

Things that happen in space
5 Parsecs From Home

Introduction

This bonus pack for *Five Parsecs From Home* is available to Patreon supporters.

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These rules are optional. They can be applied to an ongoing campaign with no problem.

Combined mission table

The missions in the rulebook are separated out by which missions fit to each job type, however this does mean you tend to have less variety overall.

If you prefer, you can use the table below for any job type. A D100 roll is made.

1D100	Objective
01-10	Access
11-20	Acquire
21-28	Defend
29-37	Deliver
38-44	Eliminate
45-51	Fight Off
52-60	Move Through
61-70	Patrol
71-80	Protect
81-89	Secure
90-100	Search

Clock is ticking - optional rule

After concluding game turn 6, the objective can no longer be completed and the mission is a failure. If you play with this rule in place, award 1 XP to a random character that did not become a casualty.

Quest connecting points

The Quest system in the book is meant for players to add their own narration surrounding each step. However, it wouldn't hurt to have a bit more mechanical support for the narrative and this table adds a little bit of that.

After rolling for Quest Progress, roll 1D6 on the table below to determine how you found the information leading you to the next step. The "Effect" column will list how the next encounter is affected. This applies to the next Quest battle only.

1D6	Progress	Effect
1	After the battle, we found a cache of documents which had revealing information. We're going to strike before the foe can organize a response.	In the next Quest battle, the enemy can take no actions in the first turn of the battle.
2	We intercepted communications between our foes and a mysterious benefactor. It gave us a lead to follow, but the foe is likely to be well supplied.	In the next Quest battle, the enemy will have 1 more specialist than normal. This does not affect total numbers.
3	We put together shreds of evidence we found on site and it suggested a location that could help interfere with the enemy plans.	In the next Quest battle, the enemy cannot be accompanied by a Unique Individual.
4	After the encounter, we detected a shuttle leaving the area. We calculated its arrival coordinates and are ready to follow, though a tough fight may be ahead of us.	In the next Quest battle, add 1 additional basic enemy.
5	One of our contacts provided us with information that led us to the next location. Using a bit of deception, we are en route to the destination.	When choosing to pursue the next Quest step you cannot be interrupted by Rivals.
6	We interrogated a captured enemy and were able to obtain valuable information. The enemy is likely to be eager to gain revenge however.	In the next Quest battle, reduce the enemy Panic range by 1.

Downtown Shootout

The below encounter can be played at any time in place of an Opportunity or Quest mission. It can occur once on any given world.

The situation

Your crew are chilling in a casual part of town, when one of you spots a concealed laser. Someone is here to make a statement. Luckily, you packed some heat as well.

Terrain

For the best visual results, set up the table to resemble either a large interior area (like a bar or warehouse) or a commercial area (streets, construction yard etc.).

If you lack urban terrain, gather up rocks and trees and make a colony park instead. After all, who says a squad of battle-hardened freelancers can't enjoy a picnic?

Regardless of how you lay it out, make sure you have lots of small things to hide behind.

The table should be 2 x 2 feet.

Your crew

You may use up to 6 crew members for this scenario. Since you are in public, you can only use weapons with the Pistol or Melee traits and each character can carry only a single weapon. You may reorganize your available weapons before beginning the scenario, as your crew would have made sure they were packing heat before setting out.

The opposition

Roll up a normal encounter from the Criminal Elements encounter list. The enemy will not be accompanied by any Specialists or Unique Individuals, but will have leaders as normal. Their AI is swapped for Aggressive AI no matter what it would normally be.

In place of the normal weapons table, roll 1D6 on the table below to determine what weapons the enemy is using. Use the Grunt column for regular enemies and the Leader column for any leader figure.

1D6 roll	Grunt	1D6 roll	Leader
1-2	Scrap pistol	1-2	Hand gun
3-5	Hand gun	3	Hand cannon
6	Hand laser	4-5	Hand laser
		6	Blast pistol

Set-up

Nominate one table edge as North.

Select a point on the table and place a crew member of choice randomly within 1D6" of that point.

Set up an enemy 12" directly North of their position. If this would be off the map, the enemy figure begins off-map and will arrive during the battle.

Continue this process for each crew member in turn, placing an enemy 12" North of their position each time, until all crew and enemies have been placed. If there are more enemies to place than crew, any excess figures are placed off-map.

Playing the game

When the battle begins, the crew member with the highest Savvy score (player choice in case of a draw) is Alert (they spotted the approaching enemy).

The Alert character will act in the Quick Actions Phase of the first game turn.

Remaining characters will act in the Slow Actions Phase if they have a Savvy score of +1 or greater or be unable to act if they have a Savvy score of +0.

The enemy is sneaking up and is surprised they are spotted. Before activating each enemy figure in the first game turn roll 1D6. On a 1-2, they are unable to act in the first turn. On a 3, they must move directly towards the Southern table edge at full normal speed and may not fire. On a 4-6, they may act normally.

From game turn 2 onwards, initiative dice are rolled normally and all combatants will participate normally in the battle.

At the end of each game turn from 2 onwards, roll 2D6.

If either die scores a 1-2, the enforcers have been called. Roll 3D6 at the conclusion of each future turn.

If two or more dice score a 1-2, enforcers arrive: A squad of 6, 3 with shotguns, 3 with handguns. They use the profile given on p.173 of the rulebook.

They will arrive at the center point of a random table edge and deploy in a block formation with 1" between each figure.

They act at the beginning of the Enemy Phase with all Enforcers taking their actions before any criminals do.

The enforcers will move towards and fire upon both sides, using Aggressive AI.

Conclusion

The scenario ends in the following circumstances:

If you clear the table of enemies before the enforcers show up, you have won. Receive normal post-game rewards plus 1 XP for the alert crew member.

If you flee the table after the enforcers show up, you have won, if you cleared the table of criminals. Otherwise, it is treated as a failed mission for post-game rewards.

If you kill more than 1 enforcer, you are now Wanted and must flee the planet immediately next campaign turn or be fined 3D6 Credits per enforcer slain by your actions. Until you are able to pay the fine, your ship will be confiscated.

One of them dropped something!

This rule only applies the first time you play this scenario in a given campaign.

If you defeated any criminals in Brawling combat roll 1D6 after the battle. If the roll is equal or below the number of criminals defeated, you immediately receive a Quest (to obtain revenge on the people who set you up). All current Rumors are set aside while this Quest last.