

# Bug Hunt

Mission Difficult (MD) = 4



## Summary

The Sovereignty inhabitants, using the data retrieved from the [Leviathan](#) mission have created a new device - an anti-plasma fire cargo bay item. However in order to manufacture the device, the key factory for its creation needs to be cleared of the bugs that are infesting it. In payment for clearing this factory, the crew may either wait a month and get the new device, or choose a spaceship module.

## Objective

**Mission Objective:** Destroy all the bugs infesting the factory.

**Overwhelming Success:** Don't damage the fragile modules (wooden floored modules).

## Post Mission

Experience earned for crewmembers-

- Attempting encounter: 50
- Succeeding in mission : 100
- Overwhelming Success : 50
- Total **200**

Prestige earned for all characters : **200**

Spoils of War : None

## Overwhelming success bonuses

Cargo Bay Module

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