2025/06/26 03:29 1/2 Paranoid Missions

## **Paranoid Missions**



## Missions approved by Friend Computer

## **Core Rulebook**

- 1.1 Assault the Lab <u>Complexity</u>: 2 <u>Mission Briefing</u>: Friend Computer has determined that commie mutants have set up a secret lab engaged in research for project Starburst"."
- 1.2 Assault the Outpost <u>Complexity</u>: 2 <u>Mission Briefing</u>: Friend Computer has determined that commie mutants have created a military base.
- 1.3 Assault the Mine <u>Complexity</u>: 4 <u>Mission Briefing</u>: Friend Computer has determined that commie mutants are mining our needed resources.
- 1.4 Assault the Planet <u>Complexity</u>: 2 <u>Mission Briefing</u>: Alien mutant commies have infiltrated a colony of loyal citizens.
- 1.5 Asteroid Investigation <u>Complexity</u>: 2 <u>Mission Briefing</u>: R&D requires you to investigate an asteroid field.
- 1.6 Bad Apple Shakedown Cruise <u>Complexity</u>: 2 <u>Mission Briefing</u>: Friend Computer has
  determined that some crew on its ships may be traitors. Attack an alien mutant ship. Look for
  treasonous activity. Keep your laser handy.
- Boot Camp <u>Complexity</u>: 2 <u>Mission Briefing</u>:
- 2.1 Crystal Planet <u>Complexity</u>: 3 <u>Mission Briefing</u>:
- 2.2 Diplomatic Immunity Complexity: 2 Mission Briefing:
- 2.3 First Contact Complexity: 1 Mission Briefing:
- 2.4 Ghost Ship Complexity: 5 Mission Briefing:
- 2.5 Infestation Complexity: 2 Mission Briefing:
- 2.6 Kidnap Dignitary Complexity: 1 Mission Briefing:
- 3.1 Lights Out <u>Complexity</u>: 4 <u>Mission Briefing</u>:
- 3.2 Mirror Universe Complexity: 2 Mission Briefing:
- 3.3 Pentaguarks <u>Complexity</u>: 5 <u>Mission Briefing</u>:
- 3.4 Perpetual Bots! <u>Complexity</u>: 3 <u>Mission Briefing</u>:
- 3.5 Plasma Fire Disaster Complexity: 3 Mission Briefing:
- 3.6 Showdown Complexity: 1 Mission Briefing:
- 4.1 Smuggle Complexity: 2 Mission Briefing:
- 4.2 Stasisville Complexity: 3 Mission Briefing:
- 4.3 Tanker Freighter Convoy Complexity: 3 Mission Briefing:
- 4.4 Terrorist Cruise Liner <u>Complexity</u>: 5 <u>Mission Briefing</u>:
- 4.5 With your Shield or on it <u>Complexity</u>: 1 <u>Mission Briefing</u>:
- 4.6 Wormhole Nest Complexity: 2 Mission Briefing:

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