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# FIVE KCLICKS FROM THE WIRE

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A Modern Warfare Campaign Conversion for Five Parsecs from Home, 3rd  
Edition

**CAMPAIGN CONVERSION SUPPLEMENT**

Played in tandem with the Five Parsecs from Home core rulebook

Khen

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# FIVE KCLICKS FROM THE WIRE

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## Campaign Conversion Supplement

*A modern-warfare conversion of Five Parsecs from Home (3rd Edition), incorporating the campaign map, Threats, travel, Contracts, and Quest systems of Five Leagues from the Borderlands (3rd Edition).*

### How to Use This Book

This conversion is designed to be used in tandem with the Five Parsecs from Home Rulebook (v3). It also utilizes some rules from Five Leagues from the Borderlands, and reworks the 5 Parsecs Stealth Mission Expansion. The 5 Parsecs rulebook is essential for this conversion. The 5 Leagues rulebook is not required, but is a good reference to have on hand.

Reference notes look like this:

- **5 PARSECS p.40: UNCHANGED.** Use the core rulebook section as written.
- **5KFTW section name.** Use the matching section of the 5KFTW draft rules document (Roles, equipment tables, Suppression, Mobile FOB operating rules, and gun mods).

# THE GAME (5P P.2–11)

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## Introduction (5P p.4)

*"This is Checkmate Actual. You're about to enter the AO."*

Behind you, across the border, lies the world you know: functioning airports, reliable power, hot coffee and cold drinks. In front of you is the a country coming apart at the seams. Cartel convoys move at night undeterred. Villages pay protection to men in mismatched uniforms. Somewhere in the hills, a warlord's host is massing, and in the cities, true believers are building a means to an end in basements.

Your Team, six professionals with a converted vehicle column for a home, has been sent in quietly to help establish control. Officially, you were never here. The pay comes through cutouts, the resupply from what you can scavenge, and the only people you can rely on are riding in the truck with you.

Find allies when you can, because enemies are everywhere.

► **5 PARSECS p.4: READ FIRST.** The core Introduction explains what kind of game this is. Everything it says applies here, only the scenery changed.

This is a conversion of Five Parsec from Home, with some Five Leagues from the Borderlands injected in. The setting is a modern-day Nation suffering from internal threats to stability and security. The Player's parent Nation is deploying a Team of unconventional forces to operate inside the Host Nation's borders to help regain stability and destroy forces working against the Host Nation. The player's parent Nation is maintaining plausible deniability of operations. This is a narrative device to ensure the game remains fun and engaging, requiring the player to "start from the bottom and acquire their own means of success" by removing the unlimited resources the real-world equivalents would receive.

The Host Nation is the country in which the campaign is taken place. This is either rolled or chosen from the Host Nation table. The player's Team is comprised of members from either the player's Parent Nation. This is chosen by the player. There are no bonuses or attributes specific to the Parent Nation, as exists for the Role Playing experience. The player may choose a country that their miniatures reflects, their own country, or their favorite place to travel to.

*Five Klicks from the Wire is designed to be a light conversion to Five Parsecs from Home, not a replacement with new rules. While tables have been replaced, setting has been changed, and some new rules are implemented, it is designed to work in tandem with the Core Rulebook. Anything not mentioned in this conversion is played as per the 5 Parsecs rulebook.*

## Adventure Wargaming (5P p.6)

► **5 PARSECS p.6: UNCHANGED.** Solo play, campaign structure, and the spirit of the game are identical.

## Conventions of the Game (5P p.8)

► **5 PARSECS p.8: UNCHANGED.** Dice, measuring, rounding, and rules terminology are identical. The table below translates the recurring terms of the core book into 5KFTW terms. Keep it bookmarked while reading the core rules.

| 5 Parsecs concept                 | 5KFTW replacement                                                     |
|-----------------------------------|-----------------------------------------------------------------------|
| Crew                              | Team                                                                  |
| Captain                           | Team Leader                                                           |
| Starship                          | Mobile Forward Operating Base (FOB)                                   |
| Planets / New Worlds              | The Area of Operations (AO): One national Map, divided into Map Areas |
| Travel Steps (starship)           | Travel Steps (overland convoy)                                        |
| World Steps                       | Map Area Steps                                                        |
| World Traits                      | Map Area Traits                                                       |
| Rumors                            | Intel (functionally identical)                                        |
| Quests                            | Operations (multi-task, converted from 5 Leagues Quests)              |
| Invasion / Galactic War           | Threat Offensives (Threats can seize Map Areas)                       |
| Roving Threats (aliens/creatures) | Not used. Treat any reference as Hired Muscle                         |
| Freelancer License                | Operating Permit                                                      |
| Sick Bay                          | Casualty Collection Point (CCP). Same rules                           |
| Story Points, credits, XP         | Unchanged                                                             |

## **Norms of the Game (5P p.10)**

► 5 PARSECS p.10: UNCHANGED.

# CHARACTER CREATION (5P p.12–35)

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## Character Definitions (5P p.12)

- **5 PARSECS p.12: UNCHANGED.** Reactions, Speed, Combat Skill, Toughness, Savvy, and Luck all work as written.

## Crew Composition (5P p.13)

Your crew is a **Team** of modern operators, and your captain is the **Team Leader**. Every character is a Baseline Human: skip all species rolls and species-specific rules, and use the baseline human profile for every character. Where any table produces an alien species result, treat it as Baseline Human.

- **5 PARSECS p.13: MODIFIED AS ABOVE.** Crew size, the leader rules, and profile generation are otherwise as written.

## Roles (replaces Class)

The D100 ranges in the draft's Role table overlap; the corrected table with full role descriptions and bonuses follows. Each role reflects a modern, real-world role within a special operations team. Roll 1D100 or choose from the table to assign Roles to your Team's characters.

**Roll 01–30: Assaulter.** Specially trained in engaging in operations that require immediate and decisive action, such as hostage rescues and counter-terrorism efforts. Close Quarters Battle (CQB) utilizing specialized tactics for combat in confined spaces, which is critical for urban warfare scenarios.

*Assaulters get +1 Reactions and +1 Armor Saving Throw.*

**Roll 31–50: Gunner.** Specially trained in the tactical employment of machine guns and heavy weapons. Providing sustained fire, suppression, and area denial of enemy forces.

*Gunners get +1 Toughness and ignore the "Clumsy" and "Heavy" traits on weapons.*

**Roll 51–60: Sniper.** Specially trained in the employment of precision weapon systems, reconnaissance and intelligence gathering, and engaging targets with precision.

*Snipers get +1 Combat Skill, and once per encounter can roll 1D6" as an Alternate Movement to reposition anywhere within the result of the roll (stalking, hidden movement).*

**Roll 61–75: Engineer.** Specially trained in the use of anti-armor weapons and the deployment of explosives. Carrying out demolition raids against enemy military targets, such as bridges, railroads, and fuel depots.

*Engineers get +1 Reactions and a +1 Combat bonus when using explosive weapons (i.e., grenades and launchers).*

**Roll 76–85: Specialist.** Specialists are trained in a variety of clandestine operations and techniques, from HUMINT (Human Intelligence gathering) to networking and reconnaissance.

*Specialists get +2" Speed and +1 Savvy.*

**Roll 86–100: Medic.** Specially trained in advanced trauma care and autonomous medical support in austere environments.

*Medics can use a Combat Action to recover a Knocked-Out character within 1", returning them to battle with 2× Stunned. Medics can use a Combat Action to remove 1× Stunned effect from another character within 1".*

#### Quick-reference table

| D100   | Role       | Bonuses                                                                                      |
|--------|------------|----------------------------------------------------------------------------------------------|
| 01–30  | Assaulter  | +1 Reactions, +1 Armor Saving Throw                                                          |
| 31–50  | Gunner     | +1 Toughness; ignores Clumsy and Heavy weapon traits                                         |
| 51–60  | Sniper     | +1 Combat Skill; 1D6" stalk reposition once per encounter                                    |
| 61–75  | Engineer   | +1 Reactions; +1 Combat bonus with explosive weapons                                         |
| 76–85  | Specialist | +2" Speed, +1 Savvy                                                                          |
| 86–100 | Medic      | Combat Action: recover KO'd character within 1" (2× Stunned), or remove 1× Stunned within 1" |

### Background, Motivation, and Class (5P p.24)

The 5 Parsecs' tables for Background, Motivation and Class have been replaced with one table called Agency/Employer Table. This table is used to decide where the Team members comes from, who they are employed by, and their motivations. Players choose one of the options with the included bonuses.

#### Special Operations Force

An elite special operations team, requiring members to complete a rigorous selection phase, operator course and onboarding process, resulting in the some of the best warfighters. These teams are specially trained in counter terrorism and unconventional warfare.

SOF members receive +1 Story Point, +2 XP, and +1 Medium Machinegun.

#### Intelligence Service's Special Activities Unit



A special activities branch of the Intelligence Agency, comprised of former members of the military's elite forces.

SAU members receive +1 Patron, +2 Rumors, +1 Utility Device.

### **Private Military Company**

A “for hire” military force employing former members of elite military and intelligence forces looking to trade their skills for profit.

PMC members received +1D6 credits, +1 Patron, +1 Gear.

Once the composition of the Team is established, the player choose one character to be the Team Leader. This character receives 1 Luck Point and will never leave the crew through random events. This character is still susceptible to injury and death.

### **Crew Equipment (5P p.28)**

Equipment includes weapons, gear, gadgets and armor. Although you will be able to add various other items during the game, the Team receives the following equipment from their contact in the area to begin with:

- 3x rolls on the Military Weapon Table
- 3x rolls on the War Stock Weapons Table
- 1x roll on the Gear Table
- 1x roll on the Gadget Table
- 1 credit per crew member

Any equipment obtained from these tables can be issued and distributed to your characters as you see fit.

| ROLL  | War Stock Weapon |
|-------|------------------|
| 1-15  | MP443 Grach      |
| 16-35 | Ruger GP100      |

| ROLL   | War Stock Weapon |
|--------|------------------|
| 36-40  | Glock 18 Auto    |
| 41-65  | AKM              |
| 66-75  | 870 Pump Shotgun |
| 76-80  | SVD              |
| 81-95  | Crude Knife      |
| 96-100 | Mauler           |

| ROLL   | Military Weapon |
|--------|-----------------|
| 1-25   | AK-103          |
| 25-45  | MK14 DMR        |
| 46-50  | AK-19           |
| 51-60  | H&K G3          |
| 61-75  | MK46 SAW        |
| 76-80  | MP5             |
| 81-95  | Combat Knife    |
| 96-100 | Glock 19        |

| ROLL   | Gear Table             |
|--------|------------------------|
| 1-7    | Scope                  |
| 8-14   | Red Dot                |
| 15-21  | Booster Pills          |
| 22-28  | Combat Stimulant       |
| 29-35  | IFAK                   |
| 36-42  | Soft Body Armor        |
| 43-49  | Gas Mask               |
| 50-56  | Ear Protection         |
| 57-63  | ITOV                   |
| 64-70  | Ballistic Helmet       |
| 71-77  | Level IV Plate Carrier |
| 78-84  | Weapon Laser           |
| 85-90  | Weapon Light           |
| 91-95  | Suppressor             |
| 96-100 | Rage Out               |

| ROLL  | Gadget Table         |
|-------|----------------------|
| 1-25  | Night Vision Goggles |
| 25-45 | Concealed Blade      |
| 46-50 | Rappel Gear          |
| 51-60 | Thermal Binos        |

| ROLL   | Gadget Table           |
|--------|------------------------|
| 61-75  | Motion Tracker         |
| 76-80  | FPV Drone              |
| 81-95  | Breacher Kit           |
| 96-100 | Small Ballistic Shield |

## Ship Details (5P p.30) — the Mobile FOB

This replaces the Starship. There is no more planet hopping. Instead, the player has a mobile Forward Operating Base. This is a vehicle or multiple vehicles containing all the Team’s weapons and equipment, sleeping gear, rations and water, ammunition, etc. Travel around the country is done similar to Five Leagues from the Borderlands.

The final piece of equipment is also the largest, most valuable piece in your Team’s inventory: The Mobile Forward Operating Base. Roll once on the table below to determine what you starting Mobile FOB is/consists of. This is scrounge together by the Team once they arrive in country, sourced from locals, shady contacts, or other means. This means you may just have to “make do” with what you get.

Three factors are determined from here:

- How much debt you start the game with.
- How many hull points the Mobile FOB has.
- If there are any special traits.

*Off Road Kit:* If you have to perform an emergency withdrawal from a Map area, reduce hull damage sustain on the roll by **3**

*Fuel Efficiency:* When travelling to a new Map area, the fuel cost is reduced by **1 credit**

*Fuel Hog:* When travelling to a new Map area, the fuel cost is increased by **1 credit**

*Standard Issue:* The cost of all Mobile FOB Components are reduced by **1 credit**

*Dodgy Assembly:* Any time the Mobile FOB hull takes Hull damage, roll 2D6. If the roll is *equal to or below* the amount of damage sustained, the engine is misbehaving, and **2 additional points of damage** are sustained

*Up Armored:* Any time the Mobile FOB takes damage, you loose **1 Hull point less** than indicated by the rules.

### Mobile FOB Table

| ROLL   | MOBILE FOB                     | DEBT   | HULL | TRAITS          |
|--------|--------------------------------|--------|------|-----------------|
| 1-8    | Retired M35 2½-Ton Truck       | 1D6+20 | 20   | —               |
| 9-16   | Old Toyota Hiluxes             | 1D6+20 | 20   | Off Road Kit    |
| 17-24  | Semi with Makeshift Troop Hold | 1D6+15 | 15   | —               |
| 25-32  | Upgraded Toyota Tundras        | 1D6+20 | 20   | —               |
| 33-40  | Humvees                        | 1D6+20 | 20   | Fuel Efficiency |
| 41-48  | Up-Armored Humvees             | 1D6+20 | 35   | —               |
| 49-56  | Retired M113 APC               | 1D6+15 | 30   | Fuel Hog        |
| 57-64  | Old Half-Track APC             | 1D6+20 | 25   | Up Armored      |
| 65-72  | BTR-80                         | 1D6+25 | 30   | —               |
| 73-80  | Military Jeeps                 | 1D6+20 | 20   | —               |
| 81-88  | Battle-Worn MRAP               | 1D6+25 | 30   | Dodgy Assembly  |
| 89-96  | MRAP                           | 1D6+30 | 35   | Standard Issue  |
| 97-100 | LAV APC                        | 1D6+40 | 40   | Up Armored      |

The DEBT value rolled on the Mobile FOB Table works exactly like starship debt in the core rules: the same payment, interest, and enforcement rules apply, with the lender being whichever bank, sponsor, or gray-market financier fits your story.

The Mobile FOB generally exists in the background, but can be affected by events. As in 5 Parsecs, there is no vehicle-to-vehicle combat (yet), and there is no need for a model.

### Flavor Details (5P p.32)

► 5 PARSECS p.32: REMOVED

### Character Creation Example (5P p.32)

► 5 PARSECS p.32: REFERENCE ONLY. The worked example uses core tables; follow the procedure, not the specific rolls.

# MAIN RULES (5P p.36–62)

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## Game Currencies (5P p.36)

- ▶ 5 PARSECS p.36: **UNCHANGED.** Credits, Story Points, and XP work as written. **Rumors are called Intel** in this conversion and work identically.

## Terrain Rules (5P p.37)

- ▶ 5 PARSECS p.37: **UNCHANGED.**

## Actions (5P p.40)

- ▶ 5 PARSECS p.40: **UNCHANGED.**

## Movement (5P p.41)

- ▶ 5 PARSECS p.41: **UNCHANGED.**

## Combat (5P p.44)

- ▶ 5 PARSECS p.44: **UNCHANGED, PLUS SUPPRESSION.** All core combat rules apply. The 5KFTW Suppression system is added. See below.

### Suppression

Suppression is a tactic used to engage the enemy with direct and effective fire, but not necessarily making hits. Suppression forces the enemy to remain in place or retreat from their position, prevents them from advancing or engaging, and induces a shock to morale.

In 5 Klicks, suppression can be added to an Enemy or Player character, and governed by Suppression Points:

A *near miss* is a shot made which does not result in a Hit, by being short 1 on a D6 from making the required roll to Hit (after adding any bonuses to Hit).

**Example:** An Enemy is in cover, and over 6" from the character. The character rolls a D6 to Hit, resulting in a 5. 5 is one less from the required 6 on the D6 to Hit, thus adds 1 *Suppression point*.

Once a target accumulates 2 suppression points, they are *Suppressed*. A *Suppressed* target cannot accumulate more *suppression points*.

Suppression points are removed when a target is either hit, moves further than 3" from their current position, or the target completes their activation the following round.

### Example 1:

1. Character attacks an Enemy in the *Quick Actions* phase, and rolls 1D6 to Hit and Enemy in cover within weapon range. Rolls a 5, needs a 6 (*NEAR MISS*). Enemy takes 1 *Suppression* point.
2. Enemy then takes their turn, remains withing 3" of their current location. Still has suppression point.
3. Another Character attacks the same enemy in the *Slow Actions* phase.
  - a. A hit means the first suppression point is removed. Resolve the hit.
  - b. A *near miss* adds another suppression point. The enemy is *Suppressed*

#### Example 2:

1. Character attacks an Enemy in the *Quick Actions* phase, and results in a *near miss* and *suppression point*.
2. Enemy moves further than 3" from where they were positioned when suppression point applied. *Suppression point* is removed.

#### Example 3:

1. Character attacks an Enemy in the *Quick Actions* or *Slow Actions* phase, and results in a *near miss/suppression point*.
2. Enemy doesn't move further than 3" before another Character attacks the same enemy (any phase), resulting in a second *near miss*. *Suppression* is applied.

#### Suppression Applied

The Player can chose from one of two suppression rules.

1. Simple Suppression: When a target suffers from *suppression*, the effect is the same as the 5 Parsecs' *Stunned* rules.
2. Advanced Suppression: When a target suffers from *suppression*, they can only move, not fire. Movement is limited to ½ their speed and 180 degrees rearward from the point of suppression (if two characters applied suppression, the second shooter is the point of suppression). This is to better represent the effects and intent of real world suppression.

#### Beaten Zone Trait

**Beaten Zone:** Shots from this weapon may be split among multiple targets, provided every target is within a 3" wide area. Declare all targets before rolling. Machineguns can apply *suppression points* to multiple targets within a *beaten zone*.

## Weapons and Gear (5P p.49)



| WEAPON                              | RANGE | SHOTS | DAMAG<br>E | TRAITS                    |
|-------------------------------------|-------|-------|------------|---------------------------|
| <b>RIFLES</b>                       |       |       |            |                           |
| AK-19                               | 14"   | 2     | 0          | Focused                   |
| DDM4 PDW                            | 14"   | 2     | 0*         | *+1 DMG vs Unarmored TGTs |
| PSA JAKL                            | 14"   | 2     | 0          | Focused                   |
| AKM                                 | 18"   | 1     | 1          | -                         |
| AS VAL                              | 16"   | 1     | 1          | Integrally Suppressed     |
| M4 Carbine                          | 20"   | 1     | 0          | Snap Shot                 |
| HK416                               | 22"   | 1     | 0          | -                         |
| Mk12 SPR                            | 24"   | 1     | 0          | Piercing                  |
| AK-103                              | 22"   | 1     | 0          | Impact                    |
| MK17                                | 24"   | 1     | 0          | Piercing                  |
| H&K G3                              | 24"   | 1     | 0          | -                         |
| <b>PRECISION RIFLES</b>             |       |       |            |                           |
| M107 Barrett                        | 36"   | 1     | 1          | Heavy, Piercing           |
| M40A3                               | 32"   | 1     | 1          | Heavy, Critical           |
| SR25                                | 26"   | 1     | 0          | Critical                  |
| MK14 DMR                            | 28"   | 1     | 0          | -                         |
| SVD                                 | 24"   | 1     | 1          | -                         |
| <b>MACHINE GUNS/AUTO<br/>RIFLES</b> |       |       |            |                           |
| MK46 SAW                            | 20"   | 3     | 0          | Beaten Zone               |
| MK48 GPMG                           | 22"   | 3     | 0          | Heavy, Beaten Zone        |
| PKM MG                              | 22"   | 3     | 1          | Heavy, Beaten Zone        |

| WEAPON                                 | RANGE | SHOTS | DAMAG<br>E | TRAITS                       |
|----------------------------------------|-------|-------|------------|------------------------------|
| <b>SUB MACHINEGUNS<br/>and SHOTGUN</b> |       |       |            |                              |
| MP5 SMG                                | 14"   | 2     | 0          | Focused, Snap Shot           |
| MP7 SMG                                | 12"   | 2     | 0          | Piercing                     |
| PPK-20 SMG                             | 14"   | 2     | 0          | Snap Shot                    |
| 870 Pump Shotgun                       | 10"   | 2     | 0          | Focused                      |
| Benelli M4 Semi Shotgun                | 10"   | 2     | 0          | Focused                      |
| Saiga 12 Semi Shotgun                  | 10"   | 2     | 0          | Impact                       |
| <b>PISTOLS</b>                         |       |       |            |                              |
| Glock 19                               | 8"    | 1     | 0          | Pistol, Snap Shot            |
| Colt 1911                              | 10"   | 1     | 0          | Pistol                       |
| Sig P365 Compact                       | 4"    | 1     | 0          | Pistol, Melee                |
| MP443 Grach                            | 8"    | 1     | 0          | Pistol, Critical             |
| Glock 18 Auto                          | 8"    | 2     | 0          | Pistol, Focused              |
| Ruger GP100                            | 8"    | 1     | 1          | Pistol                       |
| <b>LAUNCHERS/AOE</b>                   |       |       |            |                              |
| Flashbang                              | 6"    | 1     | NA         | Area, Stun, Single Use       |
| Frag Grenade                           | 6"    | 2     | 0          | Area, Single Use             |
| Incendiary Grenade                     | 6"    | 2     | 0          | Area, Single Use, Terrifying |
| Tear Gas Grenade                       | 6"    | 1     | NA         | Area, Single Use, Terrifying |
| M320: 40mm Launcher                    | 24"   | 1     | 0          | Area, Heavy                  |
| M79: 40mm Launcher                     | 24"   | 1     | 0          | Area, Heavy                  |
| <b>MELEE</b>                           |       |       |            |                              |

| WEAPON                | RANGE | SHOTS | DAMAG<br>E | TRAITS          |
|-----------------------|-------|-------|------------|-----------------|
| Crude Knife           | Brawl | -     | 0          | Melee           |
| Combat Knife          | Brawl | -     | 0          | Melee, Critical |
| Machete               | Brawl | -     | 2          | Melee, Clumsy   |
| Mauler                | Brawl | -     | 1          | Melee, Impact   |
| Advanced Combat Knife | Brawl | -     | 1          | Melee, Elegant  |

The Weapons Traits are the same as in 5 Parsecs, apart from the new “*Beaten Zone*” trait.

Beaten Zone: All *Shots* can be directed to multiple targets, but must all be within a 3” area.

### **Gun Mods Table**

**Gun Mods** can be fitted to non-melee, non-single shot weapons. Guns can have a Light or Laser, Grip, Muzzle Device and Sight all attached. Restrictions below.

**Weapon Light:** When using the weapon in conditions of reduced visibility, increase visibility by +3”. Cannot be installed with Weapon Laser.

**Weapon Laser:** Weapon receives Snap Shot within 6”. Cannot be installed with Weapon Light.

**Bipod:** Weapon receives +1 to Hit at ranges over 8” when Aiming or when firing from cover. Non-Pistol only. Cannot be installed with Foregrip.

**Foregrip:** +1 to Hit at ranges over 8” when Aiming or when firing from out of cover. Non-Pistol only. Cannot be installed with Bipod.

**Compensator:** +2” Range increase. Non-Pistol only. Cannot be installed with Suppressor.

**Suppressor:** If Enemy Unaware of Team, on a hit, remaining enemy remains unaware if targeted Enemy is KIA. Cannot be installed with Compensator. Cannot be added to Shotguns, Machine guns, or the M107 Barrett.

**Scope:** +2” Range increase. Cannot be installed with Red Dot or Battle Sight.

**Red Dot:** +1 to Hit if you fired at the same target during your previous round. Cannot be installed with Scope or Battle Sight.

**Battle Sight:** +1 to all Hits. Cannot be installed with Scope or Red Dot.

### **New Equipment Tables**

Consumables. Free Action to use, not carried by a specific character. When carrying consumables, the Stash holds all items, weapons, etc, and extra can be carried in pack accessible by all characters, up to a max of 8 “things”.

### **Consumables**

**Booster Pills:** When taken, the character removes all Stun markers. They may move double normal Speed this round.

**Combat Stimulant:** The character receives +2” Speed and +2 Reactions for the rest of the battle.

**Rage Out:** The user gains +2” Speed and +1 to all Brawling rolls for the rest of this and the following round.

**IFAK:** If a character would become a casualty, they remain on the table with a single Stun Marker. This item can be used reflexively upon becoming a casualty. It does not require an action.

Protective Equipment replaces Protective Devices. The new table is below.

### **Protective Equipment**

Allows Saving Throws against Hits. A character may wear 1 Armor/Ghillie and 1 Helmet. Ear Pro and Gas Masks may be worn/stacked. All protective equipment can be donned or doffed during battle at the cost of an Action. If a character is wearing Armor and a Helmet, the Armor takes the hits first/uses the saving throw bonus, until destroyed, then the Helmet. If a Bunker or Shield is in play, damage is done to that first, then Armor, then Helmet.

**Ghillie Cloak:** Enemies firing from a range of 18” or over are -1 to Hit.

**Soft Body Armor (Armor):** All Area weapons and Pistols striking the wearer, whether they are initial shots or additional attacks from the Area trait, have their Damage reduced by -1 (Max reduction to +0). Destroyed upon use/when struck.

**Level IV Plate Carrier (Armor):** Wearer receives a +4 Saving Throw against gunfire. No effect against Area or Melee attacks. Destroyed upon 2x uses/struck (carry over each battle).

**IOTV (Armor):** Wearer receives a +4 Saving Throw against all attacks (Gunfire, Melee, Area). Wearer is -1" Speed. Destroyed upon 2x uses/struck (carry over each battle).

**Ballistic Helmet:** If a post battle injury would result in campaign turns of recovery time, reduce the time by 1 (or to 0 if only 1 campaign turn).

**Ballistic Helmet with Face Shield:** If a post battle injury would result in campaign turns of recovery time, reduce the time by 1 (or to 0 if only 1 campaign turn). If hit while In Cover, +1 Saving Throw. Wearer is -1 Reactions.

**Gas Mask:** Wearer is immune to effects of Gas, Poison, Virus, etc. -1 Reactions.

**Ear Protection/Defenders:** Wearer is +1 Save against Flashbang Grenades.

## Remove the Implant Table

This Utility Devices table replaces the one from 5 Parsecs.

### Utility Devices

A character can carry/wear up to 3 items from the Utility Devices list. Utility Devices must be individually assigned.

**Night Vision Goggles:** If wearer is in conditions of reduced visibility, increase visibility by +10". *Cannot be worn with a Gas Mask.*

**Concealed Blade:** If the character begins their round within 2" of an opponent, they may throw the blade as a Free Action before doing anything else. Roll to Hit normally, resolving the Hit with Damage +0. The blade can be used 3x before consumed.

**Rappel Gear:** As a Combat Action, the character may use the rappel gear to descend a terrain feature within 1". There is no maximum decent height.

**Thermal Binoculars:** The character does not suffer visibility reductions due to smoke, gas, etc. *Cannot be used with a Gas Mask.*

**Motion Tracker:** Add +1 to all rolls to Seize the Initiative.

**FPV Drone:** May be deployed before a battle if the Seize the Initiative roll would be penalized or negated. The penalty can be ignored, but the Drone is damaged on a D6 roll of 1.

**Breaching Kit:** As a Combat Action, the character can cut a man-sized hole or breach through any terrain feature such as walls, windows, doors, floors, etc.

**Collapsible Ladder:** As a Combat Action, the character may deploy the collapsible ladder to ascend/descend a terrain feature within 1". Any character can use the ladder to ascend/descend up to 12", but must reach a surface they can stand on. The ladder remains in place until a character recovers it with a Combat Action or Hold the Field is accomplished. If not recovered and the Team leave the battle other than Holding the Field, the ladder is lost.

**Explosive Entry Charges:** As a Combat Action, the character may deploy an explosive entry charge on a door, wall or floor. The charge is also an attack to all others (enemy, NPC, VIP, etc) on the other side within 1D6" of the edge of the barrier being breached. Anyone not Downed by the blast suffers Stunned. *Consumable.*

**Small Ballistic Shield:** As a Combat Action, a character may stow their firearm and carry the Small Ballistic Shield. The character can move at -1" Speed, and cannot attack. The Ballistic Shield activates normal Line of Sight rules to anyone using it as cover/concealment. Any Attacks on a character using the Ballistic Shield as cover, count as striking the Ballistic Shield on a roll of 5 or 6 to Hit. The Ballistic Shield is *destroyed* after 3 Hits.

**Ballistic Bunker:** As a Combat Action, a character may deploy a Ballistic Bunker, a large, extendable ballistic wall 2" tall x 2" long in any orientation. Any Attacks on a character using the Ballistic Bunker as cover, count as striking the Ballistic Bunker on a roll of 5 or 6 to Hit. Each Hit, roll 1D6. The Ballistic Bunker is *destroyed* on a roll of 6.

## On Board Items

These items are not carried into battle by a specific crew member. Instead, they are usually left behind in the FOB or transport, and used at other points of the campaign turn.

### On-board items Table

**AI Analyzer:** Add +1 when rolling to see if Rumors result in a Quest and when rolling for Quest resolution.

Ration Meals: Ignore Upkeep costs for one Campaign Turn. Single Use.

**Fake ID:** Add +1 to all attempts to obtain a license of other legal document.

**Fixer:** One piece of damaged or destroyed personal equipment can be repaired automatically, and at no cost. Single Use.

**Loaded Dice:** Each campaign turn, one Team member may gamble on the side. Roll 1D6. On a 1 to 4, earn that many credits. On a 5, earn nothing. On a 6, the locals don't take kindly to losing: The dice is lost and the Team member must roll on the post battle Injury Table.

**Lucky Dice:** Each Campaign turn, one crew member may gamble on the side, earning +1 credit. If you have both Lucky and Loaded dice, you can use both, but rolling a 6 for the Loaded dice means you lose both dice.

**Trauma Kit:** Prevent one roll on the post-battle Injury Table, no matter the source of the injury. You must decide before rolling the dice. Single Use.

**Advanced Medical Kit:** A character recovering from an injury may subtract one campaign turn from the recovery duration required. If this reduces the time to 0, they may act normally this campaign turn. Single use.

**Care Package:** Give to any character, who then receives +1 XP and may roll 1D6. On a 6, you may add +1 Story Point as well. Single Use.

**Purifier:** Each Campaign turn, the Purifier can be used to generate clean water which can be sold to locals for 1 credit. Does not require a character to operate, but can only use one Purifier at a time. Consumed after 2D6 campaign turns (starting with first use).

**Workbench:** +1 to all Repair attempts.

**Spare Parts:** Add +1 when making a Repair attempt. If the roll is a natural 1, the Spare Parts are consumed.

**Rosetta Stone:** A character engaging in the Train Crew task will earn 1D6 additional XP. Single Use.

**Area Permit:** Single-use. Ignore one Operating Permit requirement in a Map Area of your choice, or automatically pass one licensing/approval roll.

## **Starships (5P p.59): The Mobile FOB**

### **Mobile Forward Operating Base**

This replaces the Starship. There is no more planet hopping. Instead, the player has a mobile Forward Operating Base. This is a vehicle or multiple vehicles containing all the Team's weapons and equipment, sleeping gear, rations and water, ammunition, etc.

The Mobile FOB generally exists in the background, but can be affected by events. As in 5 Parsecs, there is no vehicle-to-vehicle combat (yet), and there is no need for a model.

### Mobile FOB Damage

The Mobile FOB can sustain damage through various events, which are tracked in Hull Points. Damage isn't sustained to specific parts, regardless of the source.

Each Mobile FOB has a damage threshold established when you begin the campaign, or when purchased. Once that amount of damage is accumulated, the Mobile FOB (whether 1 vehicle or multiple) is no longer usable. If this happens, you can reclaim 1D6+5 credits worth of scrap parts.

Mobile FOBs can travel as long as they have over 50% of their Hull Points left. Damage is repaired at a rate of 1 Hull Point per campaign turn, but you can spend credits to acquire additional resources and speed up repairs. 1 credit pays off 1 Hull Point of damage, and any amount can be repaired this way during a campaign turn.

### Emergency Travel

If you insist on travel with Hull Points, your Mobile FOB suffers 3D6 Hull Points of damage per travel, as the rough terrain causes further havoc on the already damaged vehicles.

### Being Without a Mobile FOB

If your Mobile FOB is destroyed while travelling, you make it to your destination but your vehicle(s) fall apart and are no longer mobile, and cannot be repaired or recovered (As above, you can reclaim 1D6+5 credits worth of scrap parts).

While you don't have a Mobile FOB, you can move to any locations within the Map area, explore, etc, for as long as you like. Travel to other Map areas is possible by purchasing passage from locals or commercial transport. This costs 1 credit per Team member, and you cannot bring anything



in your “Stash”, only what is carried by the Team individually.

The “Stash” remains at the Map area you are currently in, and remains there until you occupy the same Map area with another Mobile FOB and load it all up. The Team can return to swap out things from the Stash to the Team while they occupy the same Map area. It cannot be accessed if the Team is at another Map area.

### Getting a New Mobile FOB

Acquiring a new Mobile FOB is not cheap. Each campaign turn you can look to acquire a new vehicle(s) to make up your Mobile FOB. Roll 2D6+3 and multiply the total by 10 to find the cost in credits.

Roll once on the Mobile FOB table in the Character Creation chapter. This is the vehicle(s) on offer. You may opt to pass and look for a new vehicle(s) each campaign turn.

You can finance up to 70 credits of the cost. Every campaign turn, the amount owed goes up by +1 credit if you currently owe 30 credits or less, +2 credits if you owe 31 credits or more. If the amount owed exceeds 75 credits, each campaign turn there is a chance of your Mobile FOB vehicle(s) being seized. Roll 2D6. On a 2 to 6, the vehicle(s) are seized and lost.

### Upgrading Your Mobile FOB

Your starting Mobile FOB is assumed to have all the necessary equipment required to perform basic tasks: cargo space, food and water, fuel, etc. A wealthy Team can install additional **Components** that offer extra capabilities or bonuses to actions.

### Acquiring Components

During the “Purchase Items” stage of the campaign turn, you may spend credits to obtain Mobile FOB Components. Only one component can be added each turn. When purchased, the component is installed and functional on the next campaign turn.

You may also acquire Mobile FOB Parts with a certain value. These can be cashed in when installing a component, reducing the cost by the value of the part.

## Removing Components

During a campaign turn, you may remove one component from the Mobile FOB. You can recoup the **1 credit** worth of scrap for every **5 credits'** cost of the installed component. This can be done at any time, but you cannot remove and install a component during the same campaign turn.

## Fuel Costs

Mobile FOBs with additional components installed with require more fuel to travel. When travelling to anew Map area, the cost is increased by **+1 credit** for every **3 components** installed.

## **Mobile FOB Components**

Only one Component may be installed per campaign turn. Fuel cost increases by +1 credit per 3 installed Components.

| COMPONENT                 | COST | DESCRIPTION                                                                                                                                                                                                                                                                    |
|---------------------------|------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Deployable Field Hospital | 25   | Each campaign turn, select one Team member recovering from Injuries; they mark off 2 campaign turns of recovery time.                                                                                                                                                          |
| Cargo Hold                | 15   | When traveling to a new Map Area you may take on cargo. Roll 2D6 and discard any 5–6. Take the highest remaining die and earn that many credits on arrival. If both dice are discarded, no shipment was available. If the FOB takes Hull damage in transit, the cargo is lost. |
| Merchant Connection       | 20   | You may carry out one free Trade action each campaign turn without assigning a Team member.                                                                                                                                                                                    |
| ISR Drone Station         | 10   | <i>(Replaces Probe Launcher.)</i> When arriving in a Map Area whose Trait has not yet been rolled, roll the Map Area Trait twice and choose which applies.                                                                                                                     |
| Rapid Insertion Vehicles  | 15   | <i>(Replaces Shuttle.)</i> A pair of ATVs / dirt bikes. Add +1 to Seize the Initiative rolls. A Team member with Medical School may apply their post-battle skill even if they did not take part in the battle (fast CASEVAC).                                                 |

| COMPONENT                       | COST | DESCRIPTION                                                                                                                                                                  |
|---------------------------------|------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Airdrop Resupply Rig            | 25   | <i>(Replaces Drop Launcher.)</i> Once per campaign turn, when a Deployment Condition of <i>Small Encounter</i> or <i>Delayed</i> is rolled, you may ignore it.               |
| Gunner Seat                     | 15   | Turret position with mounted LMG. Add +1 to the roll to avoid battle in the <i>Ambushed!</i> Travel Event, and +1 to the roll when Fleeing a Threat Offensive.               |
| Navigation Suite                | 15   | Add +1 to any Savvy test called for by a Travel Event. If a Travel Event forces you to halt short of your destination, roll 1D6: on a 5+ you push through and arrive anyway. |
| Field Workshop                  | 20   | Add +1 to all Repair Your Kit rolls. A Team member taking the Repair task may attempt two Repairs.                                                                           |
| Comms Intercept Suite           | 20   | Each campaign turn, roll 1D6. On a 6, gain 1 Intel.                                                                                                                          |
| Extra Fuel Blivets              | 10   | Reduce travel fuel cost by 1 credit (minimum 1).                                                                                                                             |
| Camo Netting & Dispersion Plan  | 15   | Add +1 to Flee rolls during a Threat Offensive, and +1 to the roll to avoid the <i>Ambushed!</i> Travel Event.                                                               |
| Generator & Field Kitchen       | 10   | Your Team counts as one member smaller for Upkeep costs.                                                                                                                     |
| Container Range & Training Cage | 15   | One Team member taking the Train task each campaign turn earns +1 additional XP.                                                                                             |
| Holding & Interrogation Cell    | 20   | Add +1 to all Track rolls against Rivals.                                                                                                                                    |

## On-Board Items

**AI Analyzer:** Add +1 when rolling to see if Rumors result in a Quest and when rolling for Quest resolution.

**Ration Meals:** Ignore Upkeep costs for one Campaign Turn. Single Use.

**Fake ID:** Add +1 to all attempts to obtain a license of other legal document.

**Fixer:** One piece of damaged or destroyed personal equipment can be repaired automatically, and at no cost. Single Use.

**Loaded Dice:** Each campaign turn, one Team member may gamble on the side. Roll 1D6. On a 1 to 4, earn that many credits. On a 5, earn nothing. On a 6, the locals don't take kindly to losing: The dice is lost and the Team member must roll on the post battle Injury Table.

**Lucky Dice:** Each Campaign turn, one crew member may gamble on the side, earning +1 credit. If you have both Lucky and Loaded dice, you can use both, but rolling a 6 for the Loaded dice means you lose both dice.

**Trauma Kit:** Prevent one roll on the post-battle Injury Table, no matter the source of the injury. You must decide before rolling the dice. Single Use.

**Advanced Medical Kit:** A character recovering from an injury may subtract one campaign turn from the recovery duration required. If this reduces the time to 0, they may act normally this campaign turn. Single use.

**Care Package:** Give to any character, who then receives +1 XP and may roll 1D6. On a 6, you may add +1 Story Point as well. Single Use.

**Purifier:** Each Campaign turn, the Purifier can be used to generate clean water which can be sold to locals for 1 credit. Does not require a character to operate, but can only use one Purifier at a time. Consumed after 2D6 campaign turns (starting with first use).

**Workbench:** +1 to all Repair attempts.

**Area Permit:** Single-use. Ignore one Operating Permit requirement (see Chapter 4) in a Map Area of your choice, or automatically pass one licensing/approval roll.

**Spare Parts:** Add +1 when making a Repair attempt. If the roll is a natural 1, the Spare Parts are consumed.

**Rosetta Stone:** A character engaging in the Train Crew task will earn 1D6 additional XP. Single Use.

## CAMPAIGNS (5P p.63–86)

## Campaign Preparation (5P p.63)

Campaign setup follows the 5 Parsecs sequence, with the AO replacing world generation:

1. **Create your Team:** Roles, Agency/Employer, starting equipment, and Mobile FOB, per the 5KFTW draft document.
2. **Choose a difficulty mode:** All 5 Parsecs difficulty options apply unchanged.
3. **Select a Victory Condition:** See below.
4. **Generate the Area of Operations:** The Area of Operations, Steps 1 through 8.
5. **Begin the first campaign turn:** From the Insertion Point, your first turn skips the Map Area Steps and opens with a Travel roll to your first Location.

*The 5 Parsecs Story Track may be used unchanged alongside any Victory Condition.*

### Victory Conditions

Campaigns may go on indefinitely; if you like a distinct goal in sight, select one now. As in the core rules, some of these are intentionally a grind, and some are heavily luck-based. Turn estimates come from repeated test campaigns.

| Victory Condition              | Notes                                                                                                                         |
|--------------------------------|-------------------------------------------------------------------------------------------------------------------------------|
| Play 20 campaign turns         | A single tour.                                                                                                                |
| Play 50 campaign turns         | An extended deployment.                                                                                                       |
| Play 100 campaign turns        | The Lifer.                                                                                                                    |
| Clear the Primary Threat       | <i>Recommended first campaign.</i> Reduce the Level 6 Threat to 0 and destroy its Safe House. Typically 25–50 campaign turns. |
| Clear the AO: The Long War     | Clear all three Threats (see The Shadow War: Victory and Defeat). Typically 60–130 campaign turns.                            |
| Complete 3 Operations          | An intelligence-driven campaign.                                                                                              |
| Complete 5 Operations          | As above, at full length.                                                                                                     |
| Complete 10 character upgrades | Characters need not be on the Team at the same time.                                                                          |
| Complete 20 character upgrades | As above.                                                                                                                     |
| Uplift the countryside         | Grow any single Village into an Urban Center through Uplift Milestones.                                                       |

| Victory Condition | Notes            |
|-------------------|------------------|
| Amass 100 credits | War is a racket. |

## The Area of Operations (replaces world generation)

The campaign takes place inside a single **Host Nation**. Before your first campaign turn, generate the entire national Map, the **Area of Operations (AO)**. The whole Map is created at the start of the campaign.

### Step 1: Establish the Host Nation

Name the country, or use a real one. Decide roughly what the terrain and climate are like (this informs your tabletop terrain later). Pick a suitable name for the AO region itself, provinces, oblasts, and river valleys all work.

### Step 2: Generate Settlements

Roll for the number of settlements of each size:

| Settlement size | Number present                                                          |
|-----------------|-------------------------------------------------------------------------|
| Urban Centers   | Roll 1D6: 1-3 = <b>3</b> , 4-6 = <b>4</b>                               |
| Towns           | Roll 1D6: 1-2 = <b>5</b> , 3 = <b>6</b> , 4 = <b>7</b> , 5-6 = <b>8</b> |
| Villages        | Roll 1D6: 1-2 = <b>10</b> , 3-4 = <b>11</b> , 5-6 = <b>12</b>           |

Name each settlement. Real place names, or invented ones, both work. Remember that people wanted to live there, so not everything needs to sound grim.

### *Settlement Character*

Roll D100 on the Settlement Type Table for each settlement, adjusting the roll by **-10 for a Village** and **+10 for an Urban Center**. The result describes the nature of the community and grants an effect while your Team is there.

### Settlement Type Table

| D100        | Location is                                                                                                                                                           | Effects                                                                                                          |
|-------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------|
| 10 or lower | <b>Scattered Farming District.</b> Less a village proper than a network of linked farms and irrigation channels.                                                      | Upkeep costs will not exceed 2 credits per campaign turn while you are here.                                     |
| 11–20       | <b>Security Outpost.</b> A police barracks or army checkpoint anchors the community. Too few troops to mount operations, but the wire and watchtowers are reassuring. | Add +1 to Recruit rolls made here.                                                                               |
| 21–30       | <b>Displaced Persons Camp.</b> Refugees from the fighting have settled here, perhaps for good. They hear everything.                                                  | Once per campaign turn, one Team member may work the camp for information: roll 1D6+Savvy; on a 6+ gain 1 Intel. |
| 31–40       | <b>Religious Center.</b> The community has grown around a mosque, church, temple, or shrine and its school.                                                           | A Team member taking the Train task here earns +1 additional XP.                                                 |
| 41–55       | <b>Powerbroker's Compound.</b> The community clusters at the gates of a local strongman, landowner, or oligarch.                                                      | A Team member taking the Repair Your Kit task here may attempt two Repairs.                                      |
| 56–80       | <b>Market Town.</b> An established community of ordinary people trying to live a peaceful life in a country that is anything but.                                     | The first time you visit during the campaign, add +1 Ops Point.                                                  |
| 81–90       | <b>Highway Hub.</b> Built along a trunk road, rail line, or river crossing — a natural pause for truckers and traders.                                                | Once per campaign turn, you may pay 1 credit for one additional roll on the Trade Table.                         |
| 91 or above | <b>Industrial Zone.</b> Refineries, factories, a port or airfield. Skilled hands and heavy tools are everywhere.                                                      | Add +1 to all Repair attempts made here. Mobile FOB repairs cost 1 credit per 2 Hull Points here.                |

### Step 3: Create Your Map

Draw (or borrow) a map of the AO. Mark every settlement, spread out with plenty of empty countryside between them. Add 4–5 named geographic features such as rivers, mountain ranges, forests, a dam, a border crossing. These are flavor, but they make the story easier to build and should inform your tabletop terrain.

#### Map Areas

The Map is divided into **Map Areas**, sized so that it would take your Mobile FOB the better part of a day or more to cross one on bad roads. Hexes work; freehand regions work. Each settlement normally occupies its own Map Area. Including empty countryside, a finished AO usually has **10 to 20 Map Areas**, all established

at the start of the campaign (you can leave freehand maps un-gridded and define Areas as play demands).

### *The Backcountry*

Countryside not yet tied to any Location is the **Backcountry** (this replaces the Five Leagues “Wilderness”). There is as much Backcountry as the story needs. When rules add a new Location “in the Backcountry”, it gets its own Map Area.

### *Locations*

Everything on the Map that can be interacted with is a **Location**: settlements, enemy Camps, Safe Houses, Complexes, HVT Compounds, and Points of Interest. Except while Traveling, your Team is always at a Location.

### *Hidden Locations*

Some Locations are **Hidden** — you know they exist, but not where. Do not place them on the Map. They are found through Ops Point Milestones (see below). If a known Location becomes Hidden again, remove it from the Map; when re-discovered, it may appear somewhere new.

### *Points of Interest (POIs)*

POIs are unconfirmed grid references, places you have been told about but not investigated (replacing “Unexplored Locations”). They stay unknown until you travel there and roll on the POI Table. If the Map gets cluttered, you may cap POIs at four and ignore new ones unless tied to a Contract or Operation.

## **Step 4: Determine Threats**

The Host Nation is under attack by three **Threats**. These are the main enemies of your campaign; destroying them is how the country regains stability, and how you win.

Choose or roll **two Threats Within** and **one Threat Without**. Pick to match your miniatures and the story you want or use the D100 to decide.

### *Threats Within*

Forces rotting the country from inside.



| D100   | Threat                                                                                                                                                                                                                                                                                                                                                      |
|--------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 01–25  | <b>The Cartel.</b> A narco-trafficking syndicate with police on the payroll and sicarios on retainer. <i>Choose this to fight organized crime and street muscle.</i> Encounters use the 5 Parsecs <b>Criminal Elements</b> tables with the Modern Name Key (see The Enemy, in Battles). Signature: gain +1 credit whenever you Hold the Field against them. |
| 26–50  | <b>The Insurgency.</b> A guerrilla network of cells living among the population, ambushes, IEDs, night letters. <i>Choose this to fight irregular fighters.</i> Encounters use the <b>Hired Muscle</b> tables with the Modern Name Key. Signature: Seize the Initiative rolls against them are at –1 (they watch the roads).                                |
| 51–75  | <b>The True Path.</b> A radical extremist movement feeding on despair, run by fanatics with nothing to lose. <i>Choose this to fight zealots and terror cells.</i> Encounters use the <b>Interested Parties</b> tables with the Modern Name Key. Signature: their panic range is reduced by 1 (minimum 1).                                                  |
| 76–100 | <b>The Old Guard.</b> Rogue elements of the former security services, corrupt paramilitaries who never handed in their kit. <i>Choose this to fight trained, well-equipped gunmen.</i> Encounters use the <b>Interested Parties</b> tables with the Modern Name Key. Signature: one basic enemy in each encounter upgrades to a specialist.                 |

### Threats Without

Forces pressing in from across the border.

| D100   | Threat                                                                                                                                                                                                                                                                                                      |
|--------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 01–25  | <b>The Northern Front.</b> A foreign-backed proxy militia with fresh weapons and foreign “advisors”. <i>Choose this to fight a sponsored irregular force.</i> Encounters use the <b>Hired Muscle</b> tables. Signature: one random enemy in each encounter carries a weapon from the Military Weapon Table. |
| 26–50  | <b>The People’s Liberation Army.</b> A disciplined separatist army fighting a conventional war for secession. <i>Choose this to fight uniformed soldiers.</i> Encounters use the <b>Interested Parties</b> tables. Signature: enemy count +1 in Defensive battles.                                          |
| 51–75  | <b>The Black Column.</b> A private military company that stopped taking orders and started taking territory. <i>Choose this to fight professional mercenaries.</i> Encounters use the <b>Hired Muscle</b> tables. Signature: their specialists carry Precision Rifles.                                      |
| 76–100 | <b>The Warlord’s Host.</b> A coalition of raider bands under a regional strongman, living off plunder. <i>Choose this to fight fast, brutal raiders.</i> Encounters use the <b>Criminal Elements</b> tables. Signature: enemies add +1” Speed.                                                              |

*Signature rules are optional. Skip them for a purer 5 Parsecs experience.*

## Step 5: Establish Threat Levels

Select one Threat as the **primary enemy** and give it **Threat Level 6**. The other two begin at **Threat Level 5**. Threat Level measures the power a Threat wields in the AO. The goal of the campaign is to reduce every Threat to **Level 0** and destroy their Safe Houses. Do that, and the AO is pacified. See Victory and Defeat (see The Shadow War).

A Threat reduced to **Level 0** is broken as a fighting force: it can no longer mount Offensives, and any Enemy Plans result that would apply to it is re-rolled. Its remnants still defend their remaining Locations. To clear it from the AO, its Safe House must still be destroyed.

## Step 6: Place Additional Points of Interest

- Place one **Complex** (an underground works, tunnel network, bunker line, or fortified urban block, the modern Delve) somewhere away from settlements.
- Place one **POI** anywhere you like.
- For each of the three Threats, place one **Camp** anywhere in the Backcountry. Camps are the enemy's temporary staging areas.

Each of these Locations exists in its own Map Area and requires Travel to reach.

## Step 7: Note Down Safe Houses

Each Threat maintains a **Safe House** somewhere in the AO. These are the headquarters where its leadership plans, stores weapons, and pays its people (the modern Hideout). Safe Houses begin **Hidden**: note them on your roster but do not place them on the Map until discovered via a Milestone.

## Step 8: Select an Insertion Point

Choose a spot on the edge of the Map. This is where your Team crosses into the AO. On your first campaign turn you skip the Map Area Steps and go straight to a Travel roll to reach your first Location.

## Marking Position and Moving Around

Track your current Location with a token or note. Moving to another Map Area always requires a **Travel roll** (see Travel Steps). Once you arrive in a Map Area, you may go to any Location of your choice within it. Moving between Locations inside the same Map Area never requires Travel. If you fight an encounter and there is a settlement in the same Map Area, you may go there immediately afterwards without a Travel roll.

## Ops Points

*Replaces the Five Leagues Adventure Points.*

**Ops Points (OP)** represent your growing network, intelligence picture, and standing with the population. They are a shared pool tracked on your roster. You begin the campaign with 0 OP.

### Earning Ops Points

| Activity                                                 | OP gained |
|----------------------------------------------------------|-----------|
| Victorious Threat encounter or raid on a Threat Location | 1D6       |
| Victorious Presence Patrol                               | 1         |
| Defeat a Unique Individual                               | 2         |
| Defeat an enemy lieutenant or specialist                 | 1         |
| Complete a Contract                                      | 1         |

### Ops Point Milestones

To attempt a Milestone, spend 1–6 OP, then roll 1D6. If the roll is **equal to or below** the points spent, the Milestone succeeds. Points are lost either way. Each specific Milestone type may be attempted once per campaign turn, but you may attempt several different Milestones in the same turn.

- **Locate a Hidden Location:** Reveal one Hidden Safe House or Hidden Camp of a chosen Threat and place it on the Map.
  - **Fundraising:** Your reputation shakes loose donations, bounties, and back pay. Gain 1D6 credits.
  - **Uplift a Settlement:** A settlement of your choice grows one step (Village → Town → Urban Center). Re-roll its Settlement Type with the new modifier, and gain +1 Story Point.
  - **Degrade the Threat:** Only in the same campaign turn you Held the Field against a Threat: reduce that Threat's Level by 1.
  - **Local Auxiliary:** A vetted local fighter joins the Team: a new character with the base profile, a Role of your choice, and 5 unspent XP.
- 

## Story Points (5P p.66)

- ▶ **5 PARSECS p.66: UNCHANGED EXCEPT:** the Enemy Plans Table (see The Shadow War) can never be altered by Story Points.

## The Stars of the Story (5P p.67)

- ▶ **5 PARSECS p.67: UNCHANGED.**

## The Campaign Turn (5P p.68)

*Replaces the 5 Parsecs campaign turn sequence.*

### Step 1: Travel

1. Flee a Threat Offensive (if applicable)
2. Decide whether to travel
3. Mobile FOB Travel Event
4. New Map Area arrival steps (if applicable)

### Step 2: Map Area

1. Upkeep and Mobile FOB repairs
2. Assign and resolve Team tasks
3. Determine job offers
4. Assign equipment
5. Resolve Intel
6. Choose your battle

### Step 3: Tabletop Battle

### Step 4: Post-Battle Sequence (see Post Battle Activities)

### Step 5: End of Turn

1. Check Recovery Progress for every Occupied Map Area (see The Shadow War)
2. Advance any time limits on Contracts and Enemy Plans
3. Apply any “end of every campaign turn” effects (ex: an active terror campaign)

**Turns without a battle.** On a Rest and Refit turn, or a turn spent fleeing an Offensive without being forced to fight, Steps 3 and 4 are skipped, but **Step 5 always happens.** The war does not pause because you did. (The **one** exception: a Threat Offensive check is only ever made as part of a Post-Battle Sequence, so it cannot occur on a turn with no battle.)

## Travel Steps (5P p.69)

*Replaces the 5 Parsecs Travel Steps (p.69–71) in full.*

## Flee a Threat Offensive

If previous play has told you the Map Area you are in is the target of a **Threat Offensive** (see Ready for Battle), you must attempt to get out ahead of the assault. Roll 2D6, adding any bonuses from FOB Components. A score of **8+** gets you clear.

- **If the roll fails**, there is no time in your Map Area Steps for anything except Assign Equipment before proceeding to the Battle stage, where you **MUST** fight an **Offensive Battle** (play this using the 5 Parsecs Invasion Battle rules).
- **If you make the flee roll**, you slip out ahead of the assault and the Map Area does **not** become Occupied, the Threat rolls into empty ground. You escape to another Map Area of your choice, following the usual Travel steps.
- **If you fail the flee roll but Hold the Field in the Offensive Battle**, you fight your way clear in good order: you escape as above, and the Map Area does **not** become Occupied, but the fighting has cost it, the settlement there (if any) suspends its effects for 1D3 campaign turns, and any Patrons and Contacts there are lost.
- **If you fail the flee roll and do not Hold the Field**, you are overrun: you still escape with your lives to another Map Area of your choice, but the Map Area becomes **Occupied** (see The Shadow War).
- In all escape cases: no payment, purchases, or Campaign Events happen while you flee, but you may roll a Character Event.
- If you cannot pay the fuel cost, sell gear at a loss (1 credit per two items) or abandon the Mobile FOB and take refugee transport: you lose all credits, plus 1D6 items from your Stash and equipment (chosen by you), spent on bribes and things left behind. If you have no Mobile FOB at all, you attempt the flee roll and fight any forced Offensive Battle on foot exactly as above; the only difference is that you take refugee transport out (losing credits and 1D6 items as described) instead of driving.
- All Patrons and local Contacts in the fleeing Map Area are lost. Rivals remain in your campaign, it is one country, and word travels.

## Decide Whether to Travel

Each campaign turn takes place in a single Map Area. At the start of the turn you may always decide to move on. Travel to a new Map Area costs **1 credit of fuel**, +1 credit per 3 Mobile FOB Components installed, modified by FOB traits. A single Travel roll takes you to any Map Area on the AO Map, you do not move Area by Area.

Without a Mobile FOB you may buy passage with locals or a commercial hauler at 1 credit per Team member; you cannot bring your Stash (see the Mobile FOB rules in the draft) and do not roll for Travel Events.

Traveling does not “take time”: recovering characters do not mark off recovery turns while traveling unless an event says so.

Returning to a Map Area you have operated in before reinstates any Patrons and Contacts you left behind there, so keep a record of each Map Area on your roster.

## Mobile FOB Travel Events Table

When you travel with the Mobile FOB, roll D100. If an event makes no sense for the current story, keep the mechanics and re-narrate.

| D100  | Event                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
|-------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 01-07 | <b>Contested ground.</b> The direct route runs through disputed territory. To go around, roll 1D6: on a 5+ you find a clean bypass. Roll again on this table. To push through, select a driver and roll 1D6+Savvy three times, needing 4+ each time. Each failure inflicts 1D6 Hull Point damage (potholes, wire, small-arms fire).                                                                                                                                                                                                                                                                                                                                            |
| 08-12 | <b>Navigation trouble.</b> Roads that aren't on any map, bridges that no longer exist. Lose 1 Story Point as the convoy wanders, then roll again on this table. If your FOB currently has Hull damage, a random Team member must roll on the Injury Table. A breakdown at the worst moment.                                                                                                                                                                                                                                                                                                                                                                                    |
| 13-17 | <b>Ambushed!</b> Gunmen block the route. Select a Team member and roll 1D6+Savvy; a 6+ talks, bribes, or bluffs your way through. Otherwise fight a battle in close terrain against forces rolled on the Criminal Elements tables: enemy numbers are 3D6, pick the highest die (2D6 for campaign crew size 5; 1D6 for size 4), plus the number in the enemy table, +1 extra figure. There is no objective. If you lose, you lose all credits and everything in your Stash, but keep the FOB. If you win, take the normal rewards for winning an Opportunity mission plus one bonus Loot roll. This is an out of sequence battle and does not replace this turn's Battle stage. |
| 18-25 | <b>Abandoned convoy.</b> Burnt-out trucks by the roadside, but not everything burned. Make 2 rolls on the Gear category of the Loot Table. Both items are damaged and need Repair.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| 26-29 | <b>Engine trouble.</b> It is not supposed to make that sound. Select 3 Team members; each rolls 1D6+Savvy needing 6+. For each failure you are grounded in the next Map Area for one campaign turn while parts are found. Traveling before repairs are done inflicts 2D6 Hull Point damage.                                                                                                                                                                                                                                                                                                                                                                                    |
| 30-38 | <b>Down-time.</b> Long hours in the laager. Select a Team member and add +1 XP; the Team may also Repair 1 damaged item with no roll required.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| 39-44 | <b>Distress call.</b> A civilian convoy is broadcasting for help on the open net. If you respond, roll 1D6. <b>1:</b> It was bait. You arrive as the IED goes off and catch the fringe of it: 1D6+1 Hull damage. <b>2:</b> Only wreckage remains. <b>3-4:</b> You pull a survivor out. Treat as the <i>Stranded traveler</i> event. <b>5-6:</b> You reach them in time: select a Team member and roll 1D6+Savvy needing 7+, with up to three attempts, to recover their vehicles. Success: the grateful drivers hand over supplies. Roll three times on the Gear category of the Loot Table. Failure: the convoy is lost and your FOB takes damage as a roll of 1 above.       |

| D100   | Event                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|--------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 45-50  | <b>Host Nation checkpoint.</b> Regular army, correct paperwork, no sense of humor. Roll 1D6-3 twice; each result above 0 is that many items confiscated as contraband (your choice from carried items or the Stash). Their presence means the next Map Area you enter cannot be targeted by a Threat Offensive while you remain there.                                                                                                                                                                                                                                                                                                                       |
| 51-53  | <b>An omen.</b> In the pre-dawn dark, one of the Team sees something on a ridgeline, a figure, a light, something. Nobody else saw it. That Team member adds +1 Luck (if able). This event can only happen once per campaign; treat further rolls as nothing happening.                                                                                                                                                                                                                                                                                                                                                                                      |
| 54-60  | <b>Stranded traveler.</b> A lone figure flags the convoy down. If you stop, roll 1D6. <b>1:</b> They're a wanted criminal. Let them slip away quietly, and the next time you gain a Rival, roll 1D6: on a 4+ the favor is repaid and the Rival is removed immediately. Turn them in for 1D6 credits, but gain a Rival from their old crew. <b>2-3:</b> They pay you 1D3 credits and a Loot roll on arrival. <b>4:</b> No money, but they talk: gain 1 Intel and 1 Story Point. <b>5:</b> They want to join: roll up a new character with no equipment; if you decline, they leave at the next settlement. <b>6:</b> As 5, but they begin with 10 unspent XP. |
| 61-66  | <b>Accident.</b> A Team member is Injured during maintenance or a vehicle move. They spend one campaign turn recovering, and one item they carry is damaged.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| 67-75  | <b>The long way around.</b> Washed out roads force a slow detour. Any recovering Team members may mark off one campaign turn of recovery.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| 76-85  | <b>Uneventful trip.</b> Card games and weapon cleaning. You may Repair one damaged item.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| 86-91  | <b>Time to reflect.</b> How did we get here, and where does it end? Add +1 Story Point.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| 92-95  | <b>Cross-training.</b> Long hours make for good instruction. Roll 1D6. On 1-2, a random Team member earns +3 XP. On 3-4, one random member earns +2 XP and another +1 XP. On 5-6, three random members earn +1 XP each.                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| 96-100 | <b>Signals windfall.</b> The intercept kit lights up with careless enemy chatter. Choose up to three Map Areas and roll their Map Area Traits now; you may pick which of the three to travel to. All three rolled Traits remain in effect for the rest of the campaign.                                                                                                                                                                                                                                                                                                                                                                                      |

## New Map Area Arrival Steps (5P p.72)

*Replaces the New World Arrival Steps (p.72-75) in full.*

When starting a campaign, skip steps 1 and 2.

**1. Check for Rivals.** Each Rival rolls 1D6. On a 5+ their reach extends into this Map Area and they remain active; otherwise they lose your trail and remain behind (they resume if you return to a Map Area where they were active).

**2. Dismiss Patrons.** Patrons are local figures: all remain behind unless *Persistent*.

**3. Check for Operating Permit.** Roll 1D6. On a 5–6 the local authority (governor, garrison commander, or whoever really runs things) requires an **Operating Permit** before Patron jobs may be performed here. Roll 1D6 for its cost in credits; once bought it lasts forever, even if you return later. You may attempt to forge one: select a Team member and roll 1D6+Savvy. On a 6+ you have a Permit for free. On a natural 1, add a Rival. The local police, a crime boss, or a business cartel takes a dim view. One attempt only.

**4. Map Area Traits.** Roll D100 below the first time you enter each Map Area; the Trait is permanent, so note it on your Map. Any visibility restrictions are rolled at the start of each campaign turn. If a scenario condition would apply a second visibility restriction, use the shorter.

**Map Area Traits Table**

| D100  | Trait              | Description                                                                                         |
|-------|--------------------|-----------------------------------------------------------------------------------------------------|
| 1–3   | Dust haze          | During battle, visibility is reduced to 1D6+8”.                                                     |
| 4–6   | Overgrown          | When setting up the table, add 1D6+2 plant features or 1D3 areas of dense vegetation (3–5” across). |
| 7–8   | Warzone            | When setting up the table, add 1D3 ruined buildings or craters.                                     |
| 9–10  | Heavily policed    | When fighting opponents from the Criminal Elements tables, reduce the number encountered by 1.      |
| 11–12 | Rampant crime      | When fighting opponents from the Criminal Elements tables, add 1 to the number encountered.         |
| 13–14 | Offensive risk     | Add +1 to all Threat Offensive rolls here.                                                          |
| 15–16 | Imminent offensive | Add +2 to all Threat Offensive rolls here; if the Area is taken, Recovery Progress rolls are at –1. |



| <b>D100</b> | <b>Trait</b>            | <b>Description</b>                                                                                                                                                               |
|-------------|-------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 17-18       | No heavy workshops      | You cannot spend more than 3 credits per campaign turn on Mobile FOB repairs.                                                                                                    |
| 19-20       | Easy recruiting         | Add +1 to Recruit rolls.                                                                                                                                                         |
| 21-22       | Field hospital          | Accelerated medical care costs only 3 credits per character.                                                                                                                     |
| 23-24       | Skilled mechanics       | Add +1 to all Repair attempts.                                                                                                                                                   |
| 25-26       | Opportunities           | Add +1 when searching for Patrons.                                                                                                                                               |
| 27-29       | Booming economy         | When rolling post-battle credit rewards, reroll any die showing 1 until it shows another score.                                                                                  |
| 30-32       | Busy bazaar             | Each campaign turn, you may pay 2 credits once for a roll on the Trade Table.                                                                                                    |
| 33-34       | Bureaucratic mess       | When attempting to leave, roll 2D6. On 2-4 you are held up at checkpoints and cannot leave this campaign turn without a bribe equal to the roll in credits. Try again next turn. |
| 35-36       | No training facilities  | You must roll 6+ to be approved for Advanced Training here.                                                                                                                      |
| 37-38       | Expensive instructors   | The Advanced Training application fee is 3 credits.                                                                                                                              |
| 39-41       | Movement restricted     | No more than one Team member may take the Explore task each campaign turn.                                                                                                       |
| 42-43       | Government stronghold   | This Map Area cannot be targeted by a Threat Offensive.                                                                                                                          |
| 44-46       | Blackout                | Rolling power cuts; in battle, maximum visibility is 1D6+6".                                                                                                                     |
| 47-48       | Vehicle workshops       | All Mobile FOB Components cost 1 credit less here.                                                                                                                               |
| 49-51       | Fuel depot              | Traveling out of this Map Area costs 0 fuel credits.                                                                                                                             |
| 52-53       | Suspicious of outsiders | Ethnic and sectarian tension runs high. Find a Patron and Recruit rolls are at -1.                                                                                               |
| 54-55       | Weapons licensing       | Any weapon obtained via the Trade Table or purchased outright costs +1 credit.                                                                                                   |
| 56-57       | Export controls         | You cannot sell any items in this Map Area.                                                                                                                                      |

| <b>D100</b> | <b>Trait</b>         | <b>Description</b>                                                                                                                                                               |
|-------------|----------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 58-59       | Military garrison    | Add +2 to Threat Offensive rolls, and +2 when checking Recovery Progress.                                                                                                        |
| 60-62       | Dangerous ground     | When fighting opponents from the Hired Muscle tables, increase the number encountered by +1.                                                                                     |
| 63-64       | Motor pool surplus   | The cost of all Mobile FOB Components is reduced by 2 credits.                                                                                                                   |
| 65-67       | Barren               | No plant features on the battlefield.                                                                                                                                            |
| 68-69       | Vendetta culture     | Opponents become your Rivals on a roll of 1 or 2.                                                                                                                                |
| 70-72       | Free trade zone      | One Team member per campaign turn may roll twice on the Trade Table and choose either result.                                                                                    |
| 73-74       | Corporate concession | +2 when rolling to find a Patron. Patrons are always Corporate Interests. Failing a mission blacklists you: no further Patrons here.                                             |
| 75-76       | Willing volunteers   | When you successfully Recruit, roll up one additional character and choose which to hire.                                                                                        |
| 77-79       | Hard winter          | Ice everywhere. Any character Dashing may opt to slide 1D6" in a straight line, moving the full distance; colliding knocks both figures 1" in a random direction and Stuns them. |
| 80-81       | Flat plains          | Do not place hills or raised ground on the battlefield.                                                                                                                          |
| 82-84       | Fuel shortage        | Travel out of this Map Area costs +1D3 credits. Roll each campaign turn.                                                                                                         |
| 85-86       | EW jamming           | FPV Drones and Motion Trackers do not function in this Map Area.                                                                                                                 |
| 87-89       | High cost of living  | Your Team counts as 2 members larger for Upkeep.                                                                                                                                 |
| 90-91       | Restricted access    | Your papers approve a stay of 1D3 campaign turns. To extend, roll 2D6, needing 8+.                                                                                               |
| 92-93       | GPS-denied           | Navigation Suite and ISR Drone Station Components do not function while here.                                                                                                    |
| 94-96       | Rubble fields        | Place 2D6 rubble piles or wrecked vehicles on the battlefield.                                                                                                                   |
| 97-100      | Fog                  | All shots beyond 8" are -1 to Hit.                                                                                                                                               |

## Map Area Steps (5P p.76)

*Replaces the World Steps (p.76–85). The step structure is identical; follow along in the core book.*

### 1. Upkeep and Mobile FOB Repairs

**2. Assign and Resolve Team Tasks: USE 5 PARSECS p.76 (MODIFIED).** All core crew tasks (Find a Patron, Train, Trade, Recruit, Explore, Track, Repair Your Kit, Decoy) are available as written. The Trade and Exploration tables are replaced below.

### Local Contacts

Some events grant a **Contact**. A named local (fixer, elder, shopkeeper, junior officer) noted on your roster for the current Map Area. Once per campaign turn, one Contact may add +1 to a single Find a Patron, Recruit, or Track roll, or to a Contract negotiation test. Events (notably Enemy Plans) may endanger or remove Contacts. Contacts are tied to their Map Area, and are reinstated when you return.

### Trade Table

For each Team member Trading, roll D100 once. Additional rolls cost 3 credits each (at least one member must be Trading).

| D100  | Result                    | Effects                                                                                      |
|-------|---------------------------|----------------------------------------------------------------------------------------------|
| 1–3   | A personal weapon         | Roll once on the War Stock Weapon Table.                                                     |
| 4–6   | Sell some cargo           | Earn 2 credits.                                                                              |
| 7–9   | Something useful          | Roll once on the Gear Table.                                                                 |
| 10–11 | Good food and hospitality | Your generosity is noticed: you may recruit a new character to the Team. Single use.         |
| 12–14 | Training manual           | A Team member of choice reads it for +1 XP. Single-use.                                      |
| 15–18 | Scrap metal               | Sold on for 1 credit of profit.                                                              |
| 19–22 | Medical supplies          | Receive your choice of an IFAK or a Combat Stimulant.                                        |
| 23–24 | Worthless trinket         | Worthless? Roll 1D6. On a 6, earn +1 Story Point.                                            |
| 25–26 | Local maps                | If you receive an Operation this or next campaign turn, immediately add 1 Intel. Single-use. |

| D100  | Result                | Effects                                                                                                                                                        |
|-------|-----------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 27-28 | Luxury goods          | If Recruiting, use as a gift for +2 to the roll. Or sell: roll twice on this table and keep the result you prefer. Single-use.                                 |
| 29-30 | Basic supplies        | Skip Upkeep costs for one campaign turn. Single-use.                                                                                                           |
| 31-34 | Contraband            | You can walk away but if you accept, earn 1D6 credits selling it on. On a roll of 4-6, also gain a Rival.                                                      |
| 35-37 | Gun upgrade kit       | Your choice of a Weapon Laser, Bipod, or Weapon Light.                                                                                                         |
| 38-39 | Useless trinket       | Useless? Roll 1D6. On a 6, earn +1 Story Point.                                                                                                                |
| 40-44 | Trade goods           | Each time you arrive in a new Map Area, roll 1D6 to see how many credits they fetch. Wait as long as you like, but on a 1 they have spoiled and are worthless. |
| 45-48 | Something interesting | Roll once on the Loot Table.                                                                                                                                   |
| 49-51 | Fuel                  | Roll 1D6: that many credits of fuel, usable only against travel costs.                                                                                         |
| 52-53 | Spare parts           | Add +1 to a Repair attempt. On a natural 1, the parts are used up.                                                                                             |
| 54-55 | Tourist junk          | Worth nothing, but roll 1D6: on a 5-6, add 1 Story Point.                                                                                                      |
| 56    | Rare find             | You may pay 3 credits to roll on the Loot Table. The item goes to the Team member who went Trading.                                                            |
| 57-59 | Ordnance              | Receive 3 grenades (Frag or Flashbang, any combination).                                                                                                       |
| 60-62 | Basic firearms        | Your choice of a Glock 19, AKM, or 870 Pump Shotgun.                                                                                                           |
| 63    | Odd device            | Pay 1 credit if you want it, then roll 1D6. On a 6, roll on the Loot Table. Otherwise it's junk.                                                               |
| 64-65 | Fuel cache            | Zero travel cost the next time you move to a new Map Area. Single-use.                                                                                         |
| 66-69 | Hot tip               | Gain 1 Intel.                                                                                                                                                  |
| 70-71 | Insider information   | Automatically obtain a Patron next campaign turn if you look for one. Single-use.                                                                              |
| 72-75 | Army surplus          | Your choice of an AK-103, MP5, or Machete.                                                                                                                     |

| D100   | Result                 | Effects                                                                                 |
|--------|------------------------|-----------------------------------------------------------------------------------------|
| 76-78  | A buyer with cash      | A militia quartermaster will buy any undamaged weapons for 2 credits each.              |
| 79-81  | A crate of electronics | Roll once on the Gear category of the Loot Table.                                       |
| 82-86  | "Gently used"          | Roll once on the Gear category of the Loot Table. The item is damaged and needs Repair. |
| 87-91  | "Pre-owned"            | Roll once on the Loot Table. The item is damaged and needs Repair.                      |
| 92-95  | Medical reserves       | Obtain 2 IFAKs and 2 Combat Stimulants.                                                 |
| 96-100 | Vehicle parts          | Count as 1D6 credits usable only for repairing Mobile FOB Hull damage. Single-use.      |

## Exploration Table

Each Team member Exploring rolls D100 once.

| D100  | Result                            | Effects                                           |
|-------|-----------------------------------|---------------------------------------------------|
| 1-3   | I know a good deal when I see one | Roll on the Trade Table instead.                  |
| 4-6   | Meet a Patron                     | You are offered a Patron job.                     |
| 7-8   | Must've been the street food      | The character spends 1 campaign turn recovering.  |
| 9-11  | Meet someone interesting          | Gain 1 Intel.                                     |
| 12-15 | Had a good conversation           | Roll 1D6+Savvy. On a 5+, gain +1 Story Point.     |
| 16-18 | See the sights                    | No effects.                                       |
| 19-21 | Make a new friend                 | Roll up a new character and add them to the Team. |
| 22-24 | Time to relax                     | No effects.                                       |

| D100  | Result                           | Effects                                                                                                                                                         |
|-------|----------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 25–28 | Possible bargain                 | Give up a weapon of choice, then roll 1D6. On a 6, take a Loot roll; otherwise gain 1 credit.                                                                   |
| 29–31 | Black-market dealer              | Give them any one item, then roll on the Loot Table.                                                                                                            |
| 32–34 | Got yourself noticed             | If you have Rivals, select one at random: you must fight them this campaign turn.                                                                               |
| 35–37 | You hear a whisper               | You may automatically Track down a Rival to fight this campaign turn.                                                                                           |
| 38–40 | Completely lost                  | Roll 1D6+Savvy. On a 4+ the character finds their way back in time; otherwise they miss this campaign turn's battle. Either way, roll again on this table.      |
| 41–44 | Courier work                     | When you next travel to a new Map Area, if this character is still on the Team, earn 3 credits and roll 1D6: on 1–2 you've acquired a Rival and +1 Story Point. |
| 45–47 | A friendly mechanic              | Pick a damaged item and roll 1D6. On a 5–6 it is fixed free. An Engineer instead talks shop all afternoon, earning +2 XP.                                       |
| 48–50 | A few drinks                     | No effects.                                                                                                                                                     |
| 51–53 | I don't have a gambling problem! | Discard one item from the character's equipment or the Stash.                                                                                                   |
| 54–57 | Overheard some talk              | Gain 1 Intel.                                                                                                                                                   |
| 58–60 | Pick a fight                     | Add a Rival to your list.                                                                                                                                       |
| 61–64 | Found an instructor              | The character earns +2 XP.                                                                                                                                      |
| 65–68 | Information broker               | Buy up to 3 Intel for 2 credits each.                                                                                                                           |
| 69–71 | Arms dealer                      | Purchase any number of rolls on the Military Weapon Table for 3 credits each.                                                                                   |
| 72–75 | Promising lead                   | Earn +3 credits if you carry out an Opportunity mission this campaign turn.                                                                                     |
| 76–79 | Just needs a little love         | Roll on the Gadget Table; the item is damaged and needs Repair first. If the character is an Engineer, it works right away.                                     |
| 80–82 | Wrong bar, wrong night           | The character spends 1D3 campaign turns recovering and loses one carried item (your choice).                                                                    |
| 83–86 | Offered a small job              | When fighting this campaign turn, select a random enemy figure. If your Team kills them, earn 2 credits. No reward if they flee.                                |

| D100   | Result                        | Effects                                                                                                                                                                |
|--------|-------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 87-90  | Offered a recovery job        | When fighting this campaign turn, select a random terrain feature. If a Team member moves into contact and spends a Combat Action, retrieve a package worth 2 credits. |
| 91-94  | A useful contact              | Gain a Contact in this Map Area.                                                                                                                                       |
| 95-96  | Who left this lying around?   | Add your choice of a Glock 19, Combat Knife, AKM, or 870 Pump Shotgun.                                                                                                 |
| 97-100 | It's rather nice here, really | When you next leave this Map Area (unless fleeing an Offensive), pay 1 Story Point or this character stays behind. If they stay, you keep their equipment.             |

## Determine Job Offers

*Modifies the 5 Parsecs Job Offers step. Roll D10 on each table as per the core rules; the Patron identities below replace the core table. Danger Pay, Time Frame, and the Benefits, Hazards, and Conditions subtables are used as written in 5 Parsecs, with the renames noted.*

### Patron Table

| D10 | Patron is                                                                | Notes                      |
|-----|--------------------------------------------------------------------------|----------------------------|
| 1-2 | Corporate Interest (mining, energy, agribusiness, logistics)             | +1 to the Danger Pay roll. |
| 3-4 | Local Government (mayor, police chief, district governor)                | —                          |
| 5   | National Ministry (interior, defense, intelligence liaison)              | —                          |
| 6-7 | Wealthy Individual                                                       | —                          |
| 8-9 | Private Organization (NGO, media outlet, trade union, religious charity) | —                          |
| 10  | Secretive Group (foreign service, shadowy sponsor)                       | +1 to the Time Frame roll. |

Renames within the Benefits, Hazards, and Conditions subtables: *Private Transport* becomes **Secure Transport** (Rivals cannot track you this campaign turn); *Company Store* refers to the 5KFTW Trade Table; *Fringe Benefit* rolls on the 5KFTW Loot Table; *Clean* means you may never have made law-enforcement Rivals. Where the core rules reference Corporations, read Corporate Interests; where they reference Sector Government, read National Ministry.

**Covert jobs:** After generating a Patron job, roll 1D6. On a 6, the Patron requires the job done quietly: the battle is fought as a **Stealth Mission** (see Loot), and Danger Pay is increased by +1 credit.

**4. Assign Equipment USE 5 PARSECS p.85: UNCHANGED.** The Stash is unlimited while you have a Mobile FOB; without one, 5 items. Can only carry 8 "things" into battle in rucksack.

**5. Resolve Intel (replaces Resolve any Rumors, p.85):** see below.

*Replaces "Resolve any Rumors". Intel works exactly like 5 Parsecs Rumors.*

If you are not currently on an Operation, roll 1D6 at this stage. If the roll is **equal to or below** your accumulated Intel, remove all Intel from the roster: your picture has come together, and you have uncovered an **Operation** (see The Shadow War), which you may pursue starting this campaign turn. Intel is uncapped, exactly like Rumors in 5 Parsecs. Once you hold 6 or more, the next eligible roll triggers an Operation automatically. While an Operation is active, any Intel you would receive becomes Operation Intel, adding +1 to Operation progress rolls (see The Shadow War: Operations).

**6. Choose Your Battle (p.85):** see below.

First, check for Rivals exactly as in 5 Parsecs (roll 1D6; if equal to or below your number of Rivals, a random Rival attacks and hijacks your plans).

If free to act, select ONE:

| Option                                                              | Availability                                          |
|---------------------------------------------------------------------|-------------------------------------------------------|
| Carry out an Opportunity mission                                    | Always                                                |
| Presence Patrol                                                     | Always (low-risk option — see The Shadow War)         |
| Attack a Rival                                                      | If Tracked successfully                               |
| Battle a Threat                                                     | Always, while any Threat remains (see The Shadow War) |
| Assault a Threat Location (Camp, Safe House, Complex, HVT Compound) | If a revealed one is on the Map                       |
| Investigate a POI                                                   | If one is on the Map                                  |
| Continue an Operation                                               | If one is active                                      |
| Carry out a Patron job                                              | If you have an active Patron job                      |
| Carry out a Contract                                                | If a Contract has been offered (see The Shadow War)   |



| Option         | Availability                               |
|----------------|--------------------------------------------|
| Rest and Refit | Only in a Map Area containing a settlement |

**Rest and Refit:** No battle, no Travel, no XP, no rewards this campaign turn. Useful when several Team members are recovering. Time still counts against Contract limits and active Enemy Plans.

If your chosen option's target is in another Map Area, Travel there first. Battles may thus give you two fights in one campaign turn (a Travel Event battle plus your chosen battle): resolve each with its own post-battle sequence, and reduce enemy numbers by 1 in the second fight.

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## The Shadow War

*This chapter is converted from Five Leagues from the Borderlands and replaces the 5 Parsecs Quest rules (p.120). It contains the Threat system that drives the campaign.*

### Battling a Threat

News reaches you of enemy activity, and you race to block it. When you choose to Battle a Threat, pick which Threat, then roll on the three tables below (roll 3D6 at once and assign left to right). Then build the encounter using the 5 Parsecs Battle chapter, applying any modifiers, using the encounter tables listed in the Threat's entry (see Campaign Preparation).

#### Threat Location Table

| D6  | Location of the enemy       | Notes                                                                                   |
|-----|-----------------------------|-----------------------------------------------------------------------------------------|
| 1-3 | Current Map Area            | The enemy is in the Map Area you are in.                                                |
| 4   | Near the largest settlement | The enemy is in the Map Area of the largest settlement in the AO (random if tied).      |
| 5   | Near a random settlement    | Randomly select a settlement; the enemy is in that Map Area.                            |
| 6   | Backcountry                 | Add a new Location in the Backcountry. The enemy is there; you must Travel to reach it. |

*Enemies won't wait forever:* fight this campaign turn and everything is normal. If it takes until next turn to reach them, add +1 enemy. If you have not reached them by the end of the following turn, their play succeeds and you are treated as having lost the mission (apply the End Goal consequence).

## Threat Activity Table

| D6 | The enemy is...                  | Notes                                                                                                                                                      |
|----|----------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | ...preparing to attack civilians | Add +1 Ops Point if you Hold the Field.                                                                                                                    |
| 2  | ...lying in ambush               | You cannot Seize the Initiative.                                                                                                                           |
| 3  | ...returning from a raid         | Add +1 to your Seize the Initiative roll.                                                                                                                  |
| 4  | ...moving through                | The enemy count is concealed: do not roll enemy numbers until first contact (reveal when the first shot is fired or an enemy is first sighted within 12"). |
| 5  | ...counting their plunder        | Add +1 credit if you Hold the Field.                                                                                                                       |
| 6  | ...hunting your Team             | Enemy specialists add +1 to Hit this battle.                                                                                                               |

**Threat End Goal Table:** *If you fail to Achieve your Objective in the battle (or never reach them), apply the consequence:*

| D6 | Overarching goal is to...     | If you fail...                                                                                                                                   |
|----|-------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | ...expand their footprint     | Roll 1D6: on a 4–6 they build a Camp in the Map Area where they were. If a Camp of theirs is already there, it upgrades to a (known) Safe House. |
| 2  | ...undermine your progress    | Next campaign turn you cannot attempt any Ops Point Milestones.                                                                                  |
| 3  | ...spread terror              | Lose 3 Ops Points.                                                                                                                               |
| 4  | ...advance the wider scheme   | Roll on the Enemy Plans Table.                                                                                                                   |
| 5  | ...gather intelligence on you | Next time you fight this Threat, add +1 enemy.                                                                                                   |
| 6  | ...entrench                   | Roll 1D6: if the roll is higher than this Threat's Level, increase the Level by 1.                                                               |

The battle itself is generated as an Opportunity mission (roll the Objective normally) against the Threat's forces, and counts as a Threat encounter for Ops Points.

## Threat Locations

### Camps

Staging areas the enemy uses to launch attacks. Every Camp belongs to a specific Threat. Most Camps are known; events can make them Hidden (locate them again via Milestone). Assaulting a revealed Camp is a battle against that Threat with the **Fight Off** objective; the defenders add +1 to their number. Hold the Field to destroy the Camp: remove it from the Map, gain 1D6 Ops Points and one bonus Loot roll.

### Safe Houses

The headquarters of a Threat — leadership, weapons, cash. Each Threat has one, and it begins Hidden. Assaulting a revealed Safe House is a battle against that Threat with the **Fight Off** objective; the defenders add +2 to their number and always include a lieutenant and a specialist. Hold the Field to destroy it: remove it from the Map, reduce that Threat's Level by 1 automatically (no Milestone needed), gain 1D6 Ops Points and two bonus Loot rolls. A Threat whose Safe House is destroyed establishes a new Hidden Safe House only if its Threat Level is 4 or higher.

*You cannot fully clear a Threat until its current Safe House has been destroyed (see Victory and Defeat).*

### Complexes

Tunnel networks, cave systems, bunker lines, or fortified urban blocks, places that take several battles to clear (the modern Delve). A Complex consists of numbered **Sectors**, starting at 1.

Each visit to a Complex is one battle: an Opportunity mission with the **Search** objective, fought against forces rolled on the Hired Muscle tables unless the event that placed the Complex said otherwise. Winning the battle clears the current Sector. You cannot clear two Sectors in one campaign turn. Retreating before winning means that Sector is regenerated from scratch next visit.

After clearing a Sector, roll 1D6: if the roll is **below** the Sector number just cleared, the Complex is exhausted. Remove it from the Map (mark it with a little flag if you're proud). Otherwise there is another Sector.

#### Complex Sector Table

| Current Sector | Enemy adjustment | Leadership adjustment | Bonus Loot rolls if you Hold the Field |
|----------------|------------------|-----------------------|----------------------------------------|
| 1-2            | —                | —                     | —                                      |
| 3-4            | +1               | —                     | —                                      |
| 5              | +2               | +1 specialist         | +1                                     |
| 6-7            | +3               | +1 Unique Individual  | +1                                     |

## HVT Compounds

A fortified residence sheltering a High-Value Target, a bombmaker, financier, or commander (the modern Monster Lair). Compounds are hard to crack: on arrival, select a Team member and roll 1D6+Savvy, needing 6+, to find a way in (add +1 if you are here for a Contract or Operation). Success: you may assault now or on any later turn, mark the Compound breached. Failure: you must wait, and try again on a future campaign turn at +1 (non-cumulative).

The assault is a battle with the **Eliminate** objective. The HVT is the target, and counts as a Unique Individual with +1 Toughness. The garrison is rolled on the Interested Parties tables. Eliminating the HVT removes the Compound and grants +2 Ops Points and two bonus Loot rolls.

## Points of Interest (POI) Table

When you reach a POI, roll D100 to see what is really there. Update your Map with anything revealed. If the reveal creates a battle opportunity, you may fight it immediately or wait.

| D100  | Location            | Notes                                                                                                                                 |
|-------|---------------------|---------------------------------------------------------------------------------------------------------------------------------------|
| 01-05 | Trouble brewing     | Fresh track marks, cigarette butts, ration wrappers: enemy movement. Roll immediately on the Enemy Plans Table. Nothing else here.    |
| 06-15 | Old works           | A shepherd tells you of a ruin crawling with armed men. Resolve a Locals Encounter, and add a <b>Complex</b> to your Map.             |
| 16-25 | Empty country       | Nothing but wind and grass. Very inspiring, though.                                                                                   |
| 26-35 | Suspected HVT site  | Somebody important passed through. Roll 1D6+Savvy, needing 6+, to work the sources. Success: mark an <b>HVT Compound</b> on your Map. |
| 36-43 | Tunnel entrance     | A dark mouth in the hillside, shored with fresh timber. Add a <b>Complex</b> to your Map.                                             |
| 44-50 | Small community     | An unmapped hamlet. Add a <b>Village</b> to your Map (roll its Settlement Type at -10).                                               |
| 51-58 | Fortified residence | High walls, cameras, generators. Mark an <b>HVT Compound</b> on your Map.                                                             |
| 59-63 | Enemy staging area  | Add a <b>Camp</b> for a randomly selected Threat to the current Map Area. It is not Hidden.                                           |

| D100   | Location                 | Notes                                                                                                                                                                                                                                                                                                                                                               |
|--------|--------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 64–70  | Salvage                  | An abandoned quarry, a warehouse of forgotten stock. +3 credits.                                                                                                                                                                                                                                                                                                    |
| 71–75  | Minefield                | Old war, new victims. If you push through to map it, fight a battle with the Fight Off objective against forces from the Criminal Elements tables (scavengers defend their prize). No Ops Points. If you Hold the Field, take one bonus Loot roll and roll again on this table immediately to see what lies beyond (a second Minefield result counts as Old works). |
| 76–83  | Tracks leading somewhere | Tire marks off the road, brass in the dirt. Follow them and fight a battle with the Fight Off objective against Roadside Forces (see Presence Patrol). Hold the Field: +2 Ops Points.                                                                                                                                                                               |
| 84–89  | Massacre site            | Something terrible happened here, and someone is guarding the evidence. If you investigate, fight a battle with the Fight Off objective against a random Threat. Hold the Field: +1 Story Point as the truth gets out, and one bonus Loot roll. No Ops Points.                                                                                                      |
| 90–94  | Isolated community       | A hamlet that trusts nobody until you help. Add a <b>Village</b> to the Map Area. They shelter you: begin next campaign turn there. You may roll up a Contract for them; complete it and gain a Contact.                                                                                                                                                            |
| 95–100 | Cache site               | Buried drums, sealed conexes. If you dig, fight a battle with the Fight Off objective against forces from the Hired Muscle tables. Hold the Field: take three bonus Loot rolls.                                                                                                                                                                                     |

## Presence Patrol

*Replaces the Five Leagues Ride Patrol — the low-risk option.*

You mount a patrol through the local area, showing the flag and looking for trouble. No Travel roll required. Roll D100:

| D100  | You encounter     | Notes                                                                                                                         |
|-------|-------------------|-------------------------------------------------------------------------------------------------------------------------------|
| 01–15 | A traveler        | Roll a Locals Encounter (below).                                                                                              |
| 16–65 | Unsavory types    | Fight a battle with the Fight Off objective against <b>Roadside Forces</b> . Their numbers are concealed until first contact. |
| 66–80 | All kinds of folk | Roll a Locals Encounter. If it does not produce a battle, Contract, or Operation, fight Roadside Forces as above.             |

| D100   | You encounter             | Notes                                                                                                                                                                                                        |
|--------|---------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 81–90  | Signs of danger           | Randomly select a remaining Threat. You may fight them (Fight Off objective, numbers concealed until first contact). If you decline, roll on the Enemy Plans Table. If no Threats remain, enjoy the day off. |
| 91–100 | A local saw something odd | Add a POI to the current Map Area. You may investigate it immediately.                                                                                                                                       |

**Roadside Forces:** roll 1D6. 1–3: Criminal Elements tables; 4–5: Hired Muscle tables; 6: a random Threat still in the AO.

A victorious Presence Patrol (you Held the Field, or the encounter ended peacefully) earns 1 Ops Point.

## Locals Encounter Table

*A compact modern replacement for the Five Leagues Traveler Encounters. Roll D100.*

| D100  | Encounter          | Notes                                                                                                                              |
|-------|--------------------|------------------------------------------------------------------------------------------------------------------------------------|
| 01–10 | Merchant convoy    | Trucks under escort, happy to barter. Take one free roll on the Trade Table.                                                       |
| 11–20 | Aid convoy         | An NGO column. Roll 1D6: on 5+ they treat your wounded. One recovering Team member marks off 1 campaign turn.                      |
| 21–28 | Journalists        | A camera crew wants the story. Give them ten careful minutes: +1 Story Point.                                                      |
| 29–36 | Off-duty soldiers  | Host Nation troops heading home on leave. Roll 1D6: on a 6, one wants in. Roll up a new character with no equipment.               |
| 37–46 | Refugee column     | Families on foot. You may give 1 credit of food and water: if you do, gain +1 Story Point and a Contact in the nearest settlement. |
| 47–56 | Informant          | A nervous local with something to sell. Pay 1 credit for 1 Intel, or walk away.                                                    |
| 57–64 | Smugglers          | They offer contraband: accept for 1D6 credits, but on a 4–6 also gain a Rival.                                                     |
| 65–72 | Wounded traveler   | Patch them up (uses nothing) and gain a Contact; a Medic on the Team also earns +1 XP.                                             |
| 73–80 | Itinerant preacher | Odd, magnetic, unsettling. Roll 1D6: on a 6, +1 Story Point.                                                                       |

| D100   | Encounter        | Notes                                                                                                                                         |
|--------|------------------|-----------------------------------------------------------------------------------------------------------------------------------------------|
| 81-88  | Drone overhead   | Whose? It circles once and leaves. Nothing happens.                                                                                           |
| 89-94  | Lost patrol      | A Host Nation squad off their map. Guide them home for +1 Ops Point.                                                                          |
| 95-100 | Suspicious types | Armed men who claim to be “hunters”. Roll 1D6: on 1-2 they open fire. Fight Roadside Forces (Fight Off objective); otherwise they move along. |

## Contracts

*Converted from Five Leagues. Someone needs a job done and will pay in cash, gratitude, or both.*

Contracts are offered by events, settlements, and tables in this book. Generate all details before deciding to accept. Only one Contract may be accepted per offer, but you may hold several accepted at different times. Failing a Contract has no consequence unless it came from a Contact. That Contact is removed, forced to handle it themselves.

Roll D100 twice: once for the Source, once for the Type.

### Contract Source Table

| D100   | Source                                      | Reward for completion                                         |
|--------|---------------------------------------------|---------------------------------------------------------------|
| 01-14  | Private individual                          | 1 credit, and gain a Contact.                                 |
| 15-25  | A Contact (or individual, if you have none) | 1D3 credits. If from a Contact, +1 Story Point on completion. |
| 26-45  | Townsfolk                                   | 1D3+1 credits.                                                |
| 46-70  | Town council / mayor’s office               | 1D6 credits.                                                  |
| 71-80  | Secretive group                             | +3 Ops Points.                                                |
| 81-90  | Local powerbroker                           | 1D6+2 credits.                                                |
| 91-100 | Religious leadership                        | 1D6 credits and +1 Ops Point.                                 |

### Contract Type Table

| D100   | Contract type        |
|--------|----------------------|
| 01–09  | Drive off a group    |
| 10–19  | Locate an item       |
| 20–28  | Deliver goods        |
| 29–38  | Retrieve an item     |
| 39–46  | Aid the community    |
| 47–56  | Rescue an individual |
| 57–65  | Escort an individual |
| 66–75  | Negotiate a deal     |
| 76–83  | Gather information   |
| 84–92  | Map the area         |
| 93–100 | Take down an HVT     |

### Temporary Characters

Some Contracts add a temporary character. They have the profile Reactions 1, Speed 4", Combat Skill +0, Toughness 3, Savvy +0, come with no equipment (you may lend them anything spare, reclaimed afterwards), do not count for Upkeep, and must deploy in battle while with you.

### Contract Types

**Drive Off a Group.** A dangerous crew has set up nearby and must go. *Location:* current Map Area — add a Camp populated by Roadside Forces. *Activity:* assault the Camp (Fight Off). *Success:* Hold the Field. *Time limit:* 3 campaign turns.

**Locate an Item.** Something of great value, sentimental or otherwise, has vanished into the underworld. *Success:* each time you complete one of the following, roll 1D6 to see if the trail ends here. Clear a Complex Sector: found on 4+; assault a Camp or Safe House and win: 5+; kill a Unique Individual: 5+; investigate a POI: 6+. Once found, return to where you took the Contract. *Time limit:* none.

**Deliver Goods.** A shipment must arrive intact. *Location:* randomly determine two settlements. *Activity:* travel to the first (may be the current one) to load, then to the second to deliver. *Success:* goods delivered. *Time limit:* 4 campaign turns.



**Retrieve an Item.** Something was lost out in the middle of nowhere. *Location:* add a POI in the Backcountry. *Activity:* investigate it. If a battle (or a Location that creates one) results, place the item in the center of the battlefield: retrieve it by Holding the Field, or by moving into contact and spending a Combat Action. In a Complex, it is always in Sector 1. *Success:* bring the item back to where you took the Contract. If the first battle there ends without the item, or the POI offers no battle, it is lost and the Contract fails. *Time limit:* reach the POI within 3 campaign turns; return it within 2 more.

**Aid the Community.** The community fears what prowls the fields and roads. *Location:* nearest settlement. *Activity:* carry out 3 Presence Patrols based from it. *Time limit:* 5 campaign turns.

**Rescue an Individual.** Someone is missing. Lost or taken. *Location:* add a POI to the same Map Area as the closest settlement. *Activity:* investigate it normally. If a battle results (or a Complex, they are in Sector 1), place the captive in the center of the table. They take no Actions and are ignored by the enemy until freed by a Team member in contact spending a Combat Action; from the next battle round they act as a Temporary Character. They may be walked off any battlefield edge safely in this scenario. If you retreat without freeing them, the Contract fails. *Success:* return them to where you took the Contract. If no battle presents itself, there is no trace of them, and all you can bring back is bad news. *Time limit:* reach the POI within 2 campaign turns.

**Escort an Individual.** Someone must run a vital errand under armed protection. *Location:* randomly select a settlement you are not in. *Activity:* travel there to pick up the “cargo” (a Temporary Character), then travel to a second randomly selected settlement. *Success:* deliver them alive; if they are killed or suffer an injury with 3+ turns recovery, the Contract fails. *Time limit:* pick them up within 3 campaign turns; no limit after that.

**Negotiate a Deal.** A tangled local dispute needs smooth talking. *Location:* randomly select three settlements (duplicates and the current one allowed; treat each pick as a separate negotiation). *Activity:* at each, a Team member attempts 1D6+Savvy, needing 6+. This does not use up a Team task, but the negotiator cannot also perform a task that turn. A Contact may assist one test at +1; if that test fails, the Contact is lost to the feud. *Success:* pass at least two of three. *Time limit:* 5 campaign turns.

**Gather Information.** Quiet questions need asking around town. *Location:* the closest settlement. *Activity:* three tests, each by a different Team member (who cannot also perform tasks that turn): 1D6+Savvy 5+ to acquire documents; 1D6+Savvy 6+ to shadow a suspect; 1D6+Savvy 6+ to work sources. *Success:* pass at least two. *Time limit:* 2 campaign turns.

**Map the Area.** An interested party wants better maps, theirs are from the last war. *Location:* add a POI in the Backcountry, then randomly select an existing Map Area you are not in. *Activity:* travel to and investigate the POI, then travel to any Location in the selected Map Area, then return to where you took the Contract. The survey kit fills one carried slot and must make every trip. You are not required to undertake anything else at each stop. *Success:* all three legs completed. *Time limit:* 5 campaign turns.

**Take Down an HVT.** A name that makes locals lower their voices. *Location:* if in or beside a settlement, place an **HVT Compound** in the same Map Area; otherwise in the Map Area of a random settlement. *Activity:* breach and assault it (see HVT Compounds). If you decline the Contract, do not place it, someone else will collect the bounty eventually. *Success:* eliminate the HVT. *Time limit:* 5 campaign turns before the trail goes cold (remove the Compound).

## Operations

*Replaces the 5 Parsecs Quest resolution, using the Five Leagues Quests. An Operation begins when your Intel comes together (see Map Area Steps).*

An Operation is a connected series of **tasks**. Raids, snatches, and technical exploitation that unravel an enemy scheme. Operations are not time-sensitive; you may set one aside for several campaign turns and return to it. You cannot run two Operations at once: if a second would begin, the source instead assists you — roll on the Operation Finds Table.

After completing each task, roll 1D6, adding +1 per Operation Intel gained since the Operation began: if the result is **below** the number of tasks completed successfully, you are ready for the **Finale**.

### Step 1: Generate a Task

**Task Location (D100):** Never the Map Area you are currently in:

| D100   | Location                                                                                                                                                                  |
|--------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 01–20  | A random Location in a randomly selected existing Map Area.                                                                                                               |
| 21–40  | A new Location placed in a random existing Map Area.                                                                                                                      |
| 41–70  | A new Location in the Backcountry.                                                                                                                                        |
| 71–100 | A POI in the Backcountry. Investigate it first; then add the task Location to the same Map Area. If the POI reveals a Complex, you need clear only one Sector to proceed. |

**Task Table (D100):** If you have completed a given task type twice already, choose any other instead. Each task battle still uses its stated objective, awarding Loot normally:

| D100  | Task                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|-------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 01–20 | <b>Recover the evidence.</b> A hard drive, a ledger, a body. Fight a battle with the <b>Search</b> objective. Once found, you may withdraw safely at any time.                                                                                                                                                                                                                                                                                             |
| 21–35 | <b>Rescue the source.</b> Someone key to the Operation has been taken. Fight a battle with the <b>Fight Off</b> objective; place the prisoner in the center of the table. A Team member in contact frees them with a Combat Action; the enemy ignores them until they act, after which they count as part of your Team. Freed, they give you what you need. You may withdraw safely at any time. If they survive, they offer to join the Team permanently. |
| 36–55 | <b>Crack the network.</b> Captured comms gear must be exploited on site. Fight a battle with the <b>Access</b> objective (a laptop, server rack, or radio repeater at the center of the table). Once accessed, withdraw safely at any time.                                                                                                                                                                                                                |
| 56–65 | <b>Eliminate the courier.</b> A linkman carries what you need. Fight a battle with the <b>Eliminate</b> objective; the enemy is automatically led by a lieutenant, who is the target. Take the item from where they fall. Once acquired, withdraw safely at any time.                                                                                                                                                                                      |

| D100   | Task                                                                                                                                                                                                                                                                                                                      |
|--------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 66-75  | <b>HVT takedown.</b> The trail runs through a protected principal. Fight the battle as an <b>HVT Compound</b> assault (no breach roll needed. The Operation gave you the way in).                                                                                                                                         |
| 76-85  | <b>Hold for exploitation.</b> A site must be held while specialists work. Fight a battle with the <b>Secure</b> objective. The enemy receives one additional basic fighter from a random battlefield edge at the start of every even-numbered round (2, 4, 6...). Once the objective is met, withdraw safely at any time. |
| 86-100 | <b>Information costs.</b> A well-placed local has what you need, for a favor. Generate and carry out a Contract, unpaid. Once done, return to claim the task's progress.                                                                                                                                                  |

### Step 2: Operation Foes

Operation enemies are drawn from the five Threat types **not** chosen for your campaign (see the relevant section). Write those five down; for each task, randomly select one you have not yet faced during this Operation. Once all have appeared, remaining tasks use Roadside Forces. Operation battles are not Threat battles: they award no D6 Ops Points and do not permit the Degrade the Threat Milestone.

**The Foes Gather:** As an Operation progresses, opposition stiffens

| Task number | Additional opposition              |
|-------------|------------------------------------|
| 1-2         | No changes                         |
| 3           | +1 basic enemy                     |
| 4           | As above, plus +1 specialist       |
| 5           | As above, plus +1 lieutenant       |
| 6+          | As above, plus a Unique Individual |

### Step 3: Failures

A failed task battle still teaches you something: tally an **Operation Failure** and roll up a new task (possibly of the same type, in a new location). Three Operation Failures end the Operation in defeat.

### Step 4: Operation Finds

After successfully completing tasks 2, 4, and 6, roll D100:

| D100   | Find                                                                                                                                                                              |
|--------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 01–20  | Momentum. Select a Team member: +1 Luck for the duration of this Operation, usable only in Operation battles.                                                                     |
| 21–35  | Captured materiel. Roll once on the Loot Table; the item may be used only during this Operation, after which it must be turned over.                                              |
| 36–60  | A local guide joins. A Temporary Character with Combat Skill +1 and any one weapon from the War Stock table; they fight with you until the Operation ends, then become a Contact. |
| 61–75  | Sponsor's gratitude. Roll twice on the Loot Table and keep both items permanently.                                                                                                |
| 76–100 | Safe house respite. All recovering Team members mark off 2 campaign turns; every Team member adds +1 XP; add +5 credits.                                                          |

### Step 5: The Finale

The Finale always takes place in the Backcountry. Fight a battle with the **Fight Off** objective against a randomly selected Threat still present in the campaign (if every Threat has already been cleared, the Finale is fought against Roadside Forces instead. See Presence Patrol). Do not roll enemy numbers: the force is 6 + the number indicated in their encounter table, plus one specialist, one lieutenant, and one Unique Individual, with no other modifications. The enemy is Fearless.

To Achieve the Objective, either kill both the lieutenant and the Unique Individual, **or** reach the center of the table and complete the exploitation: one Combat Action and a 1D6+Savvy roll of 7+. Once achieved, you may withdraw safely.

You may attempt the Finale twice. The first failure resets the enemy in full; a second failure ends the Operation in defeat.

### Step 6: Operation Rewards

- **Ops Points:** gain 1D6 Ops Points. A completed Operation guts the enemy's networks across the AO.
- **Loot:** roll three times on the Loot Table, in addition to battle rewards.
- **Experience:** every Team member gains +2 XP.
- **Recognition:** roll 1D6. On 1–3 a Team member of choice gains +1 Luck; on 4–6 gain +2 Story Points.
- **Operation Talent:** roll D100; grant the talent to any one Team member. A character may hold only one Talent.

| D100   | Talent            | Effect                                                                                             |
|--------|-------------------|----------------------------------------------------------------------------------------------------|
| 01-10  | CQB veteran       | +1 to all Brawling rolls.                                                                          |
| 11-20  | Seasoned operator | +1 to all non-combat 1D6+Savvy task and test rolls.                                                |
| 21-30  | Rugged            | When injured, reduce initial recovery time by 1 campaign turn.                                     |
| 31-40  | Run and gun       | May fire after Dashing, at -1 to Hit.                                                              |
| 41-50  | Combat leader     | While on the table, roll one extra initiative die and discard one die of your choice.              |
| 51-60  | Elusive           | While at least partially obscured by terrain, ranged attacks against this character are -1 to Hit. |
| 61-70  | Cross-trained     | Gain the non-stat benefit of a second Role (e.g., a Sniper's stalk, a Medic's recovery action).    |
| 71-80  | Sprinter          | Dash bonus increases by +2".                                                                       |
| 81-90  | Cool head         | Immune to Suppression.                                                                             |
| 91-100 | Fixer             | Once per campaign turn, reduce the cost of one purchased item by 1 credit (minimum 1).             |

## Enemy Plans

At various points you will be directed to the Enemy Plans Table: the enemy is moving. If all Threats have been eliminated, ignore any instruction to roll here. Results marked \* select a random Threat still in the AO and apply to it only. **This is the only table in the game that cannot be altered by Story Points.**

| D100   | Enemy Plans                                                                                                                                                                                                                                                              |
|--------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 01-07* | <b>Gathering weapons.</b> The Threat builds a new Camp in the Map Area of a random settlement. Until you destroy it, one random enemy in every encounter with that Threat carries a weapon from the Military Weapon Table. Storming the Camp grants one extra Loot roll. |
| 08-15  | <b>Sowing discord.</b> Whisper campaigns and planted stories. Two of your Contacts (random) are unavailable for the rest of the campaign. If you have none, treat as 53-57.                                                                                              |
| 16-22* | <b>Recruiting drive.</b> Add +1 enemy when fighting the Threat. After you Hold the Field against them twice, the flow of volunteers dries up.                                                                                                                            |

| D100   | Enemy Plans                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
|--------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 23-29* | <b>Highway robbery.</b> The Threat sponsors roadside banditry. Until you complete 3 Presence Patrols, no rolls may be made on the Trade Table.                                                                                                                                                                                                                                                                                                                                                                                                                  |
| 30-34* | <b>Digging in.</b> Select a Complex on the Map (add one in the Backcountry if none exists). Sectors 3 and deeper use the Threat's own forces. Until the Complex is cleared, the Threat adds +1 enemy to every battle.                                                                                                                                                                                                                                                                                                                                           |
| 35-37* | <b>Building up forces.</b> Raise the Threat's Level by +1.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| 38-40  | <b>Tempting the weary.</b> Money, safety, a way out. Select a random Team member (not the Team Leader) and roll 1D6: on a 1 they take the offer and leave the campaign with everything they carry.                                                                                                                                                                                                                                                                                                                                                              |
| 41-43  | <b>Patrolling in strength.</b> The next time you fight any Threat, add +1 basic enemy. If you fail to Hold the Field, that Threat builds a Camp in the Map Area of the nearest settlement.                                                                                                                                                                                                                                                                                                                                                                      |
| 44-48  | <b>Fortifying.</b> A random Camp upgrades to a (known) Safe House. If the Threat's Safe House was destroyed and not re-established, this becomes it. If no Camps exist, add a Hidden Camp for a random Threat.                                                                                                                                                                                                                                                                                                                                                  |
| 49-52* | <b>A gathering in a strange place.</b> Add a POI in the Backcountry. Traveling there forces a battle against the Threat (Fight Off); you cannot investigate the POI until you Hold the Field there. No Ops Points, but gain 1D6 credits if you win.                                                                                                                                                                                                                                                                                                             |
| 53-57  | <b>Poisoning the well.</b> Your name is dirt this week. Next campaign turn you cannot assign any Team tasks.                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| 58-64* | <b>Marked for death.</b> The Threat moves to murder one of your allies. Select a random Contact: you must travel to their settlement and fight a Defensive battle (5 Parsecs Defend objective, enemy +1 lieutenant and a Unique Individual "Ruthless Killer"). If this result comes up during the post-battle sequence, or would be a third battle this turn, you learn of the plot in time. It becomes a mandatory Battle a Threat option next campaign turn. Fail to show, or fail to Hold the Field, and the Contact is killed. No Contacts? Treat as 74-78. |
| 65-69* | <b>Bolstering leadership.</b> Add 1 specialist to every current Camp and Safe House battle of the Threat. If it has neither, add a Hidden Camp instead.                                                                                                                                                                                                                                                                                                                                                                                                         |
| 70-73* | <b>Assault on a community.</b> Select a random settlement. Travel there by the end of next campaign turn or it is overrun and removed from the Map. If you arrive, fight a Defensive battle against the Threat with +3 basic enemies and +1 specialist. Hold the Field or Achieve the Objective to save the town.                                                                                                                                                                                                                                               |
| 74-78  | <b>Scheming against you.</b> Informants dry up, caches move. Lose 1D6 Ops Points.                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |

| D100   | Enemy Plans                                                                                                                                                                                                                                                                                                                                                                                                     |
|--------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 79–84* | <b>Hunting you.</b> Fight a Defensive battle against the Threat immediately, +1 lieutenant and +1 specialist. If this result comes up during the post-battle sequence, you learn you are being hunted: the ambush is sprung the next time you Travel, replacing any Travel Event.                                                                                                                               |
| 85–89  | <b>Terror campaign.</b> A bombmaker goes to work. Place an HVT Compound in the Map Area of a random settlement. At the end of every future campaign turn, select a random settlement and roll 1D6: on a 1–2 it is bombed and downgraded one step (Urban Center to Town to Village to abandoned and removed). After the first successful attack, the cell goes quiet, though the Compound remains until cleared. |
| 90–95  | <b>Covering tracks.</b> A random known Camp or Safe House becomes Hidden. When rediscovered, roll for a new position. If none are known, add a Hidden Camp.                                                                                                                                                                                                                                                     |
| 96–100 | <b>Something big is coming.</b> Intercepted traffic points to a major plot. Begin an Operation immediately. Until it is completed, no character may use Luck.                                                                                                                                                                                                                                                   |

## Threat Offensives

*Replaces 5 Parsecs Invasions.*

A Threat at **Level 4 or higher** is capable of mounting an Offensive to seize a Map Area outright.

**Check for Offensive (post-battle step):** after any battle against a Threat of Level 4+, roll 2D6, applying: +1 per point of that Threat's Level above 4; –1 if you Held the Field; +1/+2 for relevant Map Area Traits; +2 on Hardcore difficulty and +3 on Insanity. On a **9+**, the Threat is massing to overrun your current Map Area. Next campaign turn you must Flee the Offensive (see Travel Steps).

**Occupied Map Areas:** a Map Area becomes Occupied when a Threat Offensive overruns it — that is, when you failed to flee it *and* did not Hold the Field in the resulting Offensive Battle (see Travel Steps). Escaping cleanly, or fighting your way out with a win, does not create an Occupied Area. Mark an Occupied Area on the Map: it cannot be traveled to except to Counterattack, its settlement effects are suspended, and any Patrons and Contacts there are lost until liberation. The Threat responsible increases its Level by +1 (maximum 6).

**Check Recovery Progress (post-battle step):** each campaign turn, for every Occupied Map Area, roll 2D6 as government forces counterattack:

| 2D6 | Result | Effect                                                                                                                                                                                            |
|-----|--------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 2–4 | Lost   | The Area falls fully under Threat control. Any settlement there is destroyed and removed from the Map. The Area remains Occupied and no further progress rolls are made unless you Counterattack. |

| 2D6 | Result        | Effect                                                                                              |
|-----|---------------|-----------------------------------------------------------------------------------------------------|
| 5–7 | Contested     | No change.                                                                                          |
| 8–9 | Making ground | Add +1 to all future Recovery Progress rolls for this Area.                                         |
| 10+ | Liberated     | The Area reopens. Increased troop presence means all future Offensive rolls in this Area are at –2. |

**Counterattack:** you may travel to an Occupied Map Area only to fight. Play an Offensive Battle there (5 Parsecs Invasion Battle rules. No pay, no Loot). If you Hold the Field, gain 1D6 Ops Points and add +2 to that Area’s next Recovery Progress roll (this restarts progress rolls for a Lost Area).

## Victory and Defeat

**Clearing a Threat:** a Threat is cleared when its Level reaches 0 **and** its Safe House has been destroyed (Camps need not be). Celebrate: roll once on the Loot Table, and add +1 Story Point.

**Clearing the AO:** clear all three Threats and you have won the campaign. Stability returns to the Host Nation. Claim the rewards above, plus +1D6 Story Points and +2D6 credits, and your sponsor quietly notes that the Team was never there.

**Peacekeeping:** if all three Threats are cleared but your Victory Condition calls for continued play (turn counts, upgrades, credits), skip all Threat-related steps and rolls. Opportunity missions, Rivals, Patrons, Contracts, Presence Patrols, and POIs continue as normal. The AO is quieter, not quiet.

**Player victory:** you may declare victory at any point. The tour is over, the Team is worn out, or you hit the goal you set yourself. Congratulations either way.

**Player defeat:** the campaign ends in ruin if the entire Team is dead, or if every settlement in the AO has been destroyed or Occupied. If any of the Team survive, they exfiltrate across the border, and may start again elsewhere: carry over credits, equipment, and Story Points; reset Ops Points to 0; roll 1D6 per surviving Team member. On a 1 they have had enough and retire (the Team Leader never retires this way). Generate a new AO.



## BATTLES (5P P.87–118)

### Readying for Battle (5P p.87)

► **5 PARSECS p.87: FOLLOW THE CORE SEQUENCE.** Battle generation proceeds exactly as in the core book. The tables below replace their core counterparts at the indicated steps; everything else (enemy numbers, table setup, Seize the Initiative p.91, Invasion battles p.92, used for Offensive Battles) is unchanged.

### Deployment Conditions (replaces 5P p.88)

Roll D100 and consult the appropriate column. Ignore this table during Offensive Battles. Where “Quest” appears in the core book, read **Operation**.

| Opportunity / Patron | Rival | Operation | Deployment Condition                                                                                                                                                                                                                                                                                                                          |
|----------------------|-------|-----------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1–40                 | 1–10  | 1–5       | <b>No condition.</b>                                                                                                                                                                                                                                                                                                                          |
| 41–45                | 11–15 | 6–10      | <b>Small encounter:</b> A random Team member must sit out this fight. Reduce enemy numbers by –1 (–2 if they initially outnumber you).                                                                                                                                                                                                        |
| 46–50                | 16–20 | 11–25     | <b>Dust and smoke:</b> Maximum visibility is 1D6+8”. Reroll at the start of each round. Characters with Ballistic Goggles or NVGs (if fielded) treat the roll as 1D6+10”.                                                                                                                                                                     |
| 51–55                | 21–25 | 26–30     | <b>Brief engagement:</b> QRF is inbound, theirs or yours. At the end of each round, roll 2D6. If the roll is equal to or below the round number, the game ends inconclusively.                                                                                                                                                                |
| 56–60                | 26–30 | 31–40     | <b>CS saturation:</b> Riot gas, a ruptured chemical tank, or a burning warehouse blankets the field. Whenever a combatant is Stunned, they must roll 1D6+Savvy (0 for enemies); failing to roll a 4+, they become a casualty, choking and blinded. A character wearing a Gas Mask (Protective Equipment) is immune and never makes this roll. |
| 61–65                | 31–35 | 41–50     | <b>Surprise encounter:</b> The enemy can’t act in the first round.                                                                                                                                                                                                                                                                            |
| 66–75                | 46–50 | 51–60     | <b>Delayed:</b> 2 random Team members won’t start on the table. At the end of each round, roll 1D6: if the roll is equal to or below the round number, they may be placed at any point on your own battlefield edge.                                                                                                                          |

| Opportunity / Patron | Rival  | Operation | Deployment Condition                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
|----------------------|--------|-----------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 76-80                | 51-60  | 61-65     | <b>Slippery ground:</b> Mud, ice, or rain-slick rubble. All movement at ground level is -1 Speed.                                                                                                                                                                                                                                                                                                                                                                                                                       |
| 81-85                | 61-75  | 66-80     | <b>Bitter struggle:</b> Enemy Morale is +1.                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| 86-90                | 76-90  | 81-90     | <b>Caught off guard:</b> Your squad all act in the Slow Actions phase in Round 1.                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| 91-100               | 91-100 | 91-100    | <b>Night operation:</b> Maximum visibility is 9". Characters that fire can be fired upon at any range, however muzzle flash cuts both ways. <i>NVG interplay:</i> a character wearing NVGs extends their own maximum visibility to 12", but suffers -1 to Hit against any target within 4" (depth perception). A character using a Weapon Light illuminates their target: the shot is at normal visibility limits, but the firer may be targeted at any range for the rest of the round even if they do not fire again. |

### Battlefield Intelligence (replaces Notable Sights, 5P p.89)

*Replaces the Notable Sights table. Not rolled in Offensive Battles. The item is placed 2D6+2" in a random direction from the center of the table, and is acquired by moving into contact and foregoing all other actions that round.*

| Opportunity / Patron | Rival | Operation | Battlefield Intelligence                                                                                                        |
|----------------------|-------|-----------|---------------------------------------------------------------------------------------------------------------------------------|
| 1-20                 | 1-40  | 1-10      | <b>Nothing special.</b>                                                                                                         |
| 21-30                | 41-50 | 11-25     | <b>Documents:</b> A map case, a phone, a notebook of names. Gain 1 Intel.                                                       |
| 31-40                | 51-60 | 26-35     | <b>Priority target:</b> Select a random enemy figure. Add +1 to their Toughness. If they are slain, gain 1D3 credits in bounty. |
| 41-50                | 61-70 | 36-50     | <b>Weapons cache:</b> Roll once on the Loot Table (see Loot).                                                                   |
| 51-60                | 71-75 | 51-55     | <b>Petty cash:</b> Gain 1 credit.                                                                                               |
| 61-70                | 76-80 | 56-65     | <b>Strongbox:</b> Gain 2 credits.                                                                                               |

| Opportunity / Patron | Rival  | Operation | Battlefield Intelligence                                                                         |
|----------------------|--------|-----------|--------------------------------------------------------------------------------------------------|
| 71–80                | 81–90  | 66–80     | <b>Person of interest:</b> A witness, a defector, a familiar face. Gain +1 Story Point.          |
| 81–90                | 91–95  | 81–90     | <b>Peculiar item:</b> Studying it is educational: gain +2 XP.                                    |
| 91–100               | 96–100 | 91–100    | <b>Curious item:</b> Roll 1D6. On a 1–4 it sells for 1 credit; on a 5–6, roll on the Loot Table. |

### Mission Objectives (5P p.89)

All 5 Parsecs mission objectives can be used as written. Read *Access* as hacking a laptop, server rack, or radio repeater; *Acquire* and *Search* items as documents, drives, or materiel; *Defend/Protect* civilians as locals or a principal.

Players are welcome to alter the objectives to fit a more modern feel, if they want.

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### The Enemy (5P p.93–104): Modern Name Key

*The core enemy encounter tables, statistics, AI types, and special rules are used entirely as written. Only the names change. Roll on the core tables normally, then read the result through this key.*

**Category note:** the **Roving Threats** category (creatures and aliens) is not used. Whenever any table directs you to Roving Threats, roll on the **Hired Muscle** tables instead.

*The player may use whatever miniatures they feel fits their narrative and stats of the Enemy they have rolled. There is no need to be too concerned about rolling a Doomsday Sect and not having appropriate minis. Just find a mini that fits your narrative, and the stats that Enemy would have.*

*Beast AI has been removed from the conversion, but if the player wants to use the Attack Dog and/or Attack Dog Handler Team Enemy, simply use the Beast AI from the 5 Parsecs rulebook.*

### Criminal Elements

| 5 Parsecs entry | Read as      |
|-----------------|--------------|
| Gangers         | Street Gang  |
| Punks           | Local Toughs |

| 5 Parsecs entry  | Read as               |
|------------------|-----------------------|
| Raiders          | Highway Bandits       |
| Cultists         | Doomsday Sect         |
| Psychos          | Spree Shooters        |
| Brat Gang        | Rich Kids with Rifles |
| Gene Renegades   | Bikers                |
| Anarchists       | Violent Radicals      |
| Pirates          | Smuggling Ring        |
| K'Erin Outlaws   | Ex-Military Bandits   |
| Skulker Brigands | Scavenger Band        |
| Tech Gangers     | Cyber-Crime Crew      |
| Starport Scum    | Truck-Stop Lowlifes   |
| Hulker Gang      | Cartel Enforcers      |
| Gun Slingers     | Local Gunmen          |

### Hired Muscle

| 5 Parsecs entry | Read as              |
|-----------------|----------------------|
| Unknown Mercs   | Unknown Contractors  |
| Enforcers       | Militia Enforcers    |
| Guild Troops    | Cartel Security Wing |
| Roidgangers     | Gym-Rat Muscle       |
| Black Ops Team  | Black Ops Team       |
| War Bots        | Foreign "Volunteers" |

| 5 Parsecs entry                        | Read as                 |
|----------------------------------------|-------------------------|
| Secret Agents                          | Intelligence Operatives |
| Assassins                              | Hit Team                |
| Feral Mercenaries                      | Tribal Fighters         |
| Skulker Mercenaries                    | Border Guns-for-Hire    |
| Corporate Security                     | Corporate Security      |
| Unity Grunts                           | Rogue Government Troops |
| Security Bots                          | Static Security Detail  |
| Black Dragon Mercs / remaining entries | PMC Contractors         |

### Interested Parties

| 5 Parsecs entry   | Read as                                      |
|-------------------|----------------------------------------------|
| Renegade Soldiers | Deserters                                    |
| Bounty Hunters    | Bounty Hunters                               |
| Abandoned         | The Dispossessed                             |
| Vigilantes        | Village Self-Defense Group                   |
| Isolationists     | Separatist Holdouts                          |
| Zealots           | True Believers                               |
| Mutants           | The Outcasts                                 |
| Primitives        | Hill Clans                                   |
| Precursor Exiles  | Foreign Advisors                             |
| Colonists         | Armed Settlers                               |
| Swift War Squad   | Fast-Attack Cell (dirt bikes and technicals) |

| 5 Parsecs entry     | Read as                 |
|---------------------|-------------------------|
| Soulless Task Force | Drone-Supported Element |
| Tech Zealots        | Signal-Intel Fanatics   |
| Colonial Militia    | Local Militia           |
| Planetary Nomads    | Desert Nomads           |
| Salvage Team        | Battlefield Scavengers  |

### Unique Individuals

| 5 Parsecs entry    | Read as                                                                              |
|--------------------|--------------------------------------------------------------------------------------|
| Enemy Bruiser      | Enemy Bruiser                                                                        |
| Enemy Heavy        | Enemy Machine Gunner                                                                 |
| Enemy Boss         | Cell Commander                                                                       |
| Hired Killer       | Hired Killer                                                                         |
| Corporate Spook    | Corporate Fixer                                                                      |
| Bounty Tracker     | Bounty Tracker                                                                       |
| Callous Merc       | Bitter Contractor                                                                    |
| Freelancer         | Troubleshooter                                                                       |
| Secret Agent       | Foreign Intelligence Officer                                                         |
| Hulker Brawler     | Pit Fighter                                                                          |
| Gun Slinger        | Marksman-for-Hire                                                                    |
| Engineer Tech      | Bomb Technician                                                                      |
| Mutant Bruiser     | Scarred Veteran                                                                      |
| Precursor Wanderer | Wandering Mystic (no psionics: treat powers as not present; +1 Combat Skill instead) |

| 5 Parsecs entry      | Read as                                                                              |
|----------------------|--------------------------------------------------------------------------------------|
| Hakshan Investigator | War-Crimes Investigator (armed)                                                      |
| K'Erin Warrior       | Foreign Legionnaire                                                                  |
| Nomad Scout          | Tribal Scout                                                                         |
| Cyborg Merc          | Exoskeleton-Equipped Contractor                                                      |
| Rogue Psionic        | Propagandist (no psionics: treat powers as not present; enemy Morale +1 while alive) |
| Gene Dog             | Attack Dog                                                                           |
| Sand Runner          | Attack Dog (handler team)                                                            |
| Mk II Security Bot   | Remote Weapon Station (immobile: Speed 0, +1 Toughness)                              |

Any entry not listed above: keep its statistics and pick any modern name that fits the fiction.

## Enemy Weapons (replaces 5P p.104)

*Replaces the 5 Parsecs Enemy Weapons columns.* Enemies in the core tables list a weapon code and a Specialist code (a number and a letter). Roll 1D6 once on the indicated numbered column for all basic opponents, then once on the lettered column for Specialists, exactly as in the core rules. All stats come from the 5KFTW weapon tables. The *Varied Armaments* optional rule is unchanged.

- Enemies with the **Aggressive** AI type also carry a Crude Knife in addition to any listed weapon, unless their Combat Skill is +0.
- Enemies with the **Psycho** AI type always carry a Crude Knife in addition to any other weapon.
- Some enemies have a specific weapon listed and always carry it. Translate it with the Fixed Weapons Key below.
- If two weapons are listed, the second is for Specialists.

## Basic Enemy Weapons

| 1D6 | Column 1                  | Column 2      | Column 3      |
|-----|---------------------------|---------------|---------------|
| 1   | MP443 Grach               | AKM           | Glock 18 Auto |
| 2   | Glock 19                  | H&K G3        | Glock 18 Auto |
| 3   | AKM                       | H&K G3        | AK-103        |
| 4   | H&K G3                    | H&K G3        | AK-103        |
| 5   | MP443 Grach + Crude Knife | Glock 18 Auto | AK-103        |
| 6   | 870 Pump Shotgun          | MK17          | MK17          |

### Specialist Enemy Weapons

| 1D6 | Specialist A                     | Specialist B                | Specialist C      |
|-----|----------------------------------|-----------------------------|-------------------|
| 1   | Mauler                           | SVD                         | SR-25             |
| 2   | 870 Pump Shotgun                 | MK46 SAW                    | M79 40mm Launcher |
| 3   | MK46 SAW                         | M79 40mm Launcher           | MK48 GPMG         |
| 4   | Glock 19 + 2 Incendiary Grenades | MP5 + 2 Incendiary Grenades | PKM MG            |
| 5   | SVD                              | MK48 GPMG                   | PKM MG            |
| 6   | Glock 19 + Machete               | MK48 GPMG                   | M107 Barrett      |

**Fixed Weapons Key:** For enemies (including Unique Individuals) whose core entry names a specific weapon:

| 5 Parsecs weapon      | Read as       |
|-----------------------|---------------|
| Scrap Pistol          | MP443 Grach   |
| Hand Gun / Hand Laser | Glock 19      |
| Machine Pistol        | Glock 18 Auto |
| Blast Pistol          | Ruger GP100   |
| Colony Rifle          | AKM           |



| 5 Parsecs weapon             | Read as                          |
|------------------------------|----------------------------------|
| Military Rifle               | H&K G3                           |
| Infantry Laser / Beam Rifle  | AK-103                           |
| Blast Rifle                  | MK17                             |
| Needle Rifle                 | AS VAL                           |
| Hunting Rifle                | MK14 DMR                         |
| Marksman's Rifle             | SVD                              |
| Auto Rifle                   | MK46 SAW                         |
| Rattle Gun                   | MK46 SAW                         |
| Fury Rifle                   | MK48 GPMG                        |
| Plasma Rifle / Hyper Blaster | PKM MG                           |
| Shell Gun                    | M79 40mm Launcher                |
| Shotgun                      | 870 Pump Shotgun                 |
| Clingfire Pistol             | Glock 19 + 2 Incendiary Grenades |
| Hand Flamer                  | MP5 + 2 Incendiary Grenades      |
| Frakk Grenade                | Frag Grenade                     |
| Blade                        | Crude Knife                      |
| Brutal Melee / Power Claw    | Mauler                           |
| Ripper Sword                 | Machete                          |
| Glare Sword                  | Advanced Combat Knife            |

Any weapon not listed: match it to the closest 5KFTW weapon by range, shots, and damage.

## Encounter Generation Example (5P p.111)

- ▶ 5 PARSECS p.111: REFERENCE ONLY.

## The Battle Round (5P p.112)

- ▶ 5 PARSECS p.112: UNCHANGED. Remember Suppression (Main Rules, above) applies throughout.

## Battle Events (Optional) (5P p.116)

- ▶ 5 PARSECS p.116: UNCHANGED. Reskin any sci-fi results to modern equivalents on the fly (a malfunctioning bot becomes a jammed drone; strange alien interference becomes an EW hit).

## Battle Round Reference (5P p.118)

- ▶ 5 PARSECS p.118: UNCHANGED.

## POST-BATTLE (5P P.119–135)

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### Post-Battle Activities (5P p.119)

*Replaces the 5 Parsecs Post-Battle Activities chapter structure with the same 14 steps. Steps marked “unchanged” are played exactly per the core book.*

1. **Resolve Rival status:** unchanged.
2. **Resolve Patron status:** unchanged.
3. **Determine Operation progress:** use the Operation rules (see The Shadow War) in place of Quest resolution.
4. **Get paid:** unchanged (1D6 credits, etc.).
5. **Battlefield Finds:** replaced table below.
6. **Check for Threat Offensive:** replaces Check for Invasion. See The Shadow War: Threat Offensives. After fighting a Threat of Level 4+, roll 2D6; on 9+ an Offensive is coming.
7. **Gather the Loot:** roll on the 5KFTW Loot Table (see Loot). Three rolls after an Operation Finale. No Loot after an Offensive Battle.
8. **Determine Injuries and Recovery:** unchanged, except the Bot Injury Table is never used. “Sick Bay” is your Casualty Collection Point (CCP); all rules are identical.
9. **Experience and Character Upgrades:** unchanged.
10. **Invest in Advanced Training:** replaced table below.
11. **Purchase Items:** modified, below.
12. **Roll for a Campaign Event:** replaced table below.
13. **Roll for a Character Event:** core table with the conversion key below.
14. **Check Recovery Progress:** replaces Galactic War Progress. This is handled at End of Turn (campaign turn Step 5) so that it also runs on turns without a battle; if you prefer, resolve it here on battle turns and only at End of Turn on non-battle turns. Either way, roll once per Occupied Map Area per campaign turn (see The Shadow War).

### 5. Battlefield Finds Table

If you Held the Field, roll D100 once. You cannot roll after an Offensive Battle. Unless this table says so, you cannot strip weapons from fallen opponents (their comrades drag casualties and weapons away, or the kit is wrecked in the fight).

| D100  | Find                                                                                                  |
|-------|-------------------------------------------------------------------------------------------------------|
| 1–15  | <b>Weapon:</b> Randomly select a slain (but not Bailed) enemy. You may keep any weapons they carried. |
| 16–25 | <b>Usable goods:</b> Roll on the Consumables category of the Loot Table; you receive 1 dose.          |

| D100   | Find                                                                                                                                                                                                                                        |
|--------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 26–35  | <b>Captured phone / Offensive Evidence:</b> Gain 1 Intel. If the enemy was a Threat of Level 4+, you instead find Offensive Evidence: earn +1 credit and add +1 when checking for a Threat Offensive this turn.                             |
| 36–45  | <b>Vehicle parts:</b> Redeemable as 2 credits, only when installing a Mobile FOB Component.                                                                                                                                                 |
| 46–60  | <b>Personal effects:</b> A wallet, dog tags, family photos. In each new Map Area you visit, roll 2D6: on a 9+ you find the family and receive a Loot roll in gratitude.                                                                     |
| 61–75  | <b>Scrap:</b> 1D3 credits' worth on the scrap market.                                                                                                                                                                                       |
| 76–90  | <b>Vital info / Offensive Evidence:</b> Turn it in for an automatic Corporate Interest Patron in this Map Area. If the enemy was a Threat of Level 4+, you instead find Offensive Evidence as above (+1 credit, +1 to the Offensive check). |
| 91–100 | <b>Nothing of value.</b>                                                                                                                                                                                                                    |

## 10. Invest in Advanced Training

Procedure is unchanged: pay a 1 credit application fee, roll 2D6 needing 4+ to be approved (one attempt per campaign turn), pay the course cost in any mix of XP and credits, benefits start next campaign turn. One course per character; only one Team member with a given course may confer its benefit at a time. **Bot Technician training does not exist.**

| Advanced Training                                          | Cost | Effect                                                                                                                                                                                                                                                                                                                                  |
|------------------------------------------------------------|------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Driver Training</b><br><i>(replaces Pilot Training)</i> | 20   | If a Travel Event calls for a Savvy test, you may roll 2D6, pick the better die, and add +2 to the score.                                                                                                                                                                                                                               |
| <b>Mechanic Training</b>                                   | 15   | If your Mobile FOB needs repairs, you repair +1 Hull Point of damage every campaign turn (i.e., 2 points repaired per turn). Engineers count any XP spent as double value when paying for this course.                                                                                                                                  |
| <b>Medical School</b>                                      | 20   | After each battle, nominate one casualty to roll twice on the Injury Table, picking the better result. This Team member must have been in the battle and must not have become a casualty themselves. If your FOB has Rapid Insertion Vehicles, CASEVAC is fast enough that they may apply their skill even if they did not participate. |

| Advanced Training           | Cost | Effect                                                                                                                                                                                                                     |
|-----------------------------|------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Merchant Connections</b> | 10   | When this Team member Trades, you may reroll one Trade roll each campaign turn. The new roll must be accepted, including any purchase it offers. You may resolve all eligible Trade rolls before choosing which to reroll. |
| <b>Security Training</b>    | 10   | If this Team member is part of your squad in a battle, add +1 when rolling to Seize the Initiative.                                                                                                                        |
| <b>Broker Training</b>      | 15   | When rolling to obtain Operating Permits, Advanced Training approval, or searching for Patrons, add +1 to the roll.                                                                                                        |

## 11. Purchase Items

- Pay **3 credits** for a roll on the Military Weapon Table, Gear Table, or Gadget Table of the 5KFTW draft.
- You may purchase any number of rolls per campaign turn.
- You may purchase any number of **Glock 19s, Combat Knives, AKMs, or 870 Pump Shotguns** for 1 credit each.
- You may sell up to 3 undamaged items, earning 1 credit each.
- If you lack a Mobile FOB, you may acquire one here; you may also buy FOB Components at this stage (one installed per campaign turn).

## 12. Campaign Events Table

Roll D100. Apply immediately; if a result makes no sense, adjust or ignore it.

| D100  | Event                                                                                                                                                                             |
|-------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1-3   | <b>A friendly doctor who doesn't ask questions.</b> Select up to two Team members in the CCP and reduce their recovery time by one campaign turn each.                            |
| 4-8   | <b>The FOB's water and power systems need overhauling badly.</b> It costs 1D6 credits, and the FOB cannot travel until paid. If your Team has an Engineer, modify the roll by -1. |
| 9-12  | <b>A chance meeting turns into a new ally.</b> Roll up a new character and add them to the Team, OR add +1 Story Point. Decide after rolling the character.                       |
| 13-16 | <b>You've made friends among the locals.</b> +1 Story Point.                                                                                                                      |
| 17-20 | <b>You mouthed off to the wrong people.</b> Add a Rival.                                                                                                                          |

| D100  | Event                                                                                                                                                                                                                       |
|-------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 21-23 | <b>An old nemesis has tracked you down.</b> Select a prior Rival or roll up a new one. They pursue you from Map Area to Map Area until resolved (no arrival roll needed) and add +1 when rolling for the number of enemies. |
| 24-26 | <b>A shady fixer offers you a deal.</b> Give him any one item of equipment, then roll on the Trade Table.                                                                                                                   |
| 27-30 | <b>You sell off some cargo from the last Map Area.</b> Earn 1D6 credits.                                                                                                                                                    |
| 31-35 | <b>One of the Team overheard something interesting.</b> Add 1 Intel.                                                                                                                                                        |
| 36-38 | <b>You've settled some old "business".</b> Remove one Rival of your choice. If you have no Rivals, your Team Leader earns +1 XP instead.                                                                                    |
| 39-41 | <b>A volunteer wants to come along.</b> Gain a new Team member if desired: base profile only, no extra rolls, no equipment.                                                                                                 |
| 42-44 | <b>A back-alley arms dealer offers a strange piece of kit.</b> Pay 4 credits, then roll on the Loot Table.                                                                                                                  |
| 45-48 | <b>Equipment failure in storage.</b> If there are items in your Stash, a random one is damaged and must be Repaired.                                                                                                        |
| 49-51 | <b>A bit of a bad reputation.</b> If you know any Patrons in the current Map Area, a random one will no longer work with you. No Patrons? Shrug and move on.                                                                |
| 52-56 | <b>The local strongman wants his "protection" money.</b> Roll 2D6 and pay the higher die in credits. If you cannot pay, the Mobile FOB is impounded at a checkpoint until you can.                                          |
| 57-59 | <b>The Team decides it's time for new leadership.</b> Select a Team member to be the new Team Leader; they immediately receive 3 XP. Roll 1D6: on a 1, the old leader takes their kit and walks.                            |
| 60-63 | <b>You've made business contacts.</b> Add a new Patron to those known.                                                                                                                                                      |
| 64-66 | <b>Recent events made for a good learning opportunity.</b> Every Team member receives +1 XP.                                                                                                                                |
| 67-70 | <b>A pothole the size of a fighting position.</b> The Mobile FOB suffers 1D6 Hull Point damage.                                                                                                                             |
| 71-74 | <b>A night of cards, bootleg movies, and war stories.</b> +1 Story Point.                                                                                                                                                   |
| 75-78 | <b>An old arms-dealer contact owes you a deal.</b> Add your choice of 3 weapons from: Glock 18s, AK-103s, 870 Pump Shotguns, or MP5s.                                                                                       |
| 79-81 | <b>You renegotiate old debts.</b> If you owe money, reduce your debt by 1D6+1 credits. If you owe nothing, earn 2 credits for prudence.                                                                                     |

| D100   | Event                                                                                                                                                                                        |
|--------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 82-84  | <b>The airwaves are full of talk of a coming push.</b> While you remain in this Map Area, all Threat Offensive checks are at +2.                                                             |
| 85-88  | <b>A bit of time on your hands.</b> Select two Team members at random; each rolls on the Exploration Table.                                                                                  |
| 89-91  | <b>Noticed by someone you'd rather avoid.</b> Add a Rival. If you are currently on an Operation, next campaign turn is automatically a battle against the new Rival, at +1 to enemy numbers. |
| 92-94  | <b>It's time to go.</b> Whatever you did, every campaign turn you remain in this Map Area, you must add an additional Rival.                                                                 |
| 95-97  | <b>The government declares a movement ban.</b> Checkpoints seal the roads: you cannot leave this Map Area for the next two campaign turns.                                                   |
| 98-100 | <b>In hindsight, it'll make a great story.</b> Select a Team member who was a casualty last battle: they receive +1 Luck. If nobody got hurt, +1 Story Point instead.                        |

### 13. Character Events: Conversion Key (5P p.126)

Use the 5 Parsecs Character Events Table as written, reading it through this key:

- Any reference to the **ship** means the **Mobile FOB**; Hull Point damage and repairs apply normally.
- Species-specific clauses (K'Erin, Feral, Swift, Precursor, Soulless, Bot, etc.) are ignored. Every character is human. If ignoring the clause makes the event empty, the character gains +1 XP instead.
- References to **Rumors** mean **Intel**; references to **Quests** mean **Operations**.
- References to **Sick Bay** mean the **CCP**; "planet" or "world" means **Map Area**.
- Psionic-related results: the character gains +1 XP instead.
- Weapon and item references are translated through the 5KFTW equipment tables as already established in the draft (ex: a "Hand Gun" is a Glock 19).

### Loot (replaces 5P p.131)

*Replaces the core Loot tables. Roll D100 on the master table, then on the indicated subtable. All items reference the 5KFTW draft equipment lists.*

## Loot Table

| D100   | Category                                                                                                    |
|--------|-------------------------------------------------------------------------------------------------------------|
| 1-25   | <b>Weapon:</b> roll on the Weapon Category subtable.                                                        |
| 26-35  | <b>Damaged weapons:</b> roll twice on the Weapon Category subtable; both items are damaged and need Repair. |
| 36-45  | <b>Damaged gear:</b> roll twice on the Gear Category subtable; both items are damaged and need Repair.      |
| 46-65  | <b>Gear:</b> roll on the Gear Category subtable.                                                            |
| 66-80  | <b>Odds and ends:</b> roll on the Odds and Ends subtable.                                                   |
| 81-100 | <b>Rewards:</b> roll on the Rewards subtable.                                                               |

## Weapon Category Subtable

| D100   | Result                                                                                                       |
|--------|--------------------------------------------------------------------------------------------------------------|
| 1-30   | Roll once on the <b>War Stock Weapon Table</b> .                                                             |
| 31-60  | Roll once on the <b>Military Weapon Table</b> .                                                              |
| 61-75  | <b>Precision &amp; support weapons:</b> roll below:                                                          |
| 76-90  | <b>SMG / shotgun:</b> roll below:                                                                            |
| 91-100 | <b>Ordinance:</b> 2 grenades. 91-93 is 2 flashbangs. 94-96 is 2 frags. 97-100 is one flashbang and one frag. |

### Precision & Support Subtable (D100):

1-25 **SVD**

26-45 **MK14 EBR**

46-65 **SR-25**

66-80 **M40A3**

81-90 **MK48**

91-95 **PKM**

96-100 **M107**

### SMG / Shotgun Subtable (D100):

1-20 **MP5**

21-35 **MP7**

36-50 **PPK-20**



51–70 **870 Pump Shotgun**

71–85 **Benelli M4**

86–95 **Saiga-12**

96–100 **Glock 18**

### Gear Category Subtable

| D100   | Result                                                                                                         |
|--------|----------------------------------------------------------------------------------------------------------------|
| 1–25   | Roll once on the <b>Gun Mods Table</b> .                                                                       |
| 26–45  | <b>Sighting systems:</b> roll 1D6: 1–2 Red Dot Sight, 3 Battle Sight, 4 Scope, 5 Weapon Laser, 6 Weapon Light. |
| 46–75  | Roll once on the <b>Protective Equipment Table</b> .                                                           |
| 76–100 | Roll once on the <b>Utility Devices Table</b> .                                                                |

### Odds and Ends Subtable

| D100   | Result                                         |
|--------|------------------------------------------------|
| 1–15   | 2 doses of Booster Pills.                      |
| 16–30  | 2 doses of Combat Stimulants.                  |
| 31–45  | 2 IFAKs.                                       |
| 46–55  | 1 dose of Rage Out.                            |
| 56–100 | Roll once on the <b>On-Board Items Table</b> . |

### Rewards Subtable

| D100  | Result                                  |
|-------|-----------------------------------------|
| 1–15  | <b>Documents:</b> Gain 1 Intel.         |
| 16–25 | <b>Encrypted drive:</b> Gain 2 Intel.   |
| 26–40 | <b>Scrap and components:</b> 3 credits. |

| D100   | Result                                                                                                                    |
|--------|---------------------------------------------------------------------------------------------------------------------------|
| 41–55  | <b>Trade goods:</b> 1D6 credits.                                                                                          |
| 56–70  | <b>Valuables:</b> Cash, jewelry, a very good watch. 1D6+2 credits.                                                        |
| 71–80  | <b>Contraband:</b> Roll 2D6, take the highest die in credits; on a natural double 6, also gain a Rival who wants it back. |
| 81–90  | <b>Vehicle parts:</b> Reduce the cost of the next Mobile FOB Component or repair bill by 1D6 credits.                     |
| 91–95  | <b>Military-grade FOB part:</b> As above, but 1D6+2 credits.                                                              |
| 96–100 | <b>A dead man's letters:</b> Somebody's whole story. +2 Story Points.                                                     |

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### Post-Battle Example (5P p.135)

► 5 PARSECS p.135: REFERENCE ONLY.

## SETTING (5P P.136–145)

*The core Setting chapter describes Fringe Space. Its 5KFTW counterpart is your Host Nation. The key below maps each core section to its modern equivalent; none of it contains rules except where noted.*

| 5P section                                      | 5KFTW equivalent                                                                                                 |
|-------------------------------------------------|------------------------------------------------------------------------------------------------------------------|
| Unity (p.136)                                   | The international coalition, sponsor government, or agency that sent you. Distant, procedural, and slow to help. |
| Faster Than Light Travel (p.137)                | Strategic airlift and border crossings. Getting into the AO was the easy part.                                   |
| The Fringe of Space (p.138)                     | The Host Nation itself. Generate it in Campaign Preparation.                                                     |
| Trade on the Fringe (p.140)                     | The war economy: bazaars, smugglers, and aid convoys. Mechanically, the Trade Table.                             |
| Local Authority (p.140)                         | Governors, garrison commanders, and police chiefs. Mechanically, Operating Permits (Arrival Steps).              |
| The Reach of Unity / Unity Intervention (p.141) | Host Nation government forces. Mechanically, Recovery Progress rolls for Occupied Areas.                         |
| The Human Condition (p.142)                     | Unchanged: This page is about people, and it still applies.                                                      |
| Beyond Humanity (p.143)                         | Not used. There are no aliens in the AO. Though after a long night watch, some of your Team may disagree.        |

## 5KFTW Campaign Tracking

In addition to the core tracking sheets, keep a campaign log of: the AO Map (Map Areas, settlements and their types, Locations, POIs, Occupied Areas); each Threat's Level, Camps, and Safe House status; Ops Points; Intel; active Operations (tasks completed, failures, Operation Intel); Contracts and their time limits; active Enemy Plans effects; per-Map-Area notes (Traits, Patrons, Contacts, Operating Permits).

## Stealth Operations (5KFTW)

When attempting an Operation with Stealth, until somebody is seen or heard, the enemy doesn't know a battle is happening. The game plays in **Stealth Rounds**: Your Team moves and detection is decided by facing, distance, and cover. The instant the Team is spotted, a body is found, or something loud happens, **the Alarm is raised**. The Stealth Rounds end, and the game becomes a normal 5 Parsecs battle from the following round.

### When Stealth Missions Occur

A battle is fought as a Stealth Mission when any of the following applies:

1. **Covert Patron jobs:** when generating a Patron job, roll 1D6; on a 6 the Patron requires it done quietly (see Map Area Steps). Danger Pay +1 credit.
2. **Contracts:** *Rescue an Individual*, *Retrieve an Item*, and *Take Down an HVT* Contracts may be attempted as Stealth Missions at your choice, declared before setup.
3. **Operations:** the *Rescue the source*, *Crack the network*, and *Eliminate the courier* tasks may be attempted as Stealth Missions at your choice.
4. **Safe House assaults:** you may attempt any Safe House assault as a Stealth Mission, slipping in before the shooting starts. If the alarm is raised, the battle continues as a normal Safe House assault (Fight Off, +2 enemies with lieutenant and specialist arriving as reinforcements per the expansion's alarm rules).
5. **Opportunity:** when selecting an Opportunity mission, you may roll 1D6; on a 5–6 a stealth approach presents itself, and you may play the mission using the expansion's stealth objectives instead.

## Setting Up

Set up terrain as for any battle. A stealth table wants *more* terrain, not less. If the mission source didn't already dictate the site, this is a compound, camp, or facility at night-shift staffing.

6. **Deploy the enemy first.** Place enemies roughly evenly across the middle and far thirds of the table, at least 2" apart and none within 8" of your battlefield edge. Sentries near objectives, wanderers in the open. Place them where a lazy garrison would actually stand.

7. **Give each enemy a facing.** Point each model in a deliberate direction (rotate the model since facing matters). If you'd rather not choose, roll 1D6 per enemy: 1–2 facing your table edge, 3–4 facing a random side edge, 5–6 facing away from you, or use a scatter dice or D10 to indicate the direction.
8. **Deploy the Team** anywhere within 4" of your own battlefield edge.
9. The objective is whatever the mission says (Patron job, Contract, Operation task, or Safe House assault). If you got here through the Opportunity trigger, roll on the Stealth Objectives table below.

**Stealth Objectives (1D6):** *for Opportunity stealth missions:*

| 1D6 | Objective                                                                                                                                                          |
|-----|--------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1   | <b>Quiet elimination.</b> Roll on the Individuals Table: that person is on site. Take them out and exfiltrate.                                                     |
| 2   | <b>The snatch.</b> Roll on the Individuals Table: reach them, then walk them off your table edge (they move with the escorting Team member).                       |
| 3   | <b>Plant the device.</b> Place a marker in the center of the enemy's half. A Team member in contact spends a Combat Action to plant it, then everyone exfiltrates. |
| 4   | <b>Recover the item.</b> Place a marker at the table center. Contact and a Combat Action retrieves it.                                                             |
| 5   | <b>Tag the vehicles.</b> Place three markers spread across the enemy half. Each is tagged by contact and a Combat Action.                                          |
| 6   | <b>Access the terminal.</b> As the core Access objective, done quietly.                                                                                            |

Unless the mission says otherwise, the Team wins by completing the objective and moving every member off any table edge. Members still on the table when the mission ends in failure must fight their way out or be captured.

## Stealth Rounds

While the Alarm has not been raised, play Stealth Rounds instead of normal battle rounds. No initiative dice are rolled. Each Stealth Round:

**1. Enemy Routine Phase.** Roll 1D6 for each enemy, in any order:

| 1D6 | The enemy...                                                                                                                                                                               |
|-----|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1–2 | <b>Holds position.</b> Turns to a new facing of your choice of two: roll 1D6: On 1–3 they turn clockwise 90°, on 4–6 counter-clockwise 90°.                                                |
| 3–4 | <b>Wanders.</b> Moves 4" in a random direction (roll a direction die or 1D6 against a clock face doubled). They stop 1" short of walls and table edges and turn to face the way they came. |
| 5   | <b>Patrols.</b> Moves 6" toward the nearest terrain feature or marker they are not already beside, and faces it.                                                                           |
| 6   | <b>Checks in.</b> Moves 4" toward the nearest other enemy and faces them. If no other enemy remains, treat as Wanders.                                                                     |

*Option:* skip individual facings and rolls for enemies more than 24" from every Team member — nothing they do can matter yet.

**2. Team Phase.** Each Team member may activate: move up to normal Speed and take actions as usual. **Dashing is noisy footwork.** A Dashing member counts as Exposed (below) against every enemy that could see them this round. Firing, Brawling, and item use are allowed, subject to Noise (below).

**3. Detection checks** happen during the Team Phase as they are triggered (see next section). There is no Suppression, no Morale, and no enemy shooting during Stealth Rounds.

## Detection

### Vision Arcs

Every enemy sees a **90° arc** centered on their facing, out to **12"**, blocked by terrain and walls as normal line of sight. Anything outside the arc, beyond 12", or out of line of sight is not seen.

**Night Operations:** If the battle has the Night Operation deployment condition (or the Blackout Map Area Trait), enemy vision arcs are cut to **6"**, unless that enemy category plausibly carries night optics (Black Ops Teams, Intelligence Operatives, Corporate Security, and any Threat's specialists and lieutenant), in which case they keep 12".

*Option:* Roll a D100 for the above mentioned Enemy type, once per enemy unit. 1-50 means that unit has night vision.

## Spotting Rolls

An enemy makes a **spotting roll**: 1D6 whenever a Team member **ends an activation** inside that enemy's vision arc with line of sight, or **Moves, Dashes, Fires, or Brawls** inside it. One roll per enemy per trigger.

| Distance to the Team member | Spotted on...      |
|-----------------------------|--------------------|
| Within 4"                   | Automatic, no roll |
| Over 4", up to 8"           | 4+                 |
| Over 8", up to 12"          | 6                  |

Modifiers to the target number:

- **In cover or concealment** (touching a terrain feature that obscures them from that enemy): the enemy needs one point more (a 4+ becomes 5+; a 6 becomes impossible; within 4", roll 5+ instead of automatic).
- **Exposed** (the member Dashed, fired, or Brawled this round): the enemy needs one point less, and the "within 4"" band extends to 6".

If the roll succeeds, the member is **Spotted** and the Alarm is raised (see below), unless they immediately Stay Down (see Tricks).

## Noise

Some things are heard regardless of vision:

- **An unsuppressed shot, any grenade, or any unsuppressed weapon** raises the Alarm immediately. No roll.
- **A suppressed shot that kills its target outright** makes no meaningful noise. Any *other* enemy that currently has the victim in its vision arc and line of sight immediately makes a spotting roll against the shooter (muzzle movement, the fall of the body); if the shooter is out of arc or sight, nothing happens.
- **A suppressed shot that hits but fails to drop the target** raises the Alarm. The wounded enemy yells.
- **A suppressed miss** gives the target one immediate free spotting roll against the shooter (something just cracked past their ear).
- **A Brawl** is silent only if the attacker wins and the defender goes down in that same exchange with a Combat Knife (or bare hands). Any other outcome, a drawn-out scuffle, a Machete kill on the roll of 1 from the Weapon Conversion Key, triggers an immediate spotting roll by every enemy within 6", cover or not.

## Bodies

The enemy notices its own casualties. If an enemy's Routine Phase movement or facing change brings a fallen comrade into its vision arc and line of sight, the Alarm is raised at the start of the Team Phase. Nothing in the rules stops you from planning around this.

## The Alarm

The moment any of the above raises the Alarm:

1. The current Stealth Round finishes (remaining Team members may still activate).
2. From the next round, play **normal 5 Parsecs battle rounds**: roll initiative, enemies act by their AI type, Morale, Suppression, and all standard rules apply. Every enemy is aware of the Team and facing and vision arcs no longer matter.
3. Apply any reinforcement rule from the mission source (for example, the Safe House assault's lieutenant and specialist arriving as reinforcements: they enter from the center of the enemy's battlefield edge at the start of the second normal round).
4. The mission objective does not change.

## Clandestine Tricks

**Stay Down:** The instant a member is *Spotted* (not heard, this doesn't beat Noise), they may freeze, flatten, and become part of the scenery: roll 1D6+Savvy, needing 5+. Success cancels the Spot. Something along the lines of the guard saw a shadow, a dog, or nothing. Each Team member may Stay Down **once per mission**. This is a free action during the enemy's activation.

**Distraction:** Once per Stealth Round, one Team member may toss a stone, bullet casing: pick a point within 6" of any single enemy that is within 12" of the member. That enemy immediately turns to face the point, and on its next Routine Phase moves 4" toward it instead of rolling. The same enemy can only be Distracted once per mission.

**Lure:** A Team member in cover may deliberately make a small noise. The nearest enemy within 12" turns to face them and, next Routine Phase, moves its full move toward the member's position instead of rolling. The member is not automatically Spotted, but standard spotting rolls apply.

### Gadgets from the 5KFTW lists:

- **NVGs:** a Team member wearing NVGs suffers no penalty operating in Night conditions (their own visibility is not the issue in Stealth Rounds, but see the Night Operation deployment condition once the Alarm is raised).
- **FPV Drone:** once per Stealth Round, before any member moves, the operator may check the feed: look at the table from above and re-position (re-roll) the Routine die of one enemy within 18" of any Team member, before or after moving models.
- **Motion Tracker:** the carrier's Stay Down rolls succeed on 4+ instead of 5+.



## Enemy Composition

Enemy numbers in a Stealth Mission equal your **campaign crew size +1**, regardless of the table rolled, including exactly **1 specialist** and **1 lieutenant**. Enemy types are determined normally for the mission source; any result from the Roving Threats category is rolled on the Hired Muscle tables instead (see The Enemy, in Battles).

## Individuals Table

Where the expansion calls for a roll on its Individuals table (targets to eliminate, subjects to snatch, contacts to meet), use this table:

| D100   | Individual                   |
|--------|------------------------------|
| 1–15   | Cartel kingpin               |
| 16–30  | Corporate fixer              |
| 31–40  | Notable local citizen        |
| 41–50  | Foreign diplomat             |
| 51–65  | Militant organization leader |
| 66–80  | Government official          |
| 81–90  | Wealthy local                |
| 91–100 | Law-enforcement officer      |

All mechanical effects attached to each slot in the expansion's table apply to the corresponding row above (first row to first row, and so on).

## Rewards

Stealth Missions pay and progress exactly as the mission that spawned them (Patron pay, Contract rewards, Operation task progress). Completing a Stealth Mission **without ever raising the alarm** additionally grants +1 Ops Point and +1 XP to every deployed Team member.