Job Offer Details/Encounter Settings

These tables supplement Step 3 (pg 83) Determine Job Offers: Role Playing Games, and especially solo role playing, must present you with decisions. Sort of like a choose your own adventure. So, I use this sequence of tables below to determine the details of the jobs being offered in step 3 of world steps on page 83 of the rules. I complete the step 3 tables in the book and then begin rolling on the tables below to get the additional details and the encounter setting before I move onto Step 4. This way I have more info about the job before I decide which one to take. I do this for each patron job, and I roll up one opportunity job that is available. If I am following a quest, I roll up the details below for the next step of the quest. If I have tracked down a rival, I roll up the details for where I encounter them. Once I have the job offer/quest/rival details, I decide which job to take and then I start the steps on page 85; Step 4 - Assign Equipment, Step 5 – Resolve rumors. Then Step 6 on page 85 of the book tells me whether my rivals have tracked me down to interfere with our plans. When I follow the above steps and reach this crossroad, I have some context if the rival intervention occurs. Is it on-world or off-world? Where do they track me down? I assume it will be an ambush. Either enroute (75%), or worst case they hide in the background while I am carrying out the job and intervene at the worst possible moment (25%). If my rivals do not interfere then I carry out the missions as outlined in Steps 3 and the step 3 supplementals tables below.

Step 3 Supplemental tables

Is the job on the current planet or is it off-world (local in-system moon, planet, station, etc.,) Note that if it is off world, roll up the mission details on table #2 and it may or may not result in a tabletop skirmish.

Job is on or off world? Step 3 Supplemental table #1

Roll Result	Job Location	Space Travel Requirements
1-60	On-world skip to supplemental table #3 for details	None
61-85	Local Off-world. Local moon or nearby planet. Go to table supplemental table #2 for details	You need a spaceship or will need to hire a local craft to complete this job. If you use your own ship it will cost 1 credit for fuel, etc.,. If you hire a local craft roll 1D3 to determine the cost. Space travel events may happen based on the job details.
86 – 100	Distant off-world. Job is conducted within same system but at a significant distance from the current planet.	You need a spaceship or will need to hire a local craft to complete this job. If you use your own ship it will cost 1 credit for fuel, etc.,. If you hire a local craft roll 1D6 to determine the cost. Space travel events may happen based on the job details.

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Supplemental table #2: Off-world Job details. D100 Roll.

Roll	Job	Description	Campaign impact	Encounter Chance	Details of encounter conditions.
1-10	Planetary Survey	Your patron/employer is searching for a particular mineral/crystal deposit. Travel to a planet/moon in the current system and conduct an orbital survey. Simply conduct the survey and return with the results.	Takes 2 Campaign turns	0%	This job automatically succeeds unless something happens while traveling to or from the planet prevents you from conducting the survey and reporting back the results. Roll 1D6 when traveling to the planet and again when traveling back. If you roll a 1 or 2 you need to find out what happened by rolling an event on the star ship travel events table on page 70 of the book.
11-16	Mining team Transport	Escort/transport a mining team and their equipment to a planet/moon/asteroid in your current system. Deliver them to the surface and assist with offloading the equipment. Protect them while they establish their initial base.	None	There is a 20% chance that a rival team is already present.	This job succeeds if you transport the team and leave them without incident. It pays per the job details rolled up in step 3. If there is a skirmish encounter roll up the conditions on page 88. You can skip step 2 on page 89. The objective is **Fight Off**. Follow the battle sequence in the book. Step 3 – Roll on the **criminal elements** table (pg 94) and step 4 – setting up the battlefield. You must control the field in order for you to succeed at this job.
17 - 25	Rescue	Your employer wants you to rescue an important individual being held against their will on another planet/moon/station.	Success will result in +1 rivals.	100%	Job succeeds based on the success of the skirmish encounter. Payment is based on the results of the step 3 job offer and the success of the encounter. First conduct a space travel event check. Roll 1D6 on a 1 or 2 an event happened while traveling to the rescue location. Roll on the star ship travel events table on page 70 of the book. Apply the results. Once you arrive at the location roll up the encounter conditions on page 88 of the book. Skip step 2 – your objective will be Move Through. You will add one special model to your crew. To succeed at this mission you must get the special model and one of your crew off the edge of the table opposite the side you entered on. Then follow step 3 (pg92) and 4(pg 108).
26 - 30	Specimen Transport	Travel to a remote science station. Take possession of a special sample/specimen/object and bring it back to your employer.	If you fail the encounter one of your casualties (random) becomes a converted and they are lost from your crew.	100%	This job succeeds if you pick up and deliver the specimen without incident. It pays per the job details rolled up in step 3. The objective is **Fight Off** (pg 90). Follow the battle sequence in the book. Step 3 – The enemy is **Converted Infiltrators** (pg 101), step 4 – setting up the battlefield the following conditions are in effect, **Caught off guard** (pg 88), . You must control the field in order for you to succeed at this job. If you fail to control the field in the skirmish, the specimen has been taken from you and you do not succeed at the job.
31-40	Space Station Resupply	A local space station or outpost requires a delivery of supplies.	Station amenities. At the station you may go through the Assign and resolve crew tasks step on page 76 of the book before returning to complete the mission.	None	This job automatically succeeds unless something happens while traveling to or from the planet prevents you from conducting the survey and reporting back the results. Roll 1D6 when traveling to the planet and again when traveling back. If you roll a 1 or 2 you need to find out what happened by rolling an event on the star ship travel events table on page 70 of the book.

41-45	Prison Break	A patron/employer has asked you to help free a relative being held in an off-world prison.	Local authorities will be come rivals.	100%	First make a space travel check. If you roll a 1 or 2 you need to find out what happened by rolling an event on the star ship travel events table on page 70 of the book. Your employer has arranged to have the relative available for pick up at specified coordinates. Job succeeds based on the success of the skirmish encounter. Roll on the star ship travel events table on page 70 of the book. Apply the results. Once you arrive at the location roll up the encounter conditions on page 88 of the book. Skip step 2 – your objective will be Move Through. You will add one special model to your crew. To succeed at this mission you must get the special model and one of your crew off the edge of the table opposite the side you entered on. Then follow step 3 (pg92) and 4(pg 108).
46 - 55	Patrol/scout sector	Local authorities are concerned about a number of abnormal readings in their system. They are stretched thin and need help. They want you to patrol a sector of local space for the next two weeks.	Local authorities befriend you. You lose one rival. This will take two Campaign turns	None	This is a long patrol mission. It automatically succeeds as long as there are no space travel events that cause you to fail (e.g., hull points = 0) You will make three space travel event checks to complete this mission. Roll on the star ship travel events table on page 70 of the book. Apply the results. If your ship is reduced to zero hull points or if you are attacked by pirates and lose the encounter you fail this job.
56 - 60	Solar Research	Local corporation or government is concerned about the stability of the local star. They need a ship to take a research crew as close as possible to the star.	+1 story point	None	Your job is to navigate to the research zone and hold the ship together in the zone for at least three days. First roll a ship travel event check, roll a d6 on a 1 Or 2 roll a travel event from the star ship travel events table on page 70 of the book. Apply the results. You may choose to stay past the necessary 3 days. Each day you spend in the research zone requires a roll on the table below. Each additional day will increase your reward by a multiple of .5 (day 4 your reward is x1.5, day 5 = x2, etc.,..) For each day you spend in the zone you must see the impact on your ship and crew. Roll 1d6 and carry out the results. 1- Solar Flare roll two more times on this table 2- Engine Trouble three crew members roll D6 + Savvy needing a 6 for a success. Each failure means the ship will need to stay 1 more day in the zone to complete repairs. 3- Environmental Controls are overtaxed you must withdraw to a safe distance and no research is conducted this day. Try again tomorrow. 4- Heat/Radiation causes sever damage. Lose 1D6+2 hull points and one random crew member suffers an injury from tables on pg 122. 5- Minor damage. Ship suffers 1D6 hull points damage. 6- Nothing significant happens.
61 - 65	Investigate Mysterious Signals	Strange signals are coming from the far side on one of the outer planets in the system. Local authorities need help getting eyes on the source of the signal.	This system will be subjected to invasion next campaign turn.	100%	Traveling to the planet will require a ship travel event check. Roll 1D6 on a 1 or 2 . Roll on the star ship travel events table on page 70 of the book. Apply the results. Once at the planet you will conduct a battle with the following conditions dictated. The enemy is surprised and does not act in the first round. You are in vacuum conditions and no gunpowder-based weapons will function and you are in vacsuits so all your movement rates are -1. Objective is Access. Enemy is converted infiltrators (pg 101)
66 - 75	Exterminate bugs	A local moon base/mining operation/research facility has an infestation that needs to be dealt with.	+1 story point	100%	No ship travel event check required. Battle conditions are as follows from pages 88 and 89. Bitter Struggle, Priority target. The Objective is a variation of Deliver. You are delivering a device that will permanently drive the bugs from

					the place, but you must also eliminate at least ½ of the vermin to complete the job. The enemy is Large Bugs from page 102.
76 - 80	Rendezvous Point scouting	A high-ranking delegation from another system is expected to arrive soon and the local officials want the rendezvous point scouted/cleared of possible pirates or other subterfuge.	If you succeed Become a friend with the locals. Remove one rival.		Roll a D6 to determine what happens during the scouting missions. All of these encounters are explained on page 70-71 of the rule book. 1 – **Navigation Trouble** and you fail the job. 2 – **Raided** you fail the job if you do not defeat the pirates 3 – **Deep space Wreckage** and you complete the job. 4 – **Distress Call** – you complete the scouting job. 5 – **Patrol ship** – you complete the scouting job. 6 – **Accident** – you complete the job
81 - 85	Crash Site Investigation	Recently a ship crashed on a planet towards the outer edge of the system. You have been hired to investigate the crash site and bring back the ships data recorder and captain log to determine what happened	2 rolls on the Gear Subtable (p.132). Both items are damaged and need to be Repaired.	100%	You must succeed at a battle with the following conditions. Terrain should reflect a crash site and the battlefield size is 3x3. Place 12 search token spread out with 3 in each quadrant of the battlefield. **Slippery Ground**(pg 88), **Curious Item** (pg 89), Objective is **Search** (pg 91, but you must find two items the data recorder & captains Log), Roll 1D6 on the table below to determine the enemy. 1 – **Raiders** (pg 94) 2- **Skulker Mercenaries** (pg 97) 3 – **Black Ops Team** (pg 97) 4 – **Salvage Team** (pg 100) 5 – **Converted Acquisition** (pg 101) 6 – **Vent Crawlers** (pg 102)
86-90	Prisoner Escort	The planet has recently had crime wave and local police and security forces are stretched thin. They need help transporting prisoners to a prison on a local moon.	One of your crew members receives Security Training (pg 125) before the job starts.		Roll a D6 to determine what occurs. Events are explained on pg 70-71 of the rule book. 1 – **Raided** – you fail the job if you do not defeat the pirates. The pirates are actually a local crime lord attempting to free the prisoners. 2 – **Asteroids** – if you have to reroll when avoiding, reroll on this table. 3 – **Distress Call** 4 ,5, 6 – **nothing significant happens**
91 - 95	Archaeological Survey	A wealthy individual has a map showing the location of a lost civilization located on another planet in the system. He has hired an archeologist to make an initial survey of the location and you are hired to escort the archeologist to the site and keep him safe while he conducts the survey.	Gain a wealthy patron and +1 story point.	100%	Roll for the deployment condition and notable sights per the tables on pages 88 & 89. The objective is **Search** (pg 91) Roll on the roving threats table (pg 101) to determine the enemy.
96 - 98	Evacuate Outpost	A corporate/government facility on a remote asteroid has had a reactor leak and a VIP needs immediate evacuation	Gain a patron if successful and the VUP personally pays the crew 1D6 +2 credits on top of	100%	Conduct a battle inside the facility under the following conditions. Conditions are explained on page 88 of the rule book. This battle is a **Brief Engagement**. If the game ends before you complete the objective, you fail to rescue the VIP. It is also a **toxic environment** due to the radiation leakage. The objective is **Acquire,** the thing to be acquired is the VIP character (**Reactions 1 / 4" / +0 /**

			what the job offered.		3). The enemy is 2D6+2 Anarchists (pg 95) ½ are armed with scrap pistols and ½ are armed with just blades.
99 - 100	Unnatural Phenomenon	Merchant vessels are reporting a strange phenomenon occurring near one of the outer planets of the system. Local authorities are offering you the opportunity to investigate.	+1 story point	None	You make two space travel checks on your way to the reported location. For each check, roll 1D6 on a 1 or 2 . Roll on the star ship travel events table on page 70. Apply the results. Once in the area of the Phenomenon roll a d6 to determine what occurs. **1** – Choose a random crew member. They are "possessed" by the phenomenon for a few hours. They report that it seemed highly intelligent and exceedingly sad. Crew member is depressed and no longer able to function this mission and miss the next two campaign turns. Roll again on this table. If another 1 is rolled choose a different crew member. **2** – The phenomena taps into the environmental controls/life support and the environment becomes hazardous. Roll one more time on this table. If you are unable to complete the mission on the next roll you must leave the area without completing the job. **3** – Your warp drive appears to be acting up, randomly starting and shutting down. A crew member may attempt to determine the cause. roll a D6 + savvy. On a score of 6+ your crew member figures out the phenomenon is causing the engine problems. You may make another check D6 +savvy to install a modulator which will prevent future interference. If successful the next time you roll a 3 on this table, count it as a 5. Reroll on this table. **4** – Your ship suddenly accelerates for no reason and then suddenly stops. The ship takes 1D6 hull damage. Choose a crew member at random and roll on the injury tables on page 122. Roll again on this table. **5** – Your comms system is flooded multiple unintelligible messages. A crew member may attempt to sort out the "glitch" roll a D6 + savvy. On a score of 6+ your crew member figures out the phenomenon is a highly intelligent non-corporeal lifeform that accidently stowed away on a ship that warped into this system. It has no way of returning to his home without help. This crew member also receives +1 luck if they can. Only one attempt may be made. If you succeed you have completed the job. If you fail, roll again on this table. 6 – your onboard computer suddenly begins communicating with you and you learn the phenomenon is using the system to explain that it is a non-corporeal lifeform that accidently stowed away on a ship that warped into this system. It has no way of returning to his home without help. You may return to report your findings and get paid, or you may choose to return the lifeform to its home. If you do you will forego any reward for this job, but the lifeform will update your database (pg 61), repair all damage to your ship and repair any weapons and equipment requiring repair. Additionally, they will transform any utility device, or weapon items you possess into any utility item you choose from the table on page 56. Note, your old item is lost, transformed into the new item.

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Supplemental Table #3 – On-world Encounter details/setting.

Roll	Location Type	Travel Required/ cost	Encounter Inside(I)/ Outside(o)	Table Size	Special Requirement Set up table as usual with the following adjustments.	Chance of civilian presence/#	Chance 3rd party interference/#
1-4	City Center/square	No	O	3x3	Large impassable Object in center of board.	50%/ 1 D10	25%/ 1 D6
5-8	4 way street intersection	No	O	3x3	1 D6 Moving Vehicles Present	50%/ 1 D10	
9-10	T-street intersection	No	O	3x3	1 D6 Moving Vehicles Present	50% 1 D10	
11-12	Straight street	No	O	2x2	1 D6-1 Moving Vehicles Present	50% 1 D6	
13-15	Transportation Station	No	I	2x2		75% 1 D10	25%/1 D6
16-20	Star Port	No	I	2x2		50% 1 D10	25% 1 D6
21-25	Warehouse District	No	I	2x2			10% 1D6
26-30	Business /Interstellar Comms Center	No	I	2x2		50% 1 D6	15% 1 D6
31-32	Upper-class Living Quarter	No	O	3x3		30% 1 D6	10%/ 1D6
33-40	Middle-class Living Quarter	No	O	2x2		50% 1 D6	
41-45	Lower-class Living Quarter	No	O	2x2		50% 1 D6	
46-50	Government Center	No	I	2x2			25%/1D6
51-55	Local Outskirts Habitat/suburbs	Yes/0	O	3x3		25% 1 D6	
56-60	Energy Plant	Yes/o	O	3x3			10%/1D6
61-65	Mining Operation	Yes/1	O	3x3			10%/1D6
66-70	Farm/Livestock Production	Yes/1	O	3x3			
71-75	Military Base	Yes/2	O	3x3	Credit Payout is Double, Enemy is security bots.		25%/2D6+1
76-80	Harbor	Yes/0	O	3x3	At least ¼ of table must be water.		15%/1D6
81-85	Largescale Production Facility (i.e., Spaceship Manufacturer)	Yes/1	I	3x3			10%/1D6+1
86-90	Technology Production/Research Lab	Yes/1	I	2x2	Place Console near the center of table. One combat action to interact provides a Quest Rumor.		15%/1D6+1
91-95	Frontier Town	Yes/2	O	3x3		25% 1D6	
96-100	Wilderness 1D10 1-2 = Forest/Jungle/swamp 3-4 = Desert/Mountain/Artic 5-6 = Grass/Tundra/Hills 7-8 = Coastal/Island 9-10 = Ruins/Caustic Wasteland/Warzone	Yes/3	O	3x3			20% Chance a Roving Threat arrives in addition to the step 4 enemy. Roll on Roving Threat table

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Uses: This table was created to add a little more context to the jobs. I found it difficult to determine where my crew was located and the context for the encounter. You would use this in Step #3 of the campaign turn when job offers are being considered you could determine the location and travel requirements of each job before deciding to take the job or not. Then use the special requirements. Civilians and security options once the crew arrives on site.

Moving Vehicles: Encounter takes place on a street where traffic may be present. Roll to determine the number of vehicles. Randomly determine each vehicle's location at the start of the encounter. Each vehicle will move 8 in towards the opposite end of the roadway from which it enters. Vehicles block line of sight and serve a linear obstacles/impassible terrain.

Civilians: Encounter takes place in location where generic civilians may be present. Roll at beginning of encounter to determine if civilians are present. Roll to determine the number present. Represent the civilians as a group in base-to-base contact of the appropriate number, they will always move together. Randomly place them near the center of the table. They will not move until the first shots are fired. Once shots are fired, they will move 5 inches away from the initial shots towards the nearest cover. Once in cover they will remain there for one turn. Then move away from the first shots that occur in the next turn. Again moving 5 inches away from the shooting towards nearest cover. If the group is ever in the way of shooting (whether in cover or moving), if the shot is taken there is a 50% chance that the shot will hit the civilians rather than the intended target. If the civilian are hit one of them immediately becomes a casualty and the rest will immediately move 5 inches towards the nearest cover leaving the casualty behind.

Travel: Not all encounters/jobs will be in the Star port city. Travel in and around the city is understood to be within the means of public or provided transportation, but the outskirts and beyond will cost the crew and may lead to some interesting events. If the crew does take the job then roll for the type of encounter that occurs during travel to the location.

D100 result	Encounter	Impact
1-19	Nothing Happens	Arrive without incident
20-25	Tipoff	An enemy friend/spy has noticed you and has provided a tipoff to your encounter enemies. You are -1 on your initiative roll at the beginning of the encounter
26-30	Intel	You learn something about your encounter enemy that gives you a bonus on your initiative. +1 on initiative roll
31- 35	Discourse	Your crew learns of some interesting happenings. +1 rumor
36 – 40	Discernment	The travel time gives you a chance to reflect on recent events. You gain a story point.+1 story point
41 – 45	Side Job	While fighting this campaign turn randomly select an enemy figure. If this figure is killed during the encounter you earn a bounty of 2 credits.
46 – 50	Find Something Interesting	Roll on the loot table
51 – 55	Make a Friend	Roll up a character to join your crew.
56 – 60	Get noticed	A random rival catches wind of your location. Your next job will be a rival encounter which occurs on the same battlefield immediately after the conclusion of the encounter you are on.
61- 65	Lost item	Through theft or carelessness one item being carried by the crew is lost. Roll a random crew member and then randomly determine which item is lost.
66 – 70	Needs a Little Love	Roll on Gadget Table (p.29), but the item is damaged and needs to be repaired before it can be used. If the crew has an Engineer, the item works right away.
71 – 75	Travel Sickness/bad food	One random crew member becomes ill. They will move at ½ speed during this encounter and all combat rolls are made at -1
76 – 100	Nothing Happens	Arrive without incident

Third Party Interference: Some encounters could generate local security/ police/ roving threat forces. At the beginning of the second turn roll to see if 3rd Party intervention occurs. If you roll equal to or less than the indicated chance the security/police force will arrive. They will arrive at the start of turn 3 and operate according to the indicated AI.

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Your original enemy will always target models (i.e., your crew or the security team) that are closest. The security team will arrive on a random board edge and move towards the nearest models with the intent to suppress the fighting. They will always operate in groups of two, with an odd member making them a group of 3. Deploy each group 6 inches apart when setting them up on the board edge. They will attempt to engage either your crew or your enemy in hand to hand combat. If they win they will make an arrest and leave the battlefield with the model that was arrested. This is considered a casualty for enemy morale checks at the end of the round. Roll on the table below to determine the type of security that arrives.

D100 Roll	Security/Police Force	NUMBERS	Panic	Speed	Combat Skill	TOUGHNESS	AI	WEAPONS	Special Info
1-25	Local Militia	+3	1-3	4"	+0	3	C	2B	The armed militia of a colony is its first line of defense and often doubles as law enforcement. Home field advantage: They always count as being in Cover if they are on their third of the table and are not within 12" of the shooter.
26-45	Security Bots	+0	0	3"	+0	5	D	2A	Typical security bots used to guard installations and locations. Careless: You are +1 to Seize the Initiative. Fearless: Never affected by Morale. 6+ Saving Throw
46-60	Professional Security Detail	+1	1	5"	+1	4	T	2C	Well-trained professionals. 6+ Saving Throw.
61-75	Guild/Union Security	+0	1-2	4"	+1	4	T	2C	Trade and tech guilds private Security. Intrigue: Roll 2D6, and add +1 if you killed one. On a 9+, you obtain a Quest Rumor.
76-90	Enforcers	+0	1-2	4"	+1	4	T	2A	Unity law enforcement, in Fringe Space it tends to mean any organized troops keeping the peace. Cop killer: If you kill an Enforcer they will become Rivals, if they are already Rivals add +2 to their numbers.
91-100	Corporate Security	+1	1-2	4"	+1	4	D	2B	The corporations pay better than the Unity armed forces. 6+ Saving Throw.