CAMPAIGN TURN – WORLD STEPS (pg. 76)

1. UPKEEP AND SHIP REPAIRS

Make payments on your ship, then Increase debt by 1. Repair 1 pt. of hull damage (+ credits). Heal characters/bots in sick bay 1 turn.

1 Credit						2 Credits	3 Credits	4 Credits
01	02	03	04	05	06	07	08	09

SICK BAY (pg. 76)

Characters in Sick Bay and Bots needing repairs now mark off one **campaign turn** from their duration. If this was their last campaign turn in Sick Bay, they can rejoin the crew for battle, but cannot perform a **task** this campaign turn.

1 TURN
2 TURNS
3 TURNS
4 TURNS
5 TURNS
6 TURNS

3. Job Offers

If you received a job offer from a **Patron** or began the game with one, proceed to roll **1D10** on the Patron, Danger Pay, Time Frame, and Benefits/Hazards/Conditions tables (pg. 83-84).

4. Assign Equipment

2. CREW TASKS

Up to two available crewmembers may be assigned to a task this round. Crew in sick bay may not perform tasks.

Find a Patron (pg. 77)

1D6+ (+01) (+02)

+1 Per existing Patron & credit spent.
5: Find one job. *(New Patron)*
6+: Find two jobs. *(1 Existing, 1 New)*

Train (pg. 77)

(01) (02)

All training crew immediately receive 1 point of experience. If this means they may make a Character Upgrade, resolve.

Trade (pg. 78)

(01) (02)

Roll once on the Trade Table **(pg. 79)** per crew. You may spend **3 additional credits** for additional rolls.

Recruit (pg. 78)

1D6+ (+01) (+02)

6+: New recruit is added. Roll using the random method **(pg. 14)**. Recruits have the basic profile, armed with a handgun.

Explore (pg. 78)

(01) (02)

Roll once on the Exploration Table **(pg. 80)** for each crew member here.

Track (pg. 78)

1D6+ (+01) (+02)

6+: Locate a Rival of your choice that you may fight in battle this turn. You may spend credits for a **+1 per credit** spent.

Repair Kit (pg. 78)

(01) (02)

Roll 1D6 + Savvy + any credits (optional)
6+: The item is repaired.
1: The item is beyond fixing.

Decoy (pg. 78)

(+01) (+02)

When rolling to see if Rivals track you down **(pg. 85)** add +1 to the roll for every crew member sent to act as a decoy.

5. Resolve Rumors (pg. 85)

If you are not currently on a Quest and have Rumors, roll 1D6. If **equal to** or **below** the number of Rumors, remove all Rumors and receive a Quest. Until the Quest is resolved, all future Rumors become Quest Rumors (pg. 120).

6. Choose Your Battle (pg. 85)

Check for Rivals by rolling 1D6. If the result is *equal to or lower* than the number of Rivals you have, one of them has tracked you down and you will have to fight them. Randomly select Rival. Patron jobs will fail if time to complete has expired.

Select your job. If not attacked by Rivals, select from any ONE of the options below, if available.

OPTION	AVAILABILITY
Opportunity	Always
Attack Rival	If Tracked
Quest	w/ Active Quest
Patron Job	w/ Patron

Proceed to Battle section to set up your table. (pg. 88 – 111).

7. POST BATTLE ACTIVITIES

Resolve Rival (pg. 119) z

Roll 1D6 to determine if enemy becomes a Rival (on a 1) OR if you fought a rival and Held the Field, roll 1D6 (+1 Tracking and/or Unique Individual killed) to see if they are removed from your Rivals list.

Resolve Patron (pg. 119)

If you succeeded in a Patron mission, you may add the Patron to you list of contacts, unless the job was a One-time Contract.

Quest Progress (pg. 120)

If battle was part of a quest, roll 1D6 and add +1 for any Quest Rumors you have. (If you lost the battle -2.)

- **3 or less** – place was a dead end. Quest continues.
- **4, 5, or 6** – a step closer. Gain a **Quest Rumor**
- **7+ -** You've reached the conclusion of the Quest. Next Quest mission will be the finale (always a Straight-up Fight: +1 to number of opponents faced, and they are Fearless).

On a roll of **4+**, roll another D6. On a **5+**, the next step is on another world.

Battlefield Finds (pg. 120)

If you **Held the Field** after battle, you can loot the battlefield. Roll **1D100** on the Battlefield Finds Table (pg. 121) and add to your inventory.

Get Paid (pg. 120)

Earn **1D6 credits**. If the final mission of a Quest, roll twice and pick highest, then add **+1**. Invasion battles receive no payment.

Add **+1** if playing Easy Mode.

If objective completed, treat a roll of **1** or **2** as a **3**. (Unless a Rival mission.)

Add any Danger Pay and Patron bonuses.

Check for Invasion (pg. 121)

If the enemy was an Invasion Threat, roll **2D6** for possible invasion.

- Add **+1** if you acquired **Invasion Evidence** in the previous step.
- **-1** to roll if you **Held the Field**.
- If difficulty is Hardcore, add **+2**.
- If difficulty is Insanity, add **+3**.

On a roll of **9+**, the world is about to be Invaded. Next campaign turn follow the Flee Invasion step (pg. 69).

Gather the Loot (pg. 121)

Roll once on the **Loot Table** (pg. 131) or three times if you have just finished the final stage of a Quest.

Invasion Battles generate no loot.

Determine Injuries (pg. 121)

Roll on the Injury Table for each casualty. Knocked out characters (3 stuns) need not roll.

Gain Experience (pg. 123)

Each character that did not flee in the first two rounds earns XP based on the **Experience Gain Table**.

Advanced Training (pg. 124)

Select a single crew member – pay **1 credit** – roll **2D6**, requiring a **4+**.
The course cost can be paid using unspent XP, credits, or any combination (Bots spend credits only).
Characters may only ever train once.

Purchase Items (pg. 125)

Pay **3 Credits** to receive a roll on the **Military Weapon, Gear, or Gadget Tables.**

- Can purchase multiple rolls
- Purchase any number of Hand Guns, Blades, Colony Rifles (1 credit each).
- Buy new ship / ship upgrades

Campaign Event (pg. 125)

Roll **1D100** on the **Campaign Event Table.** Apply immediately.

Character Event (pg. 126)

Select a random non-Bot, non-Soulless character. Roll **1D100** on the **Character Event Table.** If a Precursor, roll twice and choose result. Apply immediately.

Galactic War (pg. 126)

If you are tracking any planets that were previously **Invaded**, roll **2D6** on the **War Progress Table**.