

# The Campaign

Go back to [fpff](#)

We are starting with the introductory mini-campaign from the first expansion for the game.

## Your First Fight

Hold the field against 4 Starport Scum with hand guns and a Specialist with a Shotgun

### Special Rules

There's no pre-battle rules and post-battle repercussions, no XP, pay, injuries or loot.

### Outcomes

- **Epsilon Rising**  
One Casualty
- **TBD**(Doug's crew)  
No Casualties
- **TBD**(Breana & Talia's crew)  
Two Casualties
- **Bing's Bunch** (Victor)  
No Casualties
- **For Cash or Money** (Matthew)  
Three Casualties

## Campaign Turn 1

Defeat 4 Security Bots

### Special Rules

Only pre-battle rule is Sieze the Initiative at +1.

Only post-battle rules used are:

4. Get Paid (p.120)
5. Battlefield Finds (only if you Held the Field) (pp.120-121)
7. Gather the Loot (p.121)
8. Determine Injuries and Recovery (pp.121-122)
9. Experience and Character Upgrades (p.123)

## Outcomes

- **TBD**(Doug's crew)  
No Casualties
- **Bing's Bunch** (Victor)  
Two Casualties
- **Epsilon Rising** (Peter)  
No Casualties
  - [One](#)

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

Permanent link:  
<https://curufea.com/doku.php?id=games:wargame:campaign>

Last update: **2021/12/11 21:50**

