

Five Parsecs errata, clarifications and tweaks.
Version 1.06

Greetings space travelers. Please insert your Unity-standard Mark 4 ID chip for verification.

This document offers a number of clarifications and corrections to the *Five Parsecs From Home* rule set. They can be viewed as “official” in the sense that they are how the rules are intended to be played. As always, at your own gaming table you can do things in any way you like.

The first section covers the rules as they currently stand:

Clarifications are explanations of how a given rule works. While I have tried to make everything as clear as possible in the book, sometimes that doesn't work out. These sections explain what is intended.

Corrections provide an answer to mistakes. I screwed up!

Updates are additions to the rules. These are rules that work as written, but in hindsight I should have done something different. I try to keep these to a minimum.

Rule 1:

The game rules are generally written to be interpreted in a fairly literal sense.

If you are unsure about something, read the rule carefully and see if applying it exactly as written will solve your problem.

If not, you are welcome to reach out at nordicweaselgames@icloud.com

Common questions are added to the FAQ

Miniatures and scale:

Clarification: Nordic Weasel games are almost always tested with 15mm miniatures initially. However, the distances that I feel are appropriate for 15mm figures tend to match the distances that are common in 28mm games. As such, there is usually no need to change distances for movement and weapons to accommodate a particular range of miniatures.

Updates: If you want to play on a smaller space, I recommend either:

*Replacing all distances for the same number of centimeter (so 4" becomes 4 cm). This is fiddly but allows you to play on a tiny amount of table.

*Cutting all distances in half (so 4" becomes 2").

Both of these options work well using smaller miniature scales.

1.05 Clarification: Damage from falling distances can feel a bit strange in 6mm or 28mm. If so, half distances for 6mm and double them for 28 when figures are jumping down or falling off of things.

Combat rules:

Clarification: Enemies with built-in weapons (like claws or fangs) have the Melee weapon trait and thus receive the +2 bonus to Brawling.

1.03 Clarification: Shots do not automatically hit on a 6 or miss on a 1.

Clarification: Characters with multiple usable weapons (Pistol or Melee trait) must select one weapon to use in a Brawl. They may only use the bonus from that weapon and will inflict any hits with that weapon.

Clarification: When a weapon with multiple Shots is fired at a character with Luck points, resolve each shot one at a time. Any movement from Luck "dodging" is done

before the next shot is taken, which might move the character out of sight, preventing any further shots.

1.04 Clarification: Snap fire shots may be taken at any point of the enemy move.

1.06 Clarification: Entering Brawling combat requires a combat action. A character cannot enter a Brawl if they are unable to take the combat action (typically due to being Stunned).

1.06 Clarification: The push back after taking a hit is intended to push you off ledges.

1.06 Clarification: Falling down has the same impact as jumping down (a fall is just a jump you did not intend). The rules on p.42 apply.

Correction p.12: A hit damages you if you roll equal or above Toughness.

Update: An Area weapon can be targeted at a point on the ground. This means the Shots on the weapon profile are wasted (as there is nothing to hit) but the Area attack is resolved normally.

Set up and encounters:

Clarification: The rules do not specify an exact distance from the tabletop edge since you will often want to place the enemies in a way that looks cool on the tabletop: Behind barricades, on top of towers or similar. Since you must have 18" between the two sides, to ease deployment measure that out in advance and then let each side set up "behind" this no mans land. For example if your table is 30" across, each side would have 6" from the table edge to set up within.

Clarification: On the Unique Individuals table, the *Enemy Bruiser*, *Enemy Heavy*, *Enemy Boss* entries use the base profile of the enemy type you are facing, applying the modifiers listed in the table.

1.04 Clarification: When generating a random Rival, you can generate the type right away or wait until they actually attack you depending on what fits the story better.

Campaign rules:

Clarification: You do not have to decide and assign all your crew actions before resolving them. If you like you can select one crew member and carry out their action before selecting the next one. The game example assigns them all up front but you are not required to do so.

Clarification: There is no difference between Rumors, Quest Rumors and what was called Clues in previous versions. Regardless of how they are obtained, they are always added together in a single pool:

If you do not currently have an active Quest, they are checked in pre-battle step 5: "Resolve any Rumors". If you receive a Quest here, all Rumors are discarded (they were all related to this Quest).

If you have an active Quest, all Rumors you acquire are related to completion of the Quest. This is checked in post-battle step 3 "Determine Quest Progress".

Once the roll on this table is a 7 or greater, discard all Rumors you have accumulated. Any Rumors you obtain from this point on will be towards obtaining a new Quest (as the process starts over).

Clarification: Patrons received during character creation will automatically grant you a job offer in the first campaign turn. Additionally, even if you do not accept the job they are added to your list of known Patrons.

Clarification: Any Patron you successfully do a job for is added to your list of known Patrons. This is used when taking the *Find a Patron* crew action.

Clarification: You can turn down a job from a known Patron without any consequence. They remain a known Patron.

1.04 Clarification: You still get "paid" after a mission, even if you lose. The Pay roll also accounts for petty trading and scavenging.

Correction p.119: Failing a job you have accepted from a known Patron causes them to be removed from your list of known Patrons.

Update: If you are offered more than one Patron job at the same time, you can accept all of them but pay attention to the time-frames. Failure to finish a job in the allotted time counts as a failure.

Update: Normally you have to undertake a new mission every campaign turn. If you wish to lay low and rest up, check for Rival attacks normally. If you are not attacked, you can pay 1D6+1 Credits to stay in town. Simply skip the battle sequence and all reward sections (loot, pay, injuries, XP).

Characters:

Clarification: Bot characters are not affected by any events that would not affect Soulless characters.

Correction: In a few cases there are discrepancies between the species rules section and later rules text referencing the rule. The rules in the character creation chapter are generally correct unless otherwise stated in the FAQ.

Correction p.17: Soulless characters CANNOT install Bot upgrades.

Update: When adding a new character to your crew, roll on the normal character creation tables as you would when starting a new game but ignore all Credits that would have been awarded normally. Any Rivals are added to your roster immediately. Any Patrons are added to the list known and will award a job offer next turn automatically.

1.03 Update: The Bio-Upgrade character sub-type will always begin the campaign with one randomly generated Implant (Loot table p.133).

1.03 Update: The XP award for “First character to inflict a casualty” is awarded to the first crew figure that inflicts a casualty AND is capable of obtaining XP. Bots are ignored for the purpose of this award.

Equipment:

Clarification: The book says Mods and sights cannot be assigned to single-shot weapons. This means grenades and other limited use weapons, not weapons with only 1 Shot per round on their profile.

Clarification: If a weapon has both Focus and Area (such as the Hand Flamer) resolve all Shots on the weapon profile first. Then resolve the bonus Area shots against targets within 2”.

Clarification: Using the Lucky Dice to gamble does not require a crew action. You can do this at any time while taking your crew actions.

Clarification: The Duplicator creates a copy of a single item. A weapon with a gun sight and a mod is three separate items, even if they are glued together. Therefore the Duplicator would copy one of the items in question.

Clarification: Colonist ration packs: The Story point is awarded when you use the rations (your crew has lunch together and gets some downtime to relax)

Correction p.57: Analyzer. When rolling pre-battle to see if you find a quest you count as having 1 Rumor more than you actually do. For example if you have 2 Rumors, you will find a Quest on a roll of 1-3. When rolling post-game to determine quest progress, simply add +1 to the roll.

AI:

Clarification: Defensive AI considers any terrain within one move to be “Adjacent” for the purpose of its AI instructions.

Clarification: If the figure a Guardian AI protects is slain, the Guardian will adopt the AI mode used by the main enemy force.

Clarification: Unless constrained by a special rule, the AI is assumed to always be aware of your characters and should act accordingly, even if they are behind a terrain feature. You may of course opt to role play this differently if you like.

Correction p.104: Replace reference to Psycho AI with Rampaging AI.

Correction p.118: Add to Firing table: Covered target within 6”: 5+. The main rules on p.44 are correct.

Encounters:

Clarification: When deploying for a battle, the enemy is set up first. Once you have set up the enemy figures in positions that look good, your crew sets up at least 18” from the enemy. To avoid accidentally spacing yourself out of the table, its habitual to set up the enemy near one table edge but on a larger table this is less important.

Clarification: For “animal” type enemies that only carry natural melee weapons, Specialists are treated as normal combatants. Lieutenants receive +1 Toughness as described in the book.

Five Parsecs balance tweaks Version 1.02

This section offers a number of proposed tweaks to how the game functions on a balancing level. These changes are intended to produce a game that is more interesting, more fun and more challenging without requiring large rules changes.

They are not official but are items to consider for a future update of the game rules.

Background, motivation, class (p.25-27)

Change all instances of 1D6 Credits to 1D6-1.

Change all instances of 2D6 Credits to 2D6-2.

Change all instances of +2 XP to +3 XP.

Saving throws (p.46)

Making saving throws before the Toughness roll. A successful saving throw prevents 1 Stun marker from the hit.

Equipment (p.53)

Bipod. Add “can only be used if the character did not move”.

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 5 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”.