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| --- | --- | --- | --- | --- | --- | --- | --- |
| Roll | Location Type | Travel Required/cost | Encounter Inside(I)/ Outside(o) | Table Size | Special Requirement  Set up table as usual with the following adjustments. | Chance of civilian presence/# | Chance of security/police presence/# |
| 1-4 | City Center/square | No | O | 3x3 | Large impassable Object in center of board. | 50%/ 1 D10 | 25%/ 1 D6 |
| 5-8 | 4 way street intersection | No | O | 3x3 | 1 D6 Moving Vehicles Present | 50%/ 1 D10 |  |
| 9-10 | T-street intersection | No | O | 3x3 | 1 D6 Moving Vehicles Present | 50% 1 D10 |  |
| 11-12 | Straight street | No | O | 2x2 | 1 D6-1 Moving Vehicles Present | 50% 1 D6 |  |
| 13-15 | Transportation Station | No | I | 2x2 |  | 75% 1 D10 | 25%/1 D6 |
| 16-20 | Star Port | No | I | 2x2 |  | 50% 1 D10 | 25% 1 D6 |
| 21-25 | Warehouse District | No | I | 2x2 |  |  |  |
| 26-30 | Business District/Interstellar Comms Center | No | I | 2x2 |  | 50% 1 D6 | 10% 1 D6 |
| 31-32 | Upper-class Living Quarter | No | O | 3x3 |  | 30% 1 D6 | 10%/ 1D6 |
| 33-40 | Middle-class Living Quarter | No | O | 2x2 |  | 50% 1 D6 |  |
| 41-45 | Lower-class Living Quarter | No | O | 2x2 |  | 50% 1 D6 |  |
| 46-50 | Government Center | No | I | 2x2 |  |  | 15%/1D6 |
| 51-55 | Local Outskirts Habitat/suburbs | Yes/0 | O | 3x3 |  | 25% 1 D6 |  |
| 56-60 | Energy Plant | Yes/o | O | 3x3 |  |  | 10%/1D6 |
| 61-65 | Mining Operation | Yes/1 | O | 3x3 |  |  | 10%/1D6 |
| 66-70 | Farm/Livestock Production | Yes/1 | O | 3x3 |  |  |  |
| 71-75 | Military Base | Yes/2 | O | 3x3 |  |  | 25%/2D6 |
| 76-80 | Harbor | Yes/0 | O | 3x3 | At least ¼ of table must be water. |  | 10%/1D6 |
| 81-85 | Largescale Production Facility (i.e., Spaceship Manufacturer) | Yes/1 | I | 3x3 |  |  | 10%/1D6 |
| 86-90 | Technology Production/Research Lab | Yes/1 | I | 2x2 | Place Console near the center of table. One combat action to interact provides a Quest Rumor. |  | 10%/1D6 |
| 91-95 | Frontier Town | Yes/2 | O | 3x3 |  | 25% 1D6 |  |
| 96-100 | Wilderness 1D10  1-2 = Forest/Jungle/swamp  3-4 = Desert/Mountain/Artic  5-6 = Grass/Tundra/Hills  7-8 = Coastal/Island  9-10 = Ruins/Caustic Wasteland/Warzone | Yes/3 | O | 3x3 |  |  | 10% Chance of Roving Threat. Roll on Roving Threat table |

**Uses:** This table was created to add a little more context to the jobs. I found it difficult to determine where my crew was located and the context for the encounter. You would use this in Step #3 of the campaign turn when job offers are being considered you could determine the location and travel requirements of each job before deciding to take the job or not. Then use the special requirements. Civilians and security options once the crew arrives on site.

**Moving Vehicles:** Encounter takes place on a street where traffic may be present. Roll to determine the number of vehicles. Randomly determine each vehicle’s location at the start of the encounter. Each vehicle will move 8 in towards the opposite end of the roadway from which it enters. Vehicles block line of sight and serve a linear obstacles/impassible terrain.

**Civilians:** Encounter takes place in location where generic civilians may be present. Roll at beginning of encounter to determine if civilians are present. Roll to determine the number present. Represent the civilians as a group in base to base contact of the appropriate number, they will always move together. Randomly place them near the center of the table. They will not move until the first shots are fired. Once shots are fired, they will move 5 inches away from the initial shots towards the nearest cover. Once in cover they will remain there for one turn. Then move away from the first shots that occur in the next turn. Again moving 5 inches away from the shooting towards nearest cover. If the group is ever in the way of shooting (whether in cover or moving), if the shot is taken there is a 50% chance that the shot will hit the civilians rather than the intended target. If the civilian are hit one of them immediately becomes a casualty and the rest will immediately move 5 inches towards the nearest cover leaving the casualty behind.

**Travel:** Not all encounters/jobs will be in the Star port city. Travel in and around the city is understood to be within the means of public or provided transportation, but the outskirts and beyond will cost the crew and may lead to some interesting events. If the crew does take the job then roll for the type of encounter that occurs during travel to the location.

|  |  |  |
| --- | --- | --- |
| D100 result | Encounter | Impact |
| 1-19 | Nothing Happens | Arrive without incident |
| 20-25 | Tipoff | An enemy friend/spy has noticed you and has provided a tipoff to your encounter enemies. You are -1 on your initiative roll at the beginning of the encounter |
| 26-30 | Intel | You learn something about your encounter enemy that gives you a bonus on your initiative. +1 on initiative roll |
| 31- 35 | Discourse | Your crew learns of some interesting happenings. +1 rumor |
| 36 – 40 | Discernment | The travel time gives you a chance to reflect on recent events. You gain a story point.+1 story point |
| 41 – 45 | Side Job | While fighting this campaign turn randomly select an enemy figure. If this figure is killed during the encounter you earn a bounty of 2 credits. |
| 46 – 50 | Find Something Interesting | Roll on the loot table |
| 51 – 55 | Make a Friend | Roll up a character to join your crew. |
| 56 – 60 | Get noticed | A random rival catches wind of your location. Your next job will be a rival encounter which occurs on the same battlefield immediately after the conclusion of the encounter you are on. |
| 61- 65 | Lost item | Through theft or carelessness one item being carried by the crew is lost. Roll a random crew member and then randomly determine which item is lost. |
| 66 – 70 | 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 crew has an Engineer, the item works right away. |
| 71 – 75 | Travel Sickness/bad food | One random crew member becomes ill. They will move at ½ speed during this encounter and all combat rolls are made at -1 |
| 76 – 100 | Nothing Happens | Arrive without incident |

**Security Forces:** Some encounters could generate local security or police forces. At the beginning of the second turn roll to see if security forces/police are alerted to your encounter. If you roll equal to or less than the indicated chance the security/police force will arrive. They will arrive at the start of turn 3 and operate according to the indicated AI. They will arrive on a random board edge and move towards the nearest fighting with the intent to suppress the fighting. They will always operate in groups of two, with an odd member making them a group of 3. They will attempt to engage either your crew or your enemy in hand to hand combat. If they win they will make an arrest. Roll on the table below to determine the type of security that arrives.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| D100 Roll | Security/Police Force | NUMBERS | Panic | Speed | Combat Skill | TOUGHNESS | AI | WEAPONS | Special Info |
|  | Local Militia | +2 | 1-2 | 4” | +0 | 3 | C | 2B | The armed militia of a colony is its first line of defense and often doubles as law enforcement. Home field advantage: They always count as being in Cover if they are on their third of the table and are not within 12” of the shooter. |
|  | Security Bots | +1 | 0 | 3” | +0 | 5 | D | 2A | Typical security bots used to guard all manner of installations and locations. Careless: You are +1 to Seize the Initiative. Fearless: Never affected by Morale. 6+ Saving Throw |
|  | Professional Security Detail | +1 | 1 | 5” | +1 | 4 | T | 2C | Well-trained professionals.  6+ Saving Throw. |
|  | Guild/Union Security | +0 | 1-2 | 4” | +1 | 4 | T | 2C | Trade and tech guilds private Security.  Intrigue: Roll 2D6, and add +1 if you killed one. On a 9+,  you obtain a Quest Rumor. |
|  | Enforcers | +0 | 1-2 | 4” | +1 | 4 | T | 2A | Unity law enforcement, in Fringe Space it tends to mean any  organized troops keeping the peace.  Cop killer: If you kill an Enforcer they will become Rivals, if they are already Rivals add +2 to their numbers. |
|  | Corporate Security | +1 | 1-2 | 4” | +1 | 4 | D | 2B | The corporations pay better than the Unity armed forces.  6+ Saving Throw. |

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| --- | --- |
| **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** |

1. Determine Deployment Conditions

2. Determine the Objective

3. Determine the Enemy

4. Set up the Battlefield