons are rated in three ways:

Range is the longest distance, in tabletop inches, from which you may attack.

Shots is the number of attack dice (D6) you get to roll.

Damage is the number added to the damage roll.

Many weapons have additional traits granting special rules.

WEAPONS AND GEAR

WEAPON	RANGE	SHOTS	DAMAGE	TRAITS
Auto rifle	24"	2	0	-
Beam pistol	10"	1	1	<i>Pistol, Critical</i>
Blade	Brawl	-	0	<i>Melee</i>
Blast pistol	8"	1	1	<i>Pistol</i>
Blast rifle	16"	1	1	-
Boarding saber	Brawl	-	1	<i>Melee, Elegant</i>
Brutal melee weapon	Brawl	-	1	<i>Melee, Clumsy</i>
Cling fire pistol	12"	2	1	<i>Focused, Terrifying</i>
Colony rifle	18"	1	0	-
Dazzle grenade	6"	1	NA	<i>Heavy, Area, Stun, Single use</i>
Duelling pistol	8"	1	0	<i>Pistol, Critical</i>
Flak gun	8"	2	1	<i>Focused, Critical</i>
Frakk grenade	6"	2	0	<i>Heavy, Area, Single use</i>
Fury rifle	24"	1	2	<i>Heavy, Piercing</i>
Glare sword	Brawl	-	0	<i>Melee, Elegant, Piercing</i>
Hand cannon	8"	1	2	<i>Pistol</i>
Hand flamer	12"	2	1	<i>Focused, Area</i>
Hand laser	12"	1	0	<i>Snap Shot, Pistol</i>
Hand gun	12"	1	0	<i>Pistol</i>
Hold out pistol	4"	1	0	<i>Pistol, Melee</i>
Hunting rifle	30"	1	1	<i>Heavy</i>
Hyper blaster	24"	3	1	-
Infantry laser	30"	1	0	<i>Snap Shot</i>
Machine pistol	8"	2	0	<i>Pistol, Focused</i>
Marksman's rifle	36"	1	0	<i>Heavy</i>
Military rifle	24"	1	0	-
Needle rifle	18"	2	0	<i>Critical</i>
Plasma rifle	20"	2	1	<i>Focused, Piercing</i>
Power claw	Brawl	-	3	<i>Melee, Clumsy</i>
Rattle gun	24"	3	0	<i>Heavy</i>
Ripper sword	Brawl	-	1	<i>Melee</i>
Scrap pistol	9"	1	0	<i>Pistol</i>
Shatter axe	Brawl	-	2	<i>Melee</i>
Shell gun	30"	2	0	<i>Heavy, Area</i>
Shotgun	12"	2	1	<i>Focused</i>
Suppression maul	Brawl	-	1	<i>Melee, Impact</i>

Weapon Traits

Weapons can have the following traits, modifying how they function.

- Area** Resolve all shots against the initial target. They cannot be spread. Then resolve one shot against every figure within 2".
- Clumsy** -1 to **Brawling rolls**, if opponent has higher Speed.
- Critical** A *natural 6* on the **to Hit roll** will inflict 2 Hits on the target.
- Elegant** When **Brawling**, the fighter may reroll the die. Enemies will always reroll if they have a lower total than their opponent, and can improve the result.
- Focused** All shots must be against a single target.
- Heavy** -1 **penalty to Hit** if the firer moved this round.
- Impact** If target is **Stunned**, place a **second Stun marker**.
- Melee** +2 to **Brawling rolls**.
- Piercing** Ignore Armor **Saving Throws**.
- Pistol** +1 to **Brawling rolls**.
- Single use** The item can be used only once and must be deducted from the available supply. The **Panic Fire** rule (p.46) cannot be used with Single use weapons.
- Snap shot** +1 to **Hit** within 6".
- Stun** Targets hit are **Stunned**. **Toughness** is ignored but **Saving Throws** apply as normal.
- Terrifying** Any target hit must retreat 1D6" away from the firer.

Weapon Descriptions

Below is a brief overview of how the assorted weapons function, to help you envision things, as well as select suitable miniatures. Many weapons used in the Unified Space setting are quite similar to 21st century weaponry, but fitted with conveniences such as digital ammo counters or a friendly computer voice that reminds you that routine maintenance is overdue.

Auto rifle: A heavy rifle fitted with an ammo drum, and used for medium-range fire support.

Beam pistol: Military-grade heavy-energy pistol with a tightly focused beam.

Blade: Sturdy, light-weight fencing or slashing blade, favored for boarding actions.

Blast pistol: Projects a bolt of searing energy which detonates on impact. Dissipation is rapid, giving the weapon limited range.

Blast rifle: Rifle or carbine energy bolt weapon. Signifies that the user means business.

Boarding saber: A heavy but carefully balanced sword. Often fitted with hand guards.

Brutal melee weapon: A heavy, unpleasant-looking weapon for smashing and breaking things... or people.

Cling fire pistol: Side arm firing a spray of sticky, burning chemicals.

Colony rifle: Standard-type defensive rifle, popular with colonists and frontier folk. Simple to maintain. Typically semi-automatic.

Dazzle grenade: Shock charge emitting a loud flash and deafening sound.

Dueling pistol: Custom-made pistol built for careful aiming. Popular with the fabulously wealthy or old-fashioned.

Flak gun: Powerful military shotgun, designed for boarding operations and bug hunts in close quarters.

Frakk grenade: Explosive charge surrounded by a metal casing. Often improvised.

WEAPONS AND GEAR

Fury rifle: High-powered beam weapon modified from military anti-tank designs. Slow build-up before discharge.

Glare sword: Elegant fencing weapon. The blade is encased in a disruptive energy field, allowing it to cut with great precision.

Hand cannon: Heavy pistol in a massive caliber. Appreciated by bug hunters.

Hand flamer: Portable flame-throwing device with a broad focus for area effect.

Hand gun: Conventional semi-automatic pistol in a medium caliber.

Hand laser: Portable energy-based pistol. Popular due to ease of use and lack of recoil.

Hold out pistol: Compact pocket-pistol for personal defense.

Hunting rifle: Typical high-caliber rifle, used for hunting large, dangerous animals.

Hyper blaster: Rapid-fire blast weapon. Most models rely on three rotating barrels to deal with heat build-up.

Infantry laser: Military energy rifle with detachable battery pack.

Machine pistol: A compact, fully automatic firearm in pistol caliber.

Marksman's rifle: Military rifle, built for sharp shooting. Common platoon-level support weapon.

Military rifle: Conventional military automatic rifle. Caseless ammunition is typical.

Needle rifle: Uses magnetism to launch a hail of razor-sharp needles at a target.

Plasma rifle: Heavy rifle firing a stream of blue-white energy bolts. Excellent all-round combat weapon, but expensive, and difficult to cool.

Power claw: Heavy servo-boosted gauntlet that straps to the entire arm. Capable of punching through steel.

Rattle gun: Conventional machine gun. Most Fringe models are outdated and somewhat kit-bashed. Typically belt-fed.

Ripper sword: Short, chopping blade fitted with microscopic "teeth" for ripping and tearing. Popular with K'Erin marines.

Scrap pistol: A pistol pieced together from scavenged parts. Common on the frontiers.

Shatter axe: This bulky weapon discharges a blast of energy as it strikes. Originally intended for breach-and-clear operations.

Shell gun: Stand-alone grenade launcher. Many of these are custom-built.

Shotgun: Smooth-bore weapon firing a hail of pellets. Common hunting and defensive weapon.

Suppression maul: Riot-control weapon that overloads pain receptors in most biological lifeforms.



Gun Mods

Items from this list must be fitted to a weapon, and cannot be removed or reversed. A weapon can have only one mod.

GUN MOD	EFFECT AND RESTRICTIONS
Assault blade	The weapon gains the <i>Melee</i> trait. Damage +1 , and wins combat on a Draw. <i>Non-Pistol</i> only.
Beam light	When using the weapon in conditions of reduced visibility, increase visibility by +3" .
Bipod	The weapon receives +1 to Hit at ranges over 8" when Aiming or when firing from Cover. <i>Non-Pistol</i> only.
Hot shot pack	If fitted to a Blast Pistol, Blast Rifle, Hand Laser, or Infantry Laser, +1 Damage . Any <i>natural 6</i> on the shooting dice causes an overheat, rendering the weapon inoperable for the rest of the fight.
Cyber-configurable Nano-sludge	The weapon receives a permanent +1 Hit bonus.
Stabilizer	Weapon may ignore <i>Heavy</i> trait.
Shock attachment	The weapon receives the <i>Stun</i> trait against targets within 8" .
Upgrade kit	+2" Range increase.

Gun Sights

Items from this list must be fitted to a weapon. Sights can be fitted to a weapon or moved to a new one when equipment is being assigned during the campaign turn. During battle, Sights cannot be attached or removed. If the weapon is damaged, any Sight attached also becomes damaged. A weapon can have only one Sight at a time.

GUN SIGHT	EFFECT AND RESTRICTIONS
Laser sight	The weapon receives the <i>Snap Shot</i> trait. <i>Pistol</i> only.
Quality sight	+2" Range increase. Reroll 1s when firing only 1 shot.
Seeker sight	The weapon receives +1 to Hit if the shooter did not Move this round.
Tracker sight	+1 to Hit if you fired at the same target during your previous round.
Unity battle sight	+1 to all Hit rolls .



Equipment Lists

These lists cover the more conventional items that are available in the game, and many provide a bonus to a roll. A roll can benefit from multiple different items, but cannot benefit from two copies of the same item.

Consumables

Using a **consumable** item is a Free Action. A character using two in one round, using two Free Actions, must spend a Combat Action to do so. A character receives no benefits from consuming two of the same item in a single round.

For simplicity, **consumables** are not carried by a specific character. If any are available in the **Stash**, any crew member may access them at any time. Bots and Soulless cannot use consumables.

Note that some items are not technically 'consumed' – i.e. ingested or imbibed – but are included on this list as they follow the same mechanics. All items on the list below are single-use.

CONSUMABLE	EFFECT
Booster pills	When taken, the character removes all Stun markers . They may move at double normal Speed this round.
Combat serum	The character receives +2" Speed and +2 Reactions for the rest of the battle.
Kiranin crystals	A bright, dazzling display of hypnotic lights will daze any character within 4" of the user, making them unable to act this round. The crystals have no effect on characters that already acted earlier in the round, and do not affect the user. A character that is attacked in Brawling combat will defend themselves normally.
Rage out	The user gains +2" Speed and +1 to all Brawling rolls for the rest of this and the following round. A K'Erin user gets the benefits for the rest of the battle.
Still	The user gains +1 to Hit , but cannot Move during this and the next round.
Stim-pack	If a character would become a casualty, they remain on the table with a single Stun marker . This item can be used reflexively upon becoming a casualty. It does not require an action.

Protective Devices

Protective devices – armor and screens – allow **Saving Throws** against Hits (see p.46). A character may wear no more than one piece of armor and one screen.

PROTECTION	TYPE	EFFECT
Battle dress	Armor	The character counts as +1 Reactions (maximum 4) and receives a Saving Throw of 5+ .
Camo cloak	Screen	If character is within 2" of Cover, they are counted as being in Cover. Does not apply if the shooter is within 4" .
Combat armor	Armor	Saving Throw 5+ .

PROTECTION	TYPE	EFFECT
Deflector field	Screen	Automatically deflects a single ranged weapon's Hit per battle. After a Hit is scored, decide if you wish to use the field before any rolls for Toughness or armor are made.
Flak screen	Screen	All Area weapons striking the wearer, whether through the initial shots or additional attacks from the Area trait have their Damage reduced by -1 (to a cap of +0).
Flex-armor	Armor	If the character did not move on their last activation, they count as +1 Toughness (to a maximum of 6).
Frag vest	Armor	The wearer receives a 6+ Saving Throw , improved to 5+ against any <i>Area</i> attack.
Screen generator	Screen	Receives a 5+ Saving Throw against gunfire. No effect against <i>Area</i> or <i>Melee</i> attacks.
Stealth gear	Armor	Enemies firing from a range over 9" are -1 to Hit .

Implants

A character may have up to 2 implants. Once applied, they cannot be damaged or removed. Bots and Soulless cannot use implants.

IMPLANT	EFFECT
AI companion	When making Savvy rolls, the character may roll twice and pick the better score.
Body wire	+1 Reactions .
Boosted arm	Increase <i>Grenade</i> range by +2" . If the character ends their Move in contact with an obstacle that is no taller than the miniature, they may pull themselves up on top (but not cross) as a Free Action.
Boosted leg	Increase base move and Dash speed by +1" each.
Cyber hand	The character may take any one <i>Pistol</i> they own and build it into their hand. Range is reduced to half, but the weapon always shoots with +1 to Hit and an additional +1 bonus when Brawling .
Genetic defenses	5+ Saving Throw , if subjected to any poison, virus, gas, or disease.
Health boost	If a post-battle Injury would result in 2+ campaign turns of recovery time, reduce the time by 1 . If the character has Toughness 3 when receiving this implant, raise it to 4 .
Nerve adjuster	Whenever the character is Stunned for any reason, they receive a 5+ Saving Throw to avoid the Stun .
Neural optimization	The character cannot be Stunned .
Night sight	The character does not suffer visibility reductions due to darkness, but is affected by smoke, gas, etc. normally.
Pain suppressor	The character can perform crew tasks while in Sick Bay, though they cannot participate in battles.

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Utility Devices

Any character can carry up to 3 items from this list.

UTILITY DEVICE	EFFECT
Auto sensor	If an enemy begins or ends a move within 4" and Line of Sight of the character, you may immediately fire one shot from any Pistol carried. The shot is resolved even if the enemy is in contact with a character and Hits only on a <i>natural 6</i> .
Battle visor	When shooting, the character may reroll any 1s on the firing dice.
Communicator	When making the Reaction roll each round, you may roll one additional die , then choose a die to discard.
Concealed blade	If the character begins their round within 2" of an opponent, they may throw the blade as a Free Action before doing anything else. Roll to Hit normally, resolving the Hit with Damage +0 . The blade can be used once per battle, and is replaced afterwards for free.
Displacer	Usable once per mission instead of Moving. Aim anywhere in sight. The character teleports to a point 1D6" away in a random direction. If the teleport would end up within a solid obstacle, the device fails and must be Repaired before it can be used again. The character emerges on the same height as the aiming point, which may cause them to fall if they emerge in open air. The character may take a Combat Action after teleporting. If used by a Precursor character, you may establish two "landing points", and select to use either.
Distraction bot	Usable once per battle as a Combat Action. Select an enemy within 12" . Next time they would become active, they are unable to act, though they remove Stun markers as normal . Use a small marker to remember.
Grapple launcher	As a Combat Action, the character may use the launcher to scale a terrain feature within 1" . The character can ascend up to 12" but must reach a surface they can stand on.
Grav dampener	The character suffers no damage from falling and can descend from any height with no risk. If dropping more than 6" , it counts as the character's Move for the round.
Hazard suit	If the character takes a Hit from an environmental hazard, they receive a 5+ Saving Throw .
Hover board	The character may use the board to move instead of walking. When used, the character can move up to 9" and can ignore any terrain that is man-height or lower. While hover-boarding, the character cannot engage in combat, but can perform a non-Combat Action as needed.
Insta-wall	May be used once per mission as a Combat Action. Place a marker within 3" , then place a 2" long force wall oriented any way you like, as long as it touches the marker. The wall is man-height and impenetrable to attacks (but does not block sight or mental abilities). At the start of each subsequent round, a D6 is rolled. On a 6 , the wall dissipates.

UTILITY DEVICE	EFFECT
Jump belt	Instead of Moving normally, the character may jump up to 9" directly forward and 3" upwards. The character may take a Combat Action normally after landing.
Motion tracker	Add +1 to all rolls to Seize the Initiative .
Multi-cutter	As a Combat Action, the character can cut a man-sized hole through any terrain feature up to 1" thick. The tool has no effect on force fields.
Robo-rabbit's foot	A character with Luck 0 counts as having Luck 1 . If the character would die while carrying this, the foot is destroyed (and cannot be Repaired), but the character escapes harm.
Scanner bot	The crew adds +1 to all Seize the Initiative rolls.
Snooper bot	May be deployed before a battle, if the Seize the Initiative roll would be penalized or negated. The penalty can be ignored, but the Bot is Damaged on a D6 roll of a 1 .
Sonic emitter	Any enemy within 5" suffers -1 to all Hit rolls when shooting.
Steel boots	If the character rolls a <i>natural</i> 5 or 6 in a Brawl and wins the Brawl, they may opt to kick their opponent. This hits with Damage +0 and knocks them 1D3" directly backwards. If the opponent is kicked into another character, that character is knocked 1D3" in a random direction.
Time distorter	Activated as a Free Action. Select up to 3 enemy figures on the battlefield. They are frozen in time until the end of the <i>following</i> round. While in this state, they cannot Move, take any Actions, or be affected by attacks or effects in any way. They are unaffected by Morale rolls as well. Single-use .

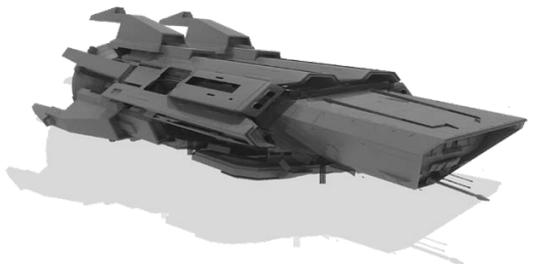
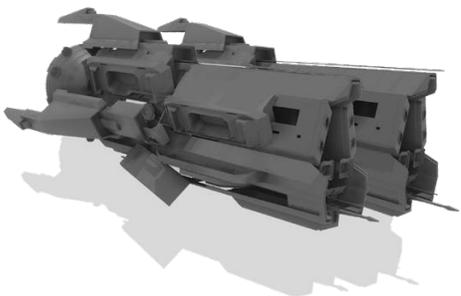
On-board Items

These items are not carried into battle by a specific crew member. Instead, they are usually left behind on the ship, and used at other points of the campaign turn.

ITEM	EFFECT
Analyzer	Add +1 when rolling to see if Rumors result in a Quest and when rolling for Quest resolution.
Colonist ration packs	Ignore Upkeep costs for one campaign turn. +1 story point. Single-use.
Duplicator	Create a perfect copy of any one item in your inventory. A <i>Duplicator</i> cannot copy a <i>Duplicator</i> , due to the same proprietary nano-bot lock-out codes that makes your printer say it's out of ink after printing 17 pages. Single-use.
Fake ID	Add +1 to all attempts to obtain a license or other legal document.
Fixer	One piece of damaged or destroyed personal equipment can be repaired automatically, and at no cost. Single-use.
Genetic reconfiguration kit	Reduce the cost of an ability score upgrade by 2 XP . Has no effect on Bots or Soulless. K'Erin may only use this to increase Toughness. Single-use.

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ITEM	EFFECT
Loaded dice	Each campaign turn, one crew member may gamble on the side. Roll 1D6 . On a 1-4 , earn that many credits . On a 5 , earn nothing. On a 6 , the locals don't take kindly to losing: The dice are lost and the crew member must roll on the post-battle Injury Table .
Lucky dice	Each campaign turn, one crew member may gamble on the side, earning +1 credit . If you have both Lucky and Loaded Dice, you can use both, but rolling a 6 for the Loaded dice mean you lose both sets of dice.
Mk II translator	When rolling to Recruit, you may roll an additional D6 .
Med-patch	A character recovering from an Injury may subtract one campaign turn from the recovery duration required. If this reduces the time to zero turns, they may act normally this campaign turn. Single-use .
Meditation orb	The crew all feel reassured of their karmic balance. Add +2 story points . All Swift or Precursor in the crew may also add +1 XP . Single-use .
Nano-doc	Prevent one roll on the post-battle Injury Table , no matter the source of the injury. You must decide before rolling the dice. Single-use .
Novelty stuffed animal	Give to any character that isn't Soulless, K'Erin, or a Bot. The character receives +1 XP , and may roll 1D6 . On a 6 , you may add +1 story point as well. Single-use .
Purifier	Each campaign turn, the Purifier can be used to generate clean water which can be sold off for 1 credit . This does not require a crew member to operate, but only one Purifier may be used at a time.
Repair Bot	+1 to all Repair attempts.
Sector permit	Whenever you arrive at a planet where a license is required, roll 1D6 . On a 4+ , the Sector Permit is accepted. You must roll for each license type, on each planet.
Spare parts	Add +1 when making a Repair attempt. If the roll is a natural 1 , the Spare Parts are used up and must be erased from your roster.
Teach-bot	A character engaging in the Train crew task will earn 1D6 additional XP . Single-use .
Transcender	The character activating this mysterious device receives +1 XP . The entire crew makes realizations about their place in the cosmos. Add +2 story points . Single-use .





STARSHIPS

Ship Basics

In *Five Parsecs From Home*, your ship is your home base. It is your ticket to travel the galaxy, as well as acting as the area where your crew members relax, hang out, prepare, train, recuperate, and store their Stash and personal equipment.

While you have a ship, you are a free agent. You can go where you please, defying galactic politics and Unity boundaries as you see fit. Without a ship, you're just so much starport scum, lingering in the hopes of the next big score.

In the campaign, the ship generally exists in the background, though it can be affected by events. Ship-to-ship combat is outside the scope of these game rules, and you do not need to buy or construct a ship model, though committed players may well desire to do so. Neither will you need detailed floor plans for the interior. Unless your ship is upgraded, takes **Hull Point** damage, or is lost, it doesn't tend to influence gameplay.

Ship Damage

Ships can sustain damage through various events. This is tracked in **Hull Points**. Damage is never sustained to specific parts, regardless of the source.

Each ship has a damage threshold established when you began the campaign or purchased the ship. Once that amount of damage has been accumulated, the ship is a wreck, and no longer usable. If this happens in space, you crash on a nearby planet using the rules in the "**Emergency Take-off**" section below. If this happens on the ground, you can reclaim **1D6+5 credits'** worth of scrap parts.

If a ship has **Hull Point damage**, it cannot safely leave for another planet, prohibiting you from traveling during the campaign turn. Even trivial drive damage can be catastrophic.

Damage is repaired at a rate of **1 Hull Point** per campaign turn, but you can funnel credits into faster repairs. **1 credit** pays off **1 Hull Point** of damage, and any amount can be repaired this way during a campaign turn.

Emergency Take-off

If you insist on traveling while your ship is damaged, your ship suffers **3D6 Hull Points** of damage as the drive vents super-heated plasma throughout the vessel.

Being Without a Ship

If your ship is destroyed while traveling, you manage to escape in a shuttle and land safely on a populated world, but your ship is gone. Additionally, you **lose all credits** and can only retain **2 items per crew member**. Everything else is lost in deep space.

While you don't have a ship, you can't travel at will. On the other hand, nothing prevents you from remaining on a single planet for as long as you like.

Travel is also possible by purchasing passage on a commercial vessel. This costs **1 credit** per crew member, and you cannot bring any packages or cargo you may have been offered as reward for transporting.

While you lack a ship, you are limited to a **Stash of 5 items**. All items are considered to be of equal "size" for this purpose, though multiples of a single consumable are considered to be one item.

Getting a New Ship

Acquiring a new ship is not cheap at all. Each campaign turn you may look for a new vessel. Roll **2D6+3** and multiply the total by 10 to find the cost in **credits**.

Roll once on the **Ship Table** in the **Character Creation** chapter (p.31). This is the ship on offer. You may opt to pass and look for a new ship each campaign turn.

You can finance up to **70 credits** of the cost. Every campaign turn, the amount owed goes up by **+1 credit** if you currently owe **30 credits** or less, **+2 credits** if you owe **31 credits** or more. If the amount owed exceeds **75 credits**, each campaign turn there is a

chance of your ship being seized. Roll **2D6**. On a **2-6**, the ship is seized and lost.

Upgrading Your Ship

Your starting ship is assumed to have the equipment required to perform basic tasks: jump drives, cargo space, life support, etc. These components may be rusty and unreliable, held together with emergency repairs and best wishes, but they are present, and allow you to pursue the campaign.

A wealthy crew can install upgraded or additional **Components** that offer extra capabilities or bonuses to actions. Some are substantial, others are essentially insurance against mishaps. They represent advantages for a well-off crew to invest in.

Ship Components

Ship upgrades turn the ship from "a ship" to "my ship". These add additional capabilities to your crew. Some interact with specific events in the game, while others give you a straight-forward rules benefit. When you are starting your campaign, don't worry about these items yet. They are intended to be something to strive towards, and a fully equipped ship will require a mountain of credits to afford.

Acquiring Components

During the "Purchase Items" stage of the campaign turn (p.125) you may spend credits to obtain Ship Components. Only one Component can be added each turn. When purchased, the Component is fully functional at the beginning of the next campaign turn.

You may have acquired *Ships' Parts* with a certain value (see **Rewards Table**, p.134). These can be "cashed in" when installing a Component, reducing the cost by the value of the part.

Removing Components

If desired, during a campaign turn, you may remove a single Component from the

ship. You can recoup **1 credit** worth of scrap for every **5 credits'** cost of the installed Component. This can be done at any time, but you cannot remove and install a Component in the same campaign turn.

Fuel Costs

A ship with additional Components will require more fuel to travel. When traveling to a new Planet, the cost is increased by **+1 credit** for every **3 Components** installed.

The Component List

COMPONENT	COST (CREDITS)	DESCRIPTION
Medical Bay	25	<i>Fully stocked medical facility to aid long-term recovery.</i> Each campaign turn when recovering from Injuries , select a crew member who can mark off 2 campaign turns of recovery time.
Cargo Hold	15	<i>The hold of the ship has been upgraded to be environmentally stable.</i> When traveling to a new planet, you may take on cargo. Roll 2D6 and discard any 5-6 . Select the highest remaining die and earn that many credits from delivering a shipment to the new world. If both dice are discarded, no shipments are available. If your ship is damaged in transit, the cargo is also lost.
Data Base	10	<i>Extensive data records have been added to aid in decision making.</i> When traveling to a new planet, you may roll up the details for one additional planet, and then select which to visit.
Shuttle	15	<i>Launch bay with a standard "Lemon Shark" shuttle for quick deployments.</i> If you receive the <i>Distress Call</i> Starship Travel event, you may roll twice and pick the higher roll. If a planet is Invaded, you may add +2 to the roll to get off-world.
Merchant Link	20	<i>Access point to the corporate extra-net framework in order to help in diversifying risk-managed portfolios during times of economic volatility.</i> You may carry out one free Trade action each campaign turn, without requiring a crew member to be assigned to it.
Drop Launcher	25	<i>Rapid deployment system, adapted from Unity military vessels.</i> <i>Pretty safe.</i> When setting up a battle, roll 2D6 . On an 8+ , <i>Drop deployment</i> is viable. Select up to two crew figures who will land using this method. They do not set up at the beginning of the battle. Instead, at the end of any round, select a point on the tabletop, move it 1D6" in a random direction, and then set up both characters within 1" of the final marker. They cannot act on arrival, but will act normally in the following round.
Probe Launcher	10	<i>Launching device for scientific probes. Useful for all manner of tasks in deep space.</i> If you receive the <i>Asteroids</i> Starship Travel event, you can roll twice to avoid the field.

STARSHIPS

COMPONENT	COST (CREDITS)	DESCRIPTION
Auto-Turrets	15	<i>Auto-tracking Hyper-Laser turret, calibrated for Semi-Autonomous Pulse Fire. That's what the manual says, in any event.</i> If you receive the <i>Raided Starship Travel</i> event, you may add +1 to the roll to avoid the battle. If you have to flee from a world that is being Invaded, you may add +1 to the roll.
Military Nav System	15	<i>Improved navigation system, adapted from the old Sirius modules commonly available on the secondhand markets.</i> If you roll the <i>Navigation Trouble</i> Starship Travel event, you do not have to subtract 1 story point . If you roll the <i>Travel-Time</i> Starship Travel event, you may receive the benefits of both that event AND <i>Uneventful Trip</i> .
Improved Shielding	20	<i>Additional armor plating, along with directional screen generators. They can only hold up for a few moments, but everything helps.</i> If your ship would sustain damage from any source, reduce the damage by 1 Hull Point . Note that the <i>Asteroids</i> Starship Travel event potentially inflicts multiple Hits with the Improved Shielding protecting against each.
Hidden Compartment	15	<i>Just shift that deck plate to the side and reach under it, while turning that bolt a bit.</i> If you receive the <i>Patrol Ship</i> Starship Travel event, you only have to roll once for confiscated items. Each time you travel to a new Planet, you may roll 3D6 . Discard any dice that do not score a 1 or 2 , then receive credits equal to the sum of the dice that did not get discarded.
Suspension Pod	15	<i>Standard for non-jump travel.</i> When managing Upkeep, you may opt to Suspend any crew members. They do not participate in any events, cannot undertake tasks or go on missions, do not recover from Injuries, and do not require Upkeep. While Suspended, the character doesn't count as part of the crew. You can have up to 4 crew members Suspended at any one time. During any Upkeep step of a future campaign turn, you can revive any Suspended crew. They must be counted as part of your crew during the Upkeep step of that campaign turn, and will act normally thereafter. Any Injuries must still be recovered from normally after revival.
Living Quarters	15	<i>Improved living quarters for improved comforts, as well as more efficient life support systems.</i> When determining Upkeep for your crew, you may count your crew as having two crew members less than normal.
Military Fuel Converters	15	<i>Once fitted, these devices allow a wide range of readily available matter to be converted into Jump fuel.</i> Starship travel costs are reduced by 2 credits .

CAMPAIGNS



CAMPAIGN PREPARATION

When setting up a campaign, go through the steps below. We've numbered the steps, but you can shuffle the order (in this section only) if you prefer.

1. Select Crew Size

The default **campaign crew size** is **6** crew members. This is both the starting crew size as well as the maximum number of characters you can bring on a mission.

If you prefer a smaller game, you may set the campaign crew size to **5** or even **4**. This affects your starting crew size and the maximum

number of characters you may deploy in a battle. Players can always opt (and are sometimes forced) to bring fewer characters to a battle, but enemy number is always based on the campaign crew size, as shown below:

Crew Size 6

- *Begin the game with 6 characters.*
- *You may deploy up to 6 characters in battle.*
- *When determining enemy numbers you will fight, roll 2D6 and use the **higher** result of the two dice.*

Crew Size 5

- Begin the game with 5 characters.
- You may deploy up to 5 characters in battle.
- When determining enemy numbers you will fight, roll 1D6.

Crew Size 4

- Begin the game with 4 characters.
- You may deploy up to 4 characters in battle.
- When determining enemy numbers you will fight, roll 2D6 and use the lower result of the two dice.

Note that regardless of the selected crew size, you can end up with *any* number of characters on your crew roster as you play the campaign. You are only limited in how many you can bring to a battle.

2. Decide Whether to Use the Story Track

We have included a narrative set of events that stack on top of the regular campaign, as detailed in the **Story Track** appendix (see p.153). If you wish to use these, decide now.

3. Select a Victory Condition

Campaigns may potentially go on indefinitely. You may also opt to use the Story Track to add a narrative story to the campaign play (p.68). If you like to have a distinct goal in sight, select a **Victory Condition** now.

Note that some of these goals are intentionally quite a grind, and some are heavily luck-based.

- Play 20 campaign turns
- Play 50 campaign turns
- Play 100 campaign turns
- Complete 3 Quests
- Complete 5 Quests
- Complete 10 Quests
- Win 20 tabletop battles
- Win 50 tabletop battles

- Win 100 tabletop battles
- Kill 10 Unique Individuals
- Kill 25 Unique Individuals
- Upgrade a single character 10 times
- Upgrade 3 characters 10 times
- Upgrade 5 characters 10 times
- Play 50 campaign turns in Challenging mode
- Play 50 campaign turns in Hardcore mode
- Play 50 campaign turns in Insanity mode

For Character Upgrade Victory Conditions, the characters do not have to be in the crew at the same time. If one character Upgrades 10 times and dies, all 10 Character Upgrades still count.

If you select a Victory Condition, it cannot be changed, and you can only achieve that selected condition, even if you would qualify for others. You cannot add a Victory Condition once a campaign has been started.

Selecting and completing a Victory Condition awards an **Elite Rank** (see p.65), which grants additional benefits to new campaigns. Each Victory Condition can only award an Elite Rank once.

4. Select a Difficulty Mode

If you prefer an easier or more difficult experience, you may choose to play on an alternative difficulty mode.

Easy

- After every battle, select a crew member to receive +1 XP.
- Increase post-battle rewards by +1 credit.
- When setting up a tabletop battle, if you would face 5+ opponents, remove one Basic enemy.
- Only the Play 20 campaign turns and Win 20 tabletop battles Victory Conditions can be completed in the Easy difficulty mode.

Normal

No changes to game mechanics. All rules apply as written.

Challenging

When rolling 2D6 to determine enemy numbers faced in battle, if either of the dice score a **1** or **2**, reroll them before selecting the highest die.

Hardcore

- Add an additional *Basic enemy* to every battle.
- Add **+2** to all *Invasion* rolls.
- Apply a **-2** penalty to all *Seize the Initiative* rolls.
- Add **+1** when rolling for *Unique Individuals*.
- Begin the campaign with **one less story point**.

Insanity

- Add an additional *Specialist enemy* to every battle.
- Add **+3** to all *Invasion* rolls.
- Apply a **-3** penalty to all *Seize the Initiative* rolls.
- The opposing side always includes a *Unique Individual*, even for *Roving Threats*.
- Roll **2D6**. On an **11-12**, they include two *Unique Individuals*.
- Receive no *"Stars of the Story"* options.
- Receive **no story points**. If an item or event would grant them, it has no effect, and the item or event is not rerolled.
- **Good luck!**

5. Establish House Rules

Finally, evaluate whether you want to make any house rules. If this is your first time playing, I strongly encourage you to play the rules as written. Once you understand how everything works, go ahead and tear the

Elite Ranks

If you have finished a campaign after achieving a *Victory Condition*, you will earn an *Elite Rank*. *Elite Ranks* carry over between campaigns. They are earned by you as a player as a mark of achievement.

When beginning a new campaign, you receive benefits as indicated below.

- **One bonus story point per Elite Rank.**
- Receive **2 XP per Elite Rank**, which may be assigned to any characters you like, resolving any *Character Upgrades* immediately. Note that the *Victory Conditions* based on *Upgrading 10 times* must be achieved within one campaign. *Pre-campaign Character Upgrades* do not carry over for the purposes of this count.
- For every **3 Elite Ranks**, you may roll up an additional starting character. You are still limited to your starting crew size, but may pick from among the pool of generated characters at the start of the campaign.
- For every **5 Elite Ranks**, you may pick one *"Stars of the Story"* option that can be used twice (see p.67). You must pick when setting up the campaign.

You can potentially earn 17 *Elite Ranks*, though doing so would be a monumental amount of dedication. If you genuinely do this without cheating, let us know!

system to pieces, then put the pieces back together any way you would like. In most cases, it is best to not add, remove, or change a house rule mid-campaign.

STORY POINTS

Story points are a powerful resource used to adjust things in your favor, give you a lucky break, or just tweak the story to work better. In each case you should create a narrative explanation for how the altered outcome came to pass.

- *Before rolling on any table outside combat, you may spend 1 story point to roll twice and pick the result you prefer.*
- *Any time an item, character ability, or similar requires a die roll to work and fails, you may spend 1 story point to have it succeed after all.*
- *Any time you have to roll for anything, you may spend 1 story point to roll again, but the new result must be accepted. This works whether you are rolling for your own characters, an enemy action, or something that just happens in the campaign.*
- *You may spend 1 story point to obtain 3 credits for the crew. This can only be*

used once per campaign turn.

- *You may spend 1 story point to obtain +3 XP for any one character. This can only be used once per campaign turn.*
- *You may spend 1 story point to take an additional campaign action with any crew member. This can only be used once per campaign turn.*

Starting the Campaign

When creating a new campaign, begin the game with **1D6+1 story points**. These cannot be used during the character creation process of your initial crew.

- *If the campaign's difficulty mode is Hardcore, subtract 1.*
- *If the campaign's difficulty mode is Insanity, the option is not used. You start with no story points and can never receive them.*
- *If this is your first time playing Five*



Parsecs from Home, or you are teaching the game to a new player, go ahead and roll twice and pick the better score.

- If you already own copies of *Five Parsecs*, *Five Klicks*, AND *Five Leagues*, go ahead and add +1 to the total.

Your Reputation Develops

At the start of every third campaign turn, add +1 story point.

A Bitter Day

If you **Hold the Field** after a battle, but one of your characters is killed, add +1 story point.

THE STARS OF THE STORY

Five Parsecs from Home uses an unusual amount of randomized procedural generation. To put it another way, dice get involved a lot. This has potential to create an unusual streak of luck (or disaster) at the whim of the dice. You might have multiple easy encounters only to be demolished by three fights against assassins in a row. Maybe you can't find new weapons to save your life... literally. Maybe your entire crew ends up dead.

Sometimes story points just aren't enough. Some players are going to relish going into an overwhelming fight with one crew member, armed with a handgun, a confident attitude, and a pack of gum. Others will feel dejected that the dice just ended their campaign. How you feel about things depends on your attitude to games, but here are some options for when the dice start to go against you. You may employ each ONCE per campaign.

Write each option on a separate index card and when an option has been used, remove it for the rest of the campaign, however long it lasts. To gain new uses, you have to start completely from scratch, or have accomplished **5 Elite Ranks** (see p.65)

If this sort of thing doesn't feel grim and gritty enough for your style of campaign, feel free to ignore it. Note that if your campaign's difficulty mode is *Insanity* (see p.65), these options are NOT available. You are on your own!

- **It's time to go!** The crew may immediately end a battle, with all remaining characters escaping from the fight.
- **Looked worse than it was!** Ignore a roll on the Injury Table. The character recovers immediately.
- **Did you ever meet my mate?** Add a new character to your team immediately, even mid-battle. Place the model within 6" of any battlefield edge. They can act immediately.
- **Lucky shot!** If a character just missed a shot, turn it into a hit. Only applies to a single shot, even if the weapon rolls multiple attack dice.
- **Rainy day fund!** Immediately add 1D6+5 credits to your available funds.



THE CAMPAIGN TURN

Five Parsecs from Home is played in a series of campaign turns. Think of a campaign turn as an episode in a television show, with each turn representing a few days, weeks, or even months of action. Each campaign turn is played by going through the steps shown in the table below.

At the heart of each campaign turn is a tabletop battle, though quite a few other things will take place around it. The next three chapters cover the steps you need to go through before, during, and after that battle.

Before you are ready for battle you need to determine what world you are on and whether you are going to travel, for which you consult the Travel steps (p.69). If you are starting the campaign, and you want to generate some random factors, you may optionally choose the New World Arrival steps (p.72), but if you prefer to begin on a world with no special rules, you can skip this step for the first world.

If you are staying where you are, or you just arrived here, consult the World steps (p.76).

After the Tabletop Battle (p.87), go through the Post-Battle Sequence (p.119), when the consequences and rewards from the battle come into focus, before beginning the next campaign turn.

STEP 1: TRAVEL (P.69)

1. Flee Invasion (if applicable)
2. Decide whether to travel
3. Starship travel event (if applicable)
4. New world arrival steps (if applicable)

STEP 2: WORLD (P.76)

1. Upkeep and ship repairs
2. Assign and resolve crew tasks
3. Determine job offers
4. Assign equipment
5. Resolve any Rumors
6. Choose your battle

STEP 3: TABLETOP BATTLE (P.87)

STEP 4: POST-BATTLE SEQUENCE (P.119)

1. Resolve **Rival** status
2. Resolve **Patron** status
3. Determine Quest progress
4. Get paid
5. Battlefield finds
6. Check for Invasion
7. Gather the Loot
8. Determine Injuries and recovery
9. Experience and Character Upgrades
10. Invest in Advanced Training
11. Purchase items
12. Roll for a Campaign Event
13. Roll for a Character Event
14. Check for Galactic War progress



TRAVEL STEPS

Flee Invasion

Sometimes war comes to even peaceful planets... and you don't want to get caught in the middle of it. If previous campaign play has told you this world is being invaded, you must attempt to flee. Roll **2D6**. A score of **8+** is required to get safely off-world.

- *If the roll fails, there's no time during your World step to do anything except Assign Equipment (p.85) before proceeding to the "Battle" section of the rules, where you MUST fight an Invasion Battle (p.92).*
- *If you make the roll, or if you survive the Invasion Battle, you make it off the world and travel to a new planet, following the usual steps. No payment, purchases, or Campaign Events take place while you flee, but you may roll up a Character Event (p.126).*
- *If you don't have the 5 credits needed for fuel, you can sell off gear at a loss (receiving 1 credit per two items sold), or abandon the ship and take evacuation passage, as below.*
- *If you lack a ship, you flee on an evacuation ship. You lose all credits you do have, plus 1D6 items from your Stash and equipment (chosen by you), used to pay for bribes, losses, and things left behind.*

Regardless of how you leave, all **Rivals**, **Patrons**, and other people known to your crew on this world are lost. You're not the only ones who needed to relocate in a hurry.

Decide Whether to Travel

Each campaign turn takes place in a single star system. At the beginning of a turn, you may always decide to leave behind the current planet. This essentially allows you a fresh start

on a new world, which may be beneficial if you've made a lot of people angry.

If you have a ship, it costs **5 credits** (fuel and other costs) to travel to a new world. If you do not have the money, you are stuck until you do. If you do opt to travel, roll once on the **Starship Travel Events Table** below.

Crews without a ship may pay for commercial passage at a cost of **1 credit** per crew member. You cannot carry any packages or other deliverable cargo while doing so, but may bring all of your personal belongings. When traveling commercially, do not roll for Starship Travel Events.

Traveling does not "take time" in the campaign. Injured characters do not recover while traveling, for example, unless indicated by a specific event.

Note that you may roll up the characteristics of a new world, but can opt not to travel to it. If so, you must wait until next campaign turn to plot a course for a new system or, if you don't have a ship, see if a shuttle is going somewhere more pleasant.

You may opt to return to a world you've played on before, reinstating all **Patrons** and **Rivals** that were left behind, so if you would consider returning to a world, keep a record of it on the World Record Sheet at the back of these rules, which can also be downloaded from www.modiphius.net

Traveling in a Damaged Ship

If your ship has sustained Hull damage, leaving is dangerous. Consult the "Your Starship" chapter (p.59) for details.

Starship Travel Events Table

Roll **D100** and apply the event listed. In some rare cases, an event may not line up well with the ongoing story. If so, you can often change the narration of what is happening, while retaining the mechanical effects.

Several events cause the loss of ship **Hull Points**. This affects your ability to take off from planets, as discussed on page 59.

ROLL	EVENT
1-7	<p>Asteroids</p> <p>Rocky debris everywhere, maybe from a recent collision? If you wish to avoid it, roll 1D6, requiring a 5+ to chart a safe path. If successful, roll again on this table.</p> <p>To go through the field, select a crew member and roll 1D6+Savvy three times, requiring a 4+ to succeed each time.</p> <p>Each failed roll inflicts 1D6 Hull Point damage to the ship.</p>
8-12	<p>Navigation trouble</p> <p>Is this place even on the star maps? Lose 1 story point as you drift through empty space, then roll again on this table.</p> <p>If your ship is currently suffering from Hull Point damage, and you roll this event, a random crew member must roll on the Injury Table, as system failures cause life support malfunctions across the vessel.</p>
13-17	<p>Raided</p> <p>Your vessel catches the eye of some pirates. Intimidation might work: Select a crew member and roll 1D6+Savvy. A 6+ is required to avoid conflict.</p> <p>Otherwise, set up a battle in cramped territory, using the Criminal Elements Encounter Table (p.94). Enemy numbers are determined by rolling 3D6, picking the highest die (with campaign crew size 5, roll 2D6 and pick highest; with campaign crew size 4, roll 1D6). Add the numbers indicated in the enemy table, +1 extra figure.</p> <p>There is no objective. If you drive them off, they flee back to their ship. If you lose, you lose all credits and everything in your Stash, though you can keep the ship.</p> <p>If you win, you get the normal rewards for winning an Opportunity mission (see p.120), plus a bonus roll on the Loot Table (p.131).</p> <p>Note that this battle is an 'out of sequence' encounter, and does not count as the main Battle stage for the campaign turn.</p>
18-25	<p>Deep space wreckage</p> <p>You find an old wreck drifting through empty space. Scanning it, you get 2 rolls on the Gear Subtable (p.132). Both items are damaged and need to be Repaired.</p>
26-29	<p>Drive trouble</p> <p><i>It's not supposed to make that sound.</i></p> <p>Select 3 crew members and have each roll 1D6+Savvy.</p> <p>A 6+ is required for success. For <i>each</i> failure, you are grounded on the next world for one campaign turn while the drive is reset. Taking off before the drive is reset inflicts 2D6 Hull Point damage to the ship.</p>

ROLL	EVENT
30-38	<p>Down-time <i>It's a long time to just sit here.</i></p> <p>Select a crew member of choice and add +1 XP. The crew has time to do maintenance tasks, and can Repair 1 damaged item with no roll required.</p>
39-44	<p>Distress call <i>"This is Licensed Trader Cyberwolf".</i></p> <p>If you come to their aid, roll 1D6.</p> <p>1: The ship's drive must have detonated moments after you received the signal. Your ship is struck by a wave of debris as you approach, suffering 1D6+1 Hull Point damage.</p> <p>2: You only find drifting wreckage.</p> <p>3-4: You can rescue a crew member. Treat this as the <i>Escape Pod</i> event.</p> <p>5-6: You arrive in time to help save the ship from a drive malfunction. Select a crew member and roll 1D6+Savvy. A 7+ is required to succeed, but you may make three attempts. If you succeed, the jubilant crew give you a bunch of stuff. Roll three times on the Gear Table and once on the Gadget Table. If you fail, the drive detonates, and your ship is damaged as if you had rolled a 1 on this subtable.</p>
45-50	<p>Patrol ship <i>A Unity patrol vessel hails you.</i></p> <p>Roll 1D6-3 twice. Each die that scores above a 0 results in that number of items being confiscated as contraband. You can give them any items carried or in your Stash. Due to the military presence, the next world you visit cannot be Invaded.</p>
51-53	<p>Cosmic phenomenon <i>A crew member sees a strange manifestation in space. When they ask around, nobody else saw anything, and the ship's computers confirm nothing was there.</i></p> <p>The crew member adds +1 Luck (if they are able). This event can only ever happen once in a campaign. Treat as nothing happening, if it happens again.</p> <p>If you have a Precursor in the crew, they predict it's a good omen. Add +1 story point as well.</p>
54-60	<p>Escape pod You find an escape pod drifting through space. If you opt to rescue them, roll 1D6.</p> <p>1: They're a wanted criminal. If you let them go when you arrive on the next world, they might do you a favor later. The next time you make a new Rival, roll 4+ on 1D6 to immediately remove the Rivals from the campaign. If you turn them in, claim 1D6 credits, but get a Rival from their old gang.</p> <p>2-3: They reward you with 1D3 credits and a roll on the Loot Table when you arrive on the nearest world.</p> <p>4: They have nothing to pay you with, but do have some interesting information. Add 1 Quest Rumor and 1 story point.</p> <p>5: They are willing to join your crew. Roll up a new character, but they come with no equipment at all. If you don't want to hire them, they just leave at the next world.</p> <p>6: As entry 5, but the character begins play with 10 XP as yet unspent.</p>
61-66	<p>Accident A crew member gets Injured while doing a routine maintenance task. They must rest up for one campaign turn to recover from the Injury, and one item they carry is damaged.</p>

NEW WORLD ARRIVAL STEPS

ROLL	EVENT
67-75	<p>Travel-time</p> <p>Local conditions force you to jump to the very edge of the system and approach under standard drives. Any Injured crew may rest for one campaign turn.</p>
76-85	<p>Uneventful trip</p> <p><i>A lot of time playing cards and cleaning guns.</i></p> <p>You can Repair one damaged item.</p>
86-91	<p>Time to reflect</p> <p><i>How is the story unfolding? What did it all mean?</i></p> <p>Add +1 story point.</p>
92-95	<p>Time to read a book</p> <p><i>There's time to sit, have a read, and maybe even indulge in a bit of education.</i></p> <p>Roll 1D6. On a 1-2, a random crew member earns +3 XP. On a 3-4, a random crew member earns +2 XP and a second random crew member earns +1 XP. On a 5-6, three random crew each earn +1 XP.</p>
96-100	<p>Locked in the library data by night</p> <p><i>Pouring over old records and fragments of data, the captain has unearthed some intriguing information about the sector of space you are heading into.</i></p> <p>You can roll up the planetary info (problems, conveniences, licensing requirements) for three worlds and select which you wish to visit, but due to fuel limitations, you must visit one of the three generated. All three generated worlds remain in the campaign, and can be visited later.</p>

NEW WORLD ARRIVAL STEPS

If you have traveled to a new world, move through the following steps in order, before doing anything else.

1. Check for Rivals

Any **Rivals** you have will roll **1D6**. On a **5+**, they opt to follow you, otherwise they remain behind.

2. Dismiss Patrons

All **Patrons** remain behind unless they are *Persistent*.

3. Check for Licensing Requirements

Roll **1D6**. On a **5-6** the world requires a Freelancer License to perform **Patron** jobs: Roll a further **1D6** to determine how many **credits** this will cost. Once purchased, it

remains in effect for perpetuity, even if you return to the world later on.

You may attempt to obtain a forged License. Select a crew member and roll **1D6+Savvy**. If the score is a **6+**, you obtain a License for free. If the roll is a **1** before modifiers, you must add a **Rival** on this world, as local law enforcement, crime bosses, or business cartels take a dim view of your actions. Only one attempt is permitted.

4. World Traits

Roll **D100** on the following table to determine what trait applies to the world. Any visibility restrictions are rolled at the start of each campaign turn. If scenario conditions would apply a second visibility restriction, apply the shortest.

Wild Galaxy – Optional Rule

If you prefer a more chaotic and wild place to adventure, you may opt to roll twice for each world you visit. If the results would seem to contradict, ignore the second roll.

World Traits Table

ROLL	TRAIT	DESCRIPTION
1-3	Haze	During battle, visibility is reduced to 1D6+8"
4-6	Overgrown	When setting up the table, you must add 1D6+2 individual plant features or 1D3 areas of vegetation (roughly 3-5" across)
7-8	Warzone	When setting up the table, you must add 1D3 ruined buildings or craters to the table.
9-10	Heavily enforced	When fighting opponents from the Criminal Elements Encounter Table , the number encountered is reduced by 1 . When rolling to see if they become Rivals , only roll a single die as normal.
11-12	Rampant crime	When fighting opponents from the Criminal Elements encounter list, add 1 to the number encountered.
13-14	Invasion risk	Add +1 to all Invasion rolls.
15-16	Imminent invasion	Add +2 to all Invasion rolls and if the world is invaded, rolls for war progress are at -1 .
17-18	Lacks starship facilities	You cannot spend more than 3 credits per campaign turn on starship Repairs.
19-20	Easy recruiting	Add +1 to the roll when Recruiting.
21-22	Medical science	The cost for accelerated medical care is only 3 credits per character.
23-24	Technical knowledge	Add +1 to all Repair attempts.
25-26	Opportunities	Add +1 to the roll when searching for Patrons .
27-29	Booming economy	When rolling for post-battle credit rewards, any 1 on the dice is rerolled until it shows a score other than 1 .
30-32	Busy markets	Each campaign turn, you may spend 2 credits once to roll on the Trade Table (p.79).
33-34	Bureaucratic mess	When attempting to leave, you must roll 2D6 . On a 2-4 , you are delayed and cannot leave this campaign turn without a bribe equal to the roll in credits . You may try again next campaign turn.
35-36	Restricted education	You must roll 6+ to be approved for Advanced Training on this world.

NEW WORLD ARRIVAL STEPS

ROLL	TRAIT	DESCRIPTION
37-38	Expensive education	The fee to enroll in Advanced Training is 3 credits .
39-41	Travel restricted	No more than one crew member may take the Explore option each campaign turn.
42-43	Unity safe sector	The world cannot be Invaded.
44-46	Gloom	In battle, maximum visibility is restricted to 1D6+6" .
47-48	Bot manufacturing	All Bot upgrades are 1 credit cheaper.
49-51	Fuel refinery	Traveling from this world costs only 3 credits .
52-53	Alien species restricted	Roll 1D10 to determine which species is restricted: 1 Engineer 2-4 K'Erin 5 Soulless 6 Precursor 7-9 Feral 10 Swift Characters of this type cannot be hired here (count as baseline Humans instead), and cannot undertake any crew jobs. They may participate in combat normally.
54-55	Weapon licensing	Any weapon obtained through the Trade Table or purchased outright costs +1 credit .
56-57	Import restrictions	You cannot sell any items on this world.
58-59	Military outpost	Add +2 to Invasion rolls. Add +2 when checking for war progress.
60-62	Dangerous	When rolling on the Roving Threats Encounter Table , increase the number of opponents by +1.
63-64	Shipyards	The cost of all Ship Components is reduced by 2 credits .
65-67	Barren	No plant features can be used on the battlefield.
68-69	Vendetta system	Opponents become your Rivals on a roll of 1 or 2 .
70-72	Free trade zone	One crew member per campaign turn can roll twice when using the Trade Table , and choose either result.
73-74	Corporate state	+2 when rolling to find a Patron . Patrons are always <i>Corporations</i> . Failing a mission means being blacklisted and you cannot get Patrons here again.
75-76	Adventurous population	When successfully Recruiting, you may roll up one additional character and then choose who to hire.

NEW WORLD ARRIVAL STEPS

ROLL	TRAIT	DESCRIPTION
77-79	Frozen	Any character making a Dash may opt to slide. They move 1D6" in a straight line, and must move the full distance. If they collide with anything, they – and any character they collide with – are knocked 1" in a random direction and become Stunned.
80-81	Flat	Do not place any hills or raised ground on the battlefield.
82-84	Fuel shortage	The cost to travel from this world is raised by 1D3 credits . You may roll each campaign turn.
85-86	Reflective dust	All <i>Laser, Beam, or Blast</i> weapons are -1 to Hit at ranges exceeding 9" .
87-89	High cost	Your crew size counts as being 2 higher for the purpose of Upkeep costs.
90-91	Interdiction	You are only approved to stay for 1D3 campaign turns. To extend your stay, you must obtain a license. Roll 2D6 , requiring an 8+ .
92-93	Null zone	No teleportation device of any type works.
94-96	Crystals	Place 2D6 crystals on the battlefield. If you don't have any, use rocks.
97-100	Fog	All shots beyond 8" are -1 to Hit .



WORLD STEPS

1. Upkeep and Ship Repairs

Each campaign turn, you must pay **Upkeep** for your crew, representing pay checks, booze, food, anything else that is more routine than adventure. Upkeep costs **1 credit** if you have **4-6 crew**, **+1 additional credit** per crew member past **6**.

Example:

A crew of 5 pay 1 credit. A crew of 8 would pay 2 additional credits (for a total of 3)

Alternatively, you may sell equipment to pay Upkeep. For each item sold, you gain **1 credit** worth of Upkeep.

For each credit you are short, one crew member will refuse to do any jobs for you this campaign turn. You do not have to count crew members in Sick Bay towards the Upkeep cost. You can opt to kick out any crew member at this stage. If you do, you may pick one item they carry and return it to your Stash, but they take the rest of their equipment with them.

Ship Debt

You can make payments on your ship, if you owe money. Having done so (or having declined to do so), if you still owe money on your ship, the amount is now increased by **1 credit (2 credits** if you owe **31 credits** or more). If this brings the total to **75 credits** or more, roll **2D6**. On a **2-6**, your ship has been seized by the authorities or the shady people you owe the money to, and is lost permanently.

Ships Repairs

If your ship has sustained **Hull Point damage**, you may repair **1 point** automatically at this stage. You may also spend money restoring **Hull Points**. Every **credit** spent on repairs will fix **1 point** of damage. You may spend any amount of **credits** you like.

Pay for Medical Care

If you have crew in Sick Bay, you may now pay **4 credits** to remove **1 campaign turn** from a single character's recovery time. This can be done as often as you can afford it, thanks to the wonders of modern medicine. Repair times for Bot characters can be sped up through the same process, and at the same cost.

Characters in Sick Bay and Bots needing repairs now mark off one **campaign turn** from their duration. If this was their last campaign turn in Sick Bay, they can rejoin the crew for battle, but cannot perform a task this campaign turn (see below).

2. Assign and Resolve Crew Tasks

Every campaign turn, each crew member can engage in one **task**, including looking for new crew members or **Patrons**, covering the crew's trail from **Rivals** or actively tracking them, exploring, training, trading, or repairing broken items. Each crew member that isn't in Sick Bay can take on a task now.

You may assign up to two characters to any one task. A character may opt to simply sit around on the ship and do nothing, if desired. Available tasks are:

Find a Patron	Go look for someone to hire the crew.
Train	Go to the gun range and the gym.
Trade	Try to score some new equipment.
Recruit	Expand your crew.
Explore	See the sights around town.
Track	Look for a Rival for a showdown.
Repair your Kit	Try to fix broken items.
Decoy	Help avoid Rivals finding you.

Rivals

As you play the campaign, opponents you fight will often hold a grudge for interfering with their plans. This turns them into a **Rival** in your campaign. Once a **Rival** has been established, they will launch attacks on you in an attempt to get revenge, potentially interfering with missions you are attempting to undertake. You will have to decide whether to try and track them down to settle the score for good, or whether to flee the planet.

Patrons

Space is big and there's always someone who needs something to be done. While many missions represent doing a favor for the locals in return for a few Credits and a hot meal, an employer with a more demanding mission and better pay is known as a **Patron**. They may be local government organizations, mega-corporations, or secretive individuals. Doing jobs for **Patrons** allows you to obtain additional benefits and pay, but the demands are often steep.

Find a Patron

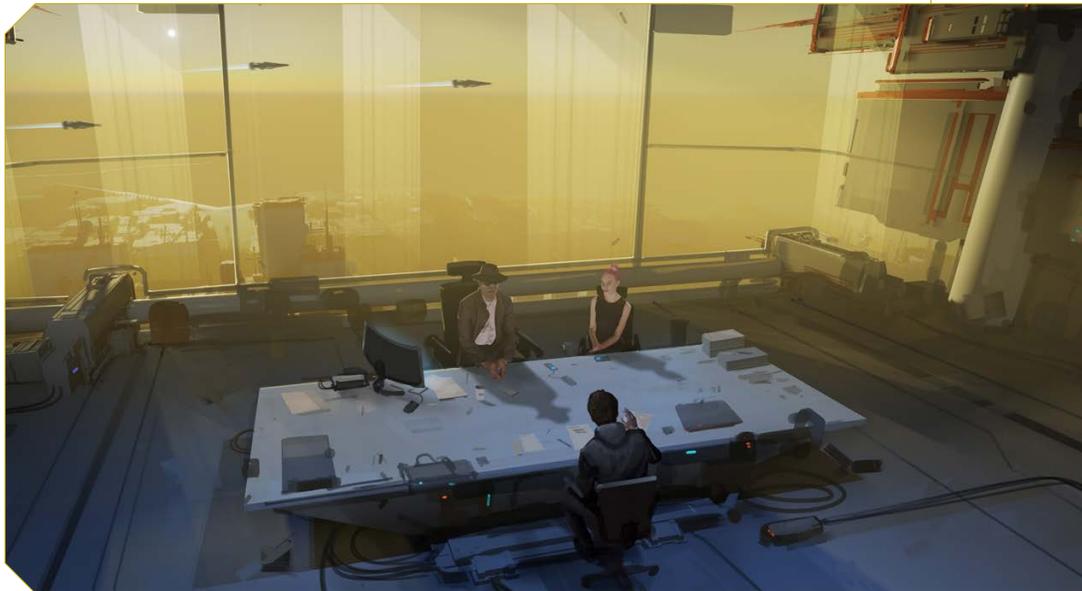
To find a **Patron**, roll **1D6** and add the number of crew members who are looking. If the crew has an old **Patron** among their contacts, each **Patron** adds **+1** to the roll. After rolling, you may opt to spend **credits**. Each **credit** earns a **+1** bonus.

- *If the result is a 5 or higher, you've found a **Patron** to hire you for a job (see p.83).*
- *If the result is a 6 or higher, you've found **two**, and may choose either job.*

If one job is offered, it will always be a random, existing **Patron**. If two jobs are offered, one will be a random, existing **Patron**, the other will be from a new **Patron**. After generating all job details, you may opt to turn the job down if you end up not liking it.

Train

Character can improve their ability scores with Experience Points. This often happens as a reward in the Post-battle stage of the game, but can characters can also **Train** as a task, earning **1XP**. If this means they may make



a Character Upgrade (see "Experience and Character Upgrades", p.123), resolve that immediately.

Trade

For each crew member **Trading**, roll once on the **Trade Table** (see p.79) to see what presents itself. You can get additional rolls by spending **3 credits** each. At least one crew member must be **Trading** to permit this expenditure.

Recruit

If your crew has fewer than **6** members currently, you can automatically recruit a new character for each crew member sent **Recruiting** (until you are back to 6 members).

If you have **6** or more crew members, roll a **D6**, adding the number of crew members sent to recruit. A score of **6** or higher allows a new recruit to be added.

Each recruit rolls using the random method in the character creation process (see p.14). Recruits have the basic profile for their type, and come armed with a Handgun. They do not roll on any of the random background tables in the "Character Creation" chapter.

Explore

Each crew member exploring rolls once on the **Exploration Table** (see p.80).

Track

If you have **Rivals**, you can attempt to **Track** some of them down. Roll **1D6**, adding the number of crew that are Tracking. If the result is a **6** or higher, you have located a **Rival** of your choice, allowing you to fight a battle against them this campaign turn. You may spend **credits** beforehand to obtain a **+1** bonus per **credit** to the roll.

Repair Your Kit

If you have had items destroyed, you can attempt to **Repair** them. Roll **1D6** and add the **Savvy** ability score of the character doing this job. Add **+1** if the character is an Engineer. You may spend credits on spare parts. Every **1 credit** spent before the roll grants a **+1** bonus.

- *On a 6+, the item is repaired and is usable again.*
- *A natural 1 always fails this roll. A failed roll means the item is beyond fixing.*

Decoy

When rolling to see if **Rivals** track you down, add **+1** to the roll for every crew member sent to act as a Decoy.



Trade Table

Rolls on the Trade Table represent your crew bartering unspecified items you have found along the way for new, interesting goods. You receive whatever it is the table indicates. Some entries allow a choice between multiple items. If so, you receive just one. If a roll would cost money, you may opt not to purchase it.

Whatever you roll is available for use immediately.

ROLL	TRADE RESULT	EFFECTS
1-3	A personal weapon	Roll once on the Low Tech Weapon Table (p.28).
4-6	Sell some cargo	Earn 2 credits .
7-9	Find something useful	Roll once on the Gear Table (p.29).
10-11	Quality food and booze	Recruit a new character to your crew. Single-use .
12-14	Instruction book	A crew member of choice can read it and earn +1 XP . Single-use .
15-18	Bits of scrap	You sell it on to an interested party, earning 1 credit of profit in the process.
19-22	Medical pack	Receive your choice of a Stim-pack or Med-patch .
23-24	Worthless trinket	Worthless? Roll 1D6 . On a 6 , earn +1 story point .
25-26	Local maps	If you receive a Quest on this or the following world, you may immediately add 1 Rumor . Single-use .
27-28	Luxury trinket	If Recruiting , you may use it as a gift to receive a +2 bonus to the roll. Alternatively, you can sell it: Roll twice on the Trade Table and select the result you prefer. If a Swift character finds this, they will keep it for themselves, earning +2 XP . Single-use .
29-30	Basic supplies	Skip Upkeep costs for one campaign turn. Single-use .
31-34	Contraband	You can turn this down, but if you accept it, you earn 1D6 credits from selling it on. If you roll a 4-6 , you also receive a Rival .
35-37	Gun Upgrade Kit	Receive your choice of a <i>Laser Sight</i> , <i>Bipod</i> or <i>Beam Light</i> .
38-39	Useless trinket	Useless? Roll 1D6 . On a 6 , earn +1 story point .
40-44	Trade goods	Every time you arrive on a new planet, you may roll 1D6 to see how many Credits the goods will sell for here. You can wait as long as you like, but if you roll a 1 , they have perished or become damaged, and are now worthless.
45-48	Something interesting	Roll once on the Loot Table (p.131).
49-51	Fuel	Roll 1D6 . You have secured that many credits worth of fuel, which can be used to offset travel costs.

WORLD STEPS

ROLL	TRADE RESULT	EFFECTS
52-53	Spare parts	Add +1 when making a Repair attempt. If the roll is a natural 1 , the Spare Parts are used up and must be erased from your roster.
54-55	Tourist garbage	Not actually worth anything, but roll 1D6 . On a 5-6 , you can add 1 story point .
56	Don't usually see these for sale	You may pay 3 credits . If you do, you can roll on the Loot Table (p.131). The item must be used by the crew member who went trading.
57-59	Ordnance	You receive 3 grenades (<i>Frakk</i> or <i>Dazzle</i> in any combination you like)
60-62	Basic firearms	Your choice of a <i>Handgun</i> , <i>Colony Rifle</i> , or <i>Shotgun</i> .
63	Odd device	If you want to buy this, pay 1 credit , then roll 1D6 . On a 6 , you can roll on the Loot Table (p.131). On any other score, it's complete garbage.
64-65	Military fuel cell	Zero travel costs when jumping to a new planet. Single-use .
66-69	Hot tip	Gain 1 Quest Rumor .
70-71	Insider information	Automatically obtain a Patron next campaign turn, if you look for one. Single-use .
72-75	Army surplus	Your choice of an <i>Auto Rifle</i> , <i>Blast Pistol</i> or <i>Glare Sword</i> .
76-78	A chance to unload some stuff	A revolutionary will buy any weapons for 2 credits each, provided they are not damaged.
79-81	A lot of blinking lights	Roll once on the Gear subsection of the Loot Table (p.132).
82-86	"Gently used"	Roll once on the Gear subsection of the Loot Table (p.132). The item is damaged and needs Repair.
87-91	"Pre-owned"	Roll once on the Loot Table (p.131). The item is damaged and needs Repair.
92-95	Medical reserves	Obtain 2 Stim-packs and 2 Med-patches .
96-100	Starship repair parts	Count as 1D6 credits for the purpose of repairing Hull Point damage. Single-use .

Exploration Table

ROLL	EXPLORATION RESULT	EFFECTS
1-3	I know a good deal when I see one	Roll on the Trade Table instead.
4-6	Meet a Patron	You are offered a Patron job.
7-8	Must've been something I ate	The character eats bad food, and must spend 1 campaign turn in Sick Bay. Soulless and K'Erin ignore this event.
9-11	Meet someone interesting	Gain a Quest Rumor . A Precursor character may roll 1D6 , and on a 5+ receives a second Rumor .
12-15	Had a nice chat	Roll 1D6+Savvy . On a 5+ gain +1 story point .

ROLL	EXPLORATION RESULT	EFFECTS
16-18	See the sights, enjoy the view	No effects.
19-21	Make a new friend	Roll up a new character and add them to the crew. If your character is Feral, the new character is also Feral.
22-24	Time to relax	No effects.
25-28	Possible bargain	Give up a weapon of choice, then roll 1D6 . On a 6 , get a roll on the Loot Table (p.131). Otherwise get 1 credit .
29-31	Alien merchant	Give him any item, then roll on the Loot Table (p.131).
32-34	Got yourself noticed	If you have Rivals , select one at random. You will have to fight them this campaign turn.
35-37	You hear a tip	You may opt to automatically track down a Rival to fight this campaign turn.
38-40	Completely lost	Roll 1D6+Savvy . On a 4+ the character finds their way back in time, otherwise they will be unable to participate in a battle this campaign turn. Either way, roll again on this table to see what they find while wandering the streets.
41-44	Someone wants a package delivered	When you travel to a new world, if this crew member is still in the crew, earn 3 credits and roll 1D6 . On 1-2 , you've acquired a Rival and receive +1 story point .
45-47	A tech fanatic offers to help out	Pick a damaged item of equipment and roll 1D6 . On 5-6 you have it fixed for free. An Engineer instead spends the afternoon talking shop, earning +2 XP .
48-50	Got a few drinks	No effects.
51-53	I don't have a gambling problem!	Discard one item from the character's equipment or crew Stash. Soulless ignore this event.
54-57	Overheard some talk	Gain a Rumor .
58-60	Pick a fight	Add a Rival to your list. If a K'Erin gets this event, add the Rival as normal, but the first time you meet them in battle, they have -1 enemy , as you already knocked one out in the initial brawl.
61-64	Found a trainer	Character earns +2 XP .
65-68	Information broker	Buy up to 3 Rumors for 2 credits each.
69-71	Arms dealer	Purchase any number of rolls on the Military Weapons Table (p.28) for 3 credits each.
72-75	Promising lead	Earn +3 credits if you do an Opportunity mission this campaign turn.

WORLD STEPS

ROLL	EXPLORATION RESULT	EFFECTS
76-79	Just needs a little love	Roll on Gadget Table (p.29), but the item is damaged and needs to be repaired before it can be used. If the character is an Engineer, the item works right away.
80-82	Get in a bad fight	Character must spend 1D3 campaign turns in Sick Bay, and loses one item of carried equipment (player choice).
83-86	Offered a small job	When fighting this campaign turn, select a random enemy figure. If your crew kills them, earn 2 credits . No reward if they run away.
87-90	Offered a reward	When fighting this campaign turn, select a random terrain feature. If a crew member moves into contact and spends a Combat Action, you can retrieve a package and earn 2 credits .
91-94	You make a useful contact	Next campaign turn, add +1 to your choice of a roll to Recruit, Find a Patron , or Track a Rival .
95-96	Who left this lying around?	Add your choice of a <i>Handgun</i> , <i>Blade</i> , <i>Colony Rifle</i> , or <i>Shotgun</i> .
97-100	This place is rather nice, really.	When you are ready to leave this world, unless it is being Invaded, you must pay 1 story point or this crew member will decide to stay behind. If they do, you can keep their equipment, though.



3. Determine Job Offers

If you received a job offer from a **Patron**, you need to determine the details of the job. As well as who the **Patron** is, and how long the job will take, these details can include Danger Pay, Benefits, Hazards, and Conditions. Proceed through the following steps using a **D10** for each table.

Patron Table

ROLL	PATRON IS	NOTES
1-2	Corporation	+1 to the roll on the Danger Pay Table .
3-4	Local Government	-
5	Sector Government	-
6-7	Wealthy Individual	-
8-9	Private Organization	-
10	Secretive Group	+1 to the roll on the Time Frame Table .

Danger Pay Table

Next, roll to determine the **Danger Pay** on offer. This is on top of any normal battle earnings. Unless stated otherwise, it is paid even if the mission fails, but only if the mission is attempted.

Add **+1** to the roll if working for a *Corporation*.

ROLL	DANGER PAY
1-4	+1 credit
5-8	+2 credits
9	+3 credits
10+	+3 credits and roll twice, picking the higher die when rolling for mission pay after the battle.

Time Frame Table

The third step is to determine the **Time Frame** for the job. This is the number of campaigns turns within which you must finish the job. If the job isn't done when the time runs out, it counts as a failure.

Add **+1** to the roll if working for a *Secretive Group*.

ROLL	TIME
1-5	This campaign turn.
6-7	This or the next campaign turn.
8-9	This or the following 2 campaign turns.
10+	Any time.

Benefits, Hazards, and Conditions (BHC) Table

The **Patron** may offer an additional **Benefit**, the job may carry an additional **Hazard**, or there may be **Conditions** to account for. If you have worked for this **Patron** before, the **Benefit** (if any) always remains the same. Roll **1D10** for each category, consulting the table below, to see whether Benefits, Hazards, or Conditions apply.

	CORPORATION	LOCAL GOVERNMENT	SECTOR GOVERNMENT	WEALTHY INDIVIDUAL	PRIVATE ORGANISATION	SECRETIVE GROUP
Benefits	8+	8+	8+	5+	8+	8+
Hazards	8+	8+	8+	8+	8+	5+
Conditions	5+	8+	8+	8+	8+	8+

Benefits are paid out **ONLY** if the mission is a success.

Benefits Subtable

ROLL	BENEFITS	EFFECTS
1-2	<i>Fringe Benefit</i>	Roll on the Loot Table (p.131)
3-4	<i>Connections</i>	Gain a Rumor .

ROLL	BENEFITS	EFFECTS
5	<i>Company Store</i>	Roll on the Trade Table (p.79).
6	<i>Health Insurance</i>	Mark down 2 campaign turns of injury recovery , assigned as you see fit.
7	<i>Security Team</i>	-1 enemy this turn.
8-9	<i>Persistent</i>	Patron remains available if you travel.
10	<i>Negotiable</i>	If you accept this job, you may reroll the Danger Pay roll and pick the better of the two rolls.

Hazards Subtable

ROLL	HAZARDS	EFFECTS
1-2	<i>Dangerous Job</i>	Increase enemy force numbers by +1 .
3-4	<i>Hot Job</i>	After the job, you will earn an enemy on 1-2 instead of the normal roll of a 1 .
5	<i>VIP</i>	A random enemy will have +1 Toughness and a final Combat Skill of +2 (regardless of current value)
6	<i>Veteran Opposition</i>	Enemy is -1 to Bail Range .
7	<i>Low Priority</i>	Reduce enemy force numbers by 1 .
8-10	<i>Private Transport</i>	If you have Rivals , they cannot track you this campaign turn.

Conditions Subtable

ROLL	CONDITIONS	EFFECTS
1	<i>Vengeful</i>	If the mission fails, the Patron becomes a Rival .
2-3	<i>Demanding</i>	Danger Pay is only upon success.
4	<i>Small Squad</i>	You cannot deploy more than 4 crew.
5	<i>Full Squad</i>	You must have 6 available crew.
6	<i>Clean</i>	You cannot ever have made law enforcement Rivals .
7-8	<i>Busy</i>	If the mission is a success, the Patron offers a new job next campaign turn.
9	<i>One-time Contract</i>	This Patron cannot be retained as a contact.
10	<i>Reputation Required</i>	You must have completed a prior Patron job on this world.



4. Assign Equipment

At this stage, you can reassign any equipment for your crew. Characters can trade items, leave items in your Stash, or take items from the Stash. Your Stash has unlimited space if you have a ship. If you do not, you are limited to only 5 items Stashed at any given time, though duplicates of consumable items all count as a single item.

Stashed items are not available during a battle. Once assignments are complete, each character is equipped with their assigned items until the following campaign turn begins. This means that what they have now is what they will take into battle.

5. Resolve any Rumors

You may find Rumors as you play. If you are not currently on a Quest, roll a **D6** at this stage. If the roll is *equal or below* the number of Rumors, remove all Rumors from your roster. You have now received a Quest which you may pursue immediately. Until the Quest is resolved, any time you would receive a Rumor, you receive a Quest Rumor instead.

6. Choose Your Battle

Check for Rivals

First, you must check that your **Rivals** give the opportunity to choose your battle! Tally up the number of **Rivals** you have, and roll a **D6**. If the roll is *equal to or lower* than the number of **Rivals**, one of them has tracked you down, and you will have to fight them. This will prevent you from doing whatever you had wanted to do this campaign turn. Quests and Rumors remain, but a **Patron** job will fail if the time to complete it has expired.

Select the exact **Rival** at random from those on your list.



Select Your Job

If you are not attacked by **Rivals**, you may select from any ONE of the options below, if they are available.

OPTION	AVAILABILITY
Carry out an Opportunity mission	Always available
Attack a Rival	If you Tracked them successfully
Continue a Quest	If you have an active Quest
Carry out a Patron job	If you have an active Patron

Next, proceed to the "**Battle**" section of the rules and fight out a tabletop battle. You may select no more than 6 crew members to bring into a battle. The rest will wait behind on the ship. If you have selected a campaign crew size of 4 or 5, then that number is also the maximum number of crew you can bring. You may always opt to bring fewer crew members than you are entitled to, though you receive no special adjustments or bonuses for doing so. However, it may be worth considering if you have a character you would rather not risk in combat.

CAMPAIGN TURN EXAMPLE

Step 1:

Since I am just starting out, I decide to skip the Travel Phase. We don't have a real reason to go anywhere. While I could skip world creation for the starting place, I figure I might as well be somewhere interesting and use **New World Arrival**.

The first roll is to see if I need a License to do **Patron** jobs. I roll a 3, which means I do not.

Next, I roll for a World Trait and score a 23: The starport has many skilled technicians, so I'll get a **+1 bonus** whenever I try to get something repaired.

Step 2:

The first step for my crew is then Upkeep. Gotta keep everyone fed and paid! With a 6 character crew, Upkeep is **1 credit**, so I mark that off (leaving me with **16**).

I decide to spend **4 credits** paying down the debt on my ship to 21 credits (**22 credits** after interest, the gougers!)

I don't have anyone in Sick Bay (yet) so we don't have to worry about medical care. That means I can send my crew out to do things around town.

Looking at the list, I decide Shi will look for a **Patron**, Flint will **Train**, Twitch and Simon will **Explore** the starport, and Nada will act as a **Decoy**, while Tank does a bit of **Trading**.

- Shi's **Patron** search is a **1D6** roll adding **+3** (one crew figure and two prior **Patrons**).
I roll a 2 for a total of 5. I've found a new **Patron**.
- Flint studies hard and receives **1 XP**.
- Twitch and Simon both roll on the **Exploration Table**. I roll a 14 for Twitch, who has a fun chatting with one of the locals. I get to roll **1D6+Savvy** with a **5+** earning a story point. No luck, though.

I guess she was just flirting a bit. I roll a **73** for Simon on the **Exploration Table**, and a hot tip leads us to a potentially well-paid job. This is worth **3 credits extra**, if we do an **Opportunity mission** this campaign turn.

- I roll a **49** for Tank on the **Trade Table** and he scores us **3 credits** worth of starship fuel. Cool.

With everything accounted for, let's see what that **Patron** job is all about. Rolling on the **Job Offers Table**, we learn it's a **Sector Government** job, and pays **1 credit extra**. It must be done this campaign turn, and has no **Benefits**, **Hazards**, or **Conditions**. Fair.

Next, I can **Assign Equipment**, but we didn't find anything new. I also don't have any **Quest Rumors**, so no chance of us finding anything there.

Step 3:

It's time to go do something. I could take the **Patron** (**Sector Government**) job, but in this case doing the **Opportunity mission** is more profitable due to that tip we got, so that's the goal. As the **Patron** job had to be done this campaign turn, it won't be available again.

We have **Rivals** out for our blood, so I roll **1D6**, adding **+1** as Nada acted as a **Decoy**. The modified roll is a **5**, easily dodging our **Rivals**. If I'd rolled a **1** or **2** (the number of **Rivals** we have) we would have had to fight one of them instead.





BATTLES

READYING FOR BATTLE

From the Fringe to the Core Worlds, Unified Space is full of conflict. Sector-wide land grabs, hardline legal enforcement, petty local squabbles, or generation-old slights seeking final justice, sooner or later everybody's reaching for a weapon. And there's you, in the middle of it.

This chapter takes you through the Battle stage of the game, from calculating who and how many enemies you face, to running away, with all the opportunities for glory in between.

Battles fall into the following types:

- *Patron missions*
- *Rival missions*
- *Quest missions*
- *Opportunity missions*
- *Invasion battles*

From the campaign turn sequence (p.68), you will know what type of mission to play. If nothing else presented itself, you will always do an Opportunity mission.

Before we can play the table top battle, follow the steps below to create the scenario:

1. Determine Deployment Conditions
2. Determine the Objective
3. Determine the Enemy
4. Set up the Battlefield

1. Determine Deployment Conditions

You may deploy under challenging circumstances. For Quest, **Patron**, **Rival**, and Opportunity missions, roll **D100** and consult the appropriate column. This table is ignored during an Invasion battle.

OPPORTUNITY / PATRON	RIVAL	QUEST	DEPLOYMENT CONDITION
1-40	1-10	1-5	No Condition
41-45	11-15	6-10	Small encounter: A random crew member must sit out this fight. Reduce enemy numbers by -1 (-2 if they initially outnumber you)
46-50	16-20	11-25	Poor visibility: Maximum visibility is 1D6+8" . Reroll at the start of each round.
51-55	21-25	26-30	Brief engagement: At the end of each round, roll 2D6 . If the roll is equal or below the round number, the game ends inconclusively.
56-60	26-30	31-40	Toxic environment: Whenever a combatant is Stunned, roll 1D6+Savvy skill (0 for enemies). Failure to roll a 4+ becomes a casualty.
61-65	31-45	41-50	Surprise encounter: The enemy can't act in the first round.
66-75	46-50	51-60	Delayed: 2 random crew members won't start on the table. At the end of each round, roll 1D6 : If the roll is equal or below the round number, they may be placed at any point of your own battlefield edge.
76-80	51-60	61-65	Slippery ground: All movement at ground level is -1 Speed.
81-85	61-75	66-80	Bitter struggle: Enemy Morale is +1 .
86-90	76-90	81-90	Caught off guard: Your squad all act in the Slow Actions phase in Round 1.
91-100	91-100	91-100	Gloomy: Maximum visibility is 9" . Characters that fire can be fired upon at any range, however.



Notable Sights

If you are fighting an Invasion battle, you are simply here to survive. Otherwise roll D100 to determine if an Notable Sight is present. Make sure to consult the correct column. The item is placed **2D6+2"** from the center of the table, and can be acquired by moving into contact with it, and foregoing any other actions that round.

OPPORTUNITY/ PATRON	RIVAL	QUEST	NOTABLE SIGHT
1-20	1-40	1-10	Nothing special
21-30	41-50	11-25	Documentation: Gain a Quest Rumor .
31-40	51-60	26-35	Priority target: Select a random enemy figure. Add +1 to their Toughness . If they are slain, gain 1D3 credits .
41-50	61-70	36-50	Loot cache: Roll once on the Loot Table (p.131).
51-60	71-75	51-55	Shiny bits: Gain 1 credit .
61-70	76-80	56-65	Really shiny bits: Gain 2 credits .
71-80	81-90	66-80	Person of interest: Gain +1 story point .
81-90	91-95	81-90	Peculiar item: Gain +2 XP .
91-100	96-100	91-100	Curious item: Roll 1D6 . On a 1-4 , it can be sold for 1 credit . On a 5-6 , roll on the Loot Table (p.131).

5. Determine the Objective

Opportunity, **Patron** and Quest missions will roll for the **objective** you are undertaking. If this is the final battle of a Quest, it is always a **Fight Off** objective, and you must add **+1** to the number of enemy faced. To **Win** the battle, you must achieve the objective (even if you are subsequently chased from the battlefield, unless the specific mission objective states otherwise).

Opportunity Mission Objectives

D10	OBJECTIVE
1-2	<i>Move Through</i>
3-4	<i>Deliver</i>
5-6	<i>Access</i>
7-8	<i>Patrol</i>
9-10	<i>Fight Off</i>

Quest Mission Objectives

D10	OBJECTIVE
1-2	<i>Move Through</i>
3-4	<i>Search</i>
5-6	<i>Defend</i>
7-8	<i>Acquire</i>
9-10	<i>Fight Off</i>

Patron Mission Objectives

D10	OBJECTIVE
1-2	<i>Deliver</i>
3	<i>Eliminate</i>
4-5	<i>Move Through</i>
6-7	<i>Secure</i>
8	<i>Protect</i>
9-10	<i>Fight Off</i>

Types of Objective

Access

You must reach a computer console in the exact center of the battlefield. Once there, you must gain access. This requires a roll of **1D6+Savvy**, scoring a **6+**. A Combat Action is required for each attempt, but up to two characters can make the attempt every round.

Soulless crew can attempt it while being within **6"**. Engineer or Bot crew can add an extra **+1** to the roll.

Rolling a *natural 1* means the system is hardened against intrusion. Rolling a second natural **1** for access during the battle means the mission is a failure, as the system locks up. Engineers (only) ignore any *natural 1s*.

Once accessed, you Win the mission. If you drive off all enemies, you must still roll to gain access, but you can use any remaining crew member.

Acquire

An item needed for the Quest is placed at the center of the table. A crew member must move into contact, take a Combat Action, and then move off the table.

If the carrier becomes a casualty, roll **1D6**: On a **1**, the item is destroyed. Otherwise it can be picked up by spending a Combat Action at the location they fell.

If you drive off the enemy, you can pick up the item at your own leisure.

Defend

Your objective is to drive off the enemy. To Win, you must Hold the Field.

- *If the opposing AI is normally Cautious, Defensive, or Tactical, change it to Aggressive.*
- *Add +1 when determining the enemy numbers.*

Deliver

A crew member of your choosing is carrying a package. The package must be delivered to the exact center of the table. A suitable marker or terrain feature should be placed there. Placing the package safely requires a Combat Action.

If the carrier becomes a casualty, roll **1D6**: On a **1**, the item is destroyed. Otherwise it can be picked up by spending a Combat Action at the location they fell.

If you drive off all enemies, you Win as long as the package is undamaged.

Eliminate

Select a random enemy figure. They are the target. If they are killed, you Win the mission. If the target would Bail from the battle (see p.114), put a marker next to them and leave them in place. For the next round, the target cannot move, but may shoot and fight normally. If you fail to kill them in this final round, they make good their escape, and the mission has failed.

Fight Off

There is no objective other than driving off the enemy. To Win, you must Hold the Field.

Move Through

You Win the mission if at least 2 crew members move off the opposing battlefield edge. If you drive off all enemies, you Win as long as you have at least 2 crew members remaining.

Patrol

Tally up the number of large terrain features (or equivalent clustered features) on the table and, using a suitable die, select **3** of them at random. During the battle, a crew member must end a move within **2"** of each feature. Once all **3** have been checked, you Win. If you drive off the enemy you can, of course, do this at your leisure.

Protect

You will be accompanied by a VIP character (**Reactions 1 / 4" / +0 / 3**). They are unarmed and may never initiate a Brawl, but will defend normally. They cannot be given any equipment. The VIP must set up at least **12"** from the center of the table. The enemy must set up **12"** from the center on their side. Treat the VIP as another member of your crew.

If the VIP spends a full round within **3"** of the center of the table, you Win. If you achieve this within the first **4 rounds** of the game, you earn an additional **2 credits** in pay.

Secure

You must end **2 consecutive rounds** with crew within **2"** of the center of the table. A crew member with an enemy within **6"** of them does not count. Once this is achieved, you Win. If you drive off the opposition, you can complete the objective at your leisure.

Search

Put a token on each medium or large terrain feature. A character in contact with, inside, or on the feature may search it as a Combat Action. Roll **1D6**. A **5+** finds what you were looking for, and you Win. If the roll fails at every location, the item is not on the battlefield, and the mission cannot be Won.

If you drive the enemy away, simply add up the remaining features and roll the dice all at once to see if the item was here.

Rival Attacks

If you are being attacked by a **Rival**, roll below to determine the circumstances. If you tracked them down, you will always fight a *Showdown* (see below).

There is no Win condition against **Rivals**, but if you Hold the Field, you have an increased chance of permanently chasing them off.

If you flee from the battle before **4 rounds** are up, a random crew member will lose a random item of equipment carried in your flight.

D10	ATTACK
1	<i>Ambush</i>
2-3	<i>Brought friends</i>
4-7	<i>Showdown</i>
8	<i>Assault</i>
9-10	<i>Raid</i>

Rival Attack Types

Ambush

You can deploy **one crew member less** than standard (**5** in a typical campaign) for this fight, and cannot roll to Seize the Initiative (see below).

Brought Friends

Add **1 additional enemy**.

Showdown

A straight-up fight. No modifications.



Assault

Add **one additional enemy** figure. Your crew must all set up in or adjacent to a building. If you fail to Hold the Field, you will lose **1D3 credits**.

Raid

If you fail to Hold the Field, your ship will take **1D6+1** points of **Hull Point damage**. If you have a spaceship model, it should be placed dramatically on the table for this mission so that you have a visual reminder of what you are defending!

Invasion Battles

If you are defending against an Invasion battle, you are simply here to outlast the attacking forces as the war rages all around you. Invasion opponents always have **one additional enemy**. You must hold out for **6 rounds**, then you can flee or fight until you Hold the Field. There is no Win condition. Any figure that leaves the table before Round 6 becomes a casualty.

6. Determine the Enemy

If you are fighting a **Rival** mission or **Invasion** battle, you will usually know who you are fighting already. If not, roll on the **Enemy Table** (p.94). You can also use that table to set up new, unexpected **Rivals** you may have made in the campaign so far.

If you are fighting a **Rival** mission or Invasion battle, you will usually know who you are fighting. Pick the most appropriate entry from the encounter tables presented in this chapter (see pp.94-103). If you are not sure, or have acquired an unexpected **Rival**, roll twice and pick the more interesting or appropriate. Once a **Rival** has been established, they will always be the same type.

Otherwise, you will need to generate the opposition for the mission you are about to undertake. First, roll **D100** on the **Enemy Encounter Category Table**, then go to the appropriate subtable and roll **D100** again. This will give you the exact type of enemy. The

tables provides all of the ability scores needed to run the enemy in a battle, along with any special rules that apply to the encounter.

AI Type

The **AI Type** column indicates the type of **AI** to use:

CODE	AI TYPE
A	<i>Aggressive</i>
C	<i>Cautious</i>
D	<i>Defensive</i>
G	<i>Guardian</i>
R	<i>Rampage</i>
T	<i>Tactical</i>
B	<i>Beast</i>

Optional Rules: Custom Enemy Tables

If you have a strong story going on, you may find that some foes are more or less appropriate to your campaign. If so, remove up to three entries on each enemy table, and then fill the vacant slots with duplicates of any existing enemy type.

Number of Opponents

The number of opponents you will face is affected by the campaign crew size you have chosen, by the size of your crew in the field, and by the campaign difficulty.

- *For a campaign crew size of 6, roll two D6 and pick the higher result. This is the number of opponents.*
- *If you opted to play the campaign with a crew size of 5, roll one D6 for the number of opponents.*
- *If you opted to play with a crew size of 4, roll two 2D6 and select the lower result.*



Add the modifier listed under **Numbers** in the **Enemy Table** (p.94). The modified total is the number of opposing figures you will be fighting. Modify this, based on the size of your crew in the field. If you are fielding a crew of 2 or more figures below the standard size for your campaign (typically 6), subtract 1 from the enemy numbers.

- *If the campaign's difficulty mode is Easy, and if the total number of opponents would be 5+ at this stage, remove 1 regular opponent.*
- *If the campaign's difficulty mode is Challenging, and if either of the dice rolled a 1 or 2, reroll them before selecting the highest die.*
- *If the campaign's difficulty mode is Hardcore or Insanity, add +1 to the final number faced.*

Specialists and Lieutenants

The enemy force may include figures that are armed in a different way. We refer to these as Specialists and Lieutenants. They will both roll separately for their weapons when these are determined. Note that Specialists are not additional figures. They are part of the number of opponents already generated above, but are armed differently.

- *If you encounter 1-2 opponents, no Specialists will be present.*
- *If you encounter 3-6, one Specialist will be present.*
- *If you encounter 7+, two Specialists will be present.*

If the campaign's difficulty mode is *Insanity*, **one further Specialist** will be present.

If you encounter 4 or more opponents, one non-Specialist figure will be a **Lieutenant**. They carry a *Blade* in addition to their normal weapon, and increase their **Combat Skill** by +1. If the opponents encountered are animals that do not use weapons, the **Lieutenant** will be a pack leader; increase **Combat Skill** by +1, but make no other changes.

Unique Individuals

The enemy force may be led by a special character. This might be the mastermind behind their plan, someone they hired to aid them, or a wandering adventurer like yourself.

Unless fighting an Invasion battle or an enemy from the **Roving Threats Subtable**, roll **2D6**.

- *Add +1 if fighting opponents from the Interested Parties Subtable.*

- If the campaign's difficulty mode is *Hardcore*, add +1.

On a roll of **9+**, the opposition is accompanied by a **Unique Individual**, and you should check on that table. This figure is always in addition to those normally encountered.

If the figure has *Guardian AI*, it must be attached

to a figure in the enemy force. This will always be a Lieutenant, if one is present; otherwise just pick a random non-Specialist figure.

If the campaign's difficulty mode is *Insanity*, a Unique Individual is present, even if fighting a Roving Threat. Roll **2D6** without any modifiers. A result of **11-12** means you have to fight **2 Unique Individuals**.

Enemy Encounter Category Tables

ELEMENT	OPPORTUNITY	PATRON	QUEST	UNKNOWN RIVAL
<i>Criminal Elements</i>	1-30	1-25	1-15	1-50
<i>Hired Muscle</i>	31-60	26-60	16-40	51-80
<i>Interested Parties</i>	61-80	61-75	41-70	81-100
<i>Roving Threats</i>	81-100	76-100	71-100	-

Enemy Encounter Subtables

Criminal Elements

You are facing some sort of outlawed enterprise or faction. When engaging any opponents from this list, there is an increased chance of a bounty being available. When setting up, roll **1D6**. If the score is **1-3**, that many bonus **credits** will be paid out if you Hold the Field after the battle.

Career criminals also tend to get even. When rolling to see if a defeated criminal group becomes a **Rival**, you must roll **2D6**, with a **1** on either die indicating you've acquired them as **Rivals**. If both dice score a **1**, they *hate* you. They become **Rivals** AND will increase the **numbers** encountered by **+1** in all battles.

ROLL	ENEMY	NUMBERS	PANIC	SPEED	COMBAT SKILL	TOUGHNESS	AI	WEAPONS
1-10	Gangers	+2	1-2	4"	+0	3	A	1 A
<p><i>Organized gangs run many backwater settlements, fighting for control.</i> Leg it: When a ganger is hit by a shot, they will retreat 3" away from the shooter.</p>								
11-19	Punks	+3	1-3	4"	+0	3	A	1 A
<p><i>Disaffected delinquents but armed to the teeth.</i> Careless: You are +1 to Seize the Initiative. Bad shots: Their shooting only Hits on a <i>natural 6</i>.</p>								
20-27	Raiders	+1	1-2	4"	+1	3	A	2 A
<p><i>The only thing better than making something valuable is stealing it from someone else.</i> Scavengers: Roll twice on the Battlefield Finds Table.</p>								

READYING FOR BATTLE

ROLL	ENEMY	NUMBERS	PANIC	SPEED	COMBAT SKILL	TOUGHNESS	AI	WEAPONS
28-34	Cultists	+2	1	4"	+0	3	A	1 A
<p><i>Fringe Space is full of odd, para-religious groups, congregating around this or that principle. They are often heavily armed, and up to no good.</i></p> <p>Intrigue: Roll 2D6 and add +1 if you killed a Lieutenant and/or Unique Individual. On a 9+, you obtain a Quest Rumor.</p>								
35-43	Psychos	+2	1	6"	+0	4	R	1 B
<p><i>For some, life in space just drives them nuts. Homicidally so.</i></p> <p>Bad shots: Their shooting only Hits on a natural 6.</p>								
44-48	Brat Gang	+2	1-3	5"	+0	4	A	2 C
<p><i>Upper class fools who have decided to shoot up the neighborhood for fun.</i></p> <p>Careless: You are +1 to Seize the Initiative.</p> <p>6+ Saving Throw.</p>								
49-51	Gene Renegades	+1	1-2	5"	+0	4	C	1 B
<p><i>Devotees of post-growth genetic reconfiguration, they can take the form of everything from a woman with blue skin to cat-bear-people.</i></p> <p>Alert: You are -1 to Seize the Initiative.</p>								
52-57	Anarchists	+2	1-2	5"	+0	3	A	2 B
<p><i>Separatist groups violently opposing the state and the mega-corps.</i></p> <p>Stubborn: They ignore the first casualty of the battle when making a Morale check.</p>								
58-64	Pirates	+2	1-3	5"	+0	4	A	2 A
<p><i>Space-faring looters who descend on colonies to raid, pillage, and enslave.</i></p> <p>Loot: Gain an extra Loot roll if Holding the Field.</p>								
65-71	K'Erin Outlaws	+1	1	4"	+1	4	A	2 A
<p><i>The war-like K'Erin are an honorable people, though their outcasts frequently raid Human colonies.</i></p> <p>Stubborn: They ignore the first casualty when making a Morale check.</p>								
72-79	Skulker Brigands	+3	1-2	6"	+0	3	C	1 B
<p><i>Agile and gregarious, these rat-like humanoids show up almost anywhere in space.</i></p> <p>Alert: You are -1 to Seize the Initiative.</p> <p>Scavengers: Roll twice on the Battlefield Finds Table.</p>								
80-83	Tech Gangers	+1	1-2	4"	+0	5	T	3 C
<p><i>Weird criminal syndicates who seem to view high-tech with an almost religious reverence.</i></p> <p>Loot: Gain an extra Loot roll if Holding the Field</p> <p>6+ Saving Throw.</p>								

READYING FOR BATTLE

ROLL	ENEMY	NUMBERS	PANIC	SPEED	COMBAT SKILL	TOUGHNESS	AI	WEAPONS
84-90	Starport Scum	+3	1-3	4"	+0	3	D	1 A
<p><i>Any starship port facility will have assorted low-lives and villains hanging around, waiting to see if today is the day they make it big. It rarely is.</i></p> <p>Friday Night Warriors: When a scum is slain, all allies within 6" will retreat a standard move at their base speed directly back towards their own battlefield edge.</p>								
91-94	Hulker Gang	+0	1	4"	+1	5	A	1 A
<p><i>Human-derived brutes possessing massive upper body strength. Often succumb to berserk fury.</i></p> <p>Ferocious: +1 to Brawling rolls when initiating combat.</p> <p>Aggro: If Hit by a shot and surviving, immediately move 1" towards the shooter.</p>								
95-100	Gun Slingers	+1	1-2	4"	+1	3	T	1 B
<p><i>Desperadoes eager to test their trigger skills against an opponent.</i></p> <p>Trick shot: Any natural 6 when they shoot allows an additional shot against the same target or another target within 2".</p>								

Hired Muscle

Someone has hired goons to stop you from achieving whatever it is you are trying to do. Being paid professionals, you are **-1** to any attempt to **Seize the Initiative**. This is cumulative with any modifiers listed below.

ROLL	ENEMY	NUMBERS	PANIC	SPEED	COMBAT SKILL	TOUGHNESS	AI	WEAPONS
1-14	Unknown Mercs	+0	1-2	5"	+1	4	T	2 B
<p><i>The Fringe is crawling with mercenary bands looking to make credits for para-military work. Most are sort-of honorable, at least when dealing with other professionals.</i></p> <p>Lets just call it a day: If they are down to 1 or 2 figures remaining, they will accept ending the fight at the end of any round. Neither side Holds the Field in this case.</p>								
15-26	Enforcers	+0	1-2	4"	+1	4	T	2 A
<p><i>While the term usually refers to Unity law enforcement, in Fringe Space it tends to mean any organized troops keeping the peace.</i></p> <p>Cop killer: If you ever fight <i>Enforcers</i> as <i>Rivals</i>, add +2 to their numbers.</p>								
27-34	Guild Troops	+0	1-2	4"	+1	4	T	2 C
<p><i>Many of the various trade and tech guilds maintain their own private armies to enforce their interests in space.</i></p> <p>Intrigue: Roll 2D6, and add +1 if you killed a Lieutenant and/or Unique Individual. On a 9+, you obtain a Quest Rumor.</p>								

READYING FOR BATTLE

ROLL	ENEMY	NUMBERS	PANIC	SPEED	COMBAT SKILL	TOUGHNESS	AI	WEAPONS
35-39	Roid-gangers	+1	1	4"	+0	5	A	1 A
<p><i>Criminal gangs obsessed with body enhancement. They often form sub-communities where they communicate through incoherent gibberish.</i></p> <p>Careless: You are +1 to Seize the Initiative (for a final modifier of 0).</p>								
40-42	Black Ops Team	+0	1	6"	+2	5	T	3 A
<p><i>Highly trained, elite killers tasked with neutralizing the most dangerous targets. Who did you make angry this time?</i></p> <p>Tough fight: A random survivor gains +1 XP.</p>								
43-46	War Bots	+0	0	3"	+1	4	A	3 C
<p><i>The CIM model war Bot, nicknamed 'The Demon', is a mainstay of high-tech, mech-infantry forces.</i></p> <p>Fearless: Never affected by Morale.</p> <p>5+ Saving Throw.</p>								
47-50	Secret Agents	+0	1-2	5"	+1	4	C	2 C
<p><i>Likely to be spooks working for some powerful organization.</i></p> <p>Loot: Gain an extra Loot roll if Holding the Field</p> <p>Intrigue: Roll 2D6, and add +1 if you killed a Lieutenant and/or Unique Individual. On a 9+, you obtain a Quest Rumor.</p>								
51-53	Assassins	+0	1	6"	+2	3	A	1 B
<p><i>Hired killers. The sort who would garrote themselves AND their grandmother if the job paid enough.</i></p> <p>Gruesome: Characters rolling for post-battle Injuries must apply a -5 to the roll.</p> <p>Tough fight: A random survivor gains +1 XP.</p>								
54-59	Feral Mercenaries	+2	1-2	5"	+0	4	A	2 B
<p><i>Uplifted Humans merged with animal features, typically wolves.</i></p> <p>Quick feet: They add +1" to the distance for any Dash move.</p>								
60-64	Skulker Mercenaries	+3	1-2	7"	+0	3	C	2 C
<p><i>Rat-man humanoids. These pests will work for anyone paying, and are surprisingly loyal.</i></p> <p>Alert: You are -1 to Seize the Initiative (for a total of -2).</p> <p>Scavengers: Roll twice on the Battlefield Finds Table.</p>								
65-74	Corporate Security	+1	1-2	4"	+1	4	D	2 B
<p><i>The corporations pay better than the Unity armed forces, plus great dental insurance.</i></p> <p>6+ Saving Throw.</p>								

READYING FOR BATTLE

ROLL	ENEMY	NUMBERS	PANIC	SPEED	COMBAT SKILL	TOUGHNESS	AI	WEAPONS
75-79	Unity Grunts	+1	1	5"	+1	4	T	2 C
<p>While often dismissed as unimaginative cannon fodder, Unity troops are well-trained professionals.</p> <p>6+ Saving Throw</p>								
80-85	Security Bots	+1	0	3"	+0	5	D	2 A
<p>Typical security bots used to guard all manner of installations and locations.</p> <p>Careless: You are +1 to Seize the Initiative (for a total of 0).</p> <p>Fearless: Never affected by Morale.</p> <p>6+ Saving Throw</p>								
86-90	Black Dragon Mercs	+1	1-2	5"	+1	4	T	2 C
<p>Extremely professional, the Black Dragons have carefully cultivated a reputation for "clean" operations and high standards.</p> <p>Stubborn: They ignore the first casualty of the battle when making a Morale check.</p>								
91-95	Rage Lizard Mercs	+0	1-2	4"	+1	5	T	3 B
<p>The Rage Lizard mercenary unit specialize in boarding, and ship-board operations.</p> <p>Up close: If a Rage Lizard is within 1" of terrain, they may add +1 to Brawling rolls.</p>								
96-100	Blood Storm Mercs	+0	1	4"	+1	4	A	2 B
<p>Outlawed in many systems, the Blood Storm merc company are cold-blooded killers. They will take any assignment that doesn't involve an excessive amount of warcrimes.</p> <p>Ferocious: +1 to Brawling rolls when initiating combat.</p>								



Interested Parties

Another group has taken an interest in the job you are doing.

- Add +1 when rolling for Unique Individuals.
- During Quest missions, when rolling for the number of opponents, reroll any die scoring 1 once.

ROLL	ENEMY	NUMBERS	PANIC	SPEED	COMBAT SKILL	TOUGHNESS	AI	WEAPONS
1-6	Renegade Soldiers	+1	1-2	4"	+1	5	T	2 B
<p><i>Deserters, mutineers, and other scoundrels. These groups often declare themselves local warlords and overlords.</i> Grudge: If encountered as Rivals, they bring one additional figure.</p>								
7-13	Bounty Hunters	+0	1-2	5"	+1	4	T	1 B
<p><i>Hunting down fugitives and people the warlords, governments, and gang bosses want found is a booming business, especially if you aren't too fussed about the legality of it all.</i> Intigue: Roll 2D6 and add +1 if you killed a Lieutenant and/or Unique Individual. On a 9+, you obtain a Quest Rumor.</p>								
14-18	Abandoned	+1	1-3	4"	+0	3	A	1 A
<p><i>Occasionally, a sort of sickness strikes crews in deep space for extended durations. The causes are unknown but they often seek out old acquaintances, attacking in an animal-like fever.</i> Careless: You are +1 to Seize the Initiative. Cowardly: Lieutenants are affected by Morale dice.</p>								
19-27	Vigilantes	+1	1-2	4"	+0	4	A	2 A
<p><i>Disgruntled locals who have decided to take matters into their own hands.</i> Persistent: If encountered as Rivals, all rolls to remove them from Rival status are at -1.</p>								
28-35	Isolationists	+1	1-2	4"	+0	3	C	1 A
<p><i>Whenever a group of people declare that they are a political unit, inevitably a smaller group will declare that they will have nothing to do with the rest of them.</i> Dogged: If reduced to only 1 or 2 figures, they become Fearless and will not flee.</p>								
36-41	Zealots	+2	1	5"	+0	4	A	1 A
<p><i>Near-suicidal devotees to some cause, belief, principle, or brand loyalty.</i> Ferocious: +1 to Brawling rolls when initiating combat.</p>								
42-48	Mutants	+3	1-3	4"	+0	5	A	1 A
<p><i>The result of genetic warfare, black-site experiments, or hostile environments, these wretches are often treated with considerable prejudice. Needless to say, eventually some decide to fight back.</i> Cowardly: Lieutenants are affected by Morale dice.</p>								
49-52	Primitives	+2	1-2	6"	+1	3	A	-
<p><i>For various reasons, space is full of groups of Humans or aliens existing on a pre-industrial level.</i> Going medieval: Instead of normal weapons, each carries a Blade. Specialists carry a Brutal Melee Weapon.</p>								

READYING FOR BATTLE

ROLL	ENEMY	NUMBERS	PANIC	SPEED	COMBAT SKILL	TOUGHNESS	AI	WEAPONS
53-56	Precursor Exiles	+0	1-2	6"	+1	4	T	3 B
<p><i>The refined and elegant Precursors are rarely seen in Human space. Those that are met tend to be the outcasts, and those too wild to find a place in their serene home culture.</i></p> <p>Prediction: You cannot Seize the Initiative.</p>								
57-63	K'Erin Colonists	+1	1	5"	+1	4	A	2 A
<p><i>When this warrior-species decides to colonize a world, war almost inevitably follows.</i></p> <p>Stubborn: They ignore the first casualty of the battle when making a Morale check</p> <p>Invasion Threat.</p>								
64-68	Swift War Squad	+2	1	6"	+0	3	A	1 B
<p><i>Diminutive winged lizards who live in a highly ritualistic caste society.</i></p> <p>Unpredictable: Seize the Initiative roll is always unmodified.</p>								
69-72	Soulless Task Force	+0	1	4"	+2	5	T	3 C
<p><i>Alien robot species operating in an inter-linked hive mind of sorts. Inscrutable.</i></p> <p>6+ Saving Throw.</p>								
73-76	Tech Zealots	+1	1-2	5"	+0	5	A	3 C
<p><i>Cultists who worship technology. Often brimming with poorly fitted cybernetics.</i></p> <p>Loot: Gain an extra Loot roll if Holding the Field</p> <p>6+ Saving Throw.</p>								
77-83	Colonial Militia	+1	1-2	4"	+0	3	C	2 B
<p><i>The armed militia of a colony is its first line of defense and often doubles as law enforcement. Occasionally, the distinction between "organized militia", "armed criminal gang," and "gun-toting lunatics" can be deceptively difficult to tell.</i></p> <p>Home field advantage: They always count as being in <i>Cover</i> if they are on their third of the table and are not within 12" of the shooter.</p>								
84-88	Planetary Nomads	+2	1-2	6"	+0	3	C	2 A
<p><i>On many habitable worlds, colonists will abandon civilization and go live among the dunes and jungles. They tend to react very poorly to interlopers.</i></p> <p>Alert: You are -1 to Seize the Initiative.</p>								
89-100	Salvage Team	+1	1-3	4"	+0	4	C	2 B
<p><i>A rival crew looking for salvage, and ready to fight for it.</i></p> <p>Scavengers: Roll twice on the Battlefield Finds Table.</p>								

Roving Threats

You've stumbled into something dangerous in the area, and must fight for your life. Any valuables found will typically be remnants of some unlucky prior crew found in the vicinity.

- *Enemies from this list never become Rivals.*
- *They are never accompanied by Unique Individuals unless the difficulty mode is Insanity.*

ROLL	ENEMY	NUMBERS	PANIC	SPEED	COMBAT SKILL	TOUGHNESS	AI	WEAPONS
1-4	Converted Acquisition	+1	0	4"	+0	5	A	2 B
<p><i>Nightmarish cyborg race that replenishes their ranks through captives and corpses, enhanced with bolted-in weaponry and control circuitry.</i></p> <p>Careless: You are +1 to Seize the Initiative.</p> <p>Built-in: Always count as stationary when firing.</p> <p>Invasion Threat. Test at +1.6+ Saving Throw.</p>								
5-12	Converted Infiltrators	+0	0	4"	+0	4	A	1 A
<p><i>The Converted often send in adapted members of a prospective target species to scout and spy.</i></p> <p>Invasion Threat. 6+ Saving Throw.</p>								
13-18	Abductor Raiders	+3	1	4"	+0	3	A	2 A
<p><i>The short, large-headed clone species known as the Abductors are despised throughout space. They insist they are abducting and mind-controlling other sapients for a higher purpose.</i></p> <p>Invasion Threat.</p>								
19-28	Swarm Brood	+2	0	6"	+1	4	B	Claws (Damage +1)
<p><i>Multiple-limbed aliens that react to all other lifeforms with extreme violence.</i></p> <p>Pack hunters: All Brawls initiated by Swarm are resolved at the end of the Enemy Actions phase. Swarm will always attempt to gang up on prey, where possible.</p> <p>Invasion Threat.</p>								
29-34	Haywire Robots	+2	0	3"	+0	4	R	Smash (Damage +0)
<p><i>Occasionally, robots go berserk. This isn't a problem when it's a cat-sized cleaning device. It is a problem when the robot is a mining or construction bot.</i></p> <p>Careless: You are +1 to Seize the Initiative. 6+ Saving Throw.</p>								
35-44	Razor Lizards	+2	1-2	6"	+1	3	B	Fangs (Damage +0)
<p><i>An over-sized lizard brimming with spikes and sharp teeth.</i></p> <p>Needle fangs: Armor Saving Throws are ignored.</p>								

READYING FOR BATTLE

ROLL	ENEMY	NUMBERS	PANIC	SPEED	COMBAT SKILL	TOUGHNESS	AI	WEAPONS
45-56	Sand Runners	+1	1-2	7"	+0	3	B	Fangs (Damage +1)
<p><i>Fast predators associated with desert planets. As they are somewhat trainable, they can be found on many Human worlds, though unfortunately, if set free, they revert to wild behavior very quickly.</i></p> <p>Leap: If they end a move within 3" of a Human, they may leap into contact as a Free Action.</p>								
57-63	Void Rippers	+0	1-2	5"	+1	5	R	Fangs (Damage +0)
<p><i>Swarms of extremely aggressive fish-like flyers. They can rip a man to shreds in moments.</i></p> <p>Gruesome: Characters rolling for post-battle Injuries must apply a -5 to the roll.</p>								
64-69	Krog	+0	0	5"	+2	6	R	Claws (Damage +2)
<p><i>These beasts resemble a bear from Old Earth, but with huge claws and a surly demeanor.</i></p> <p>Ferocious: +1 to Brawling rolls when initiating combat.</p> <p>Easy targets: +1 when firing at this enemy.</p> <p>5+ Saving Throw.</p> <p>Tough fight: A random survivor gains +1 XP.</p>								
70-78	Large Bugs	+2	1	5"	+1	5	R	Mandibles (Damage +1)
<p><i>Over-sized insects and other creepy-crawlies are a distressingly common sight throughout space.</i></p> <p>Easy targets: +1 when firing at this enemy.</p> <p>Stubborn: They ignore the first casualty of the battle when making a Morale check</p>								
79-84	Carnivore Chasers	+2	1-2	6"	+0	4	B	Fangs (Damage +0)
<p><i>Fast pack predators. Will hunt any prey they can bring down.</i></p> <p>Alert: You are -1 to Seize the Initiative.</p>								
85-97	Vent Crawlers	+0	0	6"	+2	5	R	Claws (Damage +0)
<p><i>Homicidal alien lifeforms that like to lurk inside starships and on strange moons.</i></p> <p>Fate worse than death: If the post-battle Injury roll is death, the character cannot be saved, and no rerolls are possible for any reason.</p>								

READYING FOR BATTLE

ROLL	ENEMY	NUMBERS	PANIC	SPEED	COMBAT SKILL	TOUGHNESS	AI	WEAPONS
98-100	Distorts	+0	0	4"	+0	4	B	Touch (Damage +3)

Extra-dimensional horrors. It's rumored they are the remnants of sapient beings who were lost in teleport accidents.

Stubborn: They ignore the first casualty when making a **Morale** check.

Shimmer: Move through terrain and solid obstacles.

When slain, roll **1D6**. On a **5-6**, another **Distort** is placed **1D6"** further away.



Enemy Weapons

Enemies are usually listed with a **weapon code** and a **Specialist code** under **Weapons** (a number and a letter respectively). To determine the weapon carried by the basic opponents (except **Specialists**), roll once below. Then roll for the **Specialist** weapon if available.

- *Enemies with the Aggressive AI type carry a Blade in addition to any listed weapons, unless their Combat Skill is +0.*
- *Enemies with the Psycho AI type always carry a Blade in addition to any other weapon.*
- *Some enemies have a specific weapon listed, and always carries that. No roll is made.*
- *If two weapons are listed, the second is for Specialists.*

Optional Rule: Varied Armaments

Using this optional rule, split the non-Specialist opponents into two groups, and roll for the weapon carried by each group. This requires tracking which enemy has which weapon, but can lead to a more varied and interesting battle.



ROLL	WEAPON 1	WEAPON 2	WEAPON 3
1	Scrap pistol	Colony rifle	Hand laser
2	Handgun	Military rifle	Hand laser
3	Colony rifle	Military rifle	Infantry laser
4	Military rifle	Military rifle	Infantry laser
5	Scrap pistol + Blade	Hand laser	Blast rifle
6	Shotgun	Infantry laser	Blast rifle

ROLL	SPECIALIST A	SPECIALIST B	SPECIALIST C
1	Power claw	Marksman's rifle	Marksman's rifle
2	Shotgun	Auto rifle	Shell gun
3	Auto rifle	Shell gun	Fury rifle
4	Clingfire pistol	Hand flamer	Plasma rifle
5	Hunting rifle	Rattle gun	Plasma rifle
6	Hand gun + Ripper sword	Rattle gun	Hyper blaster

Unique Individuals

If the mission indicates that you have encountered someone **Unique**, roll below. They may be accompanying the opposition for any reasons you can think of: Hired help, a Specialist to help them out, or it may be the real leader.

- **Unique Individuals are Fearless and will not be affected by Morale checks.**
- **Note that they may follow a different AI routine than the group they are accompanying.**
- **Many Unique Individuals have Luck.**

Note that the Enemy Boss entry uses the same AI type as the main Enemy type.

ROLL	ENEMY	SPEED	COMBAT SKILL	TOUGHNESS	AI	LUCK	WEAPONS
1-6	Enemy Bruiser	-	-	+1	G	0	Power Claw
<i>A particularly unpleasant-looking individual.</i>							
7-12	Enemy Heavy	-	-	-	D	0	Rattle Gun
<i>The enemy has opted to bring some additional firepower.</i>							
13-17	Enemy Boss	-	+1	+1	-	1	Hand Cannon, Brutal Melee
<p><i>One of the worst has managed to climb to the top of the hierarchy.</i></p> <p>Bosses reduce Bail Range by 1, but when slain, an extra Morale die must be rolled.</p> <p>Fearless: The Boss ignores Morale dice personally.</p>							
18-22	Hired Killer	5"	+1	5	A	1	Machine Pistol, Blade
<i>Will murder for credits</i>							
23-25	Corporate Spook	5"	+1	4	C	1	Hand Laser
<p><i>One of the mega-corps must be up to no good if they send these creeps.</i></p> <p>If all other enemies are slain or Bail, the Spook Bails as well. If the Spook is slain, you automatically receive a Corporate Rival.</p>							
26-30	Bounty Tracker	5"	+1	5	A	1	Shotgun, Blade
<i>Someone is willing to pay money to have you brought in, whole or in pieces.</i>							
31-35	Callous Merc	4"	+2	5	T	1	Infantry Laser, Blade
<i>Bitter and disillusioned mercenaries sometimes strike out on their own.</i>							
36-41	Freelancer	4"	+1	4	T	1	Hand Cannon, Blade
<p><i>A troubleshooter hired to supervise an operation and take care of any intrusions.</i></p> <p>If the freelancer is slain in a Brawl, you may roll on the Loot Table (p.131) and claim the item for use immediately.</p>							

READYING FOR BATTLE

ROLL	ENEMY	SPEED	COMBAT SKILL	TOUGHNESS	AI	LUCK	WEAPONS
42-44	Secret Agent	6"	+2	4	A	1	Hand Laser, Glare Sword
	<p><i>Mysterious individual packing some state-of-the-art murder implements.</i> Target: Randomly select a crew member. The agent will attempt to move towards and attack them, only firing at other targets if they are in the way or the priority target is not visible. May fire at the priority target, even if it is not the closest.</p>						
45-48	Hulker Brawler	4"	+1	6	A	0	Hand Cannon. Brutal Melee
	<p><i>A burly, post-Human uplift, brimming with strength and barely contained anger.</i> Melee fighter: +1 to Combat Skill when Brawling.</p>						
49-53	Gun Slinger	5"	+1	4	T	1	Machine Pistol
	<p><i>One of any number of trigger-happy people that seem to congregate in Fringe Space. The best of them are frighteningly effective at their craft.</i> Sharp shooter. +1 to Combat Skill when shooting.</p>						
54-56	Engineer Tech	6"	+1	4	C	1	Blast Pistol
	<p><i>A quiet alien species fascinated with technology and gadgetry.</i></p>						
57-61	Mutant Bruiser	4"	+1	5	G	1	Shotgun, Brutal Melee
	<p><i>A misshapen beast of a creature, irregular in both body and temperament.</i> Ferocious: +1 to Brawling rolls when initiating combat.</p>						
62-65	Precursor Wanderer	7"	+2	4	A	1	Infantry Laser, Glare Sword
	<p><i>An alien mystic, brimming with psionic energies.</i> One with the Flow: Moves before the Quick Actions phase. 6+ Saving Throw.</p>						
66-69	Hakshan Investigator	5"	+0	4	D	1	Plasma Rifle
	<p><i>Odd, suited aliens that trek the galaxy in search of something vitally important to their species.</i></p>						
70-75	K'Erin Warrior	5"	+2	5	A	1	Machine Pistol. Ripper Sword.
	<p><i>A noble alien warrior seeking adventure.</i></p>						
76-79	Nomad Scout	6"	+1	4	D	0	Marksmen's Rifle
	<p><i>A skilled tracker and shooter, hiring out to the starfolk for credits.</i> Concealed: Always counts as being in Cover when fired upon.</p>						



ROLL	ENEMY	SPEED	COMBAT SKILL	TOUGHNESS	AI	LUCK	WEAPONS
80-82	Cyborg Merc	7"	+2	6	T	1	Auto Rifle. Power Claw.
<p><i>A mercenary stuffed full of cybernetic enhancements. Often contemptuous of the "meat-bags" they fight alongside.</i> 6+ Saving Throw.</p>							
83-85	Rogue Psionic	4"	+0	4	C	3	Hand Gun
<p><i>Self-taught psionics are a substantial asset in a gun battle.</i></p>							
86-91	Gene Dog	6"	+1	4	G	0	Fangs (Damage +0)
<p><i>Enhanced versions of Earth-dog breeds, usually modified to withstand the environment.</i> Loyal: When owner or Dog moves into a Brawl, it is not resolved until both have had a chance to act. If the owner is slain, the Dog becomes Fearless and remains in place, but attacks anyone that approaches within 8". If all other enemies are slain or Bailed, it will also Bail.</p>							
92-96	Sand Runner	7"	+0	3	G	0	Fangs (Damage +1)
<p><i>These fierce lizards can make surprisingly loyal companions.</i></p>							
97-100	Mk II Security Bot	4"	+2	5	G	0	Fury Rifle
<p><i>The state-of-the-art in robotic security details.</i> Targeting AI: May fire twice per round at the two closest visible targets. If only one target is visible, only one shot is taken. 6+ Saving Throw.</p>							

7. Set up the Battlefield

Determine Table Size

We recommend playing the battle on a battlefield of either 2x2, 2.5 x 2.5, or 3x3 feet. Larger areas than that usually ends up with table space never being used; any smaller allows little room for maneuver and positional tactics. . . and tends to be bad news when angry Vent Crawlers show up! Mark off the playable area, and use the excess for dice, drinks, notes, and so forth.

Terrain

For a good gaming experience, you generally want a lot of terrain to move around and fight over. We use three different categories of terrain:

Large Things

These can be single large terrain features such as a hill, large comms dish, space shuttle, large building, or forested area, or they could be a cluster of smaller features such as a storage dump of crates and fuel barrels, scattered bushes, or similar.

- *The feature should fill most of the sector it's placed in, with some space to move around.*
- *A large feature should be big enough that you have to take it into account when playing: It obstructs sight, provides a position to fight from, or allows figures to climb around it.*
- *It also offers a visual centerpiece of the table and helps establish a theme.*

Small Things

These are smaller, individual features such as boulders, small buildings, or shipping containers. Alternatively, a couple of bushes, 2-3 barrels, storage containers, or trees in a little cluster, or a scattering of rocks could work.

- *A small feature typically offers a position of Cover, while moving from place to place or advancing on an objective. They also help the table feel alive and more like a real place you can imagine.*

Linear Things

Linear terrain is a feature 4"-8" long, and narrow, such as a barricade, security fence, wall, or hedgerow. Alternatively, two pieces placed with a gap between them or in an L-shape can be used.

- *These may block Line of Sight, but typically act to provide Cover and a movement obstacle.*
- *They tend to delineate the battlefield into natural regions to defend.*

Placing Terrain Features

Several missions depend on reaching the center of the table. It's good to place a terrain feature in the center, so that there is something visual that you are trying to reach or interact with. Avoid placing big, cool-looking terrain on the edges, as it will likely not get used in the battle. Groups of smaller items, such as rocks or barrels, work best when they are placed in a cluster.

In arranging your terrain, it helps to think of your table as divided into "sectors" of 10-12 inches along each side. A 3x3 table would have nine such sectors, for example.

Arrange terrain features so that they are spaced evenly across the table. The goal is to have no huge, open expanses on the table that are suicide to cross under fire. The distance between features can vary, but 1-2 moves for an average character is usually fine.

After placing everything, you may wish to step back and take a look at the table. Shifting things a little bit or swapping two pieces around can improve the look, as well as avoiding obvious kill zones, or having too many open lanes from battlefield edge to battlefield edge.

The Standard Terrain Set

If you are building a standard set of terrain for yourself, the following combinations are suggested:

TYPE	2X2 FEET	2.5X2.5 FEET	3X3 FEET
Large	2	2	3
Small	4	5	6
Linear	2	4	3

Additionally, apply the following guidelines to the features you construct or purchase:

- *At least 2 features that can be climbed upon, such as structures or rocky outcroppings with natural platforms.*
- *At least 1 feature that raises above the ground and offers elevated firing positions, such as a hill.*
- *At least 1 feature that can be entered, such as a forest, or cluster of rubble.*

Terrain Relationships

The terrain pieces you have may suggest a relationship to each other. If you have a farmhouse and some fencing, those will look better placed near each other, for example. Likewise, if you have a selection of natural features like trees, bushes, and some buildings, it may look better to have the buildings on one side of the table, and the vegetation on the other.

You may want to build a terrain collection by theme; for example you may start with a sci-fi colony theme, then add a second set with a wilderness theme.



ENCOUNTER GENERATION EXAMPLE

Establish Your Battlefield Edge

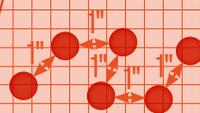
Once the terrain is set up and looking good, randomly select which battlefield edge you will be entering from. The enemy is always assigned to the opposite edge.

Setting up the Figures

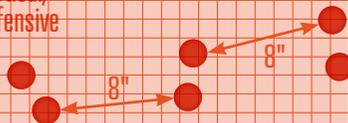
Set up the enemy first, then set up your forces, ensuring no figures from opposing forces are within 18" of each other at the beginning of the game.

- Aggressive and Rampaging enemies will set up in one "cluster" with 1" between each figure.
- Tactical and Defensive enemies set up divided evenly among 3 "teams". Teams are placed 8" apart. Team members should be 1-2" apart, depending on terrain.
- Cautious enemies are set up in two "groups", 6" apart. Members of those groups should be 1.5-2" apart.
- Beast enemies are set up in pairs. Divide the table in 3 roughly equal parts, and place one pair in each, evenly spaced. Each pair should have 2" between figures. Any odd figure left over is set up on its own.

Aggressive/ Rampaging



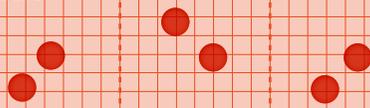
Tactical/ Defensive



Cautious



Beast





ENCOUNTER GENERATION EXAMPLE

We are taking on an Opportunity mission.

The first step is to determine the Encounter Category. The roll is a **40**, which means we are facing off against **Hired Muscle** of some sort. Rolling on the **Enemy Table**, I get a **55: Feral Mercenaries**.

As I don't have any suitable animal-person hybrid figures, I will proxy those. The "Number" listed in the **Enemy Table** is **+2**, and because I have 6 crew members, I roll **2D6** (getting a **3** and **5**), pick the higher die result, and add that **+2** for a total of **7 enemies**. And because there are 7+ enemy, that means **2 of them will be Specialists**.

I also need to roll to see if they are accompanied by a Unique Individual. I roll **2D6** and score a **7**, so one isn't present this time.

From the **Enemy Table** I can see the weapon code for the **Ferals** is **2 B**. That means they roll on **Weapon column 2** and **Specialist column B**. Using the 'Varied Armaments' optional rule, I could roll twice for the weapon and have half of the **Ferals** with each weapon, but since I am just starting out, I just roll once. For the **Ferals**, I roll a **3** - they are equipped with **Military Rifles**, while I roll a **6** for their **Specialists**, who each get a **Rattle Gun**. A lot of incoming firepower can be expected!

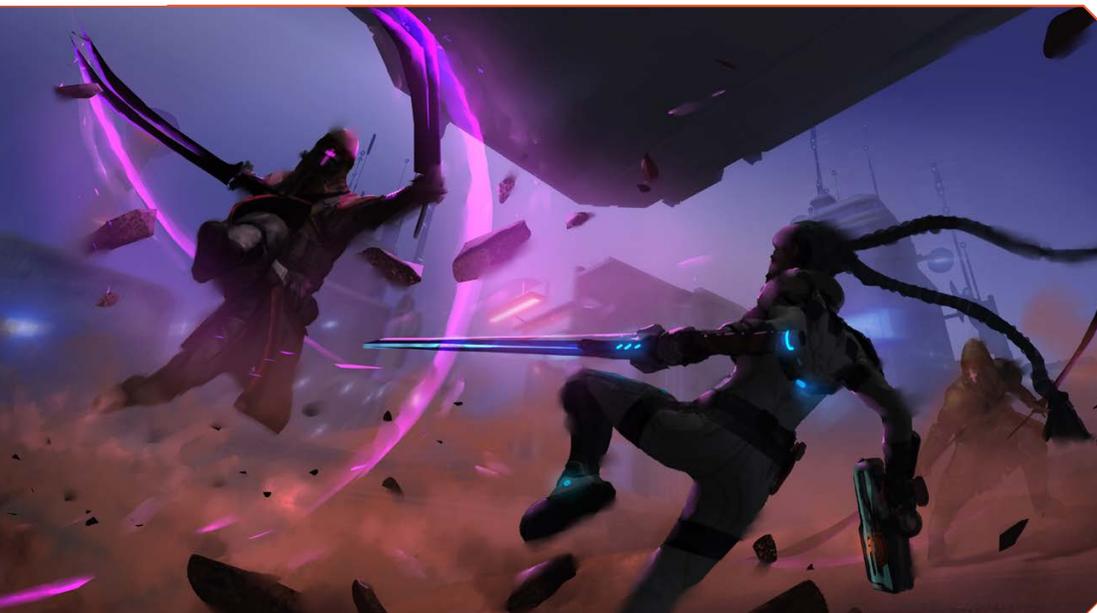
Now that we've established who we are dealing with, I roll on the **Deployment**

Conditions and Notable Sights Tables, making sure to check the correct columns on each table (we should be using the Opportunity column). The first roll is a **32: No special conditions**. The second is a **74: There's a Person of Interest** on the table and if I can reach them, I can earn a story point.

Next, I need to know what I am being paid to do. A **D10** roll on the **Opportunity Mission Objective Table** produces an **8**, telling me the crew is trying to Patrol the area.

Okay, so creatively piecing these clues together, I can imagine the locals are getting worried about an off-world mining corp encroaching on their mineral rights. The corp has sent in mercenaries to scare them into submission and they've taken to hiring some rowdy off-worlders (namely us!) who can sympathize with their cause. The Person of Interest is one of the villagers who went out to inspect the area and hasn't returned. I need to make sure he's safe while doing a combat sweep.

Now I have all the context I need. It's time to place some terrain, set up the figures, and get ready for battle!



THE BATTLE ROUND

Battles are split up into **rounds** of activity. A round of battle is not a fixed period of time. It can represent a few moments when a lot of shooting is happening, and a couple of minutes when you are just sneaking around. Every round consists of the following phases:

1. **The Reaction Roll**
2. **Quick Actions**
3. **Enemy Actions**
4. **Slow Actions**
5. **End Phase**

Seizing the Initiative

After both sides have set up, and before the first round of the battle, the player may attempt to **Seize the Initiative**. If you're successful, your crew caught the opposition flat-footed, and gets a chance to take up positions or fire before the first round begins.

Roll **2D6**. Add the highest **Savvy** score of any crew member.

- *Add +1 if you are outnumbered.*
- *When fighting opponents from the **Hired Muscle** encounter tables, modify by -1.*
- *If the campaign's difficulty mode is **Hardcore**, modify by -2.*
- *If the campaign's difficulty mode is **Insanity**, modify by -3.*

Many opponent types will add a bonus or penalty to the roll. If your crew includes any **Feral**, you may ignore any penalties the opponents would have imposed on you.

On a total of **10+**, any character in your crew may either take a normal **Move** or may fire before the battle begins. Any shots taken only **Hit** on a *natural 6*.

Note that although your crew may **Seize the Initiative** momentarily, when the first round begins, you will still have to make a new **Reaction Roll** each and every round. You will not get a second opportunity to **Seize the Initiative**.

The Reaction Roll

Each battle round, the first thing you will need to establish is the order in which figures act. This is the **Reaction Roll**. Roll a number of **D6** equal to the number of your characters. Assign each of the dice results to one of your characters, comparing it to their Reaction score:

- *Any character assigned a die result equal or below their Reaction score will act in the **Quick Actions** phase.*
- *All enemies will act in the **Enemy Actions** phase.*
- *Characters that were assigned a die result higher than their Reaction score will act in the **Slow Actions** phase.*

Note that every figure always gets to act. The round ends when all figures on both sides have acted, and each phase has been completed.

Round Sequence Example

*I have 4 crew members on the field with **Reaction** ability scores of 1, 1, 2, 2.*

*I roll for **Reactions**, with results of 1, 2, 3, 5.*

I can assign the Reaction Roll of 1 to any character, and they will act in the Quick Actions phase. The 2 should be assigned to either of the characters with Reactions 2. Of course, nothing stops me assigning it to a character with Reactions 1, but that'd be a waste because then they would have a lower Initiative than their Reaction score, and would be forced to act in the Slow Actions phase.

The 3 and 5 are then assigned to the two remaining characters, both of which will act in the Slow Actions phase.

Feral Impetuous Actions

If your crew has a Feral character, and you roll exactly a single 1 on your Initiative dice, it must be assigned to a Feral character. This rule does not apply if you roll multiple 1s.

Actions

During a phase, player characters acting within that phase can act in any order desired. During the Enemy Actions phase, enemy figures begin with those closest to the player's battlefield edge, then progress away towards the opposing battlefield edge. If two figures are equally close, start on their left side.

When acting, a figure may make a **Movement Action** and then perform a **Combat Action**. A figure may opt to forego either option, but cannot perform them in reverse order.

Some activities are **Free Actions**, such as using a consumable item. A character can perform one Free Action without inhibiting their other activities. Carrying out two Free Actions in the same round requires foregoing the Combat Action for that round.

A Combat Action typically means firing a weapon or Brawling, but some other actions on the battlefield may require the use of that figure's Combat Action for that round.

For explanation of Movement and Combat Action procedures, see pages 41 and 44 respectively.

Snap Fire

Characters that are eligible to act in the Quick Actions phase may opt not to do so. This allows them to either fire when an enemy moves, or to delay until the Slow Actions phase. Firing during an enemy move prevents the firing character from moving this round.

If a moving enemy is Stunned as a result of snap fire, they lose the ability to fire this round.

Characters that do not find an opportunity to use snap fire in the Enemy Actions phase can act normally in the Slow Actions phase.

The End Phase

During this phase, carry out any end-of-round activities, such as checking if a defeated enemy force withdraws from battle (see below). If the rules say something happens at the end of the round, this is when it happens. You may resolve any such events in any order you like.

Running Away

At the end of each round, the enemy will test **Morale** if they lost any figures during the round just played. If the enemy fails their test, some of them will Bail, fleeing the field of battle.

Roll a number of dice equal to the number of figures that were removed due to combat this round. Casualties from environmental hazards or other terrain concerns are not counted. Every die that falls within the **Bail Range** for the enemy type indicates one of them will Bail.

Apply each die to an enemy figure, starting with the figures closest to the enemy battlefield edge. These figures **Bail** and are removed from play. They do not count as "killed" for any purposes, and do not trigger additional Morale dice to be rolled.

Some enemy types have a **Bail Range** of **0**, indicating that they fight to the death, unless some factor raises their **Bail Range** to **1** or more.

Morale Example

*During the current game round, the enemy lost 2 figures. Their **Bail Range** is 1-2.*

2D6 are rolled because 2 figures were lost. One die shows a 5 – not within the Bail Range, so it is ignored. The other is a 1 – within the Bail Range for these opponent., That result is assigned to the enemy figure closest to enemy battlefield edge. Unless that figure is immune to Morale effects, it flees the battle, and is removed from the table.

Fearless

Some **enemies** are *Fearless*. They will never **Bail**, regardless of circumstances. These troops do not have **Morale** dice applied to them. Simply skip them and apply the die to the next closest figure to the enemy battlefield edge

Player Morale

Player forces do NOT test **Morale**. Instead, you may abandon the fight by moving crew off any battlefield edge. Note that while you do not have to flee off your own original battlefield edge, if you are fighting on an interior map such as a spaceship hull or underground complex, you will have to move to a reasonable exit. Once a crew member leaves the table, they cannot return during the battle. Moving the final crew member off the table ends the fight.

Ending the Battle

A battle ends in one of the following circumstances. It is important to establish whether you **achieved your objective**, and/or **Held the Field**, which is important for rewards and accomplishing some missions:

- *All enemy figures have been slain or have Bailed. In this case, you are considered to have Held the Field, If your battle objective can still be completed, then you are assumed to do so at your leisure.*
- *If you have achieved the Win condition of your objective, your enemy may give up. Rampaging or Beast opponents will fight until either side has completely left the table. For other AI types, roll as indicated below at the end of the current and every subsequent round based on the main AI type present:*
 - **2D6** for Cautious, Defensive or Tactical opponents.
 - **1D6** for Aggressive opponents.

If either die is a natural 1, the enemy withdraws and the battle ends immediately, with you Holding the Field.

- *All player figures have become casualties or have left the battlefield. You do not Hold the Field.*
- *All player figures left the battlefield, having achieved your objectives before exiting the battle, or the "It's Time to*

Go" option from Stars of the Story (p.67) may have been invoked. You do not Hold the Field.

If for some reason you have to end a tabletop battle for any other reason, you do not count as achieving any objectives or Holding the Field.



BATTLE EVENTS (OPTIONAL)

Battle Events add a random component to the tabletop battle beyond the simple to Hit rolls and damage checks. At the **end of Round 2** of the battle, roll once on this table and apply the result to the gaming table. Roll a second random event at the **end of Round 4**. No additional events are rolled. In some cases the two events can be incompatible or non-sensible when both applied. If so, discard the second event with no effect.

Use of this table is optional – you may choose to use it occasionally during your campaign, or not at all.

ROLL	EFFECT
1-5	Renewed efforts: The enemy is making a concerted effort to push you back. For the rest of the battle, after all enemy figures have acted, select a random figure that may immediately take a second Move and second Combat Action.
6-9	Enemy reinforcements: An additional 2 enemy figures arrive at the center of the opposing battlefield edge. One is armed as a Specialist (if applicable to the enemy type).
10-13	Change of plans: The enemy switches to the <i>Cautious</i> AI type for the rest of the battle. If they were already <i>Cautious</i> , they instead switch to <i>Tactical</i> AI. Enemies with no ranged attacks are unaffected by this event.
14-16	Lost heart: The enemy has had enough of this fight. At the end of the next round, they will leave the field.
17-20	Seized the moment: Select a crew member who may move and act in both the Quick and Slow Actions phases next round.
21-26	Critters! Place 1D3 Vent Crawlers (p.102) in the center of the table, and move each of them 1D6" in a random direction. At the beginning of the Enemy Actions phase, they will move towards the nearest figure and attack, regardless of which side the figure is on. If you are already fighting Vent Crawlers , this is bad news, as they are of course part of the enemy brood.
27-30	Ammo fault: Select a random figure in your crew. If they fired a weapon last round, it cannot be used for the rest of the battle. If they did not, select a random carried weapon, which can be fired only once this battle.
31-34	Visibility change: If visibility is currently reduced, increase the vision range by +1D6" . If visibility is currently unlimited, reduce it to 1D6+6" .
35-38	Tougher than expected: Select a random enemy figure. They receive +1 Toughness (to a maximum of 6) and remove all current Stun markers .
39-42	Snap shot: Select a figure in your crew. They may fire a weapon immediately. If the weapon is a Pistol , it Hits automatically, otherwise roll to Hit normally.
43-46	Cunning plan: In the next round, do not roll for Initiative. Each of your crew acts in the Quick or Slow Actions phase as you prefer.

ROLL	EFFECT
47-50	Possible reinforcements: Place 3 markers evenly spaced along the opposing battlefield edge. At the start of the Enemy Actions phase next round, select a random marker, and roll 1D6 . On a 5-6 , a new basic enemy figure is placed on the marker, otherwise it is removed. Roll for one marker per round until they are all gone. If a crew member moves within 3" of a marker, it is removed instantly.
51-54	Clock is running out: At the end of the next round and each round thereafter, roll 1D6 . On a 6 , the game ends immediately, and you are unable to complete any objectives. You will not count as Holding the Field unless you clear the table of enemies before this happens.
55-60	Environmental hazard: Select a random terrain feature. Any figure currently in, on, or within 1" of the feature must roll 1D6+Savvy and achieve a 5+ (enemies roll 1D6 and must roll a 4+) or take a Damage +1 Hit , ignoring any Armor Saving Throws . The feature is safe afterwards.
61-65	A desperate plan: A random figure in your crew cannot act next round, but instead select another figure of choice that may act in both the Quick and Slow Actions phases.
66-70	A moment of hesitation: Next round, select a single figure that acts in the Quick Actions phase (if any Feral are in the squad, you must select a Feral). All other figures acts in the Slow Actions phase.
71-73	Fumbled grenade: A random enemy fumbles a grenade. The figure in question runs 6" in a random direction and is then Stunned. Every figure, crew and enemy within 4" of the initial position will immediately run 4" directly away. The grenade then goes off harmlessly. If the enemy is one that would not use grenades, nothing happens.
74-77	Back up: If you have spare crew not taking part in the battle, you may have one crew member arrive. Place them on the center of your own battlefield edge.
78-80	Enemy VIP: A Unique Individual immediately joins the enemy force. Place them on the center of their battlefield edge.
81-85	Fog cloud: A dense cloud of fog envelops the center of the table for the rest of the battle. It extends 6" in every direction and blocks all visibility past 2" .
86-89	Lost! A random crew member loses their way and misses the rest of the battle. Remove the figure from the battlefield. They rejoin you safely afterwards, looking a bit sheepish. Ignore this event if you are currently outnumbered.
90-93	I found something! Randomly select a crew member, then place a marker 1D6" from them in a random direction. The enemy will ignore it. If any crew member moves into contact and spends a non-Combat Action, roll for a Loot item (p.131) and claim it for use immediately.
94-97	Looks valuable: Randomly select a crew member, then place a marker 1D6" from them in a random direction. The enemy will ignore it. If any crew member moves into contact and spends a non-Combat Action, obtain 1D3 credits .
98-100	You want me to check that out? Select a random crew member. They may opt to go check out something they insist they saw. If they do, they are removed from the battle. After the battle ends, they may roll once on the Loot table (p.131). If you opt not to go, you cannot send a different character, and the chance is lost.

BATTLE ROUND REFERENCE

The Round Sequence

Roll number of **D6** matching crew size.

Assign each die to a crew figure comparing the result to the figure's Reactions score.

- *If the result was equal to or below Reactions, the figure acts in the Quick Actions phase.*
- *Enemies then act in the Enemy Actions phase.*
- *If the result was over a crew figure's Reactions, the figure acts in the Slow Actions phase.*

Actions (see p.113)

A figure may Move, then make a Combat Action.

Stunned figures may Move OR make a Combat Action.

Remove one Stun marker after acting.

Moving (see p.41)

Move up to Speed in inches, vertical or horizontal.

Difficult terrain cost **+1"** per **2"** moved.

If entering contact, Brawl.

Move **+2"**, if not firing.

Firing (see p.44)

Must fire at a target within **3"** if any enemies are within **3"**.

To Hit, roll **1D6+Combat Skill**:

- *Open target within 6"* 3+
- *Open target within range* 5+
- *Covered target within range* 6+

Brawling (see p.45)

Roll **1D6+Combat Skill**.

+2 Melee / +1 Pistol.

Loser takes a **Hit**. Both take a **Hit** on a draw.

Infllict additional Hit if rolling **6**.

Suffer additional Hit if rolling **1**.

Damage (see p.46)

1D6+Damage Rating of the weapon.

Target eliminated if die is a **6** or modified score *equals or exceeds* Toughness.

Survivor is **pushed 1"** back and **Stunned**.

Morale (see p.114)

At the end of each round, roll **1D6** per casualty this round.

Dice that are *equal to or below* **Bail Range** cause **1** figure to Bail.



POST-BATTLE



POST-BATTLE ACTIVITIES

1. Resolve Rival Status

If you fought an opponent that isn't a **Rival** and Held the Field, roll **1D6**. On a **1**, the type of opponents you just fought become your **Rivals**, and should be noted for this planet. On any other roll, they either had enough, or figured "business is business", and will leave you alone.

If you just fought against an existing **Rival** and Held the Field, roll a **1D6**, adding **+1** if you Tracked them down during **Assign and Resolve Crew Tasks** (see World Step, p.76). Add **+1** if you killed a Unique Individual in the

battle. On a **4** or better, they've had enough, and you can remove them from your **Rivals** list.

Skip this step for **Invasion** battles, or after fighting opponents from the **Roving Threats** Subtable.

2. Resolve Patron Status

If you succeeded in a **Patron** mission, you may add the **Patron** to your list of contacts on this planet, unless the job was a *One-time Contract*.

When you travel to a new planet, all **Patrons** become unavailable, unless they are *Persistent*.

3. Determine Quest Progress

If you just fought a battle that was part of a Quest, roll a **D6**. If you have obtained any Quest Rumors, add **+1** for each Rumor you have accumulated while on this Quest. If you did not Win the battle, the roll is modified by a **-2**.

- *On a modified score of 3 or less, this place was a dead end, and the Quest continues.*
- *On a modified score of 4, 5 or 6, you are a step closer. Gain a Quest Rumor.*
- *On a score of 7 or higher, you're at the conclusion of the Quest. Next time you pursue a Quest mission, it will be the finale. This will always be a Straight-up Fight. You must add +1 to the number of opponents faced, and the opponents will always fight to the death.*

If the modified roll was a **4 or higher**, roll another **D6** with no modifiers. On a **5-6**, the next step is on another world, and you must travel before you are able to progress the **Quest**. You do not have to do so immediately, however. **Quests** will wait for you.

4. Get Paid

You earn **1D6 credits** in pay, loot, bounty or salvage. If you finished the final mission of a Quest, roll the die twice, pick the better score, and add **+1** to the total. If you finished an Invasion Battle, you receive no payment.

- *Add +1 if the campaign is played in Easy mode.*
- *If you Won the mission by completing your objective, treat any roll of 1 or 2 as a 3. Rival missions do not award any bonus for Winning.*
- *If you did a Patron job, add the Pay bonus to the Danger Pay. Some Patrons will allow additional Benefits upon completion.*

5. Battlefield Finds

If you **Held the Field** after the battle, you had an opportunity afterwards to search the battlefield for anything worth collecting. You may do so even if you failed to achieve or did not have an objective. This is in addition to any Loot you might be allowed to claim. You cannot roll on this table after an Invasion battle.



Note that unless indicated by this table, you CANNOT acquire weapons from fallen opponents. The in-world reason – the foes drag their casualties away with them, the weapons are gene-locked to a particular user, or the weapons are destroyed in the fight – can be your choice, but you cannot remove them.

Roll **D100** once on the table below, and add the resulting find to your inventory.

Battlefield Finds Table

ROLL	FIND
1-15	Weapon: Randomly select a slain (but not Bailed) enemy from the battle. You may keep any weapons they were carrying.
16-25	Usable goods: Roll on the Consumables Table in the "Loot" chapter of the rules. You receive 1 dosage of the item indicated.
26-35	Curious data stick / Invasion Evidence: You obtain a Quest Rumor . If the enemy is an Invasion Threat , you instead find Invasion Evidence . Earn +1 credit , and add +1 when checking for Invasion in the next step.
36-45	Starship part: Redeemable as equivalent to 2 credits only when installing a Starship Component (see page 60).
46-60	Personal trinket: On each planet you visit in the future, roll 2D6 . On a 9+ you find the owner and receive a Loot roll (p.131) as payment.
61-75	Debris: 1D3 credits' worth on the scrap market.
76-90	Vital info / Invasion Evidence: Turn in this information to get a Corporate Patron automatically on this world. If the enemy is an Invasion Threat , you instead find Invasion Evidence ; if so, earn +1 credit and add +1 when checking for Invasion in the next step.
91-100	Nothing of value: ...not one thing!

6. Check for Invasion!

If the enemy you just battled is an **Invasion Threat** (listed in their profile in the "Battle" chapter), you must roll to see if the world is Invaded. Roll **2D6**.

- *Add +1 if you acquired **Invasion Evidence** in the previous step.*
- *Modify by -1 if you **Held the Field**.*
- *If the campaign's difficulty mode is **Hardcore**, add +2.*
- *If the campaign's difficulty mode is **Insanity**, add +3.*

On a score of **9+**, the world is about to be Invaded! Next campaign turn, you must follow the Flee Invasion campaign step (p.69).

7. Gather the Loot

Roll once on the **Loot Table** (p.131) to see what you've earned. Some circumstances may offer additional rolls. If you just finished the final stage of a **Quest**, roll **three times** and claim all the items.

Note that some opponents may not logically carry anything of value. If so, you may assume the item is acquired in their lair, found en route, or is something you bartered for.

If you just played an Invasion Battle, you receive no Loot.

8. Determine Injuries and Recovery

Any character that became a casualty in the battle must roll on the **Injury Table** below (Bot and Soulless characters use the **Bot Injury Table** instead). If a character was merely knocked out (from suffering **3 Stun** results simultaneously), no roll is required.

If a character with Luck would be slain through a roll on this table, they miraculously survive, but immediately **lose ALL Luck points**. They can earn additional points as normal in the future. Unless this occurs, Luck points are now recovered automatically.

POST BATTLE ACTIVITIES

If a result on these tables indicates damaged equipment, such equipment cannot be used until it has been Repaired (see p.78).

Injury Table

ROLL	RESULT	EFFECTS	CAMPAIGN TURNS IN SICK BAY
1-5	Gruesome fate	Dead, and all carried equipment is damaged.	-
6-15	Death or permanent injury	Dead, or removed from the campaign.	-
16	Miraculous escape	The character survives and receives +1 Luck , but all items carried are permanently lost.	-
17-30	Equipment loss	Random carried item is damaged.	-
31-45	Crippling wound	Require 1D6 credits of surgery immediately, or suffer -1 permanent reduction to highest of Speed or Toughness .	1D6
46-54	Serious injury	No long-term effect	1D3+1
55-80	Minor injuries	No long-term effect	1
81-95	Knocked out	No long-term effect	-
96-100	School of hard knocks	Earn 1 XP (see below)	-

Bot Injury Table

ROLL	RESULT	EFFECTS	REPAIR TIME
1-5	Obliterated	Destroyed, and all carried equipment is damaged.	-
6-15	Destroyed	Destroyed	-
16-30	Equipment loss	Random carried item is damaged	0
31-45	Severe damage	No long-term effect	1D6
46-65	Minor damage	No long-term effect	1
66-100	Just a few dents	No long-term effect	-





9. Experience and Character Upgrades

Each character that participated in a battle will now earn Experience Points (XP). Characters "survived" if they did not become a casualty. Track the accumulated Experience Points for each character. Bots do not receive XP.

CHARACTER'S BATTLE RESULT	EXPERIENCE GAIN
Became a casualty	+1
Survived, but did not Win	+2
Survived and Won	+3
First character to inflict a casualty	+1
Killed Unique Individual	+1
Campaign is on Easy mode	+1
Crew completed the final stage of a Quest	+1

Any character that flees the battlefield in the first 2 rounds of the battle receives **no XP**.

If a character has enough Experience Points, you may spend XP at this point to acquire a **Character Upgrade** – an increase to a character's ability scores. The listed cost will increase the score by **+1**. The cost depends on the ability you are increasing, shown on the table below.

Ability Increase Table

ABILITY	XP COST PER INCREASE	MAX ABILITY SCORE
Reactions	7	6
Combat Skill	7	+5
Speed	5	8"
Savvy	5	+5
Toughness	6	6
Luck	10	1 (3 Human)

Restrictions:

- *No ability score can exceed the maximum value listed.*
- *Engineer characters cannot raise their Toughness above 4.*
- *Bot characters may install upgrades to any ability score by paying credits equal to the XP cost. Each ability score can be upgraded only once.*
- *Soulless use the normal XP process and cannot buy Bot upgrades.*

10. Invest in Advanced Training

At this stage you may opt to invest in **Advanced Training**. Advanced Training courses give a character expertise that will allow them to improve or reroll vital checks during the campaign, as well as some other benefits. Select a crew member who wishes to attend, pay an application fee of **1 credit**, and roll **2D6**, requiring a **4+** to be approved. On a failed roll, you can try again later. Only one attempt is permitted per campaign turn.

Select a course to enroll in and pay the **course cost**. The cost can be paid using unspent XP, credits or any combination thereof.

Example:

I want to send a crew member to get Pilot Training with a cost of 20. The character has 8 unspent XP I can use, so I'd have to pay the rest as an additional 12 credits.

After paying the cost, the character obtains the new training and may start using it in the following campaign turn. Learning is rather quick using a combination of Neural-Reality Instruction and Sub-Logic-Insertion techniques. All quite safe, of course!

Although characters currently in Sick Bay can undergo Advanced Training, the benefits of the Advanced Training cannot be employed while the crew member is in Sick Bay.

Each crew member can only ever be trained in a single course, and you cannot benefit from more than one crew member with the same training. However, you may have multiple crew members with the same training in the team; after all, having a spare 'Doc' can come in handy if one gets hurt!

Bots can have a training module installed, but the cost must be paid in **credits** exclusively.



POST BATTLE ACTIVITIES

ADVANCED TRAINING	COURSE COST
Pilot Training	20
If a Starship Travel event calls for a Savvy test , you may roll 2D6 , pick the better die and add +2 to the score.	
Mechanic training	15
If your ship is in need of Repairs, you may repair +1 Hull Point damage every campaign turn (meaning 2 points of damage are repaired per campaign turn). Engineers count any XP spent as double value for obtaining this.	
Medical school	20
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.	
Merchant school	10
When this crew member Trades, you may reroll one Trade roll each campaign turn. The new roll must be accepted and if the new roll offers a choice of whether to buy an item, you must accept. You may roll up all eligible Trade rolls before choosing what to reroll.	
Security training	10
If this crew member is part of your squad when fighting a battle, you may add +1 when rolling to Seize the Initiative . Ferals can obtain this training at -2 Cost .	
Broker training	15
When rolling to obtain licenses, Advanced Training applications, or searching for Patrons , add +1 to the roll.	
Bot technician	10
All Bot upgrades cost 1 credit less . If a <i>Bot</i> or Soulless character must roll for a post-battle injury, you may roll twice, picking the better result.	

11. Purchase Items

You may pay **3 credits** to receive a roll on the **Military Weapon Table**, **Gear Table** or **Gadget Table** in the **Character Creation** chapter (p.28-29).

- You may purchase more than one roll per campaign turn.
- You may purchase any number of *Hand Guns, Blades, Colony Rifles, or Shotguns* for 1 credit each.
- You may sell up to 3 items, earning 1 credit for each.

If you are lacking a ship, you can acquire a new one. Consult the rules in the "Your Starship" chapter of the game rules. You may also buy **Ship Upgrades** at this stage. Consult the appropriate chapter of the rules for details on these.

12. Roll for a Campaign Event

Roll D100 on the **Campaign Event Table**. Apply the result immediately. In some cases, an event may seem not to make any sense. If so, adjust or ignore it, as necessary.

13. Roll for a Character Event

Select a random non-Bot, non-Soulless character, and roll **D100** on the **Character Event Table**. Any character is eligible, as long as they are part of your crew, even if they are in Sick Bay. If the selected character is a Precursor, you may **roll twice** and pick either score.

Apply the result immediately. In some cases, an event may end up not making any sense. If so, tweak or ignore it, as necessary. If an event is completely inapplicable, simply add **+1 XP** to the character.

14. Check for Galactic War Progress

If you are tracking any planets that were previously **Invaded**, roll **2D6**.

ROLL	RESULT	EFFECT
2-4	Lost to Unity	The planet is lost to the invaders and cannot be visited again.
5-7	Contested	No progress.
8-9	Making Ground	Add +1 to all future rolls on this table.
10+	Unity Victorious	The planet can now be visited again. Due to increased troop presence, all future Invasion Threat rolls on this world are at -2 .

Campaign Events Table

ROLL	EVENT
1-3	<i>You've met a friendly doc who doesn't ask too many questions.</i> Select up to two crew members in Sick Bay and reduce their Recovery time by one campaign turn each. If they recover, they can act normally next campaign turn.
4-8	<i>The life support system on the ship needs upgrading badly.</i> Upgrading the life support system will cost 1D6 credits . The ship cannot be flown until this is paid. If your crew has an Engineer, modify the roll by -1 .
9-12	<i>A chance meeting turns into a new ally.</i> Roll up a new character and add them to the crew, OR add +1 story point . You may decide after rolling up the new character.
13-16	<i>You've made friends among the locals.</i> +1 story point .
17-20	<i>You managed to mouth off to the wrong people.</i> Add a Rival .
21-23	<i>An old nemesis has tracked you down.</i> Select a prior Rival , or roll up a new one. They will follow you from planet to planet until resolved and receive +1 when rolling for the number of enemies in a battle.
24-26	<i>A shady character offers you a deal.</i> Give him any one item of equipment, then roll on the Trade Table (p.79).

POST BATTLE ACTIVITIES

ROLL	EVENT
27-30	<i>You sell off some cargo you acquired on the last planet.</i> Earn 1D6 credits .
31-35	<i>One of the crew overheard something interesting.</i> Add 1 Rumor .
36-38	<i>You've managed to settle some old "business".</i> If you have any, you may remove one Rival of your choice. If you have no Rivals , your captain earns +1 XP instead.
39-41	<i>An admirer wants to come along.</i> Gain a new crew member, if desired. They have only the base profile with no extra rolls, and bring no equipment. If your crew has any Feral members, the new member is also Feral.
42-44	<i>An alien merchant offers you some strange device.</i> If you want to buy it, pay 4 credits and then roll on the Loot Table .
45-48	<i>Equipment malfunction.</i> If there are any items in your Stash, a random item is damaged and must be Repaired.
49-51	<i>You've earned a bit of a bad reputation.</i> If you know any Patrons on the current world, randomly select one that will no longer work with you. If you have no Patrons , shrug and move on.
52-56	<i>The tax man is taking an interest in your business conduct.</i> Roll 2D6 and pay the higher die in credits . If you have insufficient credits your ship is impounded until you can pay.
57-59	<i>The crew has decided it's time for a new person to be in charge.</i> Select a crew member to be the new captain. They immediately receive 3 XP . Roll 1D6 . On a 1 , the old captain leaves the campaign permanently, taking any items carried with them. If your crew has any K'Erin, one of them must be selected, or they will leave.
60-63	<i>You've made some business contacts.</i> Add a new Patron to the list of those known.
64-66	<i>Recent events made for a good learning opportunity.</i> Every crew member receives +1 XP .
67-70	<i>During routine maintenance, the gravitational adjuster got knocked out of alignment.</i> Your ship suffers 1D6 points of Hull Point damage.
71-74	<i>The crew spends a night drinking, watching movies, and playing cards.</i> +1 story point .
75-78	<i>You meet up with an old arms dealer contact who owes you a deal.</i> Add your choice of 3 weapons from the following list: <i>Hand Cannons, Military Rifles, Shotguns, or Machine Pistols</i> .
79-81	<i>You renegotiate some old debts.</i> If you currently owe money, reduce your debt by 1D6+1 credits . If you owe nothing, earn 2 credits for being prudent with your money.

POST BATTLE ACTIVITIES

ROLL	EVENT
82-84	<i>The sector news networks are awash with rumors of war.</i> While you remain on this planet, any roll for Invasion is at +2 .
85-88	<i>A bit of time on your hands</i> The crew has a few days to do their own thing. Select two crew members at random and have each make a roll on the Exploration Table (p.80).
89-91	<i>You got noticed by someone you'd rather avoid.</i> Add a Rival . If you currently are on a Quest , the next campaign turn is automatically a battle against the new Rival , and they will add +1 to the number of enemies .
92-94	<i>It's time to go!</i> Whatever you did, every campaign turn you stay on this planet, you must add an additional Rival .
95-97	<i>Unity government says no ships are authorized to leave.</i> You cannot leave the planet during the next two campaign turns.
98-100	<i>In hindsight, it'll make a great story.</i> Select a crew member who was a casualty last battle. They receive +1 Luck . If nobody got hurt, receive +1 story point instead.

Character Events Table

ROLL	EVENT
1-3	<i>All this endless violence is depressing you.</i> The character refuses to participate in any battle during the next campaign turn (except for an Invasion battle). Get +1 story point , as they get a new perspective on life. K'Erin are unaffected by this.
4-6	<i>You have some business to attend to elsewhere.</i> The character is unavailable for the next two campaign turns. They require no Upkeep during this time, and cannot be the target of any events. When they return, award them 1D6 XP , and roll once on the Loot Table . If the character is Swift, they never return but are replaced with a brand new Swift character rolled up normally.
7-10	<i>You make some local friends.</i> The character earns +1 XP .
11-12	<i>You are starting to wonder if it is time to move on.</i> If the character is currently in Sick Bay, roll 1D6 . If the roll is equal or below the number of campaign turns of recovery left, they will decide to leave the crew.
13-15	<i>You get a letter from home.</i> The character earns +1 XP . Roll 1D6 . On a 5-6 you immediately receive a Quest .
16-19	<i>You argue with the rest of the crew.</i> During the next campaign turn, the crew member refuses to do any tasks but will participate in battle normally.

POST BATTLE ACTIVITIES

ROLL	EVENT
20-23	<i>You get in a scrap with another crew member.</i> Randomly select another crew member and roll 1D6+Combat Skill for each. The lower score must spend one campaign turn in Sick Bay. On a draw, both go to Sick Bay. If a K'Erin is in the crew, you must fight them.
24-26	<i>The local food is sitting well with you.</i> If in Sick Bay, reduce your recovery time by one campaign turn. If not, earn +1 XP . Engineers receive no benefit from this.
27-29	<i>You are not sure you are really the same person any longer.</i> Roll on the Motivation Table (p.26) chapter and change to that motivation. You do not receive any items or resources, but if the new motivation would have any ability score bonuses, earn +1 XP for each +1 ability score you would have received normally. If you roll the current motivation, the character becomes particularly self-assured. Earn +1 story point .
30-33	<i>It is time for a make-over!</i> The character changes their clothes, hair-style, or something else. This is only cosmetic. If you are able to, reflect this on the miniature.
34-38	<i>Overhear something useful.</i> Earn 1 Quest Rumor .
39-41	<i>Earn a little on the side.</i> Receive +2 credits .
42-45	<i>Have a heart to heart talk with a crew member.</i> Select a random crew member. Both earn +1 XP .
46-48	<i>Time spent exercising is never wasted.</i> Earn +2 XP .
49-51	<i>You pick up an unusual hobby.</i> Earn +1 story point and the character talks about it constantly. If the character is Swift or Precursor, they also earn +2 XP .
52-55	<i>The scars tell the story.</i> If the character was injured in any way last or this campaign turn, they earn +2 XP .
56-59	<i>You've had time to reflect on your adventures.</i> Earn +1D3 XP .
60-62	<i>You've made a real personal breakthrough.</i> Select one ability score that has not been increased from its starting value when the character entered the campaign. It increases by +1 immediately.
63-66	<i>You get hurt while working on the ship.</i> Spend one campaign turn in Sick Bay, and the ship takes 1 Hull Point damage .
67-68	<i>You have finally found true love in this bleak universe.</i> If the characters motivation was <i>True Love</i> , they earn +1D6 XP . Regardless, get +1 story point . And it's a rather nice thought, isn't it?

POST BATTLE ACTIVITIES

ROLL	EVENT
69-71	<i>A personal enemy has tracked you down.</i> Add a Rival . If this character leaves your crew, the Rival also leaves.
72-75	<i>Someone has sent you a gift.</i> Roll once on the Loot Table (p.131).
76-78	<i>You feel great. Eating well must be paying off.</i> Put a note on your record sheet: Next time this character would be forced to roll on the Injury Table , the roll is ignored. Engineers cannot benefit from this event.
79-82	<i>You know someone who knows someone.</i> Add a Patron .
83-84	<i>Maybe you are leading a charmed existence?</i> Add +1 Luck .
85-87	<i>You've put in a lot of hard work around here.</i> Either repair 2 Hull Point damage or Repair one damaged item in the inventory. Engineers may do both.
88-91	<i>They don't make them like they used to.</i> A random item carried by the character is damaged, and must be Repaired before it can be used again. Engineers are not affected by this event.
92-94	<i>Where did it go?</i> A random item carried by the character has been lost. When rolling for a Character Event next campaign turn, roll 1D6+Savvy as well. On a 5+ , the item turns up again, otherwise it is lost for good.
95-97	<i>A deep feeling of melancholy and despair is afflicting you.</i> The character will earn no XP next campaign turn. K'Erin are not affected by this event.
98-100	<i>You've had a lot of time to burn.</i> Next campaign turn, the character may perform an additional action, even if they are in Sick Bay.



LOOT

Many events in the game will allow you to roll on the **Loot Table** (it is customary to blow on the dice for good luck at this point). This usually requires three rolls, though the process can be sped up by using percentile dice in distinct colors. Roll to determine the category, then the subtable, and finally the exact item in question.

If you are awarded multiple **Loot** rolls, you may keep each item.

Loot Table

ROLL	CATEGORY	
1-25	Weapon	Roll once on the Weapons Category Subtable .
26-35	Damaged weapons	Roll twice on the Weapons Category Subtable . Both items require Repair.
36-45	Damaged gear	Roll twice on Gear Subtable . Both items require Repair.
46-65	Gear	Roll once on the Gear Subtable .
66-80	Odds and ends	Roll once on the Odds and Ends Subtable .
81-100	Rewards	Roll once on the Rewards Subtable .

Weapon Category Subtable

ROLL	WEAPONS SUBTABLE
1-35	Slug Weapons
36-50	Energy Weapons
51-65	Special Weapons
66-85	Melee Weapons
86-100	Grenades

Energy Weapons Subtable

ROLL	ENERGY WEAPONS
1-20	Hand Laser
21-35	Beam Pistol
36-55	Infantry Laser
56-70	Blast Pistol
71-90	Blast Rifle
91-100	Hyper Blaster

Slug Weapons Subtable

ROLL	SLUG WEAPONS
1-5	Hold Out Pistol
6-13	Hand Gun
14-18	Scrap Pistol
19-26	Machine Pistol
27-32	Duelling Pistol
33-37	Hand Cannon
38-46	Colony Rifle
47-56	Military Rifle
57-65	Shotgun
66-70	Flak Gun
71-78	Hunting Rifle
79-83	Marksman's Rifle
84-92	Auto Rifle
93-100	Rattle Gun

Special Weapons Subtable

ROLL	SPECIAL WEAPONS
1-20	Needle Rifle
21-45	Plasma Rifle
46-60	Fury Rifle
61-75	Shell Gun
76-90	Cling Fire Pistol
91-100	Hand Flamer

Melee Weapons Subtable

ROLL	MELEE WEAPONS
1-20	Blade
21-40	Brutal Melee Weapon
41-55	Boarding Saber
56-75	Ripper Sword
76-85	Shatter Axe
86-90	Power Claw
91-95	Glare Sword
96-100	Suppression Maul

Grenades Subtable

ROLL	GRENADES
1-60	3 Frakk Grenades
61-100	3 Dazzle grenades

Gear Subtable

ROLL	GEAR SUBTABLE
1-20	Gun Mods
21-40	Gun Sights
41-75	Protective Items
76-100	Utility Items

Gun Mods Subtable

ROLL	GUN MODS
1-10	Assault Blade
11-20	Beam Light
21-35	Bipod
36-55	Hot Shot Pack
56-65	Cyber-configurable Nano-Sludge
66-80	Stabilizer
81-90	Shock Attachment
91-100	Upgrade Kit

Gun Sights Subtable

ROLL	GUN SIGHTS
1-20	Laser Sight
21-45	Quality Sight
46-70	Seeker Sight
71-85	Tracker Sight
86-100	Unity Battle Sight

Protective Items Subtable

ROLL	PROTECTIVE ITEMS
1-5	Battle Dress
6-15	Camo Cloak
16-40	Combat Armor
41-50	Deflector Field
51-65	Flak Screen
66-75	Flex-Armor
76-90	Frag Vest
91-95	Screen Generator
96-100	Stealth Gear

Utility Items Subtable

ROLL	UTILITY ITEMS
1-6	Auto Sensor
7-11	Battle Visor
12-17	Communicator
18-23	Concealed Blade
24-29	Displacer
30-34	Distraction Bot
35-38	Grapple Launcher
39-43	Grav Dampener
44-49	Hazard Suit
50-54	Hover Board
55-57	Insta-Wall
58-63	Jump Belt
64-70	Motion Tracker
71-75	Multi-Cutter
76-79	Robo-Rabbit's Foot
80-84	Scanner Bot
85-89	Snooper Bot
90-93	Sonic Emitter
94-96	Steel Boots
97-100	Time Distorter

Odd and Ends Table

ROLL	ODDS AND ENDS TABLE
1-55	Consumables (2 uses)
56-70	Implants
71-100	Ship Items

Consumables Subtable

ROLL	CONSUMABLES
1-20	Booster Pills
21-30	Combat Serum
31-40	Kiranin Crystals
41-55	Rage Out
56-70	Still
71-100	Stim-pack

Implants Subtable

ROLL	IMPLANTS
1-10	AI Companion
11-16	Body Wire
17-28	Boosted Arm
29-40	Boosted Leg
41-50	Cyber Hand
51-61	Genetic Defenses
62-71	Health Boost
72-79	Nerve Adjuster
80-85	Neural Optimization
86-94	Night Sight
95-100	Pain Suppressor



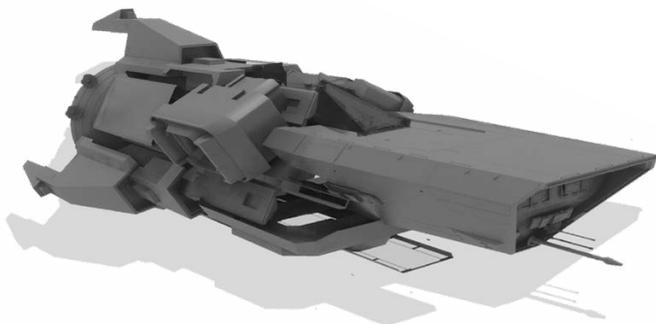
Ship Items Subtable

ROLL	SHIP ITEMS
1-4	Analyzer
5-11	Colonist Ration Packs
12-17	Duplicator
18-24	Fake ID
25-31	Fixer
32-34	Genetic Reconfiguration Kit
35-39	Loaded Dice
40-44	Lucky Dice
45-48	Mk II Translator

ROLL	SHIP ITEMS
49-56	Med-patch
57-60	Meditation Orb
61-67	Nano-doc
68-71	Novelty Stuffed Animal
72-74	Purifier
75-78	Repair Bot
79-83	Sector Permit
84-91	Spare Parts
92-96	Teach-Bot
97-100	Transcender

Rewards Table

ROLL	REWARDS	
1-10	Documents	1 Rumor
11-20	Data Files	2 Rumors
21-25	Scrap	3 credits
26-40	Cargo Crate	1D6 credits
41-55	Valuable Materials	1D6+2 credits
56-70	Rare Substance	Roll 2D6 . Receive credits equal to highest roll.
71-85	Ship Parts	Discount your next ship component purchase by 1D6 credits . Establish value now.
86-90	Military Ship Part	Discount your next ship component purchase by 1D6+2 credits . Establish the value now.
91-95	Mysterious Items	2 story points
96-100	Personal Item	3 story points



POST-BATTLE EXAMPLE

After a hard-fought battle, I am ready to do the post-battle rolls.

Since we fought someone that wasn't a **Rival**, I have to see if they hold a grudge.

A **D6** roll of a **2** indicates they do not, luckily – we have enough to worry about.

As this was not a **Patron** or **Quest** mission, I can skip those steps.

Of course, we want to get paid. I Won, so I roll **1D6** and score **4 credits** for the Stash. The Hot Tip was worth another **3 credits**.

As we **Held the Field**, we can roll **D100** on the **Battlefield Find Table**. The roll is **82**: Some **Vital Info**. We can hand this over to the rightful owners and add a **Corporate Patron**.

We didn't fight an **Invasion Threat** type of opponent, so I don't have to worry about an army showing up suddenly.

We get to roll once on the **Loot Table**. The roll is **68**: **Odds and Ends**, followed by **83**: **Ship Items**. The final roll is **22** giving us some **Fake ID**. Well, you never know when that might come in handy.

Unfortunately, during the fight, both Shi and Simon became casualties. The roll for Shi is **49**: **Serious Injury**, putting them in **Sick Bay** for **3 campaign turns**. Simon was only **91**: **Knocked Out**, so they are fine. I may have to find a temporary replacement next campaign turn.

I mark down **Experience Points** for everyone. The two characters that became casualties get **1 XP** each, while the rest get **3 XP**. Tank was the first to score a casualty, so he earns **+1 bonus XP**. That gives him enough to buy a **Character Upgrade**, increasing **Toughness** by **+1**, at a cost of **6 XP**.

I am not interested in **Advanced Training** at the moment, but I do **purchase items**, acquiring **2 Blades** and another **Hand Gun** for a total of **3 credits** (1 per item).

The **Campaign Events** roll is **74**, and the crew spend a movie night getting drunk, worth **+1 story point**. I randomly select Twitch for a **Character Event** and, with a roll of **37**, her sharp ears pick up a **Rumor** in town. Nice.

With all of this, I am ready to tackle the next campaign turn!



SETTING

UNITY

A united, coherent, galaxy-spanning government encompassing all of humanity and countless aliens granted human status, Unity has come to be synonymous with "galactic civilization" to most humans.

To the loyal, it stands as the beacon of all that is lawful, orderly, and uplifting.

To the cynical, it is the embodiment of suffocating control and enforced conformity.

To the extremist, it is deviation from mankind's right to rule by fire.

For most- it is simply a way to live, a necessary mechanization of bureaucracy that ensures the slow, grinding progress of mankind.

Tasked with a broad charter of "Defending the interests of humanity at large and in detail", Unity functions as government, military, and culture. To ensure social cohesion, active measures are taken to encourage approved cultural trends, allowing a degree of monoculture to exist across a thousand worlds.

Backed by massive military force, whether you live within its Core Worlds, in uncontrolled Fringe space, or in an alien polity, Unity is a force that must be accounted for and contended with.

In addition to the masses of humanity, Unity also encompasses alien species which were either "inducted" through warfare or that have chosen to join Unity in order to benefit from the coalescence of multiple minds and species working together.

As such, optimal cultural standards from a variety of existing Earth cultures were selected and amalgamated into one "Human" culture, mandated by law across each system. The bureaucracy carefully evaluates inducted cultures to select desirable traits that will be slowly propagated across the Core Worlds. Cultural Exemption treaties are granted to harmonious and unique civilizations.

Acquiescing to Unity's rules and structures means being rewarded with access to standardized trade rules, protection of the fleets, and a bevy of other economic opportunities.

Pavel Excelian, scholar of the Unity Academic Consortium, is quoted as stating:

"Worlds and planets of course can choose to be "free" of Unity's folds - but that freedom comes often with the cost of famine, disease, poverty, and death. It is a freedom to die, rather than to live"



FASTER THAN LIGHT TRAVEL

In eons past, Humanity was a cloistered species - anchored to Earth by its lack of technology and resources, the human race was only free to expand within the confines of sub-light travel.

The turning point came from a team of scientists led by the visionary Haruka Lee. She discovered so-called Weak Points in the fabric of space which, with careful calculation, could be connected to another known Weak Point and used to "tunnel" through space.

Over the course of a few years, humanity was able to truly take to the stars and did so aggressively in a massive burst of colonization. While other species have come to the same technological means by other methods, the Svensen drive remains the most common method of allowing a starship to Tunnel.

Travel time under Unity-standard Svensen drive is about 3 days per light year Tunneled through, though some distortion can occur. A 10% deviation in travel time is typical, though the best navigators insist they can get it down as low as 2%.

Weak Points move through space along predictable paths, allowing a ship with updated Tunnel Charts to travel reliably. It is possible to emerge from Tunnel travel without a Weak Point, but this can lead to substantial deviations. Ships may emerge as much as a light year from their intended destination point and accidents are not uncommon.

Larger worlds maintain energy-intensive Karlenhertz generators in orbit which are able to force-generate a stable, non-wandering Weak Point. This allows highly industrialized worlds to act as natural Tunnel Points and traffic hubs.

Other species have their own methods, from the brute "Rip" technique used by Converted war fleets, to the semi-mystical rituals of Precursor navigators but these fundamentally rely on the same or adjacent principles. Unity, the K'Erin, and the Precursors have granted Tunnel-compatible technology to minor species they have uplifted, allowing for a fairly wide proliferation of star-faring cultures.

THE FRINGE OF SPACE

In a utopian view, there are those who perceive and describe Unity as being the height of human evolution.

In a more realistic view, Unity is an organization that struggles under the weight of its own massive size.

Corralling untold billions of sentient beings into cooperation is largely impossible, and in a drive for efficiency and mere function, Unity has become an impersonal bureaucracy that keeps itself busy mainly with basic security and safety, perpetuating itself and crushing dissent.

It is this impersonal, suffocating red tape that pushes many to find freedom in the expanses of the galaxy.

As the Unity colonies expanded, it became obvious that there were many dissidents who chafed at the bureaucratic constraints that Unity used to bind and control communities over several worlds.

On the main Unity worlds, there was a growing number of rebels and dissidents who proclaimed that they were willing to live with laws and protections, but wanted the freedom and ability to grow and develop cultural ties that Unity simply did not approve of.

Intense suppression of these ideas led to increasingly violent protests, and thus many of the central worlds became like a boiler without a valve - ready to blow at any moment.

Thus came the "Fringe Expansion", the brain child of entrepreneur and investor Jonathan Meeks.

Devised as an exploration into the "fringe" planets of Unity galaxies, the project was originally proposed as a sort of galactic test tube - an experiment to release the pressure on some of the more populated and conflicted worlds by populating planets that did not possess a wealth of profitable resources, but were able to sustain life.



It was hoped that these worlds could cultivate a more radical and vibrant culture, which in turn would feed valuable concepts back, where they could be assimilated cautiously before a given world was re-admitted into Unity.

Referred to simply as "the Fringe", these worlds are formally under Unity control but for all practical terms are allowed to self-govern, so long as the local governments and authoritative collectives maintain a reasonable level of control.

Individuals (both human and alien) saw the chance to establish hubs of black market trading, hideouts from Unity authorities, and a list of illicit, Unity banned activities to benefit from. Smuggling, crime, and petty warfare is rampant as warlords establish their claims to this or that sub-sector of space.

Unity military patrols are common, both to fend off alien invasions and to intervene when planetary warfare threatens to get out of hand, though any sign of a war fleet tends to inflame local uprisings and rebellions as often as they quell them.

As the presence of hostile forces is well understood, most worlds maintain at least one Unity naval base for security. Special agents prowl the Fringes constantly, searching for destabilizing elements and external threats.

These agents are often given wide-ranging authority and have been known to hire mercenary bands, salvage captains, and outright criminals to assist in their tasks.

Due to the lack of a central, governing culture, Fringe worlds tend to exhibit substantial variation. Some worlds are hellholes, where death waits at every corner. Others are far more environmentally palatable, where the supply of resources (food, water, air) allows for a basic order to be formed.

Some worlds, like Zitian 6, are largely agricultural worlds where the inhabitants petitioned for the right to live a "low" tech eco-friendly society.

Rashor 4, a "craggy, acid-aired mess of a world" however, attracts those looking to hide in the last place any Unity enforcement officer wants to go.

While Meeks envisioned worlds of peaceful, cooperative societies, the reality was far less idyllic. Far from the original idea of an interplanetary utopian monk, the sort of person that prefers to live outside the insanity inducing bureaucracy of Unity include free traders, gamblers, petty adventurers, mercenaries, pirates, bandits, revolutionaries, religious fanatics and many more, all mingling in the cities, slums, bars, space ports, and waste lands of the Fringe worlds.

As a result of this largely unmitigated societal evolution, the colonies and societies within the Fringe worlds are widely varied. Upon entering a colony, almost any type of society can be encountered, from Fuel Cultists and monk-pirates, to robots attempting to abolish speech.

One benefit of living on the Fringe is that an individual can likely find a world that suits them and any particular quirks they may possess. In even the more mild and peaceful communities, citizens are unlikely to be scared of aliens and freaks because everyone there tends to be one or the other.

There is often an unstated agreement that a person's history in Unity is best left forgotten, though bounty hunters, Unity agents, and Tax Enforcers often disagree, leading to yet another sprawling gun battle in the star ports as the long arm of galactic law collides with those who are both heavily armed and inclined to be left alone.

Spanning around an estimated thousand worlds, though it's doubtful anyone knows the exact number, a person who prefers staying one step ahead of the authorities can find plenty of opportunities to do so here.



TRADE ON THE FRINGE

While Unity enforces a common monetary system backed by the various institutions of banking and insurance needed for a massive economy to function, on the Fringes counterfeiting of local currency is so rife and independent rulers, communities, and petty warlords have attempted to introduce so many local currencies that anything significant is traded in either Unity Credits or barter.

Free traders, scavengers, and salvage teams usually carry a sizable amount of gadgets, trade goods, and technology in various states of repair which can be traded for desired goods.

Formal merchant organizations tend to have complex systems of commerce and exchange rates to ensure consistent trades from virtually any commodity to another. This ensures that if the merchant needs to convert vegetables to plasma rifle power cells, the exchange goes according to approved rates.

Most adventuring types simply hope to find the item they need, in exchange for an item they don't need. It's common for travelers to acquire various surplus goods on the chance they can be bartered later or that they may turn out to be handy after all.

LOCAL AUTHORITY

Each community on the Fringe manages itself. Some have formal systems of government, particularly those communities centered around specific belief systems. Others are run by the citizens in some form of organized anarchy and yet others are complete wild zones.

Since communities often face external threats, each community invariably has some form of local defense force. These may be recruited, trained, volunteered, or drafted in any number of ways. Visitors will usually pay an entrance fee to the local guard, whether in ammunition, spare parts, bits of armor and uniform, Unity army rations or similar useful items.

Someone moving into a community will usually have to serve a stint in the guard unless they have a valuable skill that is in demand, such as mechanics or doctors.

In other regions, it's cheaper to hire someone to do the security work. The distinction between "mercenary" and "pirate" can be pretty thin and many units carry out a variety of operations.

As it's primarily a reputation-based system, mercenary outfits tend to be a lot more honest than may be expected at first.

THE REACH OF UNITY

While the massive apparatus of Unity administration moves at a glacial pace, many smaller divisions are nimbler.

Knowing that the Fringes are rife with renegades, rebels, dangerous aliens, and law breakers, countless Unity agents operate across the thousand worlds that make up the Fringe.

Some are simply observers; every Fringe world has at least some semblance of an official garrison, while others are there to hunt down dangerous prey or keep an eye on potential trouble.

In these pursuits, local "trouble shooters" and even criminal elements may be hired to provide muscle when needed. Field Agents are generally operating above the law and while they often have to rely on locally procured

allies in Fringe space, they do carry the potential full weight of Unity behind them.

While official policy is notoriously indifferent to local concerns, operatives often are not, and they will usually try to interface with what passes for local authorities and power groups to achieve their aims.

Likewise, they will tend to encourage policies, beliefs, and social structures that are at least acceptable to mainstream Unity processes, theoretically to reduce the amount of culture shock that occurs when a world is finally reclaimed.

Being a Field Agent means being one of the few who are not only authorized but explicitly expected to operate outside the box and embrace alien ways of thinking and operating.

UNITY INTERVENTION

Whenever chaos, warfare, and destruction spiral out of control in the Fringe, the heavy hand of Unity tends to come crashing down to prevent things getting worse. This can come from local army garrisons, sector naval bases, or even a full military expedition. The request may be made by Field Agents, loyalist segments of the population, or even planetary governments.

Lacking any understanding of local political situations and any appreciation whatsoever of why such understanding would be useful, the only response possible is usually a heavy handed one. Once the bureaucracy has approved a response and it is underway, it is carried out according to Unity expectations and requirements.

This typically involves substantial military forces, interdiction, and forceful disarming of dissident or rival factions. It is not uncommon for the current regime to be replaced with a more

compliant one, even in cases where the regime was the party appealing for intervention.

Less direct intervention may take the form of military aid to sympathetic factions or financial interdiction of a world, forcing compliance through economic collapse.

When the intervention is over, the world is evaluated for financial aid and recolonization. Invasion forces are typically left in place, transitioning to peacekeeping duties and eventually simply melding into the population.

Of course, this can result in a population with bitter memories of Unity intervention and well supplied with leftover military hardware. It is not at all unknown for former Unity officers to wind up leading a rebellion when the fires of discontent get too widespread.

THE HUMAN CONDITION

Humans on the Fringes are in many ways similar to humans of present-day Earth. While distinct ethnic types still exist, hundreds of years of mingling of different cultures have mostly given rise of a fairly uniform "Modern Human" type that can be found anywhere.

Over-the counter genetic manipulation has given rise to a surprising range of artificial body modifications. Green skin, cat tails, glowing purple eyes, and more are not unusual at all. On more affluent worlds, "genetic renegades" who embrace large-scale modification have become common, seeking to replace outdated human genetics with more exciting forms.

Less permanent forms of expression are common as well: Hair and dress styles vary wildly and don't often form coherent styles even within a small community.

Unity strictly regulates belief systems, fostering a code of civil-minded responsibility to add meaning to the day-to-day drudgery of organized life. Fringe space, lacking these restrictions, tends to embrace a wide, occasionally manic, range of codes and belief systems.

On most modern worlds, medical technology and selective genetic editing is responsible for a generally healthy population. Chronic illness is infrequent, birth-defects are mostly corrected for and average life expectancy is around 110.

Most humans are raised to speak Unified Standard, a shared language that is mandated on all Core Worlds and mostly standard in the Fringe as well. Even many aliens speak it for practical purposes as it has been specifically developed to be adaptable to as many speech patterns as possible.



BEYOND HUMANITY

The galaxy is home to thousands of sentient species, though a relatively small number have achieved star travel.

The Precursors, K'Erin, and Unity have all uplifted countless species, "guiding" them through technological advancement and development, typically in the hopes of creating long-term allies and client cultures.

The Precursors are one of the oldest star-faring species known. They are a species of mystic proportions, speaking of being attuned to a mysterious flow of the cosmos that the younger species are not privy to. They have been an active force on the galactic stage since their first steps to the stars and interaction with humanity has generally been constructive.

Their resemblance to humanity has given rise to a number of Shared Origin theories, but neither species finds such implications particularly comfortable.

The K'Erin are a warlike species engaged in near perpetual conflict and expansion along their borders. They value warfare on its own merits and often find excuses to engage in it. This has led to many independent worlds accepting their overlordship in return for battalions of battle-hardened troops to be stationed there in eager anticipation of an invasion.

Unity has fought many lengthy wars against the K'Erin, but has found them dependable allies against incursions of the Converted as well.

From the edges of space come the Soulless. Named by a human explorer making first contact, they are a "species" of networked robotic organisms. Their ultimate goals are unknown, though since contact they have worked ceaselessly to integrate themselves into galactic society, including adapting physical forms and methods of interaction that humans and others find easier to interact with.

Their ultimate goal is only speculated at, but the constant flow of high-quality, in demand electronic goods from the Soulless tends to defuse any suspicions

The diminutive reptilian aliens known commonly as The Swift are a mysterious elder species. It is commonly accepted that they already existed as a sentient civilization when even the Precursors emerged from barbarism but they have essentially settled into a state of technological mysticism where they seem content to remain.

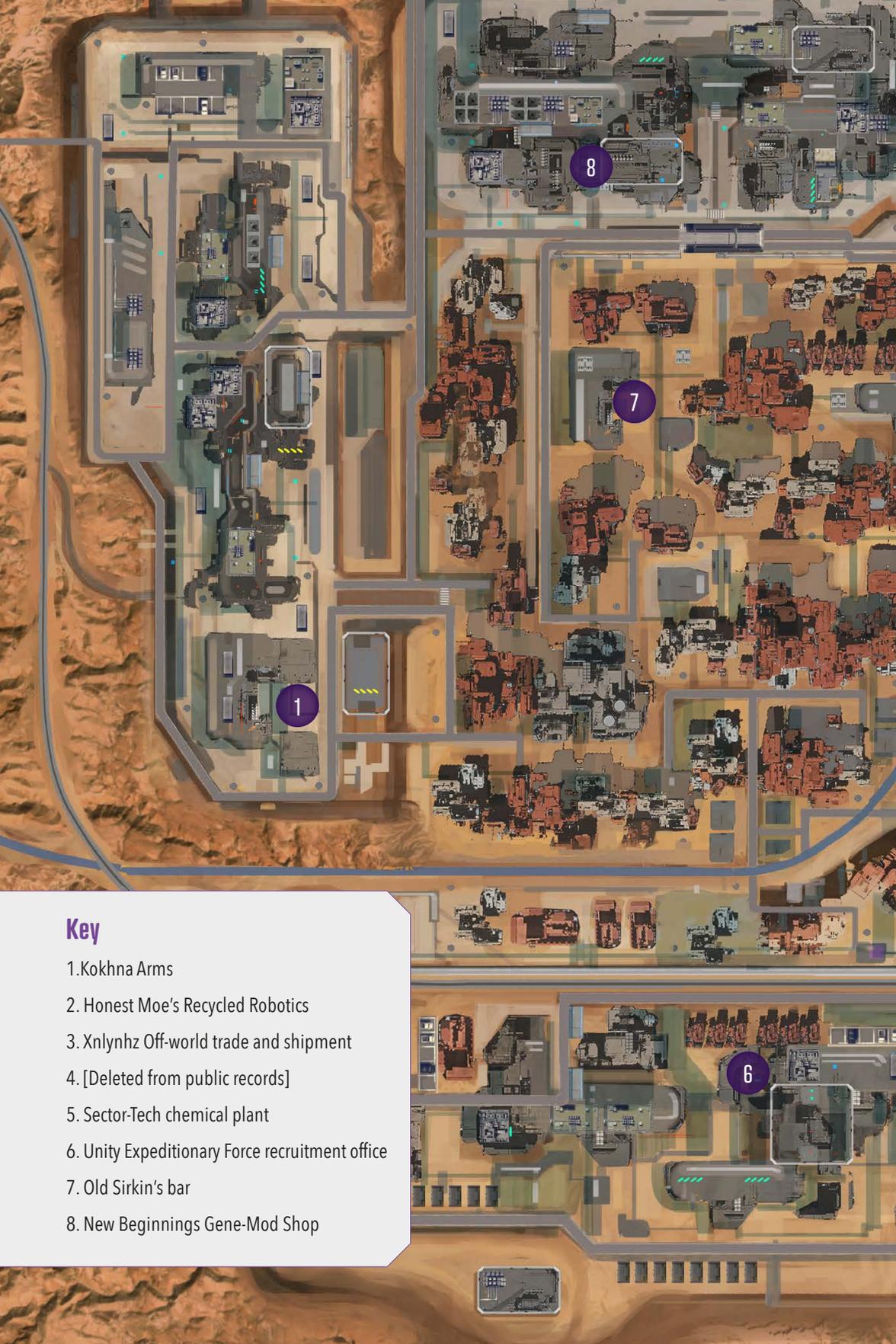
Deeply superstitious, they follow an erratic and incomprehensible caste system where individuals discover their purpose in life at seemingly random moments.

The species nicknamed the Engineers are a common sight in star ports. Controlling only a few small sectors, their lack of territorial ambitions and natural inclination for working with electronics and mechanical tools have made them eagerly sought after across space.

It is commonly believed the Engineers must have been genetically engineered as they exhibit strong evidence of built-in genetic memory, granting an unusual species-wide aptitude for technology.

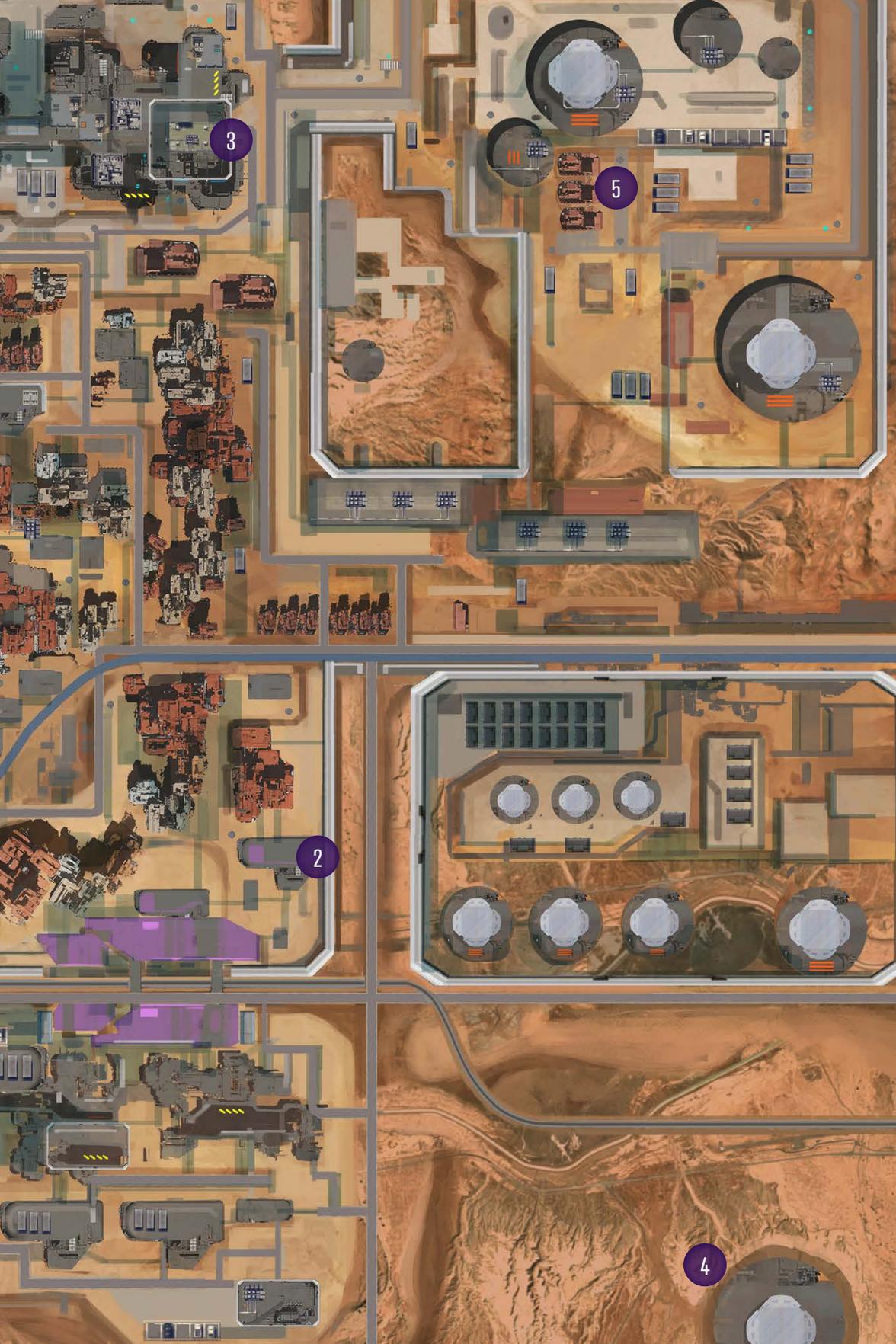
Unity researchers have dabbled in genetic modification themselves, often resulting in semi-human sub-species like the Hulkers or Stalkers. Ferals are one of the more widespread Human-Animal hybrid species incorporating aspects of both parent species. Ferals come in a variety of forms though canine hybrids are the most common and widespread. Under Unity law they are considered legally human.

A bewildering range of other species exist in the galaxy, including the hated Abductor clone armies and the terrifying Converted cyborg invaders, but space precludes more than this cursory examination.



Key

1. Kokhna Arms
2. Honest Moe's Recycled Robotics
3. Xnlynhz Off-world trade and shipment
4. [Deleted from public records]
5. Sector-Tech chemical plant
6. Unity Expeditionary Force recruitment office
7. Old Sirkin's bar
8. New Beginnings Gene-Mod Shop



3

5

2

4



APPENDICES

APPENDIX I: THE NEW EDITION

If you are an experienced player, you will find much that is familiar. We haven't changed how the basic game mechanics function, and the campaign still follows the same general structure of "do stuff in town, fight a battle, collect rewards". You still "Level Up" your crew (now called a "Character Upgrade"), and hope they all survive.

However, there are many changes in the book. Some are quite small, like a rule being reworded slightly. Some areas have been expanded substantially, and new content has been added. Wherever possible, we have aimed to make changes that either improved the flow of the game, streamlined things where complexity didn't add anything, or added new playable content and variation to the system.

Make sure to read the new game rules carefully before diving in. While we expect most people will want to roll a new crew once they see the new character creation options, if you have an existing crew, you should be able to carry over your campaign and just start using the new rules. Here are a few noteworthy adjustments, however:

Characters

In most cases, characters should transfer over without any problems. If you have characters from one of the old versions with half-point ability scores, round any such score up to a full point (so **5.5"** movement speed would become **6"**, for example).

Terminology

For clarity, 'turns' refer only to campaign turns. Turns within a battle are now referred to as 'rounds'. For copyright reasons, our mechanical friends are now referred to as 'Bots'.

Equipment

Many weapons and items have changed the mechanics for how they work. Our recommendation is that you start using the new mechanics for all items. In most cases, they should be more fun and interesting.

You may opt to keep using the item with its original mechanics, though you may have to apply the odd house rule if something quirky happens. If you prefer this option for a given item, any new item you find of the same type will follow the new rules given in this book. Basically, your crew has an old Mk I version of the gadget.

Missing Features

Depending on the version of the rules you are converting from, you may lack features such as **Luck** (p.46) or **story points** (p.66). If this is the case, simply grant **1** point of **Luck** to the crew member you like the best. For **story points**, roll normally, as if you were starting a brand-new campaign.

FiveCore Players

These notes are for players of the second edition rules. If you are an old dog trying to convert from the FiveCore-based original version, you will simply have to recreate your crew under the new rules as best you can. Go ahead and add **3** extra **story points** and an extra point of **Luck** to your crew's Leader as a loyalty bonus, though!

APPENDIX II: PLAYING ON A GRID

The use of gridded maps is popular with roleplaying games, and adapting floor plans, battle mats, and floor tiles to miniatures gaming is simple. This section offers some guidelines for using such playing aids, although common sense will answer most questions that come up during play.

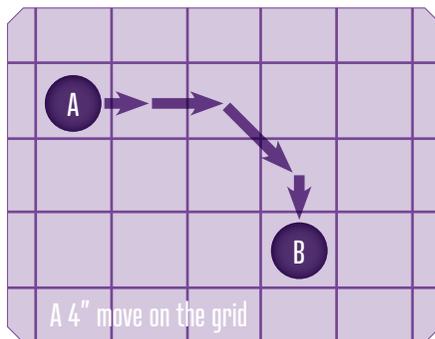
Note that you may opt to ignore the grid, instead measuring and moving around the floor plans normally. This requires no adjustments to work as you are only using the tiles or map as terrain.

Placing Miniatures

Generally, each space on the grid holds only one figure. As most figures don't take up the entire space, you can move through spaces containing friendly figures, but cannot end up with two figures occupying the same space. Note that this is a slight change to the standard rules, which do not allow figures to overlap or move through each other.

Moving and Measuring on Grids

For all purposes, moving one space on the board is assumed to use **1"** of movement. Hence a character with a movement speed of **5"** could move **5** spaces. No difference is made between orthogonal and diagonal moves: Each move is simply counted as **1"**. Figures can move diagonally "between" two spaces occupied by terrain. All measurements are made by counting the shortest possible route up to and including the target space.



Lines of Sight on Grids

Lines of Sight are measured by drawing a line between the approximate centers of each space. Some flexibility may be needed to avoid silly situations. A space containing a figure cannot be seen or fired through by either side.

Brawling Combat on Grids

To enter a **Brawl**, the moving figure must be adjacent to the space of the intended target. When using larger figures, you can place the attacker overlapping the boundary between the two spaces. The loser is pushed back **1** space.

Random Directions

To determine a random direction, roll a **D8**, if you have one, or use a **D10** and reroll a **9** or **0**:

1. **North West**
2. **North**
3. **North East**
4. **East**
5. **South East**
6. **South**
7. **South West**
8. **West**



APPENDIX III: RED AND BLACK ZONE JOBS

When your crew has attained enough fighting proficiency, experience, and armaments, you may find that the normal jobs do not hold sufficient challenge any longer. Once this is the case, you may apply for a **Red Job** license, authorizing you to take extremely hazardous jobs around the sector. To do this, you must meet the following requirements:

- *Have played 10 campaign turns or more.*

- *Pay a 15 credit licensing fee. (A Broker in the crew can reduce the cost by 2 credits)*
- *You must have at least 7 crew members at the time of application.*

Once you have the license, when traveling, you may opt to visit a world in a Red Zone. On such a world, all missions are assumed to be Red Jobs, regardless of their types.

Red Zone Warning

Red Zones are high-risk places intended to provide a substantial challenge for players who are finding the base campaign too easy. You are likely to end up in a situation that is unfair or very difficult to win without significant luck. You've been warned!

Red Jobs

All normal game rules apply, including checking if the opponents retreat due to a completed mission objective. The following additional rules apply when undertaking any Red Job.

Threat Condition

You must roll for a **Threat Condition**. This is an additional factor that is applied to the mission, regardless of its type. Not all of these Threat Conditions may be applicable. *Armored Opponents* and *Elite Opposition* only apply to troops with certain profiles. If so, the result is simply ignored.

ROLL	THREAT CONDITION
1	Comms Interference: Each Reaction Roll phase, roll one die less than you normally would. A character not assigned a die will act in the Slow Actions phase.
2	Elite Opposition: All opponents with +0 Combat Skill are upgraded to +1 .
3	Pitch Black: Visibility is limited to 6" . This overrides any other visibility reductions.
4	Heavy Opposition: Increase the opposing force by +2 enemy .
5	Armored Opponents: All opponents with 3 Toughness are upgraded to 4 .
6	Enemy Captain: Add an additional Lieutenant with Combat Skill +2 and Toughness 5 , regardless of the normal profile used.

Time Constraint

All Red Jobs are fought under a time constraint. At the end of **Round 6**, roll **1D6** on the table below.

ROLL	CONSTRAINT
1	None: Nothing happens. Carry on.
2	Reinforcements: 3 additional enemy arrive from the center of either neutral battlefield edge. Pick the entry point closest to a crew figure. One of the arrivals is a Specialist.
3	Significant reinforcements: 3 additional enemy arrive from the center of either neutral battlefield edge. Pick the entry point closest to a crew figure. One of the arrivals is a Specialist. Additional enemies arrive from the center of the opponents' battlefield edge.
4	Count down: Roll 1D6 each round hereafter. On a 1 , the Battle ends immediately. At the end of the next round the Battle ends on a 1-2 , then 1-3 , and so forth. If the clock runs out before the opposing side has been driven off, the battle ends and you do not Hold the Field. You must complete your objective before this happens to Win.
5	Evac now! The battle ends immediately. You do not Hold the Field , and you only Win if you have achieved your objective already.
6	Elite reinforcements: A Unique Individual and 2 enemy (one of which is a Lieutenant) arrive. Place them at the center of the opponents' battlefield edge.



Increased Opposition

- Do not roll for opposing numbers. Instead, you will encounter a base of 7 figures + any modifier from the enemy type encountered. No other modifiers are applied up or down.
- Opposing figures will include 3 Specialists, one of which is a Lieutenant.
- Add +1 to the roll to determine whether a Unique Individual is present.

Invasion Threats

- All rolls for Invasion Threat are at a +2 modifier, in addition to any normal modifiers.
- All rolls for Galactic War Progress is at a -1 modifier.

Improved Rewards

- If you Hold the Field, each remaining crew member receives +1 XP bonus.
- When rolling for credits, you may roll twice and pick the better roll.
- When finishing a Quest, you may roll three dice, pick the best, and add +1.
- If you Win, you may make an additional roll on the Loot Table after the battle. You receive this roll as long as you Win, even if you subsequently withdrew from the battlefield.

Black Jobs

For the most hardened (or insane) of crews, you can always chance a **Black Job**. This involves being dropped into a near-suicide mission on behalf of secretive Unity government forces. You will not be considered for this unless you have played at least **10 campaign turns** in a Red Zone. Once you have, you may volunteer for a Black Job at any time. If you do, don't bother looking for **Rivals** or **Patrons** this campaign turn.

You receive a few advantages:

- *Black Jobs are never subject to interference from Rivals (no starport scum is crazy enough to attack an armed Unity drop ship).*
- *During a campaign turn where you will accept a Black Job, you do not have to pay any Upkeep, any ship loan does not increase, and your ship cannot be seized.*
- *You may roll three times on the Weapon Table in the "Loot" chapter, and claim the items immediately. You can keep them afterwards, too.*

Black Zone Warning:

This is not intended to be even remotely fair. It is entirely possible your entire team becomes casualties here. On the upside, if you have a friend to play with, you can team up and bring 6 crew members each.

The Mission

You will always be facing an opponent from the **Roving Threats Subtable**. Set up the battlefield as normal. Roll to determine what you are here to do.

ROLL	YOUR DAY IN HELL
1-2	Destroy strong point: You must reach the center of the battlefield, then spend an Action and roll 1D6+Savvy . On a 5+ , the charges are set. Any crew member can detonate them as a Free Action any distance. Once they go off, all figures within 1D6+3" become casualties automatically and you Win.
3-4	Hold against assault: You must hold out for for 10 rounds . You Win at the end of Round 10 .

ROLL	YOUR DAY IN HELL
5-6	Eliminate priority target: Place an extra opponent 6" onto the battlefield from the center of their battlefield edge. This is your target. They receive Toughness 5 and cannot be fired upon at distances exceeding 20" . Once they have been eliminated from the table, you Win. They do not move, but may fire weapons normally, if within range.
7-8	Destroy enemy platoon: You must kill 25 enemy to Win.
9-10	Penetrate the lines: At least two crew members must exit the opposing battlefield edge to Win.

Set-up

- *There are no Notable Sights or Deployment Conditions in effect.*
- *You may still roll to Seize the Initiative, and may even claim a +1 bonus.*

The Opposition

The opposition will operate in teams of **4** figures. Enemies that have Specialists will have one in each team.

When the battle begins, set up **4 teams** at the midway line between their battlefield edge and the half-way point of the battlefield. The teams should be equidistant. These teams begin the battle Active (see below).

At the end of each round, another team arrives. Randomly select a neutral battlefield edge, then place an entrance point **2D6"** down that battlefield edge, measuring from the opponent's edge. Place the figures **1D6"** on to the battlefield from the side. These teams enter the battlefield Passive (see below).

Active and Passive Teams

- *An Active team will fight like normal troops.*
- *A Passive team does not move or fight during the round it was placed. At the end*

of each round, assign a number to each Passive team on the battlefield (just count from left to right). Roll 1D6. If the roll is a team already on the board, it becomes Active. Otherwise nothing happens.

- *Passive teams also become Active if they are fired upon, or if a crew figure approaches within 8" of them.*

Ending the Mission

- *If you have Won, you will be evac'ed out at the end of the following round. Hang in there!*
- *You can end the mission by fleeing normally, but any crew member that flees from the battlefield automatically becomes a casualty, and must test for post-battle Injuries.*

Rewards

If you make it out alive but failed in your mission, don't take it too badly. You get the normal post-battle rewards for a failed mission, and Unity pays **1 credit** for every crew member who became a casualty.

If you Won, then congratulations. You can claim all of the following benefits:

- *Being favored and surrounded by Unity friends (and given how well you've just proven yourselves!), nobody's going to pick a fight with you deliberately. Clear all Rivals.*
- *Add 2 Patrons to the list of Patrons known. These are Persistent across worlds.*
- *Claim 5 bonus credits. If you owe money on a ship, Unity additionally pays off 5 credits of your loan.*
- *Claim 3 rolls on the Loot Table.*
- *Claim 1 bonus XP for every crew member you have, even if they did not participate in the battle.*



APPENDIX IV: PROBLEM SOLVING

Players inclined towards more complex scenarios may set their figures an array of tasks to accomplish: Doors that need opening, computers that need hacking, and strange alien animals that need calming. This section offers a few quick solutions to handle these situations as they arise. Pick whichever fits your situation best. Such tasks and tests **are optional and will not come up in typical play, being intended for creative players to toy with.**

Performing a test uses replaces a figure's Combat Action for that round unless the rules or a scenario dictates otherwise.

Quick Test: Decide if the test is *Easy* or *Hard*, then roll a **D6**. An Easy test is passed on a roll of **3+** while a Hard test is passed on a roll of **5+**.

Opposed Test: Roll a **D6** for each figure with the higher roll prevailing. On a draw, the action is unresolved this round.

Wits Test: Set a **Challenge Rating** from **2** to **7**. Roll **1D6** and add the **Savvy** score of the character. If the result is equal or better, the test is passed.

Risk and Fumbles

Rolling a **1** on the die for any Problem Solving tests above (before modifiers) Stuns the character – they have injured or exhausted themselves temporarily. If you deem a given test to be inherently *Risky*, rolling a **1** inflicts a **Damage +0 Hit** as well.

APPENDIX V: THE STORY TRACK

The **Story Track** is a way to plan a story arc into your campaign. It does not replace the normal campaign game. Instead, as you play, certain events take place, forcing you to deal with them. The **Story Track** is an optional addition to the core game. It is recommended that you wait until at least your second campaign before employing it.

The Story Clock

Events in the campaign happen according to the **Story Clock**. At the beginning of the campaign and after each Story Event, a Clock number is given. This is measured in **Ticks**, which is an abstract time unit. At the end of each future campaign turn, if you Won the mission that campaign turn, the Clock counts down **1 Tick**.

If you did not Win, roll **1D6**, and consult below:

ROLL	TICKS
1	The clock does not count down
2-5	Count down 1 Tick
6	Count down 2 Ticks

If this reduces the number of remaining **Ticks** to **0 or less**, the next Event in the **Story Track** takes place next campaign turn.

The Clock does NOT count down during a campaign turn where a **Story Event** takes place.

Story Events

When a Story Event takes place, it will replace or modify the normal events of the campaign, as explained below. Read the description carefully.

Each Event will also give the number of **Ticks** before the next Event takes place. Remember, **Ticks** only pass after regular campaign turns, not after campaign turns with Story Events.

Some Events take place immediately. If so, they are applied during the immediate next campaign turn.

Setting up the Campaign

When you start the campaign, set the Clock at **5 Ticks**. As the opening of the campaign is always a normal campaign turn, you will check if the Clock progresses at the end of it.

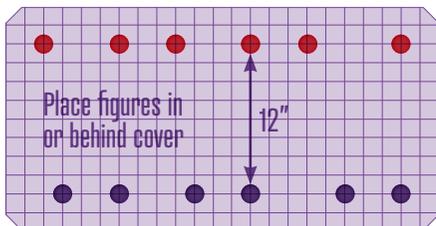


Campaign Basics

During Story Event battles, you never roll for Deployment Conditions or Notable Sights.

Sample Story Track

Event 1: Foiled!



The captain was excited this morning. A big job lined up. Mega-corp, good benefits. Quite a deal. Then it all went haywire. When you showed up at the designated meeting place, hired guns were waiting for you. What's going on?

The Campaign Turn:

- One character must be sent to look for a **Patron** this campaign turn. Do not roll for success.
- Do not roll for existing **Rivals** interfering this campaign turn, and you cannot **Track Rivals**.

The Battle:

You are under attack! Set up exactly **12"** apart with each side, in a rough line. All opposing figures must be set up behind Cover, but able to fire (such as at the corners of buildings, etc.) You cannot attempt **Seize the Initiative**.

You will have to deal with **6 Hired Guns**:

ENEMY	NUMBER	PANIC	SPEED	COMBAT SKILL	TOUGHNESS	AI	WEAPONS
Hired gun	4	1-2	4"	+1	3	T	Colony Rifle
Big gun	1	1-2	4"	+1	4	T	Rattle Gun, Handgun
Leader	1	1-2	4"	+1	4	T	Machine Pistol, Blade

While the Leader is alive, the enemy have a **Bail Range** of 1.

If the Leader is missing, the enemy have a **Bail Range** of 1-3.

From Round **6** onwards, if the enemy end a round with **3** or fewer figures remaining, they will Bail.

- If you **Hold the Field**, you find that your corporate contacts were murdered, and your crew are being viewed with suspicion, though you manage to talk your way out of it.
- If you flee from the battle, you are framed, and must add a **Rival** to your roster, as the corporation decides to repay the courtesy by hiring some hitmen.
- You will get paid normally (representing some business deals your crew captain makes behind the scenes), and may receive a normal **Loot** roll, provided you killed at least one opponent (one of the enemy dropped it).
- A normal **Rival** check is not made.

The Story Clock:

Set the Clock to **3 Ticks**.

Event 2: On the Trail

Your snooping around has paid off. Q'narr, a smuggler and petty crook from one of the disputed sectors: you and he used to be tight back in the day, but he got a deal that you couldn't take. You weren't angels by any means, but it was too dirty, and you said as much. He never quite forgave you, especially since he almost got killed attempting the job himself. Looks like he's quite the big shot now, and he's decided to get even.

The Campaign Turn:

- You cannot attempt to Track Rivals this campaign turn.
- If you pick up a Patron job this campaign turn, it's assumed to be a job you took on to get closer to your quarry. If you get attacked by Rivals, they are attacking you en route.

The Battle:

Q'narr has hired a squad of Blood Storm Mercenaries to cover his tracks. You're going to have to go in hard. Fight a standard battle against *Blood Storm Mercs* from the **Hired Muscle Subtable**. All normal rules apply, but minimum encounter size will be 4, even if the dice would otherwise indicate a smaller force.

- If you manage to defeat a mercenary by Brawling, you have captured him and can interrogate them for information. Add +1 story point.
- After finishing the mission, you make contact with the person you were looking for.

The Story Clock:

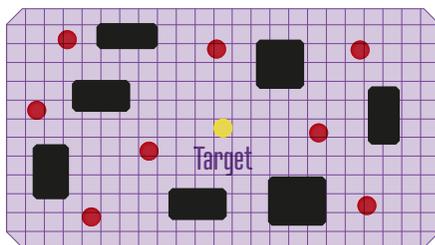
Set the Clock to 2 Ticks, but the next Event cannot begin until you have traveled to a new world. Generate this as normal when you do.

Event 3: Disrupting the Plan

Your old friend is up to something big, and it's time to teach his people a little lesson. You've found out where his organization is storing contraband for sale off-world, and you've decided to pay them a visit.

The Campaign Turn:

- You cannot Track Rivals or acquire a Patron this campaign turn.
- You can be attacked by your Rivals. If this happens, this Event is delayed until the next campaign turn.
- One crew member of choice must be assigned to plan the attack. This crew member cannot take any actions this campaign turn. If you are not ready, you can opt to delay for one more campaign turn, but after that, it's go time!

The Battle:

Set up the battlefield resembling a camp, factory compound, or similar. If you have crates, boxes, barrels, containers, etc. place them all over. If you don't have these things in your terrain collection, we can assume they are just off-battlefield.

Scatter the opposition fairly evenly around the battlefield, then select which battlefield edge you want to enter from, and roll to **Seize the Initiative** (at +2 if you Won Event 2, +3 if you captured a mercenary).

ENEMY	NUMBER	PANIC	SPEED	COMBAT SKILL	TOUGHNESS	AI	WEAPONS
Goon	5	1-2	4"	+0	3	D*	Machine Pistol
Bruiser	2	1-2	4"	+1	4	D*	Shotgun, Brutal melee
Leader	1	1-2	4"	+1	4	D*	Blast Pistol, Blade

Enemy within **12"** of crew figures will act with *Defensive AI*. Enemy that are not within **12"** of crew figures will first attempt to reach the center of the battlefield. Once there, they will change to *Defensive AI*.

To Win, you need to either Hold the Field, or fight your way to the center of the battlefield and plant a sabotage device. This takes a Combat Action and requires a **1D6+Savvy** roll of **5+**. If failed, the roll can be attempted again by other characters, or through future Actions. Once planted, the opposition will retreat from the battlefield at the end of the *next* round.

- *If you drive off every opponent, you can just plant the device at your own leisure.*
- *If the battle drags on too long, reinforcements will show up. 2 Goons in each of Rounds 8 and 12 will arrive at the end of the round, in the center of a randomly selected battlefield edge.*
- *Rewards are collected as normal. If you Win the mission, you may claim an additional Loot roll from snooping around the site.*

The Story Clock:

Set the Clock to **5 Ticks**.

Event 4: The Enemy Strikes Back

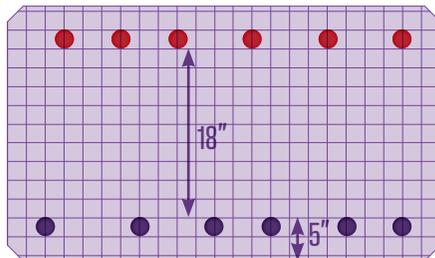
A direct attack on your ship, while docked in port. They must have distracted starport security. Now you have to fight for your life!

The Campaign Turn:

- *Any Patrons acquired this campaign turn will remain available in the following campaign turn.*
- *You cannot be attacked by Rivals this campaign turn.*

The Battle:

Set up the battlefield as a starport with crates, boxes, machinery, vehicles, etc. scattered everywhere. If you have a starship model



that is to scale, place it along the edge of the battlefield. Otherwise you can assume the ship is located just off-battlefield.

Your crew is set up within **5"** of your battlefield edge. For this battle, you may include crew members in Sick Bay, though they should be marked with a token to show they are Impaired. Any character marked as *Impaired* can fight but cannot take Dash moves or Aim.

There is no **Seizing the Initiative** possible.

The forces arrayed against you are considerable. Roll twice on the **Hired Muscle Subtable**, and generate each enemy force separately. Even if you roll the same type of enemy twice, make sure they are clearly separated into two separate forces.

The first enemy group sets up **18"** from your positions in a rough line with **2"** between each figure. At the start of **Round 3**, the second enemy group arrives behind them from the battlefield edge. You will have to fight off both groups to come through this one!

At the end of each round, roll **2D6** for each enemy group. If the roll is equal to or below the number of casualties they have taken so far, they break off the attack and flee.

- *The battle ends if you drive off both groups, or are forced to flee.*
- *If you flee, or the entire crew become casualties, your ship will suffer **1D6+10 Hull Points** of damage.*
- *If you manage to Hold the Field after all, you may assign **+1 XP** to every character still on the field when it ends.*

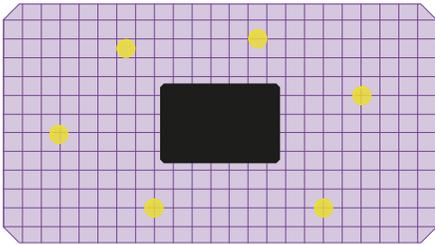
You may also roll twice for **Battlefield Finds** (p. 121) Additionally, due to the reputation you'll gain from walking out of this fight, you can **remove any one Rival** from your roster.

- Do not check for new **Rivals** after this battle.

The Story Clock:

Set the Clock to **3 Ticks**.

Event 5: Kidnap



Not content with trying to kill you, Q'Narr has gone after another of your old companions. They're out of "the business" and have been living clean for a few years, but you just got a tunnel-net message from his family, saying they had been attacked by armed goons.

The Campaign Turn:

You will have to Travel immediately. Luckily, you manage to slip away without any **Rivals** having a chance to attack. Select a random world you have previously visited, where the kidnapping took place. If you did not keep track, simply generate a new world instead, and say it's a place you had visited prior to the campaign beginning.

If your ship is not fit to travel, or you prefer remaining, you can take a shuttle. This will cost you **3 credits**, but you can only bring a total of **4 crew members**. The rest will take a bit of shore leave.

The Battle:

- Set up a building in the middle of the table, with scattered natural terrain.
- Place **6 markers**, spread evenly around the table, and place your crew at a battlefield edge, not within **8"** of a marker.
- No opponents are initially present. When you approach within **4"** of a marker, roll **1D6** on the table below:

ROLL	MARKER	
1	Evidence!	Signs of the attackers. Record the Evidence for use in the next Event.
2-3	Nothing	Nothing here.
4	Body	The corpse of someone who worked here. If you move into contact, roll 1D6 . On a 5-6 , you uncover Evidence .
5-6	War Bot!	A concealed War Bot. Speed 3" / Combat +0 / Toughness 5 / Defensive AI. 6+ Armor Saving Throw. The Bots take no Morale checks. Each carries a Hand Laser.

- At the end of Round 3 and each round thereafter, roll **1D6** for every remaining marker. On a **1**, the marker is removed.
- If you move into contact with the location where it was discovered, roll **1D6**. On a **6**, you uncover Evidence (see "The Story Clock", below).
- The mission ends once all markers have been revealed or removed. If your crew all become casualties, remove any remaining markers.

You do not get paid after this mission, and obtain no **Loot**, but sympathetic locals will offer you food, which will cover all **Upkeep** costs next campaign turn.

You may make a **Battlefield Finds** roll as normal (p.121).

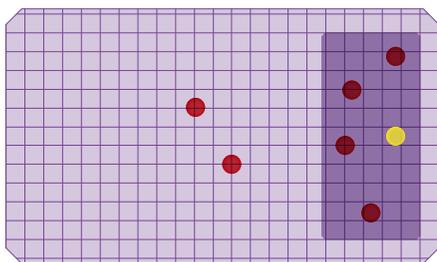
The Story Clock:

The Clock is not set. Instead, at the start of each subsequent campaign turn, including the following, roll **1D6** and add the number of pieces of **Evidence** you have found.

- *On a 7+, you have found where your old companion is being held, and can play **Event 6** whenever you are ready.*
- *On any other roll, you are still searching, and will play a normal campaign turn, but manage to uncover an additional piece of **Evidence**.*

Note down how many campaign turns it takes to discover the location of your old companion.

Event 6: We're Coming!



You have managed to track down where they are holding your friend. It's time to have some diplomacy, Fringe-style!

Campaign Turn:

There is no point seeking out a **Patron** this campaign turn, and you will manage to dodge any **Rivals** coming after you.

The Battle:

Roll once on the **Hired Muscle Subtable** (p.121). Do not roll for the number of opponents. It is automatically **5 +** any modifier from the enemy table.

- *Determine **Lieutenant** and **Specialist** type of figures as normal. There will be no **Unique Individuals** present.*
- *Set up **2 basic enemy** within a few inches of the center of the battlefield as sentries. Set up the rest halfway between the center of the battlefield and the enemy battlefield edge. They should be in or near a central building, compound, or similar, if you have one available.*
- *You will also need one extra figure as the **captive**. Place them inside the building in a spot that is difficult to see.*

Your team will arrive from the opposing battlefield edge, with each figure moving onto the battlefield in Round 1. The enemies are unaware of your presence at first, and will not move or act.

- *If you fire a weapon, or finish a **Move** or other movement within **6"** of an enemy figure, the enemy is alerted, the current round ends immediately after the current figure has finished resolving their actions, and you will now play the rest of the battle as a normal battle.*
- *Shooting at an unaware target does receive a **+2 to Hit** bonus.*
- *At the end of each round while sneaking, determine a random direction for each of the **2 sentries**, to determine which direction they will look in. Draw a line from the sentry to the edge of the battlefield (or until blocked by a terrain feature). If the line passes within **1"** of a crew member in the open, they are spotted and the enemy is alerted. If the line passes within **1"** of a crew member who is visible but in **Cover**, or partially*

obscured, they must roll **1D6+Savvy** and score a **4+** to avoid detection.

- When the alarm goes off, the enemy will be confused during the first regular round: They may Move (if no crew is in sight), or remain in place and shoot without Aiming (if they can see a target).

They're Well-Prepared:

If it took more than **3 campaign turns** to locate the captive, the enemy have had additional time to dig in. For each additional campaign turn, they will receive one standard figure as reinforcements. These arrive one at a time, starting with the round after the alarm goes up.

Place arrivals at the center of the enemy battlefield edge. If you manage to clear the battlefield of enemies, additional reinforcements will NOT arrive.

The Captive:

The captive is tied up, and will be left alone if a gun battle breaks out, as the enemy troops are under strict orders to transport him off-world soon. If you move into contact with the captive, and take a non-Combat Action to free them, they can move and act normally, though at that point they also become a valid target for the enemy.

Captive

REACTIONS	2
SPEED	4"
COMBAT SKILL	+0
TOUGHNESS	4
SAVVY	+1

They are unarmed, but can be given a spare weapon from any crew member.

Aftermath:

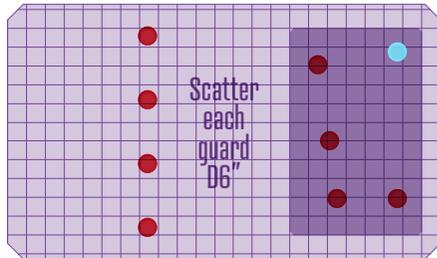
- After the battle, your old comrade will offer to join for the final battle, if they survived. They do not count towards Upkeep during this time.

- If you are forced to flee, or your crew all become casualties, your comrade is flown off, though they will join you after you finish Event 7.

The Story Clock:

Set the Clock to **2 Ticks**.

Event 7: Time to Settle This



This is it. You've managed to track your old rival to his hide-out. His forces are depleted and worn down. You are never going to get a better chance than this.

The Campaign Turn:

- You may delay this battle for up to **3 campaign turns**. If you wait longer than that, the chance is missed, and you must consult the "Losing the Story" section below.
- When you take the chance, you must Travel, following the normal rules. Your nemesis is hiding on the dead moon of a barren world. There is no need to generate any world details.

The Battle:

Set up two thirds of the battlefield as a barren moonscape with craters, hills, rocks, and so forth. No vegetation should be used. Set up the last third with a large building, compound, or underground facility. If you have floor tiles from board games or roleplaying games, they may come in handy here. If not, you can sketch out some rooms and corridors on paper.

For this mission, your crew will be suited up in atmosphere suits, granting them a **6+ Armor Saving Throw**. This replaces any normal armor

they might be wearing. Bots and Soulless will not wear atmosphere suits.

On the surface, 4 sentries in space suits are patrolling. Set them up in a line across the center of the battlefield, then move each 1D6" in a random direction.

Sentry

PANIC	1
SPEED	4"
COMBAT SKILL	+0
TOUGHNESS	3
AI	Tactical
Military Rifle. The suit grants a 6+ Armor Saving Throw .	

When the first crew member enters the compound, set up **4 additional sentries** around the area, as if they are patrolling the place. No figure should be set up in Line of Sight of the crew. The interior guards do not have armor.

Your nemesis should be placed as far into the complex as possible on their own.

Q'Narr - Nemesis

PANIC	-
SPEED	4"
COMBAT SKILL	+0
TOUGHNESS	4
AI	Defensive
Hand Cannon.	

- *This is the final battle. If you have to flee or are defeated, Q'Narr makes his escape. Go to the "Losing the Story" section.*
- *If you kill him, any remaining sentries flee. Go to the "Winning the Story" section.*

Losing the Story

You were so close, but Q'Narr got away in the end.

- *Every crew member can chalk up +1 XP for having made it this far. You may also add 1 story point to your total.*
- *Unfortunately, your nemesis will continue to plague you from afar. On each of the next **three worlds** you visit, you will automatically acquire a new Rival.*
- *If your old companion was rescued and has not died, roll 1D6: On a 4+, they opt to join you as a regular crew member, but WILL count for Upkeep going forward.*

Winning the Story

You've finally settled the matter with a 7mm bullet.

- *Every crew member receives +1 XP.*
- *Add 3 story points to your tally.*
- *You may roll twice on the **Battlefield Finds Table**. Looting the hideout, you get 1D6+2 credits as well as 3 rolls on the **Loot Table**.*
- *Additionally, as you are now known as someone who repays their "debts", you can remove any one Rival from your roster (or remove the next one obtained, if you have none currently).*
- *If your old friend is still alive, they will offer to join you permanently. They do NOT count towards your Upkeep costs. If you failed to free them, you find them in the hideout, and they will offer to join as above.*



APPENDIX VI: COOPERATIVE PLAY

Solo games are well-suited to cooperative play, where two or more players play on the same team, fighting the foes encountered by the crew. This can be done very simply by dividing up the crew figures between the two players. In a typical starting campaign, each player would have three crew figures that are "theirs". Of course, nothing prevents you from trading crew later on.

The following suggestions can be used to guide play:

- *Campaign decisions such as when to travel, what to buy, etc. should be decided mutually. If you cannot agree, roll 1D6 with a 1-3 indicating Player A decides, and a 4-6 indicating Player B decides.*
- *Each player decides what campaign actions their crew figures will carry out. The campaign will be most successful if the players agree on a general course of action. Alternate declaring and resolving a campaign action.*
- *When a new crew member is recruited, they are automatically assigned to the player currently controlling the fewest crew members. If the number is equal, the player with the most crew in Sick Bay gets the new hire. If this is also equal, agree or assign at random.*
- *During battle, each player makes their own Reaction Roll and can only assign dice to their own crew.*
- *When a Loot roll is made for the first time, assign it to a random player. The next Loot roll is assigned to the second player and you then keep alternating. A player may forego an item or give it to the Stash, at which point it is commonly available.*

The above process can easily be adapted to a 3-player game as well.

For some players, the above suggestions may be too stiff and restrictive. If the players are in tune with each other, simply omit any regulations that would get in the way of enjoying the game, though it is highly recommended that each player is responsible for their own crew figures.



APPENDIX VII: GAME MASTERING FIVE PARSECS

What Does a Game Master Do?

While *Five Parsecs from Home* adventures are usually created through random generation, it can also be played with a Game Master (GM) running the game. This works closer to a battle in a roleplaying game, where the GM describes the scenario, and typically commands the opposing forces. This can be combined with a conventional campaign where you play a few GM'ed scenarios, then play a few campaign turns of the conventional campaign, going back and forth as you see fit.

Maybe an encounter gets you thinking that there should be a connection, and you decide to create a scenario out of it. Solo players can still take advantage of this chapter by essentially GM'ing themselves. Adding something unique to your campaign once in a while can spice things up, and strengthen the story that your campaign is telling.

Scenario Ideas

- *An arms dealer is intending to deliver weapons to a rebel faction. You decide to crash the meeting to claim the guns for yourself. The battle turns into a three-way shootout.*
- *An alien monstrosity is loose in the corridors of an abandoned shipwreck. Find it before it picks off the crew.*
- *The countdown for self-destruct is ticking, but your crew has a whole research complex between them and the teleporter. The halls are crawling with security Bots.*
- *The heist is a three-step job: Hack the security systems to prevent an alarm, blow up the entrance, and then make your escape while the corporate security troopers are doing their best to stop you.*

- *Your crew and a rival crew are having a shootout. But it takes place in a crowded subway station with civilians everywhere, and if anyone innocent gets shot, the cyber-cops will show up in a hot minute.*

Creating a Scenario

Any scenario essentially consists of two (or more) groups that each want something the other side doesn't want them to achieve, and a location in which this takes place. Typically, the opposition is just there to stop the crew from achieving their goal (security guards etc.), but they may have their own agenda, such as stealing things of their own, eating a few crew members, etc. You may even have different opposing groups that will fight everybody, as well as neutral elements who just want to stay out of it all.

The scenario needs a clear objective for the crew to achieve. Usually this will be something they are actively doing, though once in a while it can be fun to have them be on the defensive.

It's okay to have a scenario where steps are revealed (first they have to reach the computer terminal, then they have to go to the armory), but each step should be clear to the player. Fumbling around until you find the magic 'thing to do' is rarely fun.

Each scenario should have at least one element that sets it apart. This does not have to be pages' worth of special rules. Rather, it can be as simple as a named enemy commander with one or two unique ability scores, and a single rule governing the environment.

A more involved scenario with lots of chrome can also be really fun, but the more special rules you add, the more confusing the

scenario will become, and the more likely it is the players will feel their choices don't matter as much.

In the end, remember that we're dealing with skirmish actions with 5-6 troops on each side. Keeping it simple is often the best solution. If you are linking scenarios together into a cohesive story, they can of course get more complicated and more involved over time.

Active Running vs Refereeing vs Preparing

When GM'ing a scenario you have to decide on the Game Master's primary purpose. For simplicity, the following three approaches are valuable to understand, but, in reality, the game rarely fits neatly into a single category.

Actively Running means you are conducting the game much like the GM of a roleplaying game: Responding to player actions and letting the story unfold as the battle is played out. Under this style, the GM often makes tweaks and adjustments during a scenario, whether to add a hazard to make the battle more interesting, or to scale things back a little if it's turning into a massacre.

Refereeing means conducting the scenario in a neutral fashion. Once the scenario is on paper, you simply play through it. The GM may still be actively playing, as a scenario often involves hidden information, unexpected surprises or traps, yet these may all be planned in advance.

Finally, you may simply **Prepare** the scenario so that it can be played by someone on their own, similar to any other solo scenario. If you are creating a scenario to share online, this is typically the case.

Moving and Acting with Enemy Figures

The GM must also determine if enemies will be controlled actively, meaning the GM will move and fight with them, or passively, meaning

they will act according to the normal AI rules or a custom AI. If being actively played, the GM can move and select targets as fits the figure in question, scenario, and goals. This does not change the round sequence. Enemies still act in their own phase, as normal.

At the GM's discretion, actively played enemies may use combat options only available to player-controlled figures, though this should be clearly communicated before starting the scenario.

Tools and Tricks

This section covers various tools you can apply when creating a scenario. They are not intended as the official, rigid rules for handling the subjects listed. Rather, they are offered as a quick solution that can be slotted in without having to create anything yourself.

Advancing Plot Points

At times, you may wish to have things happen behind the scenes or beyond the immediate scope of the players' crew. Examples might include the sector government preparing a military strike, an alien smuggler getting off-world, the mad scientist completing the computer virus, and so forth.

Write each plot point down. Some may be known to the players, some may not be known until they are discovered, or come to fruition. Put a 2 next to each plot.

- *Each campaign turn, roll 4D6 and advance the plot one point for every 6 rolled.*
- *If actions took place that would benefit a plot, such as a player mission, advance it one additional point.*
- *If actions took place that would hinder the plot, it is reduced by 1 and no roll is made.*
- *Any plot reduced below 0 is Foiled, and cannot be completed.*
- *Any plot that reaches 6 comes to fruition, and takes effect.*

Note that despite the terminology, a plot does not have to be nefarious. Completion of a new starport, a fancy dress ball at the Governor's mansion, and completing the new paint job on the crew's ship are all valid plots as well. This system can also be used for things like investigations, searches, etc.

Booby Traps

Traps can be attached to a terrain feature, an entrance point (such as a door), or a specific action (opening a box, or accessing a computer console).

Searching for a suspected trap is a **Wits** roll (**D6+Savvy** requiring a **5+**) made secretly by the GM, who informs the player that they found nothing (roll failed or there is no trap), or found a trap (roll succeeded, and there was a trap).

- *A discovered trap is always disarmed automatically.*
- *If a booby trap is set off, a D6 roll is made. On a 1, the character manages to avoid it or the trap fails to trigger. Otherwise it inflicts a Hit on the character that triggered it. As an average, a Hit with Damage +1, ignoring Armor Saving Throws, is usually effective.*

When triggered, booby traps with an area effect will strike all figures (regardless of side) within **2"**.

Bystanders

A bystander is a neutral character that has no interest in becoming involved. They are typically civilians, colonists, mall shoppers, etc. and are there simply to add color or act as moving scenery.

Bystanders act at the end of each round. If a fight has not broken out, each civilian figure will simply move directly ahead at a rate of **3"** each round. They will avoid moving into roads unless there is a safe crossing point. If they reach an obstacle, unless they have a logical

destination, simply turn them to face in a random direction.

If a Brawl breaks out, bystanders within **6"** will immediately move **1D6"** directly away, even if this moves them into some sort of danger.

If shooting starts, any bystander within **6"** of the shooter or target, or within **2"** of the line of fire, will move **1D6"** directly away, as indicated above. Once shots have been fired, all bystanders will Bail and will move **1D6"** towards the nearest battlefield edge each round. Panicked bystanders will avoid outright hazards such as chemical spills, but will otherwise get out of the way of fire.

Any player that deliberately fires on bystanders, or causes them to be struck by Area weapons fired deliberately, receives an **Enforcer Rival** automatically.

Complex Round Sequences

If a battle features three (or more!) groups that all dislike each other, the round sequence can get complicated. The simplest solution is to have the non-player (enemy) round sequences follow one after the other: All Quick Actions are carried out, then each enemy force has a phase, one after another, then Slow Actions are carried out.

When you have multiple player forces that are not getting along, take turns acting with one figure at a time, clockwise around the table. So, in a 3-player game, when the Quick Actions phase is up, Player 1 acts with one figure, then Player 2 acts, then Player 3 acts, then Player 1 acts with a second figure, and so forth.

Connections

When you carry out an Opportunity mission, you may opt to roll for a **Connection**. This option can also be used in a solo campaign.

Roll **1D6**. On a **5-6**, the mission is linked back to a prior event. Think back on things you have done before. Maybe you got hired by an old

employer, maybe an enemy is up to new tricks, maybe it's a favor for someone you know.

Connections don't affect gameplay in and of themselves, but can often suggest a scenario, or a few tweaks to let a story unfold on the table. If in doubt, roll **1D6** to determine the nature of the Connection:

D6	CONNECTION IS
1-2	A person you've met
3	A place you've been
4	A job you've done
5	A faction or group you have met before
6	A personal Connection for a random crew member (family, friend etc.)

If you are playing solo, a battle with a Connection always has a **Notable Sight** and a **Deployment Condition**.

Custom Enemies

New enemy types can be created for any scenario, but often you can save time by taking an existing enemy and tweaking them a little. Changing the name can often work just fine. Changing the weapon types (or assigning specific weapons), or tweaking the profile or AI type, is all that is needed to make a new encounter opponent quickly.

Roll **1D10** on the table below:

Customized Enemies Table

ROLL	CHANGE
1	If the enemy has a Bail Range of 1-2 or higher , reduce the Range by 1 .
2	The enemy adds +1 to Speed , +2 if it is 4" or below.
3	Increase Combat Skill by +1 to a maximum of +2 .
4	Increase Toughness by +1 to a maximum of 5 .

ROLL	CHANGE
5-6	<i>Aggressive</i> and <i>Beast</i> AI types change to <i>Rampaging</i> . <i>Tactical</i> AI changes to <i>Aggressive</i> . <i>Defensive</i> and <i>Cautious</i> AI types change to <i>Tactical</i> . Others do not change.
7-8	Roll 1D6 for a special ability on the table below, or add an extra one.
9-10	Gain a 6+ Armor Saving Throw or add +1 to an existing Saving Throw.

ROLL	SPECIAL ABILITY
1	Alert: -1 to Seize the Initiative .
2	Stubborn: Ignore the first casualty when making a Morale check
3	Ferocious: +1 to Brawling , when initiating.
4	Fearless: Do not test Morale .
5	Vengeful: Will become Rivals , if defeated.
6	Invasion Threat.

Enemy Reinforcements

If a faction is receiving reinforcements, they will have to be scheduled in some form. This can be done in a number of ways:

- *Arriving in a fixed round (or rounds)*
- *Arriving X rounds after a specific event takes place*
- *Arriving if a die roll is made at the end of a round (for example, 5+)*
- *Arriving if a die roll is made below the round number*

Reinforcements either arrive at **Spawn Points** (see page 167), or from the center of that side's battlefield edge. They should arrive at the end of the round, and may act normally in the following round.

Environmental Hazards

The GM may wish to give a location an Environmental Hazards, such as a toxic pool, a radiation leak, or a strange cosmic blur of color that dissolves anything it touches. Each Hazard has a Form, Volatility, and Effect (most frequently, damage). Damage is applied once per round to any figure exposed, at the earliest point of the figure's actions.

If needed, a random Environmental Hazard can be generated by rolling **1d6** on each table below:

ROLL	FORM
1	2" diameter
2	2" diameter
3	3" diameter
4	3" diameter
5	3" diameter
6	4" diameter

ROLL	VOLATILITY
1	Remains in place
2	Each round, disappears on a D6 result of 6
3	Each round, increases 1" diameter on a roll of 5+
4	Each round, moves 1D6" randomly
5	Each round, moves 1D6" in the direction of nearest figure within 8"
6	Each round, increases by 4" diameter on a D6 result of 6 , then disappears

ROLL	EFFECTS
1	Damage +0 Hit.
2	Halves movement speed.
3	Damage +1 Hit.
4	Damage +0 Hit. Ignore Armor Saving Throws.
6	Damage +1 Hit. Ignores Armor Saving Throws.

Intrusion

Any time the crew needs to get into a place that is locked or otherwise secured, it is an **Intrusion**. This can be an old-fashioned lock, a computer terminal, secure DNA lock, or similar.

The scenario should always assume the crew has figured out a solution before the shooting starts. To attempt this requires a character to be in the right location, spending a non-Combat Action, and making a **1D6+Savvy** test.

The security system should be rated from **2-7**, which is the target number for the roll. If in doubt, roll **1D6+1**, but remember a rating of **7** means a crew who all have **+0 Savvy** ratings will be out of luck.

- *A successful roll always bypasses the system, though a very high-security facility might have a second security system that also needs bypassing. The two do not need to have the same rating.*
- *Low-security systems can be attempted multiple times, unless a natural 1 is rolled, which jams, breaks, or locks out the system from future attempts.*
- *High-security systems can only be attempted twice.*

Rescues

If a character needs rescuing, they cannot act in any fashion until freed. This requires a character to move into contact and spend a non-Combat Action. Once freed, they can act immediately, and are considered to be a normal member of their liberator's team. They must be armed by the liberators, as captives typically aren't allowed to keep their weapons. The guards cannot attack or otherwise interact with a captive until they have been freed, at which point they can be attacked normally.

Revelations

The **Revelation** mechanic can be used to add an unexpected plot twist. If desired, a Revelation check can be made after the battle, if the party Held the Field. Alternatively, it can be done if a particular moment arrives, such as reaching a certain terrain feature, or coming within close range of a particular opponent. Roll a **D6**, with a **6** indicating that a Revelation took place. Only one roll is made per battle.

If you are playing a custom scenario, Revelation rolls are usually best left out as they should already be connected to a larger story arch.

The Revelation should be a big reveal that changes the nature of what is happening. Use the Revelation to inform new scenarios. Solo players using this mechanic may use it to gain **+1 story point**, and then acquire a new **Rival**. This works well if the GM has prepared a reveal in advance, but a **D10** roll can be made on the table below.

D10	REVELATION
1	A person you know is connected to the job
2	You find evidence of a faction or group being involved
3	A master mind is behind the enemy you fought
4	The job was a set up to kill you
5	One of the crew remembers something, or has a flashback
6	You find evidence of a large-scale conspiracy
7	You find evidence of serious criminal activity
8	You find a strange message, file, or communication
9	You find evidence of government involvement
10	A mysterious stranger was here

Searching

If a scenario involves trying to find something, the location should be specified. Generally, items are hidden within a terrain feature, but not in a specific point on that feature. Larger features may need to be separated into a few "units" for this purpose.

Any character within or in contact with a feature may search it as a non-Combat Action.

This is an **Easy Task** roll (**1D6** roll of **3+**), but the roll is concealed by the GM, who simply informs the player that the crew found nothing (either because the roll failed, or because it succeeded but nothing is there), or that they found something (the roll succeeded in the right terrain location).

If the roll is a *natural 6*, the **GM** informs the player if they found anything, and tells them they are confident they have searched the feature thoroughly.

Spawn Points

A **Spawn Point** is an arrival point used by a force. It can be a hatch where the crawlers climb out, a teleport beacon, a door to the interior of the complex, or a road leading off-map, as the scenario warrants. Spawned figures arrive at the end of the round, and cannot act at that point.

If multiple Spawn Points are available, each arriving figure rolls randomly to determine the point on which they are placed.

If a figure is already present at a Spawn Point, they are knocked to the side if someone tries to arrive there. Multiple figures arriving in the same round will always arrive at different Spawn Points.

Spawn Points may be hidden in the scenario. If so, they are not revealed until a crew member moves within **8"** and Line of Sight, or an enemy arrives at one.

The Ticking Clock

To determine time progression, and when something happens in the campaign, set a number of **Clock Ticks** (see also p.153). These can be a fixed amount or rolled on **1D3+2**. The **Clock** counts down **1 Tick** after any campaign turn where the player was successful in their mission.

After a failed mission, roll **1D6**:

ROLL	TICKS
1	No time passes.
2-5	Reduce time by 1 Tick
6	Reduce time by 2 Ticks

Time Limits

If a battle is fought with a time limit, you can simply set the number of rounds. If the crew needs to reach a location, make sure they have enough time. Factoring one round per move they will need, plus one or two extra rounds to account for fighting, is a fair estimate.

If you want a random time limit, set a **Count** (**10, 20, 30, 40**) and reduce it **1D6** per round.

Rounds where no fighting happens add **+1** to the roll. When the **Count** reaches **0**, whatever is scheduled happens.

Turrets

A sentry turret acts at the end of each round. Turrets may mount a single or linked weapon system (of 2 identical weapons). Linked weapons are treated as a single weapon with **+1 Shot**.

Turrets firing multiple-shot weapons will attempt to hit the maximum number of targets.

Turrets can be fired upon normally. A character in contact with a turret may hit it with any *Melee* weapon. Turrets have **Toughness 4** and a **6+ Armor Saving Throw**. They are, of course, unaffected by any *Morale* concerns. Turrets must operate in one of the following modes:

- **Defensive Fire:** *The turret will fire at the nearest target within 12". All firing is done with +1 Shot.*
- **Point Fire:** *The turret will fire at the nearest target in sight.*
- **Priority Fire:** *The turret will fire at a specific type of target (such as combatants lacking IFF indicators, red armor, Bots, etc.) within range, ignoring all other targets. All firing is done with +1 to Hit.*

The Bigger Picture

The rules in this section offer additional options for adding to the overall story. With these options, there are few limits to the scope of the science fiction universe you can create.

Factions

In an epic campaign, you may have multiple **Factions** competing for power and position. These can be criminal groups, governmental agencies, private organizations, or anything else you find exciting. Factions tend to exist in the background of a campaign, struggling and squabbling with each other. They make excellent **Patrons** for enterprising crews. A Faction should be:

- *Powerful enough that it is beyond the scope of the player's forces.*
- *Interested in affecting the game world in some way.*
- *Small enough that game actions can meaningfully affect it.*

Each faction is given a **Strength** (from **2** to **7** - if you wish to roll for this, use **1D6+1**), and a **Power** (from **3+** to **5+**; - if you wish to roll for this, use **1D3+2**).

Each campaign turn, a **Faction** may attempt to do something beyond its normal scope, such as starting a plot counter, taking over a facility

or business, abducting an individual, etc. This requires a **D6** roll, with the result *equal to or above* the **Power** of the Faction to succeed. Player actions may modify this by **+/- 1**.

Example

If the crew undertook a mission to sabotage a rival facility, the Faction may be able to roll at +1. If the crew failed in achieving an objective, it may force the Faction to roll at -1.

Solar system-wide Factions receive **2** such Actions per campaign turn (during the Galactic War Progress step), while sector-sized ones receive **3**.

Increasing the Strength of a Faction requires a number of successful actions equal to the current Strength, which will raise it by **+1**.

Attacking another **Faction** directly is an Action. If the target has *equal Strength or weaker*, it loses a point of **Strength**. If it is *stronger*, it only takes damage on a *natural* roll of **6**.

A Faction reduced to **0 Strength** is routed, dissolved, or otherwise ceases to exist.

Mass Battle

The combat rules in *Five Parsecs from Home* are skirmish-level, and while we could put a lot of miniatures on the table, resolving the fate of an entire nation is beyond the scope of these rules. If large-scale warfare is going on, this system can be used to resolve it.

Determine the number of **battle-fronts** happening. Note that a front can be anything you want to put on a map: A city block, a city, a region of the planet, an entire planet or even a star system. Be creative. Assign a **Force Rating** to each side for each front. This should range

from **2-4** in most cases. A roll of **1D3+1** can be used. In the event of a full-scale planetary war, **2D3+1** can be rolled instead.

Each campaign turn, each battle-front will resolve its fighting by rolling **1D6** per side. The side with the higher Force Rating gains a **+1** bonus. If a player mission would contribute to the war effort, add a **+1** bonus as well.

The losing roll has the Force Rating reduced by **-1**. If either side rolled a natural **6**, an additional round is fought immediately (regardless of whether the side rolling a **6** won or lost). Battle-fronts reduced to **0** Force Rating are conquered by the winning force.

Replenishing Forces

Each campaign turn, either side may receive reinforcements. You may decide based on the campaign story, or roll **1D3-1**. These are bonus points that can be added to any battle-fronts desired. Each side may also relocate points between battle-fronts, though low mobility forces (foot infantry if on land) should be limited to moving to adjacent fronts.

War Exhaustion

Usually wars are won or lost when enough advances have been made, but if you need a random resolution, assign each side a **War Exhaustion** factor of **1**, increased by **1** every time a battle-front is lost. After each campaign turn, a **D10** result *equal to or below* War Exhaustion means the side is **Wavering**. If they were already **Wavering**, they will try to end the war by negotiating, withdrawing, or scaling down operations.



The Rewards

If the players are facing increased or unusual dangers, they naturally need a carrot waiting for them at the other end. A scenario does not have to feature custom rewards – the standard reward system will often work well, if the scenario is close enough to a conventional game situation, or was a bit on the easier side.

One to add flavor to a scenario is to specify that, instead of rolling for Loot, the players will find a specific item, or roll from a specific category of items. Of course, care should be taken to grant them something they will find valuable: going through hell to get a single Stim-pack might lead to a player revolt! A scenario could even be built around acquiring a specific, desirable piece of equipment, though the GM is encouraged to ignore player badgering for specific weapons.

Conventional Rewards

Credits

At the end of the day, adventurers always appreciate cash. Throwing a few extra credits into the normal post-battle roll is a nice gesture, especially if they were fighting a wealthy opponent or taking on a well-paid job. An award of up to **3 extra credits** can often be given without worrying too much. More than that, and you should ensure it's justified.

Another option is to grant discounts towards things such as Ship Components, especially for items the players do not already have.

Bonus XP

If a scenario is particularly dangerous or challenging, bonus XP for the survivors is a good sign. They accomplished something beyond the normal, and have emerged more experienced and hardened.

Generally, a scenario should not award more than **1 bonus XP** simply for surviving or winning. Additional bonus XP can be made available to a character that achieves

a particular task, such as completing an objective, or eliminating an especially dangerous opposing fighter.

Resources

Additional story points, **Rumors**, **Patrons**, removal of **Rivals** and similar are all good rewards that are unlikely to unbalance the game.

Story point awards should typically be kept to **1-2** additional points, but if a battle was particularly tough, there's a good chance they burnt through a few points to make it, so restocking them a little would be fair.

Quest Rumors can be awarded fairly generously. **1-3** is fine.

When awarding **Patrons**, it is usually more interesting to create a **Patron** that fits the story, either by selecting desired results from the **Patron** tables, or by creating a custom quality for the **Patron** to have.

Custom Gear

A piece of equipment nobody else has is a good way of getting the player's interest, whether it's the goal of the mission, an unexpected reward, or battlefield loot. Any number of weird gadgets can be devised and justified as Precursor tech, mysterious alien artifacts, corporate black site experiments, etc.

New and cool weapons are always popular with players. Start with an existing weapon and tweak the profile, adding a beneficial trait, or removing a negative one. Be careful not to get too carried away or too dull. A Scrap Pistol with **+1"** range is not going to make anyone excited, while a *Piercing, Critical, Impact* Hyper Blaster with double shots is going to make the rest of the campaign anticlimactic to play.

If you want to introduce something particularly cool, unusual, or special, you can always apply some limiting factors:

- *The item is usable only a limited number of times.*



- *The item is heavy and precludes carrying other weapons.*
- *When the item is used, it requires a 2+ roll, or it malfunctions for the rest of the Battle.*
- *The item requires one or more rounds of recharging after use.*
- *After use in a Battle, a 3+ roll is required, or the item becomes damaged.*
- *You may opt to add a special rule or ability to the new character, but keep it modest.*
- *New characters should come with only very basic equipment.*
- *To avoid Upkeep issues, the new character does not count against crew size for Upkeep purposes.*

Items can also be granted with conditions to resolve before using them, such as being damaged, or requiring research and experimentation to figure out (typically handled with a roll of **1D6+Savvy**: A **6+** is required to succeed, one attempt permitted per campaign turn).

Special Characters

Allowing a new character to join the crew is a great way of adding some flavor, and giving the players something fun to work with, especially if the Battle just cost them a comrade. These characters should not completely overshadow the existing crew in skills and performance, but should be reasonably on par. If in doubt, roll up a new player character, then add **1** or **2** Character Upgrades to them.

Campaign Rewards

Many rewards are intangible or relevant to a specific storyline. For example, if the players are working to undermine a crime cartel, then the mission may result in one of the cartel bosses being dead. They may have saved their brother. The miners' revolt may succeed (or be crushed), and so forth.

These types of rewards work best when they are combined with tangible rewards, or at the very least the standard reward rolls after a battle. Players who enjoy story-driven games will often enjoy these types of rewards, while others will prefer something more tangible instead of, or in addition to, a campaign reward.

APPENDIX VIII: NEUTRAL CHARACTERS

This section includes profiles for the sort of average person you might find floating around a starport, research facility, downtown dive bar, or similar. They are included for the sake of special scenarios, Game Mastered play, and other such circumstances. We call these Neutral Characters (NC)

All of these people have better things to do than get involved in some morally dubious space adventuring. In the end, if a player wishes to request help, a **1D6+Savvy** roll of **5+** is usually needed. The GM can apply

a **+/-1** modifier based on circumstances. A *natural 6* means the NC is so enamored with adventuring life that they will request to join your crew permanently as a PC, provided of course they survive the excursion.

If a battle involves neutral characters as well as enemies, add a Neutral phase after the Slow phase.

A Reaction score has been provided for characters joining the crew temporarily or permanently.

CHARACTER	REACTIONS	SPEED	COMBAT SKILL	TOUGHNESS	SAVVY
Bystander	1	3"	+0	3	+0
<i>Any random civilian who gets caught up in events.</i> Roll 1D6: 1-5 no weapon; 6 Hold Out Pistol.					
Street punk	1	4"	+0	3	+0
<i>Downtown tough nut itching for a chance to prove themselves.</i> Roll 1D6: 1-2 no weapon; 3-4 Blade; 5-6 Scrap Pistol.					
Gangster	1	4"	+0	4	+0
<i>Hardened criminal or mob enforcer.</i> Handgun.					
Corporate slick	1	3"	+0	3	+1
<i>"If I play my cards right, I could be senior assistant to the VP within 3 years and then..."</i> Roll 1D6: 1-5 no weapon; 6 Hold Out Pistol.					
Hardened shopkeep	1	4"	+0	3	+0
<i>You don't run a noodle shop in a Fringe Space starport without learning a few things.</i> Roll 1D6: 1-2 Handgun; 3-4 Hand Cannon; 5-6 Shotgun.					
Hardened colonist	1	5"	+0	3	+0
<i>Hard-nosed survivors prone to getting eaten by alien lifeforms.</i> Colony Rifle.					
Service Bot	1	3"	+0	4	+0 / +2
<i>Typical work bot, fitted with semi-autonomous AI emulation circuitry.</i> No weapons, but unarmed blows count as a Damage +0 Melee. +2 Savvy when performing a task it was built for.					

APPENDIX VIII: NEUTRAL CHARACTERS

CHARACTER	REACTIONS	SPEED	COMBAT SKILL	TOUGHNESS	SAVVY
Scientist	1	4"	+0	3	+2
<p><i>Corporate or Unity research lab inhabitants. Usually not up to anything illegal.</i> No weapon.</p>					
Technician	1	4"	+0	3	+1
<p><i>Any starship-capable facility requires a small army of technical staff to keep everything working.</i> Wrench (Damage +0, Melee)</p>					
Dock worker	1	4"	+0	4	+0
<p><i>Big, beefy worker given to militancy and unhealthy habits.</i> No weapon if things are good, Colony rifle if there's labor unrest.</p>					
Security guard	2	4"	+0	4	+0
<p><i>Typical rent-a-gun security for low-risk facilities.</i> Hand gun.</p>					
Enforcer	2	5"	+1	4	+0
<p><i>The heavy hitters that deal with riots, dangerous criminals, and act as the front-line defense in case of invasion.</i> Half with Shotguns, half with Handguns.</p>					



APPENDIX IX: INSPIRATIONS

The game you are currently reading is a culmination of a wide range of science fiction media that have inspired me over the years. The list below includes just some examples that I think you may enjoy.

Film and Television

Blade Runner – Film.

Sometimes it feels like all futuristic cities draw inspiration from this film. The perpetual rain and gloom is a perfect fit for a dramatic back-alley gun battle between rival freelancers.

Soldier – Film.

A good look at a corporate or government “super soldier” program, and how such a character could find themselves roaming the galaxy.

Firefly – Television show.

Most “space adventure” games owe a debt to this show. The worn-out look, and the premise of spaceships-as-freedom in the face of an overbearing government fits *Five Parsecs* perfectly.

Trigun – Animated show.

The manic insanity, outlandish gangs, and people just trying to make it is a perfect image of a world in *Fringe* space.

Star Wars: The Clone Wars – Animated show.

In addition to being a fun show, this portrays a wide range of strange aliens and cultures among the stars, perfect for any traveling freelancer.

Video Games

The Mass Effect series (various systems).

A modern space opera with a high-tech look, the games also spend a considerable amount of time dealing with mercenary bands, pirates, and criminal gangs in a believable space setting.

Quake 2 and 4 (PC)

A straight forward “space soldiers shoot bad guys” series, the cyborg-corpse armies were a big inspiration for the *Converted*.

UFO Enemy Known / XCOM UFO Defense
(Commodore Amiga / DOS PC)

Few games have cemented the experience of following your squad through battles and watching them develop as well as this game did.

Hired Guns (Commodore Amiga)

An oldie, but the group of disparate characters including pilots, mercenaries, and cyborgs undertaking a near-suicidal mission on a world full of hostile aliens is a near-perfect fit for *Five Parsecs*.

Alien Breed (Commodore Amiga and modern systems)

Perfect inspiration for a few agents investigating a derelict space station.

Borderlands (Various systems)

Another good look at what a particularly anarchic world on the *Fringe* may look like.

Tabletop Games

Warhammer 40,000 Rogue Trader and 2nd edition

The starting points for my gaming career. The mixture of high technology and space magic of these original versions still looms large in my consciousness. The equipment lists of *Rogue Trader* alone could inform an entire campaign.

Warzone 1st and 2nd edition.

While others had done it sooner, this game was the first I played that did something other than a conventional “I go U go” turn sequence.

Laserburn

An early game overlapping the RPG and miniatures genres. You play as a gang of weirdoes undertaking criminal jobs in the outskirts of space. Sound familiar?

5150

A direct influence for the original *Five Parsecs*, bringing the idea of campaign play to the forefront.

Traveller and Mega-Traveller

All of science fiction gaming seems to owe a heavy debt to this classic title. The idea of drifting around space and seeing what trouble you can get into has been done many times, but maybe never as clearly as in the first black books.

Mutant: Rymd and Mutant Chronicles

Two Swedish roleplaying games, the latter available in a new version from Modiphius, that showcase corporate warfare in a space-faring setting. The playstyle can easily mimic that of *Five Parsecs*.

The Written Word

Armor by John Steakley

One of the best looks at what power-armored troops might look like. Bleakly nihilistic to boot. Elite troops abandoned in a hopeless struggle for reasons that have ceased to mean anything is a perfect *Unity trooper* theme.

Forever War by Joe Haldeman

While *Five Parsecs* is too space opera to feature time distortion, the theme that you can never go home is a poignant one for any game of space adventure.

Foundation series by Isaac Asimov

A series of vignettes of futuristic development, this series has been inspirational for many science fiction franchises. Many segments are adaptable to scenarios.

Assorted *2000 AD* comics, including *Nemesis*, *Strontium Dog*, and *Rogue Trooper*

The look and manic fervor of these settings is great *Five Parsecs* fodder, and *Strontium Dog* mostly codified how sci-fi mutants work.

Music

Traveller – Slough Feg (heavy metal)

Warp Riders – The Sword (progressive metal)

Longhena – Gridlink (grindcore)

Gammageddon – Cytotoxin (tech-death)

Obsolete – Fear Factory (industrial metal)

Asheran – Dvne (progressive metal)

Exterminate! Annihilate! Destroy! – Down Among the Dead Men (death metal)

The Mirroring Shadow – Miseration (death metal)

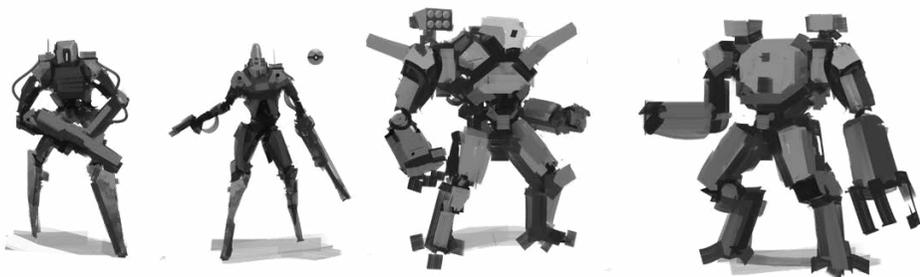
Tactical Neural Implant – Front Line Assembly (industrial electronic)

Welcome to Goodbye – Rotersand (electronic)

Delete Yourself – Atari Teenage Riot (digital hardcore)



APPENDIX IX: INSPIRATIONS







CREW LOG

Crew Name

Story Points

Credits

Prisons

Rivals

Notes

STASH

Stashed Equipment

SHIP DETAILS

Ship Name

Hull Points

Debt

Trails

Upgrades

Story Track

Event

Click

CAPTAIN

CREW MEMBERS

Name	Species/Type	Reflexes	Speed	Combat	Toughness	Savvy	Luck
Weapon	Range	Shots	Damage	Traits	Gear	Notes	XP

Name	Species/Type	Reflexes	Speed	Combat	Toughness	Savvy	Luck
Weapon	Range	Shots	Damage	Traits	Gear	Notes	XP

Name	Species/Type	Reflexes	Speed	Combat	Toughness	Savvy	Luck
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Weapon	Range	Shots	Damage	Traits	Gear	Notes	XP

Name	Species/Type	Reflexes	Speed	Combat	Toughness	Savvy	Luck
Weapon	Range	Shots	Damage	Traits	Gear	Notes	XP

WORLD RECORD SHEET

World Name

World Traits

Licensing Required

Yes

Obtained

No

INVASION STATUS

Inuding Force

War Progress

LOCAL PATRONS KNOWN

Patron

Benefit

Patron

Benefit

Patron

Benefit

LOCAL RIVALS KNOWN

Rival Type

Notes

Rival Type

Notes

Rival Type

Notes

NOTES

FIVE PARSECS FROM HOME

They said it was going to be an easy job. Just get in, grab the goods and get back out.

Yeah right. Those are Black Dragon merc's up ahead.

Time to earn your pay. Just another day out among the stars!

Five Parsecs From Home is a solo adventure game where your own crew of humans, robots and aliens take to the stars, find jobs, get into fights and encounter the strange things the galaxy has to offer.

Battles are procedurally generated with a huge array of combinations of enemies, weapons, battlefield circumstances and objectives whether fighting rivals or carrying out jobs.

With each encounter you earn experience and loot, progressing your crew and story as you send your crew to look for contacts, trade, explore the colony, recruit replacements or train up their skills.

The game is playable with any miniatures you have on hand and requires only a small number to get started, making it ideal for both experienced and new science fiction gamers.

- ***Fast-moving system, built for solo gaming from the ground up.***
- ***Create a wide range of characters whether human, alien or robot.***
- ***Generate a huge array of possible missions, with more than 50 enemy types.***
- ***After each battle, check for injuries, level up, find new gear or upgrade your starship.***
- ***Random tables for towns, trade, jobs, character events and starship travel.***
- ***5 difficulty settings plus super-hard Black and Red Zone jobs.***
- ***Extensive options for Game Mastered RPG-like campaigns with connected plots, environmental hazards and factional conflict.***
- ***7 stage narrative introductory campaign.***

SOLO ADVENTURE WARGAMING

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