

Five Snap Ships From Home

A Bolt-On Campaign Integration for Snap Ships Tactics and Five Parsecs From Home

This fan expansion attempts to integrate space dogfights into Five Parsecs From Home (5PFH) by way of Snap Ships Tactics (SST). As SST does not currently have an official campaign or progression system, a lot of the interaction with the SST system is going to be based heavily on existing systems in 5PFH. SST Battles are intended to be high-risk and high-reward, and SST ships will have very light progression and upkeep mechanics in order to keep the focus of the game on your crew's actions on the ground. SST Battles should be a nice way to mix up your game nights while still moving your crew's story forward, and it provides an alternative battle for a campaign turn in which you have multiple injured characters.

In the following document, section replacements and additions for the 5PFH and SST rulebooks will be shown under headers that mirror the ones in the rulebooks (unless the section is new) along with the relevant page numbers.

There is a significant amount of information you may need to track for your ship in this expansion. I suggest tracking your ship's hull, damage, equipped/stashed parts, upgrades, and relevant character abilities on a separate sheet. An example will be shown at the end.

5PFH: Character Creation: Ship Details (p.30 and p.31)

Replace this **entire** section with the following:

Your crew's final piece of equipment is also their largest, their most valuable, and the most important for the adventure: The Ship. Roll once on each of the two tables below to determine what your starting ship is. You will begin your campaign with the 'default' SST parts noted on the reverse of the corresponding chassis card.

Three factors are determined from here:

- *How much **debt** you start the game in (see p.76).*
- *If the ship has any special **traits**.*
- *What SST Chassis your ship will be built on.*

If you do not have access to the Chassis cards for all of the SST ships listed, feel free to alter the table to only include the Chassis cards you have. Otherwise, you are free to pick a Chassis instead of rolling.

SST Ship Trait Table		
Roll	Trait	Description
1-35	None	This ship has no special traits.
36-48	Fuel-efficient	After an SST mission, during the <i>Get Paid - SST</i> step, add 1 credit to your total.
49-61	Fuel Hog	After an SST mission, during the <i>Get Paid - SST</i> step, subtract 1 credit from your total.
62-74	Standard Issue	The cost of all Starship Components (see p.60) is reduced by 1 credit. This includes SST Parts.
75-87	Dodgy Drive	When playing an SST Battle, after any turn in which the ship takes Hull damage, roll 2D6. If the roll is equal to or below the amount of damage sustained in that turn, the drive is misbehaving, and 1 additional point of damage is sustained.
88-100	Armored	When playing an SST mission, ONCE per mission, ignore 1 point of Hull damage.

SST Ship Chassis Table		
Roll	Chassis	Debt
1-7	Lance SV-51 Scout	1D6+20
8-13	Lance SAC-30 Attack Craft	1D6+20
14-19	Locust KLAW Stealth Craft	1D6+20
20-25	Locust KLAW Close Support Fighter	1D6+20
26-33	Sabre XB-04 Light Bomber	1D6+30
34-39	Sabre XR-01 Fast Recon	1D6+30
40-45	Sabre XF-23 Fighter	1D6+30
46-51	Sabre XG-07 Gunship	1D6+30
52-57	Scarab KLAW Interceptor	1D6+30
58-63	Scarab KLAW Light Fighter	1D6+30
64-69	Scarab KLAW Attack Striker	1D6+30
70-75	Scarab KLAW Jammer	1D6+30
76-80	Falx SC-41 Escort	1D6+40
81-84	Falx GA-15 Ground Assault	1D6+40
85-88	Falx XF-8 Experimental Fighter	1D6+40
89-92	Wasp KLAW Heavy Fighter	1D6+40
93-96	Wasp KLAW Fighter Bomber	1D6+40
97-100	Wasp KLAW Deep Recon	1D6+40

5PFH: Main Rules: Ship Damage (p.59)

The last two paragraphs in this section (beginning with “If a ship has Hull Point damage...”) are replaced by the following:

After an SST Battle, record how much damage your ship sustained and which SST Parts (if any) were disabled *at any point* during the game. This damage isn't removed at the end of the battle, but it may be repaired during the World Steps stage of a campaign turn (detailed later on **page x**).

If a ship has Hull Point damage, it can still participate in future SST Battles. However, it will begin each SST Battle with its current Hull Point damage already applied, leaving it at a disadvantage from the start.

Similarly, SST Parts that were marked as damaged from previous SST Battles will start as disabled if equipped for future SST Battles. These damaged SST Parts may be permanently repaired during the World Steps stage of a campaign turn (detailed later on [page x](#)).

The repairs made during an SST Battle are considered temporary fixes, not permanent solutions. While you may repair a disabled part during an SST Battle to make use of it, it will return to a damaged state after the battle.

Damage is repaired at a rate of 1 Hull Point per campaign turn, but you can funnel credits into faster repairs. 1 credit pays off 1 Hull Point, and any amount can be repaired this way during a campaign turn. In addition, permanently repairing damaged SST Parts requires 1 Hull Point worth of repairs for each Part. The usual repair rate of 1 Hull Point per campaign turn may be applied to either the ship's Hull or SST Parts, as can the Hull Point repairs paid for with credits.

5PFH: Main Rules: Emergency Take-off (p.60)

This section is to be ignored while playing with this fan expansion.

5PFH: Main Rules: Getting a New Ship (p.60)

Replace the second paragraph (Begins with "Roll once...") with the following:

Roll once on each of the two ship tables in the Character Creation chapter (pg. 2 and 3 of this expansion). This is the ship on offer. You may opt to pass and look for a new ship each campaign turn.

5PFH: Main Rules: Upgrading Your Ship (p.60)

Add the following paragraph to the end of this section:

While using this expansion, SST Parts are also considered Components. They follow many of the same rules, with the following exceptions:

- SST Parts have a flat cost of 10 credits each if they belong to the same Faction as your Chassis, and 15 credits each if they belong to a different faction than that of your Chassis (the ingenuity of a ragtag space crew can make anything compatible).
- Your crew may own more SST Parts than your Chassis may equip. The extra parts are kept in your Stash like other unequipped items (it's science fiction, don't think about it too hard).

- If your ship is ever destroyed, all stashed SST Parts are lost. Your crew cannot carry starship parts on their own.
- Equipped SST Parts may be freely swapped with SST Parts in your Stash just prior to an SST mission.
- Scrapping *damaged* SST Parts does not count towards the "single component per campaign turn" limit. You may scrap any number of damaged SST Parts on a campaign turn. Each damaged SST Part scrapped is worth 1 credit.

5PFH: Main Rules: Upgrading Your Ship: Fuel Costs (p.61)

This section is to be ignored while playing with this fan expansion.

5PFH: Main Rules: Upgrading Your Ship: The Component List Table (p.61)

Some of these table entries do not apply when using this fan expansion. Alter these entries as follows:

The Component List Table - SST Altered Entries		
Component	Cost (Credits)	Description
Improved Shielding	20	During an SST Battle, once per battle , you may ignore one Hit or Critical Hit die result when defending. In addition, reduce the damage your ship would sustain from sources outside of SST Battles by 1 Hull Point. Note that the <i>Asteroids</i> Starship Travel event potentially inflicts multiple Hits with the Improved Shielding protecting against each.
Military Fuel Converters	15	When rolling on the Starship Travel events table, you may adjust your final result by up to +/-4.

5PFH: The Campaign Turn: Travel Steps: Flee Invasion (p.69)

Replace this entire section with the following:

If previous campaign play has told you this world is being Invaded, you must attempt to flee. Roll 2D6. A score of 8+ is required to get your ship off the ground before things get too heavy.

- *If the roll fails, there's no time during your World step to do anything except Assign Equipment (5PFH, pg. 85) before proceeding to the "Battle" section of the rules, where you MUST fight an Invasion Battle (5PFH, pg.92). **Do NOT resolve steps 6, 10, 11, 12, 13, or 14 of normal Post Battle Activities.***

- *If you make the roll (or if you survive the Invasion Battle) you immediately proceed to (or return to) the “Battle” section of the rules, where you MUST fight an SST Invasion Battle (detailed on **page x** of this expansion). You will resolve the new SST Post Battle Sequence upon completing this battle.*
 - *If you lack a ship, or opt to abandon yours on the invaded planet, you flee on an evacuation ship. If you are opting to abandon your ship, first split your Stash into what you can carry (see Being Without a Ship, 5PFH pg. 60). You lose all **credits** you do have, plus **1D6** items from your remaining Stash and equipment (chosen by you), used to pay for bribes, losses, and things left behind.*

Regardless of how you leave, all Rivals, Patrons, and other people known to your crew on this world are lost. You’re not the only ones who needed to relocate in a hurry.

5PFH: The Campaign Turn: Travel Steps: Decide Whether to Travel (p.69)

Replace the second paragraph (beginning with “if you have a ship, it costs...”) with the following:

If you have a ship, you may travel to a new world. If you are interested in traveling, roll up the characteristics of a new world first to verify that you’d like to travel to it. As described below, you may opt not to travel to this world and try again next campaign turn.

If you still want to travel to a new world, make note of it and skip to the World Steps section to resolve **ONLY** the following steps *in this order*:

- 1) Upkeep and ship repairs
- 2) Assign and resolve crew tasks
- 3) Resolve any rumors
- 4) Choose your battle (skip checking for Rivals as you **must** undertake an SST Battle)
- 5) Roll on the Starship Travel Events Table (5PFH, pg. 70)**
- 6) Play SST Battle**

Resolving Upkeep and Crew Tasks represents your crew taking any final measures and preparations before setting out for a new planet. You will resolve the Starship Travel Event just prior to the battle. Interplanetary travel can be dangerous and unpredictable. Depending on the outcome, your crew may be better off attempting to escape the SST Battle as fast as possible. If your ship is destroyed as a result of the Starship Travel Event, skip the SST Battle and resolve a *Determine Injuries and Recoveries* step (detailed on **page x** of this document), then end the campaign turn.

NOTE: After you have decided to travel, any table results that would force you to play a certain battle (e.g., Exploration Table result 32-34, “Got yourself noticed”) are ignored. You may either re-roll on the table or treat the result as “No effects.”

IMPORTANT NOTE: All Starship Travel Events that would damage your ship will deal **half as much damage, rounded down.**

5PFH: The Campaign Turn: World Steps: Upkeep and Ship Repairs: Ship Repairs (p.76)

Add the following to the end of this section:

This is also when you can permanently repair damaged SST Parts. Repairing an SST Part is equivalent to repairing 1 point of Hull Damage. You may spend credits to repair SST Parts or use your 1 automatic repair point to repair SST Parts. Repaired SST Parts no longer start SST Battles disabled.

5PFH: The Campaign Turn: World Steps: Assign and Resolve Crew Tasks: Trade Table (p.79-80)

Some of these table entries do not apply when using this fan expansion. Alter these entries as follows:

Trade Table - SST Altered Entries		
Roll	Trade Result	Effects
49-51	Starship repair parts (previously <i>Fuel</i>)	See Trade Result entry for a roll of 96-100.
64-65	Starship repair parts (previously <i>Military fuel cell</i>)	See Trade Result entry for a roll of 96-100.

5PFH: The Campaign Turn: World Steps: Choose Your Battle (p. 85)

Add the following to the end of this section:

If you wish to play an SST Battle, select "Carry out an opportunity mission" from the above table if possible, then proceed to the new SST Battles section (see [page 8 of](#) this document).

Thematically, this represents your crew taking on an open job as a mercenary ship (such as coming to the aid of another ship), or working under their own accord (mining resources with the intent to sell them on their own, taking down bandit/Unity ships, etc).

NEW SECTION: SST Battles

Before your crew begins an SST battle, follow the steps below to create the scenario:

1. Determine the Objective
 - a. Invasion Battle Note
2. Determine the Other SST Ships
3. Adjust SST Loadout
4. Set up the battlefield
5. Begin play

Determine the Objective:

Roll on the following table to determine which of the 4 scenarios from the SST rulebook you will be playing.

Invasion Battle Note:

If this is an Invasion Battle, you do not roll on the following table. Instead, you must play a Last Stand scenario to fight your way out. You may not retreat from Invasion SST Battles.

SST Battles - Scenario Determination Table	
Roll	Scenario Result
1-25	Dogfight
26-50	Asteroid Scramble
51-75	Beacon Rush
76-100	Last Stand

Determine the Other SST Ships:

The number of ships on each side of the battle is up to you. If you plan on pitting your crew against a single enemy ship, roll once on the SST Chassis table from page 3 of this expansion. You may need to adjust the table or re-roll such that your result is both a ship you own AND one of equivalent point value to your crew's ship.

If you plan on playing with squadrons, you must be careful to balance the squadrons such that they have equivalent total point values. You may come up with your own method to determine what ships are in each squadron, but a simple recommendation is provided below:

First roll on the SST Chassis table to determine your ally ship(s). Then, for each ally ship, roll to determine an enemy ship that has an equivalent point value. For example, in a 3-vs-3 battle, my crew's ship is a 3-point Lance Chassis. I roll twice on the table for my allies. I get another 3-point

Lance Chassis and a 5-point Falx Chassis. To determine my first enemy, I would roll on the table but only consider results for a 3-point Chassis. To determine my second enemy, I do the same, only considering 3-point Chassis results. To determine the last enemy, I roll on the table and only consider 5-point Chassis results. Now both teams consist of a 3-point, 3-point, and 5-point ship. Using this method may involve multiple re-rolls or adjusting how you “roll” for Chassis determination (e.g., if you are only really considering two Chassis candidates, you could flip a coin to determine which one joins the squadron).

If you are playing with multiple ships in each squadron, there are some additional factors for you to consider that may affect this step of SST Battle setup.

Do you want to control your ally ships, or have the AI handle them for you?

If you want to have full control of your allies during play, then you may continue to the next step knowing that only the enemy squadron will be using AI rules. If you want the AI to handle both the enemy squadron and ally ships, you will need to make a quick adjustment to the AI rules in the SST rulebook.

- When it is your squadron’s turn to activate, you may select either your ship or an ally AI ship to activate.
- When deploying an ally AI ship, you may select its deployment point from the player starting edge.
- When determining a target for an ally AI ship, instead of targeting player ships, it will target enemy AI ships using the same targeting priority on page 28 of the SST Rules.

Duplicate Chassis in play - Not enough parts! Not enough AI decks!

You may sometimes roll duplicate Chassis. Depending on what SST products you own, you may not have enough SST parts to build multiples of the same ship. If the ship is player controlled, just swap out the missing parts with other parts you own. If the ship is AI controlled, the parts physically on the ship are less important since the AI cards use a fixed loadout for each Chassis - just fill out the space with something that looks cool!

In the same vein, you may have rolled for duplicate AI Chassis, but you only have one AI deck for that Chassis. In those cases, the AI ships will share the same AI deck. Just draw a new card from the shared deck for each ship as it activates.

As an alternative in either of these cases, you may randomly (or consciously) choose a different Chassis which you do have separate parts and AI cards for.

NOTE: The rule in the SST rulebook that requires a squadron to share the same faction (SST Rules, pg. 25) is optional. For balance, you may wish to keep the rule in place, but it is ultimately up to you.

Adjust SST Loadout:

At this time, you may change out any of your equipped SST Parts with those in your Stash. You may enter battle with less SST Parts than your Chassis allows, but you would be at a severe disadvantage. Remember, any SST Parts that are marked as damaged for the campaign will begin the SST Battle disabled.

Setup the Battlefield:

This is done using the standard rules for setting up an AI battle in the Snap Ships Tactics rulebook (SST Rules, pg. 38).

Begin play:

You are now ready to play an SST Battle. Follow any additional setup steps from the SST Rules and get started!

NEW SECTION: Special Rules During SST Battles

While an SST Battle will mostly play out as described in the SST Rules, there are a few additional rules to keep in mind while playing with this expansion.

Damaged Parts:

When an SST Part on your crew's ship is disabled during an SST Battle (e.g., when a critical hit disables the Part), make a note of it on your crew or ship sheet. This Part will be considered damaged for the rest of the campaign until it is properly repaired (detailed on **pages x and y** of this document), whether or not it's repaired during the SST Battle. In-battle repairs are temporary fixes only.

Story Points:

Once per SST Battle, if the result of an enemy attack would reduce your ship's Hull to 0 or below, you may spend 1 Story Point to negate that attack altogether.

Retreat:

Except during an Invasion SST Battle, your crew's ship may retreat at any time from a battlefield edge instead of re-positioning back into the play area (SST Rules, pg. 9). This will affect your crew's rewards during the SST Post-Battle Sequence (details on page **x**), but they will escape safely.

Crew Skills:

Your crew may have undergone Advanced Training prior to the SST Battle that provides them with skills useful in a dogfight. If any members of your Crew have taken Pilot Training, they may use their associated ability once per SST Battle. Members of the crew in Sick Bay or otherwise incapacitated cannot use their Pilot Training ability. Each unique ability may only be used once per battle. Try to diversify your crew's abilities, unless you are trying to build in some redundancy in case one of them gets taken out during a mission.

NEW SECTION: SST Post Battle Sequence

The SST Post Battle Sequence is a trimmed version of the regular Post Battle Sequence. Some of the steps you'll be performing are exactly the same as the ones in the 5PFH rulebook, while others (marked with **[NEW]**) will be unique to the SST Post Battle Sequence. After completing an SST Battle, perform **ONLY** the following steps:

1. Get Paid - SST **[NEW]**
2. Gather the Loot
3. Determine Injuries and Recovery - SST **[NEW]**
4. Experience and Character Upgrades - SST **[NEW]**
5. Invest in Advanced Training **[additions made]**
6. Purchase Items
7. Roll for a Campaign Event
8. Roll for a Character Event
9. Check for Galactic War Progress

Get Paid - SST

To receive your mission payout in credits, roll the appropriate amount of dice according to the SST Battle result per the following table.

If playing with multiple ships per squadron **and** your squadron won, earn an **additional 1D6 in credits if at least one ally ship survived** (not including your own). These bonus credits are earned regardless of whether your ship survived or not.

You will skip this step after an Invasion SST Battle.

Get Paid - SST - Payout Table			
Retreat	Victory	Survival	Payout Result
Player retreated prior to start of Round 3.	-	-	No reward, and ally ships are assumed destroyed.
Player retreated during Round 3 or later.	-	-	1D6 credits, and ally ships are assumed destroyed.
-	Win	Player survived	3D6 credits, minimum die value of 3.
-	Loss	Player survived	2D6 credits.
-	Win	Player destroyed	2D6 credits, minimum die value of 3.
-	Loss	Player destroyed	1D6 credits.

Gather the Loot

Complete this section as written in the 5PFH rulebook.

Determine Injuries and Recovery - SST

If any of your uninjured crew have Pilot Training, they may use *I Am a Leaf on the Wind* before resolving the rest of the *Determine Injuries and Recovery* step (details on [page x](#)). Instead of resolving this step, do the following:

- Remove damage from your ship until it has 1 less damage than its Hull Points value.
- Mark all equipped SST Parts as damaged.
- Give all characters minor injuries/damage (1 campaign turn in sick bay).
- Kill the character using this ability.

If your ship was reduced to 0 Hull or less during the SST Battle, roll 1D6. On a 4+, your ship scraped by and was able to make an emergency landing on your current World. Remove damage from your ship until it has 1 less damage than its Hull Points value (e.g., a ship with 9 Hull Points will now have 8 damage on it), and all SST Parts it had equipped for this SST Battle are now damaged. On any other result, your ship was damaged beyond repair (see *Being Without a Ship* on pg. 60 of the 5PFH rulebook). Depending on the result, roll on one of the following tables for every character (**including bots**), as appropriate.

Ship Destroyed - SST Post Battle Sequence			
Roll	Result	Effects	Campaign Turns in Sick Bay
1-30	Death or permanent injury	Dead, or removed from the campaign.	-
31-45	Crippling wound	Require 1D6 credits of surgery immediately, or suffer -1 permanent reduction to highest of Speed or Toughness. If this was a bot, treat the result as a Serious Injury instead.	1D6
46-54	Serious Injury	No long-term effect	1D3+1
55-80	Minor injuries	No long-term effect	1
81-95	Knocked out	No long-term effect	-
96-100	School of hard knocks	Earn 1 XP (if this was a bot, no effect)	-

Ship Survived in Critical Condition - SST Post Battle Sequence			
Roll	Result	Effects	Campaign Turns in Sick Bay
1-15	Death or permanent injury	Dead, or removed from the campaign.	-
16-30	Crippling wound	Require 1D6 credits of surgery immediately, or suffer -1 permanent reduction to highest of Speed or Toughness. If this was a bot, treat the result as a Serious Injury instead.	1D6
31-54	Serious Injury	No long-term effect	1D3+1
55-80	Minor injuries	No long-term effect	1
81-95	Knocked out	No long-term effect	-
96-100	School of hard knocks	Earn 1 XP (if this was a bot, no effect)	-

Experience and Character Upgrades - SST [NEW]

Each character in your crew will now receive Experience Points (XP) - including injured characters. Track the accumulated Experience Points for each character. Bots do not receive XP.

Experience and Character Upgrades - SST	
Battle Result	Experience Gain
Retreated from battle before the start of Round 3.	+0
Battle was lost	+2
Battle was won	+3
Ship reduced to 0 Hull during SST Battle	+1
Character used Pilot Training ability during SST Battle	+1
At least 1 ally ship survived	+1

The rest of this step is resolved as written in the 5PFH rulebook.

Invest in Advanced Training

You will resolve this step exactly as written in the 5PFH rulebook. However, there are new options for Pilot Training. These options are available during any Post Battle Sequence, not just after an SST Battle.

When a character obtains Pilot Training, in addition to the benefits granted by the 5PFH rulebook, they also gain access to two new abilities. The first is ***I Am a Leaf on the Wind***, a last-ditch effort to save their crew in an emergency at the cost of their own life, detailed below and on **page x** of this document.

The second ability is one of your choosing from table entries numbers 1-10 below. **Each of these abilities may only be used once per SST Battle**, and only by an uninjured character. Multiple characters may take Pilot Training to utilize multiple, unique Pilot Training abilities during an SST Battle. If multiple characters have the *same* Pilot Training ability, it can still only be used once per SST Battle. **It may be helpful to write your Pilot Training abilities down on a ship-tracking sheet for easy reference during play.**

Pilot Training - SST Abilities Reference Table		
	Ability Access	Ability Description
a	All characters with Pilot Training have access to this ability.	<i>I Am a Leaf on the Wind</i> . If the crew's ship was destroyed during an SST Battle, an uninjured crew member with this ability may bypass the <i>Determine Injuries and Recoveries</i> step of the SST Post Battle Sequence in exchange for their life. See details on page x of this document.
b	All characters with Pilot Training have access to this ability.	During a Starship Travel event that calls for a Savvy test, an uninjured crew member with this ability may roll 2D6, pick the better die, and add +2 to the score.
1	A character must select this ability when receiving Pilot Training	REACTION: During your chassis vent step, you may vent all cubes from one part.
2	A character must select this ability when receiving Pilot Training	REACTION: Before you resolve a rotate icon, you may replace that icon with a U-turn instead.
3	A character must select this ability when receiving Pilot Training	REACTION: When you or a friendly ship within Range 1 defends or resolves missile impacts, you may gain 2 Evasion and make your ship the defender.
4	A character must select this ability when receiving Pilot Training	REACTION: When you defend or resolve missile impacts, you may prevent all critical hits (damage and disable effects).
5	A character must select this ability when receiving Pilot Training	REACTION: When you perform an Attack action, you may convert one die result that hits into a critical hit and treat that die's hit location roll as a critical hit.

6	A character must select this ability when receiving Pilot Training	REACTION: When you perform an Attack action, you may reroll any or all of your attack dice.
7	A character must select this ability when receiving Pilot Training	REACTION: When you resolve an S or L move icon, you may make that move in any of the eight directional lines on your base.
8	A character must select this ability when receiving Pilot Training	REACTION: During your chassis vent step, you may vent any number of heat cubes, taking 1 damage for each.
9	A character must select this ability when receiving Pilot Training	REACTION: After a critical hit disables one of your parts, you may choose an enemy ship at Range 0-2. Roll critical hit locations to disable 2 parts on that ship.
10	A character must select this ability when receiving Pilot Training	REACTION: When you perform an action, you may reduce that action's power cost to zero (it still produces heat).

Purchase Items

Perform this step as written in the 5PFH rulebook.

Roll for a Campaign Event

Perform this step as written in the 5PFH rulebook.

Roll for a Character Event

Perform this step as written in the 5PFH rulebook.

Check for Galactic War Progress

Perform this step as written in the 5PFH rulebook.