Mission Five

Security Check

Summary

Destroy the rebel infiltrators who make up half the number of the returning glorious republic fighters. Unfortunately an early miscommunication alerted the enemy to their discovery and dogfights commenced from the start. Three loyal fighter, two of whom were heavily damaged, did manage to reach planetfall of the original 6.
Fungaloid Ensign Death Cap joined the UREF Compensater as co-pilot.

Post Mission

The results of the UREF ship, Compensater were an overwhelming success.

Ensign Death Cap, Lieutenant Junior Grades Tiktak and Static Motion, and Commander Drzbzz gained a rank

Experience earned for crewmembers-

- Attempting mission : 50
- Succeeding in mission : +100
- Overwhelming success : +50
- Total **200**

Credits earned for mission for everyone : **200**
Prestige earned for all characters : **200**
Spoils of War : None

Overwhelming success bonuses

Torben rolled **Personal equipment upgrade**
A famous scientist has defected and offers insights as to personal equipment maintenance. There is an additional round of upgraders for personal equipment only before the next mission (ie you can upgrade two pieces each instead of one).
Nathan rolled **Private Tutelage**
A veteran offers to give the heroes tips and advice. Each hero gains an additional 2D6x100 XP. This roll is luckable.
Barbara rolled **Bonus luck**
Every player receives one non-returnable point of luck
Peter rolled **Specialist Tutor**
Specialists offer to give you tutelage in a random skill. It costs half as much XP for any crewmember to gain one level in the tutor's speciality if they spend XP now.
Specialist rolled was "choose your own". Peter chose Combat.

Matthew rolled **Caught the Admiral's Eye**
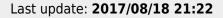The heroes receive double prestige for this campaign turn.

Notes on Requisitions