

Mission Four

Asteroid Investigation

Summary

Investigation the unusual properties of an asteroid field provoked the inhabitants to attack the ship. Specimens were captured and the ship suffered minimal damage.

Post Mission

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

Barbara rolled **Ally**

One of the allies you met likes the cut of your jib and offers to join the crew. This ally is rank 3. If the ally ever dies, their clone transfers to a new ship. If this is rolled a second time a new ally could be gained, or the rank of an existing ally can be increased by one level. Allies can be ordered like Bots and will continue to act even if the rest of the crew is incapacitated.

[Lieutenant Rouge Chemise](#) (Human Marine) joins the crew.

Nathan rolled **Enemy Defections**

For the next mission, the rank of any enemy is one less than normal.

Peter rolled **Bonus Luck**

Every player receives one non-returnable point of luck

Torben rolled **Cash - Investment**

Any amount of cash may be invested, on a roll of 10 or more the return is doubled, tripled or quadrupled.

Notes on Requisitions

From:
<https://curufea.com/> - **Curufea's Homepage**

Permanent link:
<https://curufea.com/doku.php?id=games:board:battlestations:battlestationsfour>

Last update: **2017/08/18 21:20**

