Battlestations

Core Rulebook

- 1,1 Assault the Lab Complexity: 2 [Scientific] [Innovation]
- 1,2 Assault the Outpost Complexity: 2 [Military] [Diplomacy]
- 1,3 Assault the Mine Complexity: 4 [Economic] [Ecology]
- 1,4 Assault the Planet Complexity: 2 [Military] [Diplomacy]
- 1,5 Asteroid Investigation Complexity: 2 [Economic] [Exploration]
- 1,6 Bad Apple Shakedown Cruise Complexity: 2 [Military] [Diplomacy]
- Boot Camp Complexity: 2
- 2,1 Crystal Planet Complexity: 3 [Scientific] [Innovation]
- 2,2 Diplomatic Immunity Complexity: 2 [Political] [Diplomacy]
- 2,3 First Contact Complexity: 1 [Political] [Diplomacy]
- 2,4 Ghost Ship Complexity: 5 [Military] [Exploration]
- 2,5 Infestation Complexity: 2 [Economic] [Ecology]
- 2,6 Kidnap Dignitary Complexity: 1
- 3,1 Lights Out Complexity: 4 [Economic] [Exploration]
- 3,2 Mirror Universe Complexity: 2 [Political] [Diplomacy]
- 3,3 Pentaquarks Complexity: 5 [Military] [Diplomacy]
- 3,4 Perpetual Bots! Complexity: 3 [Military] [Ecology]
- 3,5 Plasma Fire Disaster Complexity: 3 [Political] [Diplomacy]
- 3,6 Showdown Complexity: 1 [Military] [Innovation]
- 4,1 Smuggle Complexity: 2 [Economic] [Ecology]
- 4,2 Stasisville Complexity: 3 [Scientific] [Innovation]
- 4,3 Tanker Freighter Convoy Complexity: 3 [Economic] [Ecology]
- 4,4 Terrorist Cruise Liner Complexity: 5 [Political] [Diplomacy]
- 4,5 With your Shield or on it Complexity: 1 [Military] [Diplomacy]
- 4,6 Wormhole Nest Complexity: 2 [Scientific] [Innovation]

Pax Galacticum

- 1,1 A Very Important Meeting Complexity: 2 [Diplomacy]
- 1,2 A Tear in the Universe Complexity: 2
- 1,3 Bathysphere Complexity: 1 [Exploration]
- 1,4 Black Hole Regatta Complexity: 4 [Diplomacy]
- 1,5 Cakewalk Complexity: 1 [Diplomacy]
- 1,6 Cloud Activity Complexity: 4 [Exploration]
- 2,1 Cosmic Web Complexity: 2 [Exploration]
- 2,2 Event Horizon (H&G) Complexity: 3 [Diplomacy]{{i ec]
- 2,3 Extraction Complexity: 2 [Diplomacy] [Exploration]
- 2,4 Fungalator Famine Complexity: 3 [Ecology]
- 2,5 Fungator Harvest Complexity: 2 [Ecology]
- 2,6 Gamma 7 Project Complexity: 2 [Innovation]
- 3,1 Genesis Complexity: 2 [Innovation]
- 3,2 Hospital Research Lab Complexity: 3 [Ecology] [Innovation]
- 3,3 Hyperlost Complexity: 1 [Exploration]

- 3,4 Hyberg Speed Complexity: 3 [Innovation]
- 3,5 Icarus Cruise Liner Complexity: 4 [Diplomacy]
- 3,6 Incoming! Complexity: 3 [Diplomacy]
- 4,1 Journey to Planet Mongrove Complexity: 2 [Ecology] [Innovation]
- 4,2 Mining for Trouble Complexity: 2 [Diplomacy]
- 4,3 Orb of Dangerous Knowledge Complexity: 5 [Innovation]
- 4,4 Orbital Decay Complexity: 4 [Ecology]
- 4,5 Peace Conference Complexity: 2 [Diplomacy]
- 4,6 Protosynthesis Complexity: 2 [Exploration]
- 5,1 Share Cropping Complexity: 2 [Diplomacy]
- 5,2 Space Bees Complexity: 2 [Ecology]
- 5,3 Space Apiarist Complexity: 2 [Ecology]
- 5,4 Special Delivery Complexity: 3 [Innovation]
- 5,5 Star Farm Complexity: 2 [Exploration]
- 5,6 Star Pulse Complexity: 1 [Diplomacy]
- 6,1 Starship X Complexity: 3 [Exploration]
- 6,2 Star Quake Complexity: 4 [Diplomacy]
- 6,3 Temple of Moss Complexity: 2 [Diplomacy] [Exploration]
- 6,4 This one goes to 11 Complexity: 1 [Innovation]
- 6,5 Toxic Crisis 1 (then 2) Complexity: 1 [Diplomacy]
- 6,6 Urgent Care Complexity: 3 [Ecology]
- Wormheld Complexity: 2
- Wormhole Navigation Complexity: 1

Galactic Civil War

- 1,1 Ace Crew Deuce Boat Complexity: 1 [Military]
- 1,2 Ambersia Complexity: 4 [Economic]
- 1,3 Assault ShipyardComplexity: 4 [Military]
- 1,4 Babysitting Complexity: 3 [Political]
- 1,5 Background Noise Crescendo Complexity: 3 [Economic]
- 1,6 Black Hole Complexity: 4 [Scientific]
- 2,1 Blockade Complexity: 2 [Political]
- 2,2 Clone Switcheroo Complexity: 2
- 2,3 Counter-Attack Complexity: 2 [Military]
- 2,4 Deliver a Dignitary Complexity: 1 [Political]
- 2,5 Distress Call Complexity: 1 [Political]
- 2,6 Escape Complexity: 4 [Military]
- 3,1 Event HorizonComplexity: 3 [Scientific]
- 3,2 Far Cry from Home Complexity: 5 [Political]
- 3,3 Foil Research Complexity: 2 [Scientific]
- 3,4 Harass Military Convoy Complexity: 3 [Military]
- 3,5 Interdiction Complexity: 1 [Economic]
- 3,6 Mutiny Complexity: 2 [Military]
- 4,1 Picking up the Pieces Complexity: 3 [Military]
- Project Starburst Complexity: 3 [Scientific]
- 4,2 Prisoner Exchange Complexity: 3 [Political]
- 4,3 Professional Miners Complexity: 4 [Economic]

- 4,4 Probe Deep Space Complexity: 2 [Political]
- 4,5 Rescue Complexity: 3 [Political]
- 4,6 Sabotage Starbase Complexity: 3 [Economic]
- 5,1 Security Check Complexity: 1 [Military]
- 5,2 SETI Complexity: 2 [Political]
- 5,3 Shepherd Shipping Complexity: 2 [Economic]
- 5,4 Sickness Complexity: 3 [Scientific]
- 5,5 Stop the Unstoppable Complexity: 1 [Political]
- 5,6 Soldiersicles Complexity: 2 [Scientific]
- 6,1 Supernova Complexity: 3 [Scientific]
- 6,2 Test Flight Complexity: 1 [Scientific]
- 6,3 Timeslip Complexity: 3 [Scientific]
- 6,4 Trap! Complexity: +2
- 6,5 Winter of Discontent Complexity: 4 [Economic]
- 6,6 Wounded Kliklion Complexity: 3 [Military]

Legend

Galactic Civil War
Economic, Military, Political, Scientific

Pax Galacticum
Innovation, Exploration, Ecology, Diplomacy

Invasion of the Mysterons
Nefarious, Dastardly, Insidious, Diabolical

Paranoia
Computer Approved

Complexity: Note that in some cases of Pax Galacticum missions, the complexity rating is not specified. The ratings will be updated when errata is available.

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