The Bursar's Log

Mission 1

- Space/research station next to pulsar has stopped responding, we need to go investigate.
- Station was experimenting with the tensile fabric of space and time.
- Clones not activated.
- Warp in 26 hex off course, spend many days finding our way back to the station.
- Pulsar hitting ship and station, station is in a stasis field and unaffected.
- Stasis field being created by a large space-time anomaly that was created by the station/scientists.
- We shot the anomaly, it vanished, the station then got repeatedly hit by blasts from the pulsar.
- we boarded using torpedoes and beamed all of the scientists on board our ship.
- Mercy win.

Mission 2 (Day #1)

- Named ship: Spatcktwula
- Upgraded ship in port with:
    - stabilizing fin (1 cargo slot - OOC reduces by 2 each turn instead of 1)
    - Neu. Dampener (1 cargo slot - so cargo doesn't go boom when destroyed)
    - 2 bots (1 marine, 1 engineer)
- Started in Sol, local prices were: Erg1100, Bio400, Ore600 (BUY 8xBio)
- Took job to deliver cargo pod to Capitola (Sec.2Sys5.)
- Jump took 21 days, there was a temporal disturbance, all crew arrived stunned but safe at capitola.
- Capitola, local prices were: Erg1200, Bio1000, Ore300 (SELL 8xBio)
- MONEY
    - Debt: 55000cr (65000 + 1500 interest = 66500 –> -1500 from profits -10k for mission completion)
    - Mission Profit 18.5k for group (20k -1500 interest payment on ship)
    - Resource profits: YD+1200, Mike+800, Sarah+800, David100, Jason+0

Mission 3 (undecided) Day #26

- Job #1: Transport barrel of contraband to New Pacifica (1000cr)
- Job #2: Transport barrel of contraband to Sovereignty (in the Rift - 1000cr + border bonuses)

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

Permanent link:
https://curufea.com/doku.php?id=games:board:battlestations:bursar_s_log

Last update: **2013/03/18 17:56**