



House Rules - Retiring Crew

Sometimes it's just time for a crew member to leave - maybe your crew's not doing so well and you can't afford the upkeep, or maybe you just have too many crew to comfortably fit your ship? Perhaps a crew member's getting too big for their boots and is stirring dissent - time to part ways before a mutiny!

You can retire a crew member at the beginning of the *Upkeep and Ship Repairs* stage of a campaign's *World Steps*. You may only retire one crew member per campaign turn and the crew member **must** have taken part in at least one battle before you can roll on the retirement event table below. Do this before you pay upkeep for the turn, and you may reduce the amount of credits you are paying out for upkeep accordingly.

Choose the crew member you wish to retire from your crew. First, randomly select 1 weapon assigned to the crew member that they take with them when they leave. This is a weapon they either beg, borrow or steal from you and is removed from your crew's possession. All other equipment they have goes into your stash, to be sold or redistributed as you see fit. Once you have done this, make a note of the crew member's stats and the weapon they took from you (in case you need it for later...). They are no longer a member of your crew and cannot be used again unless specified in the retirement event table below. Finally, roll a D10 on the retirement event table below to determine the manner in which they leave the crew. Apply the effect immediately (unless a delay is stated in the instruction).

D10	Retirement event
1	<i>Press-ganged!</i> Whilst exploring a local town with another, randomly selected crew member, one of the less than scrupulous starship captains operating on the fringes of Unity space has a squad jump your crew members. Though they put up a good fight, it was to no avail and the one crew member disappears onto an unknown starship, headed who-knows-where out into the fringe, never to be seen or heard of again. Your remaining crew member instantly gains +1 D3 experience points, but must spend this campaign turn in sick bay recovering from their wounds. They may not perform a task this turn or take part in the battle round.
2	<i>Sabotage!</i> Annoyed at being let go for whatever reason, your ex-crew member takes a petty revenge, smashing equipment as they leave. Select a crew member at random, and one piece of equipment/weapon. This is now <i>damaged</i> and must be repaired as any other damaged item would be.
3	<i>A friend in need...</i> Your crew member has left to pursue some other goal or mission but they remain a staunch ally and will keep an ear out about their old crew. Keep a note of the crew member's stats, adding +1 to combat skill and toughness, and the weapon they take with them. Create a new Stars of the Story option entitled 'A friend in need'. You may play this at the beginning of any battle round: your old crewmate has returned to help out in a (possibly) desperate situation. Place the crew member anywhere on the enemy's starting edge at the beginning of the battle round, and from then on for the rest of the game treat them as a normal member of your crew. After the battle is done (for good or ill), the crew member departs and is once more no longer a member of your crew. As with other Stars of the Story options, this is a one-time use event.
4	<i>I'll be back!</i> The crew member leaves after some major disagreement, and in a fit of rage. Keep a note of their stats and weapon taken, but add +1 to their combat skill and toughness. The next time you encounter a unique individual in a battle do not roll on the unique individual table, it is instead this crew member, come back to take out their rage on the crew that spurned them. This is a one-time occurrence, assuming the crew member loses their desire for vengeance after facing off with the crew in battle.
5	<i>Struck it lucky.</i> Your crew member leaves to pursue another path and maybe settle down. Turns out they hit the jackpot – setting up a mine and hitting a seam of highly valuable ore, hitting the motherload of lost technology as a space-wreck salvager or bringing in the bounty on the most highly sought after criminal in

	<p>the sector – you decide what fits your narrative. Roll a D6, but re-roll any results of 1,2 or 3. After that many campaign turns have passed (not including this one), on the <i>next</i> campaign turn you do not need to send any crew to find a patron. Your old crew member has returned to seek out your ship’s captain to complete a job for them. Automatically add a new <i>wealthy individual</i> patron to the current planet you are on. When first rolling to see if there are any benefits, you may re-roll the result once if you wish, but you must accept the second result. From then onwards, they act as a normal patron would.</p>
6	<p><i>Thief!</i> Your captain always knew the crew member was untrustworthy, no wonder they decided it was time to get rid of them! After the crew member has left the ship and disappeared into the night, the captain realises that they have made off with some of the crew’s hard earned money. Immediately remove D3 + 1 credits, the ex-crew member has stolen these as they left. If you do not have that many credits available, randomly select a weapon or piece of equipment from the crew’s stash (this can include damaged items – the ex-crew member was in a hurry to grab the first thing they could).</p>
7	<p><i>Drafted.</i> Your crew member has been noticed by a local military organisation (think enforcers, mercenaries, corporate security etc... Whatever fits your narrative) who spotted their potential and approached the captain to see about signing them up. The organisation offers you 1 D3 +1 credits to buy the crew member out of their contract with you, which you may immediately add to your stash.</p>
8	<p><i>Ratted out...</i> The ex-crew member leaves and for whatever reason - a quick payment of credits or perhaps as a way to get back at the crew - they tell one of your rivals where the crew is currently holed up. This campaign turn add a -2 modifier to your dice roll when rolling to see if a rival tracks you down.</p> <p>If you do not currently have any rivals, assume the crewman has been out in all the local dives, spreading vicious rumours about your crew – that they trade in illicit goods, or are informers to the local authorities. In the next post-battle sequence when you have to roll to see if the enemy becomes a rival, apply a -1 modifier to the roll.</p>
9	<p><i>Tip-off.</i> Your crew member leaves to take up another job, perhaps with an intergalactic courier or a deep-space science mission, or something else pursuant to their beliefs and goals. Whatever the case, they remain friendly and promise to stay in touch. Add a Stars of the Story option entitled ‘Tip-off’. Your crew member gets back in touch, for whatever reason and via whatever communication option is available to them, that they know of a particularly valuable loot stockpile just ripe for the taking – add it into your narrative however you see fit. This option must be played at the very beginning of the <i>Choose your Battle</i> step, before you know the details of the battle. In addition to any notable sights that you roll up as normal, you may add 3 loot cache markers to the battle. These should be placed separately as with any notable sights, and collected in the normal way. This is a one-time use event.</p>
10	<p><i>You haven’t seen the last of me!</i> Your crew member leaves under a dark cloud after overstepping the line one-too-many times. Vowing vengeance on the crew that spurned them, your ex-crew member aligns themselves with a criminal element and swiftly rises through their ranks to leader. Keep a note of the crew member’s stats, adding +1 to combat skill and toughness, and the weapon they take with them. Immediately roll 3 times on the <i>Criminal Elements</i> enemy table, and select the most fitting result for the ex-crew member. Add this group as a rival. Whenever you fight this rival, one model is always replaced by your ex-crew member. If possible this should be the leader but if no leader is present replace a specialist. If no leaders or specialists are available to replace, replace a normal enemy. Once the ex-crew member has become a casualty in a battle, it is assumed they lose their taste for revenge or are ousted by an upstart in the gang/squad/crime syndicate etc. and they no longer feature in battles. The rival remains and behaves as a normal rival from then onwards.</p>