

# My Campaign

## Pre-Campaign

1. [Mission One - Showdown with the Zoallan](#)
2. [Mission Two - Bootcamp](#)
3. [Mission Three - Smuggle](#)
4. [Mission Four - Asteroid Investigation](#)

## Galactic Civil War Campaign





1. Unchosen mission: Infestation (economic)  
Chosen mission: [Mission Five - Security Check](#) (military)
2. Unchosen mission: Background Noise Crescendo (economic)  
Chosen mission: [Mission Six - Blockade](#) (political)
3. Unchosen mission: Bad Apple Shakedown Cruise (military)  
Chosen mission: [Mission Seven - Professional Miners](#) (economic)
4. Unchosen mission: Counter Attack (military)  
Chosen mission: [Mission Eight - Clone Switcheroo](#) (political)
5. Unchosen mission: (scientific)  
Chosen mission: [Mission Nine - Harass Military Convey](#) (military)

**Special Rules** From now on, if an Overwhelming Success is achieved and a Private Tutor reward is rolled, any hero may forgo the 2d6x100 XP in exchange for learning the Psionic skill at level 1.

**Rules Clarification** From now on, if an Overwhelming Success is achieved only ONE roll is made for the entire party (mistakenly read rules)

### Overall campaign progress

- [Spaceship UREF Compensater](#) - Size 9 Human Dreadnaught.
- **Crew**

- [Major Drzbzz](#) (Zoallan Scientist) [Torben] 
- [Major Jimmy "Tugger" Burk](#) (Human Pilot) [Peter] 
- [Captain Tiktak](#) (Canosian Engineer) [Nathan] 
- [Commander Static Motion](#) (Tentac Marine) [Barbara] 
- [Commander Death Cap](#) (Fungaloid Pilot) [Matthew]
- [Lieutenant Token Piker](#) (Human Engineer) [ally]
- [Lieutenant Ali Rouge](#) (Human Marine) [ally]
- [Droid Crew](#) (various) [robots]

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