

Five Parsecs From Home 2nd Edition



A Nordic Weasel Games
Product

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INTRO

Five Parsecs From Home is a science fiction adventure game aimed specifically at solo-players, though it can be played with a friend just fine.

Build a crew, outfit them and take to the stars. Undertake odd jobs for shady characters, get in gun battles, make a few bucks and die in some place nobody wants to visit.

It is heavily inspired by franchises such as *Trigun*, *Mass Effect*, *Firefly*, *Borderlands* and *Traveller*.

This is the second edition.

The original version of this game was a supplement for the *FiveCore* war-game rules. It was felt that for a game intended primarily to be played solo, the rules were too involved and had too many fringe cases, so they were slimmed down.

The rules are presented in black and white for ease of printing. It also emulates the style of war gaming books from the 80's, which were a major inspiration.

We have opted to use a single-column layout for ease of screen-reading, particularly with the popularity of tablet devices for gaming PDF's.

All feedback, questions and suggestions can be directed to the author at nordicweaselgames@icloud.com

Norms

The rules assume a human player against opponents controlled by the game system. We call these "The Enemy".

Typically, the enemies are randomly generated, but as a campaign progresses, you may gain long-term rivals that wish to see you dead.

We typically refer to an individual model in the game as a "Figure".

The game proceeds in "Turns" which end when every model on each side has had a chance to do something.

Explaining the models

Each miniature figure represents a single character in the game world.

You can use any scale of figures you enjoy.

You will need to be able to each figure apart.

Ability scores

Each of our characters is rated in four fundamental ways:

- ***Reactions**
- ***Speed**
- ***Combat Skill**
- ***Toughness**
- ***Tech**

Reactions is used to determine when a character can act during the turn.

Speed is straightforward: How far you can move in tabletop inches.

Combat Skill is added to all attack dice rolls.

Toughness is what enemies have to roll above to damage you.

Tech is not used in this rule set but has been included for compatibility with other rules.

Weapon ratings

Weapons are rated in three ways:

- ***Range**
- ***Shots**
- ***Damage**

Range is the longest distance, in tabletop inches, you may attack from.

Shots is the number of attack dice you get to roll.

Damage is the number added to the damage roll.

Weapons may have additional traits granting special rules, abilities or exceptions.

Mission objectives and the game

In a typical game, you are simply trying to force the enemy to retreat.

Should they persist, you will have to neutralize all opposition.

The campaign tables will offer various objectives and targets.

These are left completely up to the players to implement for three main reasons:

First, in low-level skirmish gaming, it is typical for players to set about eliminating the opposition first, before worrying about the objective. Hence, having complex scenario rules often means reading the rules for a given mission, even if it will never come up during the battle.

Second, Many of the mission targets would place demands on terrain and scenery collections, making it more difficult to set up the game.

If you lack a specific piece of scenery you need, you can simply play out a battle that happens en route to the target instead.

Third, including mission objectives and detailed rules for 30+ different targets would take up a lot of page count. The desire was to keep the game concise and focused.

If you prefer a stronger, more scenario-driven experience, you are encouraged to create specific objectives for yourself.

If there is sufficient demand, a future supplement may expand this aspect.

Extra stuff

The original edition of the rules featured a number of random “flavor” tables, some of which have been omitted from this version.

Interested parties are encouraged to pick up a copy of *Starport Scum* available from Nordic Weasel Games, which offers more random tables than you could shake a space-stick at.

Special thank you's

To my good friends David Platt and Javier Gonzalez for countless moments of inspiration over the years.

My wife and occasional co-writer Traci Morrissette.

The various wonderful people who have emailed me with ideas.

There are really too many of you to count individually, but Alexander Wasberg looms large as one of the most consistent, creative and energetic solo gamers.



THE STARS OF THE STORY

Five Parsecs From Home is a bit of an unusual game.

Any game with procedural generation has the potential to create an unusual streak of luck (or disaster).

You might have multiple easy encounters only to be demolished by 3 fights against assassins in a row.

Maybe you can't find new weapons to save your life. Maybe your entire crew ends up dead.

In such situations, you will have to determine what to do as a player.

Some players are going to relish going into an overwhelming fight with one guy, armed with a handgun, a smarmy attitude and a pack of gum.

Others will feel dejected that the dice just ended their campaign.

How you feel about things depends on your views of gaming, but we are going to present a few options. You may employ each once per campaign.

Write them on an index card and when each has been used, simply strike it off the list.

If you opt to use these options, they can NEVER be regained and cannot be restored for any reason in this campaign.

To gain new uses, you have to start completely from scratch.

If this sort of thing feels like it isn't as grim and gritty as you like, ignore it.

1 **Ducked at the right time!**

.....

A character that was just removed from the battle field returns unharmed.

2 **Looked worse than it was!**

.....

Ignore a roll on the campaign injury table. Character recovers immediately.

3 **Did you ever meet my mate?**

.....

Add a new character to your team immediately, even mid-battle.

4 **Berserk mode!**

.....

One character may fire at every visible target in one turn.

5 **Rainy day fund!**

.....

Immediately add 1D6 Credits to your stash.

THE GAME TURN

Each turn consists of three phases:

***Quick actions**

***Normal actions**

***Slow actions**

If playing against another human player, omit the **Normal** actions phase.

To begin the turn, roll a number of **D6** equal to the number of your characters.

Put away all dice that rolled over the highest **Reaction** score in your squad.

Assign each of the remaining dice to one of your characters.

Any character assigned a die equal or below their **Reaction** score will act in the **Quick Action** phase.

Characters assigned a die over their **Reaction** score will act in the **Slow Action** phase.

All **enemies** will act in the **Normal Action** phase.

If playing against another player, when all figures have been assigned to phases, alternate moving 2 at a time.

In either game-mode the turn ends when all characters on both sides have acted.

Actions

During a phase, player figures can act in any order desired.

Enemy figures begin with the figures closest to the players table edge, then working their way back.

When acting, a figure may **Move** and **then** perform a **Combat** action.

A figure may opt to forego either option but cannot perform them in reverse order.

Stunned

If a figure is **Stunned**, they may **Move OR** perform a **Combat** action, not both.

Stunned enemies will always fire at the nearest target if one is visible.

If not, they will retreat to try and get into better cover or behind a terrain feature.

Remove a **Stun** marker after the figure has acted.

Characters can accumulate multiple **Stun** markers.

Snap fire

Characters that are eligible to act in the **Quick Action** phase may opt not to do so.

This allows them to either fire when an **enemy** moves or to delay until the **Slow Action** phase.

If a moving enemy is **Stunned**, they lose the ability to fire this turn.

Firing during an enemy move prevents the firing character from moving this turn.

Characters that do not find an opportunity to fire in the **Enemy** phase can Move OR Fire in the **Slow Action** phase, not both.



MOVEMENT

When moving, a figure may move up to their **Speed** in tabletop inches.

Terrain features do not typically reduce movement speeds but **Difficult Terrain** will consume an additional **1"** of movement allowance for every full **2"** moved in it.

Difficult Terrain includes forest, swamp, rubble and sand.

Figures cannot move directly through another figures at any time.

Dash

Characters that do not intend to fire can **Dash**, allowing them to move an additional **2"**. **Enemies** only do so if they do not carry a ranged weapon.

Proximity

If a figure moves into contact with an enemy, they engage in a **Brawl** and neither figure may be moved until the combat is finished.

Figures may enter a **Brawl** when **Dashing**.

Moving up and down

Vertical obstacles can be traversed by simply paying the cost in inches.
For example, crossing a **2"** tall wall uses **2"** of movement allowance.
Figures cannot end a move part-way up a surface or wall.

A descent of **1"** or less can be performed for free.

Any longer drop requires the character to either climb down or **Jump**.

Jumping down more than **1"** ends the characters turn.

Jumping 3" or further inflicts a **Damage 0** hit.

ENEMY MOVEMENTS

The way the **Enemy** moves on the field requires a bit of explanation, as we need to inject a modest amount of “artificial intelligence” into the proceedings.

It is assumed that the player will make snap decisions based on what is reasonable. You may of course role play the opposition based on their type.

Enemies operate according to one of four broad types:

Cautious

Cautious enemies will attempt to stay in cover whenever possible.

Figures with an opponent in sight and range will remain where they are and fire.

Otherwise, they will advance in or behind terrain features, trying to establish lines of fire to opposing figures.

They will attempt to engage targets at as close to maximum range as possible and will not advance voluntarily within **12”** of opposition.

As a general rule, they will not enter **Brawling** combat.

Aggressive

Aggressive enemies with opponents in sight will advance at least half a move towards them, attempting to remain in cover if possible.

Enemies that are unable to see any opposition or which are within **12”** will advance as fast as possible towards the nearest opponent, attempting to enter into a **Brawl**.

Heavy weapon figures will not move if they have a line of sight to a target.

Psycho

Psycho enemies will move as fast as possible towards the closest opponent and will always attempt to enter **Brawling** combat.

Psychos with **Heavy** weapons will stand still and fire if in sight of a target.

Tactical

Tactical enemies will advance at half pace, always retaining cover where possible.

They will cross open ground at full pace if needed.

They will attempt to close to within **12”** of their opponents, then will move to outflank and get clear lines of fire where possible.

Tactical enemies will attempt to remain within **3”** of a friendly figure when possible.

COMBAT

A figure may fire any single weapon carried as a **Combat Action**.

Unless within **3"** of a visible enemy, you may fire at any visible target.

Figures within **3"** of a visible enemy **MUST** attack an enemy within **3"** of them.

Lines of sight are blocked **3"** after crossing the earliest point of a terrain feature, **UNLESS** the firer is within **1"** of the feature.

Lines of sight are **ALWAYS** blocked by other figures from either side.

Weapons with multiple shots may resolve them one at a time. If the target is destroyed, you may select another target within **3"** for the next shot.

To hit, roll **1D6**, adding the **Combat Skill** of the firer.

The target number to hit is:

Within 6" and in the open	3+
Within weapon range and in the open	5+
Within weapon range and behind terrain	6+

If the modified score is **equal** or **above** the target number, the shot hits.

Missed shots never have any effect.

Each shot that hits attempts to do damage.

Roll **1D6**, adding the **Damage** of the weapon.

The **Damage** roll must **equal** or **exceed** the **Toughness** score or score a natural **6** to inflict any damage.

This will knock the target out of action, removing the figure from play.

Brawling

Characters in physical (base) contact with each other will fight in a **Brawl** rather than attacking normally.

When either character is active, roll **1D6**, adding the **Combat Skill** of each character.

If two (or more) characters are fighting one, pick one of them to fight and add **+1** to the score.

The lower overall score is hit with any **Melee** weapon carried by the winner.

Characters without **Melee** weapons strike with **-1** to the **Damage** roll.

If the winner scored a **6**, inflict an additional hit.

If the loser scored a **1**, inflict an additional hit.

On a draw, both characters take a hit.

If multiple characters are fighting one, only the character picked to fight will be hit.

A character that eliminates their opponent can move **2"** in any direction, but cannot enter a new **Brawl**.

Non lethal hit

A roll that is equal or less than **Toughness** will push the target 1" directly away from the attacker.

Mark the figure as **Stunned**.

A **Stunned** character may move OR fire when next active.

Remove one **Stun** marker after the figure has acted.

Characters can accumulate multiple **Stun** markers.

Enemy firing

Enemies always fire at the easiest target to hit and will prefer a closer target to a distant one.

Overkill option

If you find that it's too difficult to hit anything, lower all to-hit requirements by 1.

This will substantially speed up the game, though it will also make your characters rather short lived.

Aim option

As an option, a non-stunned character may forego moving to re-roll 1's on the attack dice. Simply pick up the 1's and roll them again.



RUNNING AWAY

At the end of the game turn, each side will test morale, if they lost any figures during the turn.

Tally up the number of figures lost this turn and roll a **D6** for each.

Every 1 or 2 is considered to be a **Morale** failure.
Track these throughout the game.

The players force must abandon the fight upon reaching a second **Morale** failure.
When fighting enemies, the enemy tables in the rules will provide the number of failures needed to bail out.

Note that due to the dice, some forces may fight to the death, while others will turn tail at the first sign of trouble.

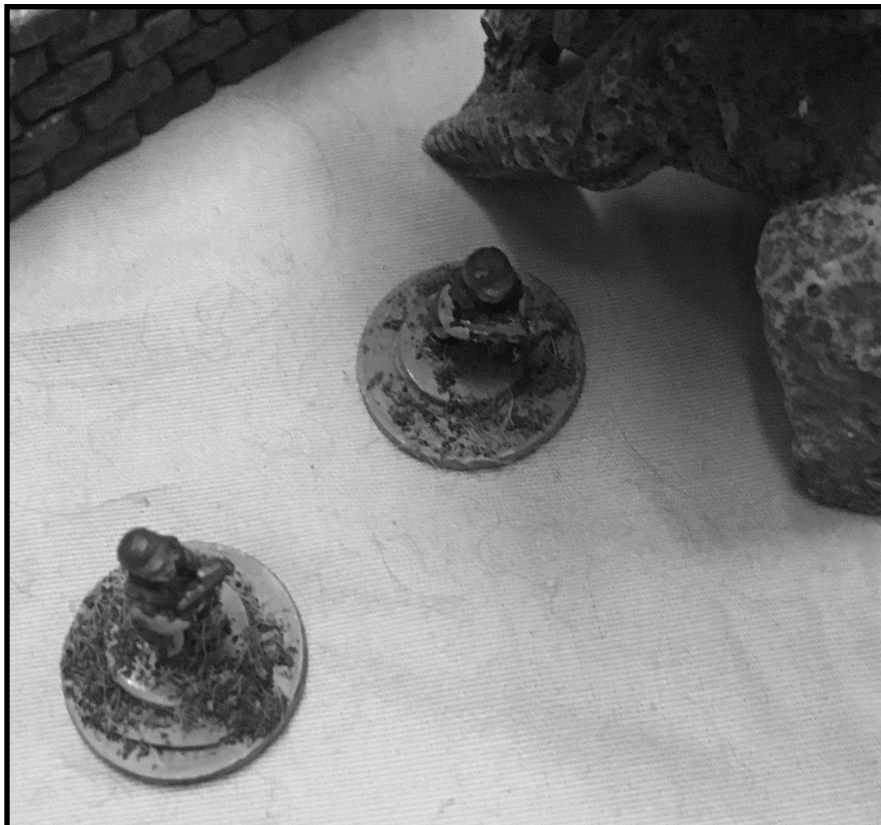
It is possible for both sides to flee in the same turn, causing the battle field to be abandoned.

Heroic player option

Optionally, you may prefer having your crew flee at the third **Morale** failure.

Leadership option

To have a slightly more realistic game, select a leader figure for each side.
If the leader becomes a casualty, an additional **Morale** die must be rolled.



PROBLEM SOLVING

Players inclined towards more fantastical scenarios may end up with all manner of things happening: Doors that need opening, computers that need hacking and strange alien animals that need calming.

This section offers a few quick solutions to handle these situations as they arise. Pick whichever fits your situation best.

Performing a test typically prevents the figure from attacking that turn.

Quick test

Determine if the test is **Easy** or **Hard**, then roll a **D6**.

An **Easy** test is passed on a roll of **3+** while a **Hard** test is passed on a roll of **5+**.

Opposed test

Roll a **D6** for each figure with the higher roll prevailing.
On a draw, the action is unresolved this turn.

Wits test

Set a **Challenge Rating** from **2** to **7**.

Roll **1D6** and add the **Tech** score of the character.

If the result is equal or better, the test is passed.

Hazards and fumbles

Rolling a 1 on the die (before modifiers) **Stuns** the character.

If a test is deemed **Hazardous**, rolling a **1** inflicts a **Damage 0** hit as well.

GAME REFERENCE

The turn sequence

Roll D6 equal to crew size and assign each die to a character.
Assigned D6 roll equal or under Reactions acts in Quick Action Phase.
Enemies act in Normal Action Phase.
D6 assigned over Reactions acts in Slow Action Phase.

Acting

Figure may move and then attack.
Stunned figure may move or attack.
Remove one Stun marker after acting.

Moving

Move up to Speed in inches, vertical or horizontal.
Difficult terrain cost +1" per 2" moved.
If entering contact, Brawl.
Move +2" if not firing.

Firing

Must fire at closest target if within 3" of enemy.
Line of sight blocked 3" after crossing feature.

To hit, roll D6+Combat Skill:

Melee within 2" or open within 6"	3+
Gun within 2" or open within range	5+
Covered target within range	6+

Brawling

Roll 1D6+Combat Skill. Add +1 if outnumbering.

Loser takes a hit.
Inflict additional hit if rolling 6.
Suffer additional hit if rolling 1.

Damage

1D6+Damage.
Target eliminated if die is a 6 or modified score equals or exceeds Toughness.
Survivor is pushed 1" back and Stunned.

Morale

At the end of each turn roll 1D6 per casualty.
Track every 1 and 2 rolled.
When two have been scored, force runs away.

DIFFICULTY SETTINGS

If you wish to adjust the difficulty of a campaign up or down, you can use the options presented in this chapter to tailor things to your liking.

These options are intended to be as modular as possible. They can be changed mid-campaign without too much trouble, though we recommend not changing options mid-game.

The left column offers options to make the game easier, while the right column offers options to make the game harder.

REDUCE DIFFICULTY	INCREASE DIFFICULTY
Enemies must roll OVER Toughness to inflict casualties.	All Enemies gain +1 Toughness.
When activating a figure, roll 1D6 per Stun marker. If the roll is equal or below Reactions, the marker is removed.	Player cannot Snap Fire.
Gain +1 Credit after each battle.	Enemies cannot be Stunned.
Gain +1 XP after each battle.	Increase Enemy squad sizes by 1 in encounters
Reduce Enemy squad sizes by 1 in encounters.	No Enemy penalty for Heavy weapons.
Re-roll one Injury roll after each encounter.	Gain -1 XP after each battle.

WEAPONS AND GEAR

The following covers a collection of typical weapons and gear your characters may find themselves armed with.

Weapons may be marked as **Focused** (all shots must be against one target), **Heavy** (-1 to Hit when moving), **Area** (roll an extra shot against each enemy within 2" of target) or **Terrifying** (Any figure hit must roll for morale at the end of the turn even if they were not slain)

Weapon	Range	Shots	Damage	Notes
Hand gun	12"	1	0	-
Hand cannon	8"	1	2	-
Rifle	24"	1	0	-
Shot gun	12"	2	1	Focused
Hunting rifle	30"	1	1	Heavy
Auto rifle	24"	2	0	-
Rattle gun	24"	3	0	Heavy
Blast pistol	8"	1	1	-
Blast rifle	16"	1	1	-
Fury rifle	24"	1	2	Heavy
Shell gun	30"	2	0	Heavy Area
Cling fire pistol	12"	2	1	Focused Terrifying
Hand flamer	12"	2	1	Focused Area
Old fashioned blade	Brawl	-	0	Melee
Brutal melee weapon	Brawl	-	1	Melee
Power claw	Brawl	-	2	Melee
Glare sword	Brawl	-	0	Melee
Suppression maul	Brawl	-	1	Melee

Gear	Function
Frag Vest	+1 Toughness while worn.
Combat Armor	+1 Toughness and +1 Reactions while worn.
Communicator	Ignore the first casualty per game for Morale dice purposes.
Purifier	Purify water to sell for 1 Credit per campaign turn.
Fixer	One-use. Repair a destroyed piece of equipment.
Nano-Doc	One-use. A character does not have to roll on Injury table after a game.
Concealed blade	If beginning action within 2" of an enemy, attack with +0 to hit and Damage 0. Then move away at normal Speed.
Assault blade	Attach to gun. 2" range. +1 to hit. Damage 0.
Booster pills	One-use. Recover from Stun, then move at double Speed this turn.
Loaded dice	Crew member may Gamble as a campaign turn job. Earn 1D6 Credits but if the roll is a 6, crew member loses the dice and must roll on Injury table.
Frakk grenades	3 grenades. Single-use. 6" / 2 shots/ Damage 0 / Heavy / Area.
Dazzle grenades	3 grenades. Single-use. 6". All characters within 2" of target point are Stunned.

Gadget	Function
Screen generator	If struck by a non-melee weapon, roll 5+ on 1D6 for the screen to deflect.
Displacer	Use once per mission. Pick target location in sight. Move character to a point 1D6" away from that in a random direction. May not move but can attack after arriving.
Insta-Wall	Use once per mission. Put a marker within 3" and then place a 2" long barricade so it is touching the marker, but oriented in any direction desired. The wall lasts for the rest of the battle, is man-height and impervious to fire.
Duplicator	Single-use. Take any piece of equipment and create a perfect duplicate.
Battle visor	Can see 5" past terrain obstacles.
Stabilizer	Fit to any weapon to negate Heavy penalty.
Jump belt	May jump up to 9" directly forward and up to 3" into the air instead of moving normally.
Stealth gear	All shots at wearer are -1 to hit, unless firer is within 12".
Sonic emitter	Always on. All enemies within 5" suffer a -1 penalty to Firing rolls.
Stim-pack	Single-use when character would become a casualty. Remain on table but become Stunned.
Seeker sight	Fit to any non-melee weapon to grant a +1 hit bonus when Firer isn't moving.
Distraction droid	Use once per battle at the start of the turn. Pick an enemy that cannot act this turn.

CHARACTER CREATION

To create a squad, you need characters.

This chapter will walk you through the process to get your campaign started.

A typical starting squad has 5 characters.

If you want a slightly easier experience, go with 6 characters.

They each begin with the following profile:

*Reactions	1
*Speed	4
*Combat Skill	0
*Toughness	3
*Tech	0

To generate the story for our characters, we provide 3 tables to generate **Background**, **Motivation** and **Class**.

Roll on each table to establish who the character is.

The **Effect** column will note bonuses to your profile, typically in half points such as “**+0.5 Speed**”. Add these up as normal.

Half points (0.5) are used as the increment of advancement, they are dropped during game play.

Optionally you may count half point **Speed** increases on the tabletop.

The resources column provides a bit of starting cash.

This is not specific to that character, all available credits can simply be combined into one pool.

Some rolls will give you Patrons, Enemies or Quest Clues.

These are explained further in the campaign rules.

The **Starting Rolls** column offers extra rolls on the various equipment tables.

It's worth noting that some results will be more desirable than others.

Not everybody was born with the same opportunities.

Note that the tables intentionally do not depend on each other.

You can have a character that grew up in a high tech environment and became a primitive outcast. Be creative and come up with a story as to how that went down.

Roll	Background	Effect	Resources	Starting rolls
1-4	Peaceful high tech colony	+ 0.5 Tech	+1D6 credits	-
5-9	Overcrowded dystopian giant city	+0.5 Speed	-	-
10-13	Low tech colony	-	-	+1 Low Tech Weapon roll
14-17	Mining colony	+0.5 Toughness	-	-
18-21	Military brat	+0.5 Combat Skill	-	-
22-25	Space station	-	-	+1 Gear roll
26-29	Military outpost	+0.5 Reactions	-	-
30-34	Drifter	-	-	+1 Gear roll
35-39	Lower classes of mega-city	-	-	+1 Low tech weapon roll
40-42	Wealthy merchant family	-	+2D6 credits	-
43-46	Frontier gang	+0.5 Combat Skill	-	-
47-49	Religious cult	-	Patron	-
50-52	War torn hell hole	+1 Reactions	-	+1 Military Weapon roll
53-55	Tech guild	+1 Tech	+1D6 credits	+1 Hi-Tech Weapon roll
56-59	Subjugated colony on alien world	-	-	+1 Gadget roll
60-64	Long term space mission	+0.5 Tech	-	-
65-68	Research outpost	+ 0.5 Tech	-	+1 Gadget roll
69-72	Primitive or regressed world	+1 Toughness	-	+1 Low Tech Weapon roll
73-76	Orphan utility program	-	Patron	-
77-80	Isolationist enclave	-	2 Quest Clues	-
81-84	Comfortable mega-city class	-	+1D6 credits	-
85-89	Industrial world	-	-	+1 Gear roll
90-93	Bureaucratic class	-	+1D6 credits	-
94-97	Wasteland nomads	+1 Reactions	-	+1 Low Tech Weapon roll
98-100	Alien culture	-	-	+1 Hi-Tech Weapon roll

Roll	Motivation	Effect	Resources	Starting rolls
1-8	Wealth	-	+1D6 Credits	-
9-14	Fame	-	Enemy	-
15-19	Glory	+0.5 Combat Skill	-	+1 Military Weapon roll
20-26	Survival	+0.5 Toughness	-	-
27-32	Escape	+1 Speed	-	-
33-39	Adventure	-	+1D6 credits	+1 Low Tech Weapon roll
40-44	Truth	-	1 Quest Clue	-
45-49	Technology	+0.5 Tech	-	+1 Gadget roll
50-56	Discovery	+0.5 Tech	-	+1 Gear Roll
57-63	Loyalty	-	Patron	-
64-69	Revenge	+1 XP	Enemy	-
70-74	Romance	-	1 Quest Clue	-
75-79	Faith	-	1 Quest Clue	-
80-84	Political	-	Patron	-
85-90	Power	+2 XP	Enemy	-
91-95	Order	-	Patron	-
96-100	Freedom	+1 XP	Enemy	-

Roll	Character class	Effect	Resources	Starting rolls
1-5	Working class	+0.5 Tech	-	-
6-9	Technician	+0.5 Tech	-	+1 Gear Roll
10-13	Scientist	+0.5 Tech	-	+1 Gadget Roll
14-17	Hacker	+1 Tech	Enemy	-
18-22	Soldier	+1 Combat Skill	+1D6 Credits	-
23-27	Mercenary	+1 Combat Skill	-	+1 Military Weapon Roll
28-32	Agitator	-	Enemy	-
33-36	Primitive	+1 Speed	-	+1 Low Tech Weapon Roll
37-40	Artist	-	+1D6 Credits	-
41-44	Negotiator	-	Patron	-
45-49	Trader	-	+2D6 Credits	-
50-54	Starship crew	+0.5 Tech	-	-
55-58	Petty criminal	+0.5 Speed	-	-
59-63	Ganger	+0.5 Reactions	-	+1 Low Tech Weapon Roll
64-67	Scoundrel	+0.5 Speed	-	-
68-71	Enforcer	+0.5 Combat Skill	Patron	-
72-75	Special agent	+1 Reactions	Patron	+1 Gadget Roll
76-79	Trouble shooter	+0.5 Reactions	-	+1 Low Tech Weapon Roll
80-83	Bounty hunter	+0.5 Speed	1 Quest Clue	+1 Low Tech Weapon Roll
84-88	Traveller	-	-	+1 Gear Roll
89-92	Explorer	+1 XP	-	+1 Gear Roll
93-96	Punk	+1 XP	Enemy	-
97-100	Scavenger	-	1 Quest Clue	+1 Hi-Tech Weapon Roll

Crew equipment

You will receive the following equipment:

*3 rolls on your choice of the **Military** or **Hi-Tech Weapon** tables.

*3 rolls on the **Low Tech** Weapon table.

*1 roll on the **Gear** table.

*1 roll on the **Gadget** table.

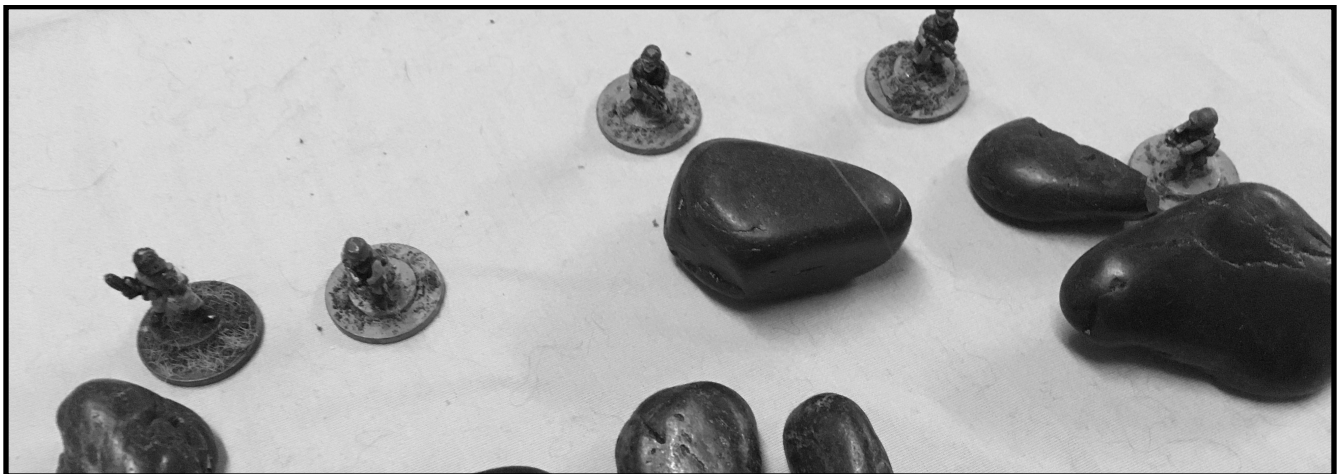
*1 Credit per crew member recruited.

Any equipment obtained from these tables, regardless of the source, go into a central **Stash** and can be issued and distributed to your characters as you see fit.

This equipment, plus any additional rolls granted by the character creation process, can be distributed as desired.

Roll	Low-Tech weapon	Roll	Military Weapon	Roll	Hi-Tech Weapon
1-30	Hand gun	1-10	Hand gun	1-20	Blast pistol
31-55	Rifle	11-35	Rifle	21-35	Blast rifle
56-70	Shot gun	36-60	Auto rifle	36-45	Fury rifle
71-80	Hunting rifle	61-70	Rattle gun	46-55	Cling fire pistol
81-90	Old fashioned blade	71-80	Shell gun	56-65	Hand flamer
91-100	Brutal melee weapon	81-90	Blast rifle	66-75	Power claw
		91-100	Suppression maul	76-90	Glare sword
				91-100	Suppression maul

Roll	Gear	Roll	Gadgets
1-15	Frag Vest	1-10	Screen generator
16-25	Combat Armour	11-20	Displacer
26-30	Communicator	21-25	Insta-Wall
31-40	Purifier	26-35	Duplicator
41-45	Fixer	36-50	Battle visor
46-55	Nano-Doc	51-65	Stabilizer
56-60	Concealed blade	66-70	Jump belt
61-70	Assault attachment	71-75	Stealth gear
71-75	Booster pills	76-80	Sonic wave emitter
76-80	Loaded dice	81-90	Stim-pack
81-95	Frakk grenades	91-95	Seeker sight
96-100	Dazzle grenades	96-100	Distraction droid



Flavor details

Finally, roll on the Crew tables below.
These rolls are purely to add character, they will not influence game play.
They are however highly recommended.

Roll	Our ship is	Roll	We met through	Roll	We are best characterized as
1-18	Worn freighter	1-10	Hired by random member of the group	1-12	Lovable rogues
19-30	Retired troop transport	11-20	Pursuit of random group members motivation	13-21	Consummate professionals
31-35	Strange alien vessel	21-30	Being in trouble with authorities	22-28	Cut-throat outlaws
36-44	Upgraded shuttle	31-40	A common enemy	29-34	Defenders of the down trodden
45-53	Retired scout ship	41-50	A common cause or belief	35-48	Opportunistic scoundrels
54-59	Re-purposed science vessel	51-65	A random meeting in a bar	49-58	Starport scum
60-69	Battered mining ship	66-75	A previous job	59-72	Somewhat honorable bandits
70-79	Unreliable merchant cruiser	76-90	Mutual protection in a hostile universe	73-87	Somewhat forgettable
80-85	Former diplomatic vessel	91-100	Being old war buddies	88-100	A blank slate
86-93	Ancient low tech craft				
94-100	Built from salvaged wrecks				

THE CAMPAIGN TURN

The game is played in a series of **Campaign Turns**.

Each such turn may represent a few days, a few weeks or even several months. Think of a **Campaign Turn** as an episode in a television show.

The focus on the **Campaign Turn** is a tabletop battle, though quite a bit of other things will take place around it.

Each **Campaign Turn** is played by going through the following steps:

<ul style="list-style-type: none"> *Determine if we travel. *Pay for upkeep. *Assign and resolve crew jobs. *Assign equipment. *Resolve any Rumors. *Play out a tabletop battle. *Resolve Enemy status. *Get Paid. 	<ul style="list-style-type: none"> *Determine what Loot we found. *Determine injuries and recovery. *Experience and Leveling. *Do your shopping. *Roll for Campaign events. *Roll for Character events.
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This chapter will go through each step in the order they are accomplished each turn.

Determine if we travel

Each **Campaign Turn** takes place in a single star system.

At the beginning of a **Turn** you may always decide to **Travel**, leaving behind the world you were on.

This essentially allows you to start fresh on a new world, which may be beneficial if you've made a lot of people angry.

It always costs **5 Credits** (fuel) to travel to a new world.
If you do not have the money, you are stuck.

If you have **Enemies** on the world you were at, each **Enemy** will follow you on a **D6** roll of 5+.

Pay for upkeep

Each member of your squad will expect **1 Credit** worth of upkeep:
This can be paychecks, booze, food or anything else you like to imagine.

Alternatively, you can cross off any item in your stash (whether its a weapon, piece of gear or a gadget) to give the character. They'll sell it for booze and be happy.

Crew members that do not get paid will refuse to do any jobs for you this **Turn**.
You do not have to pay for crew members in **Sick-Bay**.

You can opt to kick out any crew member at this stage.
Pick one item they carry that is returned to your stash, they take the rest with them.

Assign and resolve crew jobs

Characters in **Sick-Bay** now mark off one **Turn** from their duration. If this was their last **Turn** in **Sick-Bay**, they can rejoin the crew for the encounter but cannot perform a Job this **Turn**.

Each crew member that got paid and isn't in **Sick-Bay** can take on a job now.
You may assign up to two characters to any one job.
A character may opt to simply sit around on the ship and do nothing, if desired.

Available jobs are:

*Find a Patron	Go look for someone to hire the crew.
*Train	Go to the gun range and the gym.
*Trade	Try to score some new equipment.
*Recruit	Expand your crew.
*Explore	See the sights around town.
*Track	Look for an enemy for a showdown.

Find a Patron:

To find a **Patron**, roll a **D6** and add the number of crew members that went looking.
If the roll is **6** or higher, you've been hired.
You may spend **2 Credits** to obtain a single **+1** bonus to the roll.

Use the **Patron** tables at the end of this chapter to determine the nature of the mission.

If you succeed in the mission, the **Patron** can be added to your **Patron** list for this world.

When trying to **Find a Patron** on this planet in the future, add **+1** to the roll for each known **Patron**.

If the roll would have failed without this modifier, the new job is from an existing **Patron** (chosen at random).

Train:

Each crew member that trains earns **1 Experience Point**.
If this causes them to **Level Up**, resolve it immediately. Huzzah!

Trade:

For each crew member trading, roll once on the **Trade** table to see what presents itself.

You can get additional rolls by spending **3 Credits** each.
At least one crew member must be Trading to permit this expenditure.

Recruit:

If your crew has LESS than **6** members currently, you can automatically recruit a new character for each crew member sent recruiting (until you are back to **6** members).

If you have **6** or more crew members, roll a **D6**, adding the number of crew members sent to recruit.

A score of **6** or higher allows a new recruit to be added.

You must pay a Hiring Fee of **2 Credits** per new recruit.

Recruits have the basic profile and come armed with a hand gun.
Roll on the background tables as normal, but ignore any bonus credits. If they had money, they wouldn't be hanging out waiting to be hired.

Explore:

Each crew member exploring rolls once on the **Exploration** table at the end of this chapter.

Track:

If you have **Enemies**, you can attempt to **Track** them down.

Roll **1D6**, adding the number of crew that are **Tracking**.

If the result is a **6** or higher, you have located an **Enemy** of your choice, allowing you to fight a battle against them this turn.

You may spend **1 Credit** to obtain a single **+1** bonus to the roll.

Assign equipment

At this stage, you can re-assign any equipment for your crew.
Characters can trade items, leave items in your stash or take items from the stash.

Any character just recruited cannot take, give away, trade or stash any item this **Campaign Turn**.

Once assignments are complete, each character is equipped with their assigned items until the following **Campaign Turn** begins.

Resolve any rumors

You may find **Rumors** as you play.

If you are not currently on a **Quest**, roll a **D6** at this stage.
If the roll is **equal** or **below** the number of **Rumors**, remove **Rumors** equal to the dice roll.

You have now received a **Quest** which you may pursue immediately.

If you are currently on a **Quest**, simply track any **Rumors** for later or convert 2 Rumors to **Quest Clues**.

Play out a tabletop battle

Tally up the number of Enemies you have and roll a D6. If the roll is equal or lower than the number of enemies, one of them has tracked you down and you will have to fight them.
Select the most appropriate or pick at random.

If no Enemy finds out but you have acquired a **Patron**, tracked an **Enemy** or obtained a **Quest**, you have a mission to play out.

If none of these apply, you will obtain an **Opportunity Mission**.

Proceed to the **Encounter** section of the rules and fight out a table top battle.

Resolve Enemy status

After a battle that you **won**, roll **1D6**.

On a **1**, the opponents you just fought become your **Enemies** and should be written down for this world.

If you won against an existing **Enemy**, roll a **D6**, adding **+1** if you **Tracked** them down.
On a **5** or better, they've had enough and you can remove them from the **Enemy** list.

Get paid

Earn **1D6 Credits** in pay or salvage. If you won the mission, treat any roll of 1 or 2 as a 3.

If you did a **Patron** job, add **+1 Credit** to the total (danger pay and expenses).

Patron Bonuses from the **Patron** table are awarded if the mission was a success.

If you finished a **Quest**, roll the die twice and pick the better score.

Determine what Loot we found

Roll on the **Loot** table to see what you've earned.

If you just finished a **Quest**, roll twice.

Determine injuries and recovery

Any character that became a casualty in the game must roll for their injuries.

Roll	Result	Effects	Campaign Turns in Sick bay
1-5	Gruesome fate	Dead and all carried equipment is lost.	-
6-15	Death or crippling injury	Dead or removed from campaign.	-
16-24	Leg wound	Speed - 0.5	1
25-32	Arm wound	Combat Skill - 0.5	1
33-40	Head wound	Reactions - 0.5	1D3
41-48	Torso wound	Toughness - 0.5	1D3
49-80	Minor injuries	No long term	1
81-95	Knocked out	No long term	-
96-100	School of hard knocks	Earn 1 Experience Point	-

Experience and leveling

Each character that participated in a battle will now earn **Experience Points (XP)**. Characters “survived” if they did not become a casualty.

Became a casualty	+1	First character to inflict a casualty	+1
Survived but crew ran away	+2	Inflict casualty on enemy leader	+1
Survived and held the field	+3	Crew completed a Quest	+1

If the enemy you fought were considered **Tough** (marked on the **Enemy** table with a * after their number modifier) you may additionally award 1 bonus **XP** to any character of your choice.

Track the accumulated **Experience Points** for each character.

Every **5 Experience Points** earned can be cashed in to obtain an **Advance**.

Select one of **Reactions**, **Combat Skill**, **Speed**, **Tech** or **Toughness** and raise it by +0.5.



Do your shopping

You may pay **2 Credits** to receive a roll on the **Low-Tech Weapons** table or **Gear** tables in the character creation chapter.

You cannot purchase more than one roll per **Campaign Turn**.

Roll for Campaign event

Roll on the **Campaign Event** table at the end of this chapter.

Apply the result.

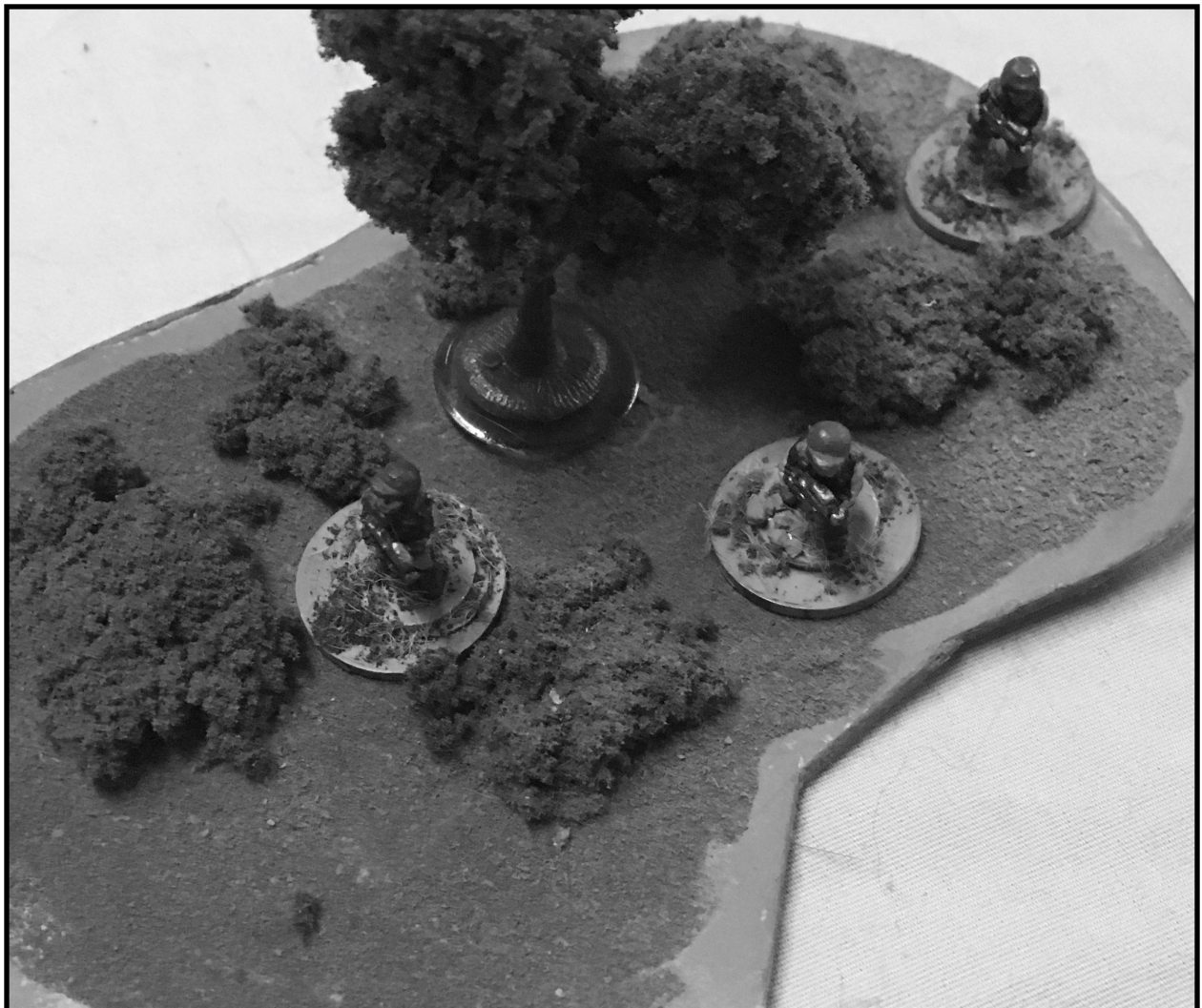
If the event makes no sense in your current situation, ignore it.

Roll for Character event

Select a random character and roll on the **Character Event** table at the end of this chapter.

Apply the result.

If the event makes no sense in your current situation, ignore it.



CAMPAIGN REFERENCE

Upkeep:

1 Credit per crew not in Sick-Bay.

Action - Find a Patron:

D6+crew. Pay 2 Credits for +1.
+1 per known Patron.
6+ to succeed.

Action - Train:

Gain one XP.

Action - Trade:

One Trade roll per crew.
Pay 3 credits for bonus roll.

Action - Recruit:

Automatic if below 6.
At 6+, roll D6+Crew.
6+ hires a new member.
Pay 2 Credits each.

Action - Explore:

One Explore roll per crew.

Action - Track:

D6+crew. Pay 1 Credit for +1.
6+ to succeed.

Rumors:

D6 equal or below Rumor count grants Quest.

Get paid:

1D6 Credits.
Winners can't roll below 3.
Patron +1 Credit.
Quest finish rolls twice and picks best.

Loot:

Roll once. Twice if finishing Quest.

Enemies:

Opponents become long-term Enemy on roll of 1.
Enemies defeated are removed on 5+
(+1 if Tracked).
Enemies will attack you on D6 roll equal or lower
than number of Enemies.

Experience:

Earn 1 XP for becoming a casualty in the battle.
Earn 1 XP for inflicting the first casualty.
Earn 1 XP for inflicting casualty on enemy leader.
Earn 1 XP for completing a Quest.
Earn 2 XP for surviving but failed morale.
Earn 3 XP for surviving and holding the field.

5 XP allows Advancing an ability by 0.5.

Shopping:

2 Credits to roll once on either Low-Tech Weapon
or Gear tables.

The campaign tables

Roll	Patron identity	Bonuses	Roll	Patron identity	Bonuses
1-4	Local gang	-	51-54	Adventurers	-
5-8	Gang lord	-	55-58	Traveller	-
9-12	Local authorities	+1 Trade roll	59-62	Political leader	-
13-16	Cultists	-	63-66	Alien diplomat	+1 Gadget roll
17-20	Renegades or outcasts	-	67-70	Alien renegade	-
21-24	Mercenary outfit	+1 Military Weapon Roll	71-74	Explorer	-
25-28	Researcher	+1 Gear roll	75-77	Enclave	-
29-32	Secret agent	-	78-81	Wandering preacher	-
33-35	Mad scientist	+1 Gadget roll	82-85	Tax collector	+1 Credit
36-38	Primitives	-	86-88	Mysterious figure	-
39-42	Pirates	-	89-92	Local militia	-
43-46	Bounty hunter	-	93-96	Government administrator	-
47-50	Trade guild	+1 Credit	97-100	Wealthy benefactor	+1 Credit

Roll	Job Type	Roll	Job Type
1-5	Find someone	46-50	Explore area
6-10	Find something	51-55	Persuade someone
11-15	Rescue someone	56-60	Investigate location
16-20	Retrieve something	61-65	Capture someone
21-25	Kill someone	66-70	Escort someone
26-30	Destroy something	71-75	Deliver something
31-35	Defend location	76-80	Attack group
36-40	Attack location	81-90	Patrol location
41-45	Defend someone	91-100	Disrupt job of another group

Roll	Trade result	Roll	Trade result
1-5	Random Low Tech Weapon	51-55	Local currency. Trade back for 2 Credits.
6-10	Random Gear	56-60	Quality food and booze. Ignore one Morale Failure die.
11-15	Instruction manual. One character receives +1 XP.	61-65	Scrap. Sell for 1 Credit.
16-20	Medical Supplies. Reduce one characters Sick-Bay time by 1 turn.	66-70	Worthless trinket. Useless.
21-25	Local Map. +2 to Track Enemy once.	71-75	Gift. Give to any character to earn +1 XP.
26-30	Basic Supplies. 2 characters do not have to be paid next turn.	76-80	Contraband. Earn 3 Credits but add an Enemy.
31-35	Stim Pack. See Gear section.	81-85	Gun parts. Increase Range of one weapon by +1” permanently.
36-40	Useless trinket. Worthless.	86-90	Trade goods. Earn 1D6 Credits when arriving at new planet.
41-45	Roll on Loot table.	91-95	Fuel. Reduce next travel cost by 2 Credits.
46-50	Repair kit. Prevent one item from being destroyed.	96-100	Tourist garbage. No value.

Roll	Explore	Roll	Explore
1-5	Find a good deal and roll on the Trade table.	51-55	Got a few drinks. No effects.
6-10	Meet a patron who offers a mission.	56-60	I don't have a gambling problem! Discard 1 item from characters equipment of crew stash.
11-15	The character eats bad food. Must spend 1 turn in sick-bay.	61-65	Overheard some talk. Gain a Rumor.
16-20	Gain a Rumor.	66-70	Pick a fight. Add an Enemy to your list.
21-25	Meet someone and have a nice chat. No effects.	71-75	Found a trainer. Character earns +2 XP.
26-30	See the sights, enjoy the view. No effect.	76-80	Information broker. Buy up to 3 Rumors for 2 Credits each.
31-35	Make a new friend. Add a character to the crew.	81-85	Arms dealer. Purchase rolls on the Military Weapons table for 3 Credits each.
36-40	Time to relax. No effects.	86-90	Hot tip. Earn +3 Credits if you do an Opportunity Mission this turn.
41-45	Possible bargain. Give up a weapon of choice, then roll a 6 to get a Loot roll. Otherwise, earn 1 Credit.	91-95	Just needs a little love. Roll on Gadget table but item needs 3 Credits worth of spare parts before it will work.
46-50	Alien merchant. Trade an alien artifact for a roll on the artifact table.	96-100	Get in a bad fight. Character must spend 1D3 turns in sick-bay and loses one item of carried equipment (player choice)

Roll	Campaign events	Roll	Campaign events
1-5	Friendly doc. Pay 2 Credits for each turn of sick-bay you want to remove from a character.	51-55	Unusual expenses. Lose 1D6 Credits from un-spent money.
6-10	This seems promising. Add a new character to the group.	56-60	Sympathetic locals. Pay no crew wages next turn.
11-15	A day in the life of.. Roll on the Character Event table.	61-65	Gain two Rumors.
16-20	Got someones attention. Gain a new Enemy.	66-70	Return an Enemy that was removed from the campaign or on a previous world.
21-25	Offered a deal. Discard any piece of equipment and roll on the Trade table.	71-75	A little business deal. Earn 1D6 Credits.
26-30	Hear a Rumor.	76-80	Smoothing things over. Resolve and remove one Enemy.
31-35	Meet an admirer. Add a character with base stats and no equipment.	81-85	Unique opportunity. Pay 10 Credits to obtain two Loot rolls.
36-40	Equipment malfunction. A random item in your stash is Destroyed.	86-90	Bad reputation. One patron will no longer work with you.
41-45	Tax audit. Lose 1D6 Credits or two items of equipment.	91-95	A new leader. Group elects a new leader. Pick a character to gain + 0.5 Reactions.
46-50	Gain a Patron	96-100	A good learning experience. Every crew member earns +1 XP.

Roll	Character events	Roll	Character events
1-5	Feeling a bit down. Lose 1 un-spent XP.	51-55	Something I need to do. Character is unavailable for 2 campaign turns. When they return, they receive 1D6 XP and a Loot roll.
6-10	Making friends. Gain 1 XP.	56-60	Personal mile stone. Track this. If this happens again to the same character, they leave the crew permanently.
11-15	Message from home. Gain 1 XP.	61-65	Become rivals with a random crew member. That crew member earns +1 XP.
16-20	Argument. Pick another character. One of them will have to spend a turn in Sick-Bay, pick at random.	66-70	Reduce Sick-Bay stay by 1 turn. Earn +1 XP if not in Sick-Bay.
21-25	Time to think. Re-roll the characters Motivation. Do apply any ability bonus but ignore equipment and resource rolls.	71-75	Make over! Drastic new appearance, hair-style or style of dress. Should be presented on the miniature.
26-30	Gain a Rumor.	76-80	Seasoned veteran. + 0.5 Reactions.
31-35	Make friends with random crew member. +1 XP.	81-85	Physical exercise. + 0.5 Speed.
36-40	Pick up an unusual hobby. No effect.	86-90	Time on the range. + 0.5 Combat Skill.
41-45	Introspection. Earn +2 XP.	91-95	Tactical movement training. + 0.5 Toughness.
46-50	Accident. Spend 1 turn in Sick-Bay.	96-100	Find true love. If characters Motivation was Romance, gain 1D6 XP.

ENCOUNTERS

Encounters fall into the following types:

- *Patron missions
- *Enemy missions
- *Quest missions
- *Opportunity missions

From the **Campaign Turn** sequence, you will know what type of mission to play each turn. If nothing else presented itself, you will always do an **Opportunity** mission.

The **Encounter** system will require a bit of player judgement.

To set up an **Encounter**, follow the steps below:

- *Determine Quest progress
- *Determine opposition
- *Determine mission target
- *Set up battle area

Determine Quest progress

If you are engaged in a **Quest**, roll a **D6**.

If you have obtained any **Quest Clues**, add **+1** per **clue**.

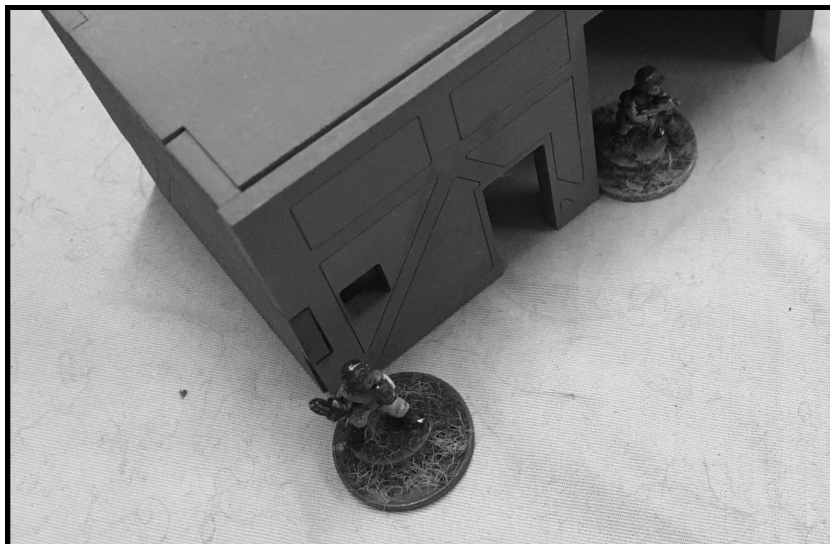
On a modified score of 1, 2 or 3, this place is a dead end.

Fight an **Opportunity Mission** and continue the **Quest** next turn.

On a modified score of 4, 5 or 6, obtain a **Quest Clue** and fight an **Opportunity Mission**.

On a score of 7 or higher, you're at the conclusion of the **Quest**.

Win an **Opportunity Mission** and collect your rewards.



Determine opposition

If you are fighting an **Enemy**, you will usually know who you are fighting already.

If not, roll on the Opposition table at the end of this chapter. You can also use that table to set up new, unexpected **enemies** you may have made in the campaign so far.

To determine the number of opponents, roll **2D6**, pick the higher of the dice and add any modifiers in the **Numbers** column of the Opposition table.

An * after the **Numbers** indicates this is a **Tough** enemy, awarding bonus **XP**.

The table will tell you the ability scores and weapons of the enemy.

An **A** indicates the enemy acts **Aggressively**, while a **C** indicates they act **Cautiously**.

P indicates **Psycho** and **T** indicates **Tactical** actions.

The **Morale** column indicates the number of **Morale** failure dice required to make them quit the field.

One enemy will carry the weapon listed in the Specialist column.

If this entry is blank, all enemies are armed uniformly.

One enemy figure will be their leader and receive a **+1** bonus to **Combat Skill**.

It's recommended to have a suitable miniature picked out to represent the leader.

Determine mission target

If you roll an **Enemy** mission, you will be here simply to fight off the bad guys.

Opportunity missions will feature some sort of objective, usually something the locals want you to go secure, defend or capture. Roll on the table at the end of this chapter.

The encounter can take place while approaching the objective, so you don't have to portray the objective on the gaming table, if you lack suitable terrain pieces or miniatures.

It is included on the tables to help establish the atmosphere surrounding the battle, as well as inspire your choice of tabletop scenery.

Creative players may wish to establish the scenario around the objective, though in man-to-man skirmish games like this, players typically set about eliminating the opposition first, rendering the objectives moot.

If you are engaged in a **Quest**, you can use the same table, the goal representing some step towards resolving the over-arching **Quest**.

Set up battle area

Set up the terrain in any manner that fits your table and the objective, if you wish to take it into account.

We have not provided an explicit scenario generator, since this tends to create difficulties for players with limited terrain collections.

Instead, ensure having at least **8** decent sized terrain features on a **3x3** foot table. Scattering some individual pieces, such as rocks, trees and crates helps add to the immersion.

Set up the enemy first, then set up the players forces, ensuring no figures are within 18" of each other at the beginning of the game.

Aggressive and **Psycho enemies** will set up in one "blob" with **1"** between each figure.

Tactical Enemies set up divided evenly among **3** "teams". Teams are placed **8"** apart.

Cautious Enemies are set up in two "groups", **6"** apart.

Roll	Opposition	Numbers	Morale	Ability scores	Weapons	Specialist
1-7	Gang	+1	2	4" / +0 / 3 - A	Hand guns	-
8-12	Punks	+2	1	4" / +0 / 3 - A	Hand guns	-
13-15	Renegade soldiers	+0 *	2	4" / +1 / 5 - T	Rifles	Shell gun
16-19	Mercenary squad	+0 *	2	5" / +1 / 4 - T	Rifles	Rattle gun
20-23	Bounty hunters	+0 *	2	5" / +1 / 4 - T	Shot guns	Hunting rifle
24-29	Raiders	+1	2	4" / +1 / 3 - A	Rifles	Shot gun
30-32	Cultists	+1	3	4" / +0 / 3 - P	Hand guns	Brutal melee weapon
33-35	Press gang	+0	1	4" / +0 / 3 - A	Hand guns	Shot gun
36-38	Psychos	+1	3	6" / +0 / 4 - P	Hand guns	Cling fire pistol
39-43	Vigilantes	+0	2	4" / +0 / 4 - A	Rifles	Auto rifle
44-48	Enforcers	+0	2	4" / +1 / 4 - T	Shot guns	Hunting rifle
49-51	Genetic Renegades	+0	2	5" / +0 / 4 - C	Rifles	-
52-54	Isolationists	+0	2	4" / +0 / 3 - C	Hunting Rifles	-
55-58	Anarchists	+1	2	5" / +0 / 3 - A	Rifles	Hand flamer

Roll	Opposition	Numbers	Morale	Ability scores	Weapons	Specialist
59-62	Mutants	+2	1	4" / +0 / 5 - A	Rifles	Shot gun
63-66	Zealots	+1	3	5" / +0 / 4 - P	Rifles	Cling fire pistol
67-69	Guild troops	+0 *	2	4" / +1 / 4 - T	Blast Rifles	Fury rifle
70-71	Alien infiltrators	+0 *	2	6" / +1 / 4 - C	Blast Rifles	-
72-77	Alien mercenaries	+0 *	2	5" / +1 / 4 - T	Auto rifles	Rattle gun
78-79	Roid-Gangers	+0	3	4" / +0 / 5 - P	Brutal melee weapon	Shot gun
80-81	Primitives	+2	2	6" / +1 / 3 - A	Old fashioned blade	Brutal melee weapon
82-83	Black ops	+0 *	3	6" / +2 / 5 - T	Auto rifles	Fury rifle
84-85	Battle droids	+0 *	4	3" / +1 / 4 - A	Rifles	Auto rifle
86-88	Secret agents	+0	2	5" / +1 / 4 - C	Hand guns	Shot gun
89-94	Pirates	+1	1	5" / +0 / 4 - A	Rifles	Shot gun
95-97	Slavers	+2	1	4" / +0 / 3 - C	Hand guns	Shot gun
98-100	Assassins	+0 *	3	6" / +2 / 3 - A	Blast pistols	Blast rifle

Roll	Mission target	Roll	Mission target
1-3	Power generator	52-54	Supply depot
4-6	Ancient technology	55-57	Cross road
7-9	Alien structure	58-60	Graveyard
10-12	Dimensional portal	61-63	Mining site
13-15	Computer	64-66	Factory machinery
16-18	Security system	67-69	Doomsday device
19-21	Water purifier	70-72	Vehicle
22-24	Farm animals	73-75	Farm fields
25-27	Dig site	76-78	Nano fabricator machine
28-30	Farm house	79-81	Statue
31-33	Office building	82-84	Lockbox or safe
34-36	Store	85-87	Land mark
37-39	Religious site	88-100	Someone's turf
40-42	Bridge		
46-48	Communications device		
49-51	Run down structure		

LOOT

The **Loot** table will often be referred to by the rules.

If the battle suggests it, use the **Alien** table instead. Simply roll **D100** and see what you get.

Roll	Loot	Function
1-5	Weapons	Roll twice on the Weapons table that best fits the encounter.
6-10	Broken Weapons	Roll twice on Weapons table. Will cost 3 credits per weapon to fix.
11-15	Gadgets	Roll twice on the Gadget table.
16-20	Gear	Roll twice on the Gear table.
21-24	Alien artifact	Roll on the Alien Artifact table.
25-29	Common stuff	Roll three times on the Trade table.
30-34	Bionic parts	Can be fitted to a character. Reduce 1 turn of sick-bay time and increase Toughness and Speed by +0.5
35-39	Psi-Chems	Single-use drug. Increases Reactions by +0.5
40-44	Nano-Booster	Single-use drug. Increases Speed by +0.5
45-49	Strange artifact	Pay 3 Credits to analyze item, then roll on Alien Artifact table.
50-54	Enhancement implant	Single-use. When implanted, character earns 2D3 XP.
55-58	Old droid	3 Credits to repair. Add to crew. See “odd-ball character” chapter.
59-63	Alien relics	1D6+1 relics. Once per campaign turn, trade one away to earn a roll on the Trade table.
64-68	Stash of coin	Earn 2D6 Credits
69-72	Teach-bot	Single-use. Character earns +4 XP but must lower Reactions by 0.5
73-76	Captive	Can join your squad as a new character. Comes with no equipment or resources.
77-80	Upgrade kit	Can be attached to any weapon and increases Range by +2”.
81-85	Spare parts	Repair one item with no cost. Single-use.
86-90	Colonist rations	No crew needs to be paid next turn.
91-95	Recreational supplies	Can be sold for 1D6+1 Credits or used to avoid paying your crew next turn.
96-100	Novelty stuffed animals	Completely worthless.

Roll	Alien artifact	Function
1-5	Flex-armor	If the character does not move, they count as +1 Toughness.
6-10	Neural implants	Implanting reduces Speed by -0.5 but the character can no longer be Stunned.
11-15	Genetic Reconfig kit	Reduce one ability score by 1 and raise another ability score by 1. Single-use.
16-20	Deflector field	Ignore first casualty taken each battle.
21-25	Death Ray	Weapon: 12" / 1 shot / +3 Damage.
26-30	Shift Suit	When character moves, they are -1 to be hit until their next turn.
31-35	Transmuter	Single-use. Put in any item and turn it into any alien artifact. If another transmuter is rolled, the item inserted is destroyed but you retain the original transmuter.
36-40	Shiny bits	Ooooh shiny. If you can tear yourself away long enough, sell for 3 Credits.
41-45	Transcender	Single-use. User gets +1 XP and no longer needs to be paid.
46-50	Time distorter	Single-use. Prevents every enemy from acting this turn.
51-55	Upgrade goop	Smear on any gun to give it a +1 Hit bonus.
56-60	Hover board	User may move up to 9" per turn and fly over man-high terrain, but cannot fire while using it.
61-65	Mind clearing rod	Undo one experience upgrade and replace it with another of choice.
66-70	Slave collar	Single-use. Turns a defeated enemy into an ally that will join your crew.
71-75	Alien multi-tool	If taking both a move and combat action, cut a whole in any terrain feature big enough to enter.
76-80	Shard gun	Weapon. 18" / 2 shots / +1 Damage. Each 6 to hit allows another shot.
81-85	Grav flinger	Use once per battle. Every character AND terrain feature within 6" is pushed 3" directly away from user.
86-90	Alien combat serum	Single-use. For the entire battle, gain +2 Speed and +2 Reactions.
91-95	Reconfigurable gem stones	Sell for 1D6 Credits and a roll on the Trade table.
96-100	Kroxian Disintegration Module	Do NOT push the red button. Sell for 5 Credits however.

ODD BALL CHARACTERS

If you have particularly unique miniatures you'd like to use, this chapter should be able to get you sorted out.

We suggest you do not include more than two "odd ball" characters in your crew and they should be of different types.

As 10 types are included, they have been numbered to enable random selection with a D10.

1 - Droid

.....
Roll for character background as normal as droids are implanted with artificial memories.

*Droid characters add +1 to their Reactions and +0.5 to Toughness.

*If injured, each turn of sick-bay is instead treated as 1 credit worth of repair costs.

*Droids cannot get XP and do not require pay.

2 - Refined blue alien

.....
*+1 Speed.

*+1 to search for Patrons.

*Cannot track Enemies.

3 - Proud alien warrior

.....
*+0.5 Combat Skill and +0.5 Toughness.

*If within 12" of enemies, must move at least half a move closer unless Stunned.

*Cannot search for Patrons.

4 - Hulking space brute

.....
*+1 Toughness.

*Re-roll 1's on Melee weapon rolls.

*Each campaign turn, roll a D6. On a 5-6, require an additional Credit worth of upkeep.

5 - Humanoid sapient insect

.....
*+0.5 Toughness. +0.5 Speed.

*Multi-limbed and can fire two pistols per turn.

*Cannot explore towns.

6 - Diminutive space merchant

.....
*Roll twice when trading and pick either result.

*Begin campaign with 1D6 additional Credits.

*Cannot improve Speed and any advance to Speed is wasted.

7 - Crystalline life form

.....
*Ignore first Damage roll per game.

*Requires no upkeep.

*Can never choose to move if Stunned.

8 - Space cat person

.....
*Speed receives +1 bonus when more than 3" from friendly characters.

*The first time character would die in the campaign, they miraculously escape.

*When assigned to Sick-Bay, must spend one additional turn.

9 - Vaguely psychic space lizard

.....
*When hit by attack, roll a D6 and dodge the attack on a 6.

*When exploring, roll twice and pick either result.

*Enemies attacking with Melee weapons are +1 to hit.

10 - Renegade super soldier

.....
*+1 Reactions.

*Gain +1 XP in any battle where they inflict a casualty.

*Cannot Explore in campaign turns.

FIVE PARSECS INFINITE ADVENTURE

With the release of *Five Parsecs Gang Warfare* and *Salvage Crew* the universe has gotten a little bigger.

You are now able to move characters between the games as you see fit.

Story reasons

When changing campaigns, it should fit the story you are building in your campaign.

A crew that is out of Credits might set up shop in the seedier parts of town.
Fell out with the law? Good time to keep your head down for a while.
Need to recruit some muscle? Go to where the real tough guys hang out.

The transfer

Any characters transferred into a new campaign retain their ability scores and equipment. Equipment can be retained even if it does not exist in the new game, however equipment functions that are specific to one game will serve no purpose (for example, any item that affects Rumors or Enemies would do nothing in a *Salvage Crew* campaign)

Any Rumors you have outstanding are lost when you transfer.

Gang Warfare

From now on, they will campaign according to the *Gang Warfare* rules.
There is no cost to enter a gang campaign, however do note that transferring back will cost 1 Credit.

If you only transition a few characters, make up the rest using the new campaign rules.
A full crew will start with no Resources but may bring along any Credits they had, giving them a nice head start.

If you don't travel before transferring, your Enemies might follow you.

Salvage Crew

You will need to obtain a Salvage License which costs 20 Credits.
This can be funded using a loan (*Salvage Crew* rules).

From now on, obey all Salvage campaign rules, including increased upkeep costs.
Any outstanding Enemies are lost as a Salvage Crew is assumed to be moving from world to world during the course of the campaign.

Dual campaigns

If you are especially ambitious, you could have several campaigns running side by side.

One of your characters don't seem like they quite fit?

They go off to start a gang but stay in touch with the crew.

Once in a while, the crew sends them a few items while a hopeful gang member becomes a crew member.

Any item transferred "by mail" will cost 1 Credit to transfer.

This can be a lot of work but also a ton of fun.

Such a campaign is of course somewhat open to power-gaming but in a solo game, that is entirely the province of the player.

If you want to blow up your gang rivals with a shipment of shiny Blast Rifles, who are we to stop you?

DESIGNER NOTES

So here we are again.

The goal of the original *Five Parsecs From Home* was to provide something really unique:

A set of scifi campaign rules for the sort of “Traveller meets Firefly by way of Trigun” gaming I always fancied but never found great rules for.

In a lot of ways it succeeded and requests for an updated version have been a pretty common refrain.

I’ve gone back to it multiple times and always found myself getting stuck on it. Eventually, I realized I had to break an early promise and do something drastic.

The way I saw it, *Five Parsecs* had the following issues:

*It was a supplement that was (at the time) longer than the game it was supplementing. That’s a bit bonkers in itself and nobody enjoys flipping pages between multiple booklets.

**FiveCore* is a wonderful system, but over a campaign, the amount of special rules and exceptions can pile up and make it difficult to get to grips with.

*More importantly, since the game is mostly played solo, I felt strongly that the basic rules should be as simple as at all possible. The campaign play will add all the complexity that is required.

*Finally, if everyone is playing it solo anyways, I might as well write the rules with that in mind from the beginning. People wanting to play with friends won’t need any additional notes, just line up your squads and have at it.

The result then is this game.

I’ve tried to drive complexity out of the system wherever possible.

Some things, such as the psionic table are gone. I realized that some of the tables had literally never come up in the games I’d played.

On the upside, a lot of the existing tables should be more interesting now: A lot of results now have concrete benefits where before, the rules

had a lot of “1 in 6 chance of something interesting happening”.

The experience system is more straight forward now and should be very easy to understand. It does add a bit of record keeping, but from my experience, players tend to enjoy tallying up experience points and seeing how close they are to upgrading their character.

The character creation is still largely unchanged, but the characters tabletop performance will reflect their origins at least a little bit better.

The biggest shock might be the page count. The new book is under half the page count of the old booklets combined. A lot of that is ruthlessly pruning things that are not needed.

Having hacking rules is great, but they never came up in the game. Better to just let players add this detail on their own than clutter up page count.

As a result, the new game should be meaner, leaner and easier to manage than before.

The system is easy to learn and requires very little “brain power” to play, while also managing a bunch of enemy troopers.

Campaigns now have an explicit economic aspect, something that some players voiced a desire for.

All in all, it’s maybe easy to miss how many small improvements are hidden throughout this game.

With a much more compact page-count, I think it will also prove far less daunting. Having to digest the *FiveCore* 3rd edition rules AND the *Five Parsecs* booklet is a lot of reading before you get to the table.

If this revision has done only one thing, I hope it is to get more people actually rolling dice.

It’s always a bit risky to mess with something people like, but I hope you’ll agree it was a good move.

Peace and Love

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VERSION NOTES

Version 1.02

New AI rules.

Difficulty settings changed.

Recruiting limit raised by 1.

Tech ability score added.

Character creation tables expanded.

Added Problem Solving section.

Added Dash move rule.

Stun rule updated and clarified.

Reaction rolls are now dice pools.

Enemies with Heavy weapons are no longer forced to move.

Relaxed injury table.

Bonus XP for Tough opponents.

Detail for climbing and jumping down.

Added “Stars of the story” rule.

New Brawling mechanic.