Five Parsecs balancing test

This document contains a number of balance adjustments that I am currently considering. I am releasing them so people can test them out and report back on how they like them. Then they can be considered when it becomes time to do an update of the rulebook, along with the clarifications and errata that always crops up along the way.

None of these changes are official changes and they are not rulebook errata though I have written them out in the form of errata, since it was easier to read and understand that way. Any of them may require additional work or may turn out to not make the game more fun. That is why I am asking for people to help test them.

The changes are geared towards small, mostly numerical tweaks to improve the gameplay experience, rather than changing up entire sub-systems. Most should work stand-alone.

Please direct all feedback as well as your own suggestions to nordicweaselgames@icloud.com

Background, motivation, class (p.25-27)
Change all instances of 1D6 Credits to 1D3. Change all instances of 2D6 Credits to 1D6.

Ranged combat (p.44)
Change "Within 6" and in the open" to "Pistol within 6" and in the open"

Saving throws (p.46)
A successful saving throw does not result in the figure being Stunned.

Weapons table (p.50)
Shotgun. Change to 12" - Shots 1 - Damage 1 - Critical.

***Weapon* traits (p.51)**
Area. Change to "Resolve all shots against the initial target. They cannot be spread. Then roll 1D6 for every figure within 2" unless behind solid cover, causing a hit on a 4+".

New world arrival steps (p.72)
Check for Rivals. Change "On a 5+ they opt to follow you" to "On a 4+ they opt to follow you".

Crew tasks (p.78)
Track. Change "If the result is a 6 or higher" to "If the result is a 4 or higher".

Repair your kit. Change "On a 6+ the item is repaired" to "On a 5+ the item is repaired".

Resolve any rumors (p.85)
Add "When a Quest is received, add 1 Story Point immediately".

Enemy tables (p.94-103)
All enemy entries with BOTH *Combat Skill* +0 and *Toughness* 3 increase *Numbers* by +1.
All enemy entries with *Panic* 1-3 increase *Numbers* by +1.

The standard terrain set (p.109)
Add 2 to the number of Small and 1 to the number of Linear features for all table sizes.

Resolve Rival status (p.119)
Change "Add +1 if you killed a Unique Individual" to
"Add +1 if you killed a Unique Individual or Lieutenant"

Experience and Character Upgrades (p.123)
Change XP costs and maximum levels to the following (This matches the Slower Progression option in Expansion 1)

Reactions - 8 XP - Max 4
Combat Skill - 8 XP - Max +3
Speed - 5 XP - Max 8"
Savvy - 5 XP - Max +5
Toughness - 8 XP - max 5
Luck - 10 XP - Max 3

Roll for a Campaign Event (p.125)
Add "Crews that finished a Quest this campaign turn will receive two Campaign Events".