

The Campaign

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We are starting with the introductory mini-campaign from the first expansion for the game.

Your First Fight

Hold the field against 4 Starport Scum with hand guns and a Specialist with a Shotgun

Special Rules

There's no pre-battle rules and post-battle repercussions, no XP, pay, injuries or loot.

Outcomes

- **Epsilon Rising**
One Casualty
- **TBD**(Doug's crew)
No Casualties
- **TBD**(Breana & Talia's crew)
Two Casualties
- **Bing's Bunch** (Victor)
No Casualties
- **For Cash or Money** (Matthew)
Three Casualties

Campaign Turn 1

Defeat 4 Security Bots

Special Rules

Only pre-battle rule is Sieze the Initiative at +1.

Only post-battle rules used are:

4. Get Paid (p.120)
5. Battlefield Finds (only if you Held the Field) (pp.120-121)
7. Gather the Loot (p.121)
8. Determine Injuries and Recovery (pp.121-122)
9. Experience and Character Upgrades (p.123)

Outcomes

- **TBD**(Doug's crew)
No Casualties
- **Bing's Bunch** (Victor)
Two Casualties
- **Epsilon Rising** (Peter)
No Casualties
 - [One](#)

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