

Mission Three

Smuggle

Summary

A fast run against a larger ship with two modules full of contraband cargo succeeded with minimal damage to both sides.

Post Mission

The results of the UREF ship, Compensater were an overwhelming success.
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 **Cash - Investment**

Any amount of cash may be invested, on a roll of 10 or more the return is doubled, tripled or quadrupled. Nathan rolled **Ship Upgrades - Spacedock**

An extra round of module upgrades.

Peter rolled **Personal Equipment Upgrades**

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).

Torben rolled **Bonus Luck**

Every player receives one non-returnable point of luck

Notes on Requisitions

A Cannon module was requisitioned.

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