

5 PARSECS

SHIP NAME

2. RECORD

RESOURCES

CREDITS **D6**

TOTAL

STORY POINTS

RUMORS

QUEST CLUES

1. ROLL CREW

NAME	REACTIONS	SPEED	COMBAT SKILL	TOUGHNESS	SAVVY	LUCK	EXPERIENCE POINTS
01 LEADER	1	4	0	3	0	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
02	1	4	0	3	0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
03	1	4	0	3	0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
04	1	4	0	3	0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
05	1	4	0	3	0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>
06	1	4	0	3	0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/>

BACKGROUND

1D100 PG 30

MOTIVATION

1D100 PG 31

CHARACTER CLASS

1D100 PG 32

<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>

3. RECORD NUMBER OF FACTIONS

PATRONS

RIVALS

5. RECORD STARTING ROLLS

Distribute three more checkmarks between hi-tech and military weapons as desired.

LOW TECH WEAPON

HI-TECH WEAPON

MILITARY WEAPON

GEAR

GADGETS

ROLL ONCE FOR EACH CHECKMARK

6. LIST EQUIPMENT STASH

Name	Range	Damage	Shots	Notes	Name	Range	Damage	Shots	Notes
<input type="text"/>									
<input type="text"/>									
<input type="text"/>									
<input type="text"/>									
<input type="text"/>									
<input type="text"/>									

STARS OF THE STORY (OPTIONAL)

Ducked at the right time!

Did you ever meet my teammate?

Rainy day fund!

Kill shot!

Looked worse than it was!

ENCOUNTER

CAMPAIGN TURN #

DEPLOYMENT CONDITION PG 61

NOTABLE SIGHTS PG 62

01 Name

REACTIONS	SPEED	COMBAT SKILL	TOUGHNESS	SAVVY	LUCK
1	4	0	3	0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Weapon	Rng	Shots	Dmg	Traits
Weapon	Rng	Shots	Dmg	Traits
Gear and Gadgets		Gear and Gadgets		

02 Name

REACTIONS	SPEED	COMBAT SKILL	TOUGHNESS	SAVVY	LUCK
1	4	0	3	0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Weapon	Rng	Shots	Dmg	Traits
Weapon	Rng	Shots	Dmg	Traits
Gear and Gadgets		Gear and Gadgets		

03 Name

REACTIONS	SPEED	COMBAT SKILL	TOUGHNESS	SAVVY	LUCK
1	4	0	3	0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Weapon	Rng	Shots	Dmg	Traits
Weapon	Rng	Shots	Dmg	Traits
Gear and Gadgets		Gear and Gadgets		

04 Name

REACTIONS	SPEED	COMBAT SKILL	TOUGHNESS	SAVVY	LUCK
1	4	0	3	0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Weapon	Rng	Shots	Dmg	Traits
Weapon	Rng	Shots	Dmg	Traits
Gear and Gadgets		Gear and Gadgets		

05 Name

REACTIONS	SPEED	COMBAT SKILL	TOUGHNESS	SAVVY	LUCK
1	4	0	3	0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Weapon	Rng	Shots	Dmg	Traits
Weapon	Rng	Shots	Dmg	Traits
Gear and Gadgets		Gear and Gadgets		

06 Name

REACTIONS	SPEED	COMBAT SKILL	TOUGHNESS	SAVVY	LUCK
1	4	0	3	0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Weapon	Rng	Shots	Dmg	Traits
Weapon	Rng	Shots	Dmg	Traits
Gear and Gadgets		Gear and Gadgets		

OPPOSITION: ENEMY TYPE QTY AI TYPE

<table border="1"> <tr> <th>SPEED</th> <th>COMBAT SKILL</th> <th>TOUGHNESS</th> </tr> <tr> <td><input type="text"/></td> <td><input type="text"/></td> <td><input type="text"/></td> </tr> </table>	SPEED	COMBAT SKILL	TOUGHNESS	<input type="text"/>	<input type="text"/>	<input type="text"/>	<table border="1"> <tr> <td>Weapon</td> <td>Rng</td> <td>Shots</td> <td>Dmg</td> <td>Traits</td> </tr> <tr> <td>Specialist Weapon</td> <td>Rng</td> <td>Shots</td> <td>Dmg</td> <td>Traits</td> </tr> </table>	Weapon	Rng	Shots	Dmg	Traits	Specialist Weapon	Rng	Shots	Dmg	Traits
SPEED	COMBAT SKILL	TOUGHNESS															
<input type="text"/>	<input type="text"/>	<input type="text"/>															
Weapon	Rng	Shots	Dmg	Traits													
Specialist Weapon	Rng	Shots	Dmg	Traits													
<table border="1"> <tr> <th>SPEED</th> <th>COMBAT SKILL</th> <th>TOUGHNESS</th> </tr> <tr> <td><input type="text"/></td> <td>+1</td> <td><input type="text"/></td> </tr> </table> <p>4+ →</p> <p>LIEUTENANT</p>	SPEED	COMBAT SKILL	TOUGHNESS	<input type="text"/>	+1	<input type="text"/>	<table border="1"> <tr> <td>Old Fashioned Blade</td> <td>Brawl</td> <td>N/A</td> <td>+0</td> <td>Melee</td> </tr> </table>	Old Fashioned Blade	Brawl	N/A	+0	Melee					
SPEED	COMBAT SKILL	TOUGHNESS															
<input type="text"/>	+1	<input type="text"/>															
Old Fashioned Blade	Brawl	N/A	+0	Melee													

3+ →

7+ → x2

UNIQUE INDIVIDUAL: ENEMY TYPE AI TYPE

<table border="1"> <tr> <th>LUCK</th> <th>COMBAT SKILL</th> <th>TOUGHNESS</th> </tr> <tr> <td><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></td> <td><input type="text"/></td> <td><input type="text"/></td> </tr> </table>	LUCK	COMBAT SKILL	TOUGHNESS	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<table border="1"> <tr> <td>Weapon</td> <td>Rng</td> <td>Shots</td> <td>Dmg</td> <td>Traits</td> </tr> </table>	Weapon	Rng	Shots	Dmg	Traits
LUCK	COMBAT SKILL	TOUGHNESS										
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="text"/>	<input type="text"/>										
Weapon	Rng	Shots	Dmg	Traits								

Crew Loadout

01 Name

REACTIONS	SPEED	COMBAT SKILL	TOUGHNESS	SAVVY	LUCK
1	4	0	3	0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Weapon	Rng	Shots	Dmg	Traits
Weapon	Rng	Shots	Dmg	Traits
Weapon	Rng	Shots	Dmg	Traits

Gear and Gadgets	Gear and Gadgets
Gear and Gadgets	Gear and Gadgets

02 Name

REACTIONS	SPEED	COMBAT SKILL	TOUGHNESS	SAVVY	LUCK
1	4	0	3	0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Weapon	Rng	Shots	Dmg	Traits
Weapon	Rng	Shots	Dmg	Traits
Weapon	Rng	Shots	Dmg	Traits

Gear and Gadgets	Gear and Gadgets
Gear and Gadgets	Gear and Gadgets

03 Name

REACTIONS	SPEED	COMBAT SKILL	TOUGHNESS	SAVVY	LUCK
1	4	0	3	0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Weapon	Rng	Shots	Dmg	Traits
Weapon	Rng	Shots	Dmg	Traits
Weapon	Rng	Shots	Dmg	Traits

Gear and Gadgets	Gear and Gadgets
Gear and Gadgets	Gear and Gadgets

04 Name

REACTIONS	SPEED	COMBAT SKILL	TOUGHNESS	SAVVY	LUCK
1	4	0	3	0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Weapon	Rng	Shots	Dmg	Traits
Weapon	Rng	Shots	Dmg	Traits
Weapon	Rng	Shots	Dmg	Traits

Gear and Gadgets	Gear and Gadgets
Gear and Gadgets	Gear and Gadgets

05 Name

REACTIONS	SPEED	COMBAT SKILL	TOUGHNESS	SAVVY	LUCK
1	4	0	3	0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Weapon	Rng	Shots	Dmg	Traits
Weapon	Rng	Shots	Dmg	Traits
Weapon	Rng	Shots	Dmg	Traits

Gear and Gadgets	Gear and Gadgets
Gear and Gadgets	Gear and Gadgets

06 Name

REACTIONS	SPEED	COMBAT SKILL	TOUGHNESS	SAVVY	LUCK
1	4	0	3	0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Weapon	Rng	Shots	Dmg	Traits
Weapon	Rng	Shots	Dmg	Traits
Weapon	Rng	Shots	Dmg	Traits

Gear and Gadgets	Gear and Gadgets
Gear and Gadgets	Gear and Gadgets

07 Name

REACTIONS	SPEED	COMBAT SKILL	TOUGHNESS	SAVVY	LUCK
1	4	0	3	0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Weapon	Rng	Shots	Dmg	Traits
Weapon	Rng	Shots	Dmg	Traits
Weapon	Rng	Shots	Dmg	Traits

Gear and Gadgets	Gear and Gadgets
Gear and Gadgets	Gear and Gadgets

08 Name

REACTIONS	SPEED	COMBAT SKILL	TOUGHNESS	SAVVY	LUCK
1	4	0	3	0	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Weapon	Rng	Shots	Dmg	Traits
Weapon	Rng	Shots	Dmg	Traits
Weapon	Rng	Shots	Dmg	Traits

Gear and Gadgets	Gear and Gadgets
Gear and Gadgets	Gear and Gadgets

Opposition

OPPOSITION: ENEMY TYPE PG 66 QTY AI TYPE

<p>SPEED COMBAT SKILL TOUGHNESS</p> <div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; width: 30px; height: 30px;"></div> <div style="border: 1px solid black; width: 30px; height: 30px;"></div> <div style="border: 1px solid black; width: 30px; height: 30px;"></div> </div> <div style="display: flex; justify-content: space-around; margin-top: 5px;"> <div style="border: 1px solid black; width: 30px; height: 30px;"></div> <div style="border: 1px solid black; width: 30px; height: 30px; text-align: center;">+1</div> <div style="border: 1px solid black; width: 30px; height: 30px;"></div> </div> <p>LIEUTENANT</p>	3+	Weapon	Rng	Shots	Dmg	Traits
	7+	Specialist Weapon	Rng	Shots	Dmg	Traits
4+	ALSO HAS	Old Fashioned Blade	Brawl	N/A	+0	Melee

UNIQUE INDIVIDUAL: ENEMY TYPE PG 74 AI TYPE

<p>LUCK</p> <div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> </div> <div style="display: flex; justify-content: space-around; margin-top: 5px;"> <div style="border: 1px solid black; width: 30px; height: 30px;"></div> <div style="border: 1px solid black; width: 30px; height: 30px;"></div> <div style="border: 1px solid black; width: 30px; height: 30px;"></div> </div>	Weapon	Rng	Shots	Dmg	Traits
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OPPOSITION: ENEMY TYPE PG 66 QTY AI TYPE

<p>SPEED COMBAT SKILL TOUGHNESS</p> <div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; width: 30px; height: 30px;"></div> <div style="border: 1px solid black; width: 30px; height: 30px;"></div> <div style="border: 1px solid black; width: 30px; height: 30px;"></div> </div> <div style="display: flex; justify-content: space-around; margin-top: 5px;"> <div style="border: 1px solid black; width: 30px; height: 30px;"></div> <div style="border: 1px solid black; width: 30px; height: 30px; text-align: center;">+1</div> <div style="border: 1px solid black; width: 30px; height: 30px;"></div> </div> <p>LIEUTENANT</p>	3+	Weapon	Rng	Shots	Dmg	Traits
	7+	Specialist Weapon	Rng	Shots	Dmg	Traits
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OPPOSITION: ENEMY TYPE PG 66 QTY AI TYPE

<p>SPEED COMBAT SKILL TOUGHNESS</p> <div style="display: flex; justify-content: space-around;"> <div style="border: 1px solid black; width: 30px; height: 30px;"></div> <div style="border: 1px solid black; width: 30px; height: 30px;"></div> <div style="border: 1px solid black; width: 30px; height: 30px;"></div> </div> <div style="display: flex; justify-content: space-around; margin-top: 5px;"> <div style="border: 1px solid black; width: 30px; height: 30px;"></div> <div style="border: 1px solid black; width: 30px; height: 30px; text-align: center;">+1</div> <div style="border: 1px solid black; width: 30px; height: 30px;"></div> </div> <p>LIEUTENANT</p>	3+	Weapon	Rng	Shots	Dmg	Traits
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4+	ALSO HAS	Old Fashioned Blade	Brawl	N/A	+0	Melee

UNIQUE INDIVIDUAL: ENEMY TYPE PG 74 AI TYPE

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CAMPAIGN TURN

1. Pay upkeep costs on available crew

1 credit			2 credits		3 credits		4 credits	
01	02	03	04	05	06	07	08	09

Sick Bay

Soldiers entering sickbay must remain in triage until the end of the campaign turn.

Quarantine

Quarantined soldiers may participate in an encounter this round.

1 Turn

2 Turns

3 Turns

4 Turns

TRIAGE

3. Assign Equipment

4. Resolve Rumors

Roll 1D6 under current Rumors. Receive a **Quest** on success.

5. Heal

All Crew in Sickbay reduce their stay by one turn.

5. ENCOUNTER (Pg 60)

Roll 1D6 over current Rivals. On failure, face those rivals. Otherwise, perform a patron job, quest mission, or opportunity mission.

2. Crew Tasks

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

Track (Pg 43)

1D6 +  

Locate the **Rival** of your choice on 6+. Spend 1 **credit** for a +1 bonus.

Recruit (Pg 43)

1D6 +  

Recruit one new crew on 6+. Pay a 2 **Credit** hiring fee. Recruitment is automatic if the crew strength is less than 6 but fees remain.

Trade (Pg 43)

 

Roll once on the Trade table (pg 54) per crew. Spend 3 **credits** for additional rolls beyond the first.

Find a Patron (Pg 42)

1D6 +  

Train (Pg 42)

 

All training crew immediately receives 1 experience point.

Repair (Pg 43)

 

Roll 1D6+Savvy of the character doing repairs. Spend 1 **Credit** for a +1 bonus.

6+: The item is repaired.
1: The item is beyond fixing.

Explore (Pg 43)

 

Roll once on the exploration table (pg 56) for each crew member.

Add +1 per existing **Patron Faction** and +1 for every credit spent.

5: Find one job
6: Find two jobs
Generate the job offers (pg 44). You may decline the jobs after generation.

6. Battle Aftermath

- Resolve rival status (p46)
- Resolve patron status (p47)
- Get paid (p47)
- Find loot (48-49)
- Determine injuries (p49)
- Gain XP and Level Up (p50)

7. Shop (p51)

GALACTIC WAR
(Pg 52)

8. Campaign events (p57)

9. Character events (p52)

Triage Injured crew enters sickbay.

NEW WORLD

World Name

1. Pursuit

Roll **1D6** for each **Rival Faction**. On **5+**, they have followed you to this world.

2. Dismiss Patrons

Dismiss all **Patron Factions** except those marked as *Persistent*.

3. License (PG40) 1D6 CREDITS

- License Required:** Roll **5-6** on **1D6**. Pay **1D6 Credits** if required.
- Forge a License:** Roll **6+** on **1D6+Savvy**. Receive a free license. On a **Natural 1**, gain a **Rival**.

4. Conveniences (PG41)

Roll **1D6**. Results persist on this world.

- 1** Easy Recruiting
- 2** Medical Science
- 3** Technical Knowledge
- 4** Opportunities
- 5** Booming Economy
- 6** Busy Markets

5. Trouble (PG41)

Roll **1D6**. Results persist on this world.

- 1** Invasion Risk
- 2** Imminent Invasion
- 3** Rampant Crime
- 4-6** Nothing Notable

Travel Offworld 5 CREDITS

Rumors

Quest Clues

INVASION

If an encounter indicates that the world is under invasion, you must attempt to flee.

- Roll **8+** on **2D6**, pay **5 Credits**
- On failure, skip **Upkeep** and **Crew Tasks**. Proceed to an **Encounter** and fight an **Invasion Battle**.
- If funds are insufficient, flee on an **evacuation ship**. Lose all credits and **1D6** items from the **Stash**.

Patrons and Benefits (PG44)

01 Name

- Fringe Benefit
- Connections
- Company Store
- Health Insurance
- Security Team
- Persistent
- Negotiable

02 Name

- Fringe Benefit
- Connections
- Company Store
- Health Insurance
- Security Team
- Persistent
- Negotiable

03 Name

- Fringe Benefit
- Connections
- Company Store
- Health Insurance
- Security Team
- Persistent
- Negotiable

04 Name

- Fringe Benefit
- Connections
- Company Store
- Health Insurance
- Security Team
- Persistent
- Negotiable

05 Name

- Fringe Benefit
- Connections
- Company Store
- Health Insurance
- Security Team
- Persistent
- Negotiable

06 Name

- Fringe Benefit
- Connections
- Company Store
- Health Insurance
- Security Team
- Persistent
- Negotiable

Rivals

01 Name

02 Name

03 Name

04 Name

05 Name

Patron Type

- 1-2 Corporation** +1 to Pay Roll
- 3-4 Local Government** -
- 5 Sector Government** -
- 6-7 Wealthy Individual** Offers **Benefits** on **5+**
- 8-9 Private Organization** -
- 10 Secretive Group** +1 to Time Roll. **Hazardous** on **5+**.

Patron Benefit

- 1-2 Fringe Benefit** Roll on the **Loot Table** (pg77)
- 3-4 Connections** Gain a **Rumor**
- 5 Company Store** Roll on the **Trade Table** (pg54)
- 6 Health Insurance** Mark down **2 turns** of injury recovery.
- 7 Security Team** Remove one **Enemy Faction**.
- 8-9 Persistent** Remains available if you **Travel**.
- 10 Negotiable** Roll **Pay** with advantage.