

Battlestations First Edition Missions Conversion to Second Edition

This document suggests modifications to the scenarios published in the first edition rules to make them playable with the second edition rules.

It is also a comprehensive list of missions.

Perhaps I should have a rating system on this as well as a difficulty rating.

	Mission	Page	Modifications	Notes
11 1	CORE BOOK			
11 2	Assault Lab	70	See BS2 p179	The “Assault” missions don't scale well as regards ship size. I tried a solo campaign once alphabetically and got my tiny ship blown up lots.
11 3	Assault Outpost	70	See BS2 p180	
11 4	Assault Mine	71	See BS2 p180	
11 5	Assault Planet	71	See BS2 p181	
11 6	Asteroid Investigation	72	See BS2 p182	I love the bugs. I run this mission a lot.
12 1	Bad Apple Shakedown Cruise	73	See BS2 p184	This is another favorite of mine. It shows off the boarding and ship to ship action and gets players into the game immediately.
12 2	Boot Camp (omitted from BS2E)	73	Mission objective (ship speed should be 5, the time constraint is before the end of Round 3. Subtract MD Phases from the time requirement) The other requirements are unchanged. Overwhelming: as above but destroy all platforms. Setup: The ships should be size 3. The Tractor Module is a Cargo Bay with a Tractor, Inertial Dampener, Hull Stabilizer and Damage	Jason designed this mission for the original book and I didn't like it. People kept running it as a first mission because it seems like it is a tutorial but it was too hard and complicated and I don't like “training exercise” missions. I didn't include it in 2 nd Edition.

			Control.	
12 3	Crystal Planet	74	See BS2 p185	This mission inspired the Bot Campaign.
12 4	Diplomatic Immunity	75	See BS2 p186	Lupee is the name of the office manager for A&B die. They did the diecutting for my first game company. They've been gone for a while.
12 5	First Contact	76	See BS2 p187	This is a super simple mission that showcases the Science Bay. Jason contributed a great deal to Battlestations. The Yes/No Science Bay has to be the best thing he added. Some people don't like "space hangman". Those people suck. I've run this mission unmoderated by having my daughters think of a word and I text them yes/no questions about it.
12 6	Ghost Ship	77	See BS2 p188	This is the mission that hooked Jonah at Dundracon in 2004. He skipped the rest of his events and became
13 1	Infestation	78	See BS2 p190	Can I have too many favorite missions? This one doesn't do enough in space.
13 2	Hot Pursuit (Added to BS2E)	*	See BS2 p190	New classic. This is a great quick mission if your main mission finished too fast and you still have time for another.
13 3	Kidnap Dignitary	79	See BS2 p192	Flobee was my grandmother's name. From her home in Canyon City I would run up skyline drive. Friends of hers had smuggled subversive documents out of South Africa in the seventies.

13 4	Lights Out	79	See BS2 p193	I love the blank looks on players faces when their vidscreens go blank.
13 5	Mirror Universe	80	See BS2 p192	If this isn't balanced, nothing is.
13 6	Pentaquarks	80	See BS2 p194	I need more bodyguards in my missions.
14 1	Perpetual Bots	82	See BS2 p196	I named the scientist j* because that is how Jason signs his name sometimes
14 2	Plasma Fire Disaster	83	See BS2 p197	Originally I made “plasma fire” as opposed to “fire” so it could be wonky and I could say, “it's different from regular fire.” Of course, this begged the question “where is regular fire?” I decided in 2 nd ed to make fire fire and let it be a little wonky.
14 3	Showdown	84	See BS2 p198	The simplest and most obvious scenario.
14 4	Smuggle (Added to BS2E)	85	See BS2 p199	Smuggling had to be brought into the core of the game.
14 5	Stasisville	86	See BS2 p200	Hawklord is my friend Tony who was an early playtester who made the unfortunate decision to move across the country and start a lovely family.
14 6	Tanker Freighter Convoy	86	See BS2 p201	This is a bread and butter mission that went through 20 iterations before I got it to where it is.
15 1	With Your Shield Or On It	87	See BS2 p179	Nimble ships today aren't as afraid of dreadnoughts as they once were but it still gives players pause to see a bristling ship with missiles in flight.
15 2	Terrorist Cruise liner	88	See BS2 p202	This took a lot of playtesting but it was fun to test.

15 3	Worm Hole Nest		See BS2 p179	I like the puzzle games with a little bit of smackaround.
	GCW			
15 4	Ace Crew Deuce Boat	39	Setup: minimum enemy ship size is 2.	Classic. If anything, I'd like to dial up the enemies. Shuffle the starting character cards and deal a special ability to each of the enemy Aces.
15 5	Ambersia	40	Special Rules: Veil – This information should be “Enemy's Eyes Only” The heroes can collect data to research and get clues. Give clues when the heroes generate 10 and 20 points total of research.	Explosion damage has gone through many iterations over the years. This is the kind of mission that reminds me that everything needs to matter.
15 6	Assault Shipyard	41	Subtract 2 from the Enemy ship chart sizes	Too many ships! Still fun.
16 1	Babysitting	42	Special Rules Eggs are microships Roll 2 dice in secret to see how many Phases elapse before the first egg hatches. Egg Hatching Other eggs must make survival checks. Hatchling Change to if all eggs and Hatchlings are destroyed, the mission is a failure. You cannot dodge the bites.	I like the idea that wise old souls begin as terrible babies.
16 2	Background Noise Crescendo	43	Setup: Use asteroid map boards. Radiation Damage The colony takes damage at the start of Round 3. The colony is destroyed at the start of Round 5.	In playtesting Jason and Jonah jumped into a fighter together to venture outside the ship's shields on Round 2. I renamed their characters “regular” and “extra-crispy”.
16 3	Black Hole	44	See Black hole rules BS2p254	I've reworked Black Holes many, many times. One of the early iterations of Battlestations was a board game I did where players

				controlled ships investigating a black hole.
16 4	Blockade	45	Perfect as is!	This is a good short mission.
16 5	Clone Switcheroo	46	Setup Size 4 Use normal door opening rules from BS2p33 Make the starbase size 4 instead of the monstrosity in the picture.	The idea of waking up in a clone bay is unsettling and cool.
16 6	Counter-Attack	47	Mission Objective Capture the Feldspar Overwhelming: As above and capture or destroy the rendez-vous enemy ship.	Simple. Fun. I think much of my earliest work was the best because I had so much empty ground to cover. The later stuff had to get more ambitious in its innovation because this simple stuff had already been done.
11	Deliver Dignitary	48	Setup Use asteroid map boards	I like indecisive dignitaries.
21 2	Distress Call (needs playtest)	49	Begin the mission with the heroes facing the planet at a distance of 12-MD hexes and the trap springing.	Does every distress call mean trouble? Yes.
21 3	Escape	50	Probably fine as it is...	...but a lot of ships to deal with!
21 4	Event Horizon	51	See Black hole rules BS2p254	Black holes are fun if you don't get too close.
21 5	Far Cry From Home	52	Setup Ships are size 4 The Disharmonic effect should take place at the start of each Round.	This is puzzly with a little fighting from the freaked out bots.
21 6	Foil Research	54	Enemy Module Upgrades Missile: Launches 2 missiles per launch	Did you ever notice how much cool tech we find in development but it rarely sees the light of day? (Rocket boosters are the exception).
22 1	Harass Military Convoy	55	Note that Speed 4 is fine for the enemy ships. Also note that if the enemy ships warp out or leave the sides	3 enemy ships is a lot to deal with.

			of the map column they are on, they are considered “routed”.	
22 2	Interdiction	56	Setup Use asteroid map boards	The Kerbite Holophiles are contraband because of the lack of inappropriate material on them.
22 3	Mutiny	57	Setup The Tangential is size 5. The Churchill is size 6. The Rock Star is size 7.	You don't need to set up the enemy ships unless the heroes want to interact with them significantly. In which case, the heroes are likely doomed.
22 4	Picking Up the Pieces	58	Setup The dreadnoughts are size 7.	I haven't run this classic in 10 years and I'm looking forward to running it again.
22 5	Prisoner Exchange	59	Mission Objective: Success is return with our prisoner. Overwhelming success: As above and enemy doesn't get their prisoner. Special Rules Both sides must launch a modified boarding missile on Phase 1 and take no offensive actions until after the following Phase. (They can go on overwatch to do so).	The original victory conditions were a little too ambiguous.
22 6	Professional Miners	60	Setup Use asteroid map boards The warships are size 4.	I love secret codes. This is one of the darker missions when you think about it.
23 1	Probe Deep Space	61	Clues Should be “Scans” instead of “Targeting Locks” The monster Speed should be roll 2d6 and count the higher die. It has MD successes on any attempt to avoid a Ram. It will not Ram.	“...seek out this strange new life form and destroy it.”
23 2	Rescue	62	Setup Use asteroid map boards. Select 12 asteroids to hold	Space Sharks! I should rerelease this mission for shark week!

			miners. Special Rules Shark moves like missiles.	
23 3	Sabotage Starbase	63	Special Rules the Enemy rolls 3d6 to see the number of Phases before the jig is up. Alarm The enemy ships leave at a rate of one per Phase.	Tread lightly. When the jig is up, tread quickly!
23 4	Security Check	64	Another perfectly balanced mission	Aren't they all?
23 5	SETI (Leviathan)	65	Special Rules Leviathan It has a Speed of 3+MD When Swallowed Whole The ship suffers MD Plasma fires in random exterior modules at the end of each Phase.	I love the idea that searching for extra-terrestrial intelligence could be ringing the galactic dinner bell.
23 6	Shepherd Shipping	66	Mission Objective: At least 1 Freighter makes it to the planet Overwhelming success: 2 or more Freighters make it to the planet Setup The ships are moving at Speed 1 The Double-Triple warps in to start the mission as normal.	Not blowing things up is a change of pace.
24 1	Sickness	67	Overwhelming Success: All hands survive Setup Use asteroid map boards. The Starlab should be one size larger than the heroes' ship. Begin the mission with MD boarding missiles loaded with 2 enemies each in the same hex as the starlab. This is in addition to the Starlab's crew	The Vomeg homeworld is in trouble! ...uh, good?
24 2	Stop the Unstoppable	68	Perfect as is!	The sister mission to “With your shield or on it”. The

				curve of drama takes you from “enemy ship” to “Enemy ship that kicks butt!” to “we just beat that unbeatable foe!”
24 3	Soldiersicles	69	I might be getting tired but this one works fine as well!	I am getting tired. I'll edit more later.
24 4	Supernova	70	Supernova Damage Make the damage happen at the end of each Phase. The distance is still a number of dice equal to the Round.	In missions where there is an enemy ship of equal size, the balance is inherently there. If the supernova is too hot for you, chances are it is too hot for the enemy as well.
24 5	Test Flight	71	Special Rules Ship must go to Speed 5.	(Note this is the invention of the Rocket Booster Cargo Bay Item).
24 6	Timeslip	72	Setup The device takes up all 4 Cargo Bay slots	I want it noted for the record that I invented the “Timeslip” effect before Kickstarter existed.
25 1	Trap!	73	Special Rules At the end of the first Phase, the enemy dreadnought warps in.	I don't remember ever actually testing this one.
25 2	Winter of Discontent	74	Setup: The ships should be size 3.	I love multiple ships scenarios but I'm always afraid that it might get tedious to have too much on the table.
25 3	Wounded Kliklion	75	Setup: Randomly determine when the Morse Poem warps in by throwing 1d6 to determine which Phase of Round 1 it shows up. This dieroll is luckable by any of the Heroes. The Kliklion is a size 7 dreadnought.	This is the mission that I based one of the star fleet missions on. Hopefully, that will see the light of day soon!
25 4	Project Starburst	76	This looks perfect!	I sure like to blow up planets!
	Pax Galacticum			
25	A Very Important	32	Mission Objective:	The Pax missions were

5	Meeting		Deliver Fpulch within 2 Rounds. Overwhelming: Within 2 Rounds-MD Phases.	very much a collaboration with Jason. He made some missions and gave me some mission seeds and I filled in a lot of the blanks and made some new missions. Jonah and I playtested them as Jason was putting in the final edits.
25 6	A Tear in the Universe	33	The Edge The edge speed should start at MD and go up by 1 each Phase.	I haven't tested this with the new interpretation yet.
26 1	Bathysphere	34	Escaping the Black Hole Ship speed must go up to 5. See Black hole rules BS2p254	Most of the Pax missions can be spiced up with a little stowaway saboteur. Most don't need them, though.
26 2	Black Hole Regatta	35	See Black hole rules BS2p254	It's always difficult to have multiple ships in a scenario. I like the shortcuts in this one. Since it is a PAX mission, you don't have to worry about enemies shooting at you and the enemy shortcuts make it smoother.
26 3	Cakewalk	36	Setup Use asteroid map boards. Time Limit: Make it 4 Rounds for success and 4 Rounds -MD Phases for overwhelming success.	This mission did very little to dispell the myth that "Pax Galacticum" is just playing pattycakes but it works.
26 4	Cloud Activity	37	Setup: The Xyloid is size 3.	I mentioned in an earlier mission that it wasn't tested in the new configuration. That is the case for nearly all of these missions. I hope to revisit them and make this a living document.
26 5	Cosmic Web	38	Special Rules Solar Vines The pull should be ½ MD (round up). Secret Information:	This is a rescue mission. Perhaps for the living document, I could have a list of keywords like "Peaceful", "Rescue",

			Escaping the Virus This doesn't change but is stated more clearly here: If a ship does a second triple turn in a Round, it is freed from the vines effect for the remainder of the Round.	“Trap” etc.
26 6	Event Horizon Hotel and Grille	39	Setup Hotel has a hull rating of a size 4 ship. See Black hole rules BS2p254 The Hotel should begin play 24-MD hexes from the Black Hole.	This is obviously a nod to Douglas Adams “Restaurant at the End of the Universe”.
31 1	Extraction	40	Setup The dreadnought is size 7.	I'm moving away from +MD difficulty to do something missions. I still like +MD difficulty to a survival check though.
31 2	Fungator Famine	42	I've reread this twice and it looks like it totally holds up as is. Everything below “Referee's Notes” should be Enemy Eyes Only. The vines should check like a size 0 ship.	The Irish potato famine fascinates me. I learned that the way they beat it was to develop a variety of potato that was more susceptible rather than less susceptible so it died out quickly rather than serving as a host to the disease. I don't know if that is true but I like the idea.
31 3	Fungator Harvest	43	Ship explosions for Fungators exploding should be at a power of 2xMD. Use the new hull rating chart for the size 0 vines.	This mission puts a little bang in the mix.
31 4	The Gamma 7 Project	44	Setup Use asteroid map boards. Gamma Bolts should not be destroyed by ECM. They should move at speed 3.	The Strange Bot is a nice touch. Every time you play Battlestations there should be a moment where things are uncertain and another moment where things make certain sense.
31 5	Genesis	45	Modify the Random Star Flares chart as follows: Solar: Roll 1 die for each	I was so close to declaring this one perfect but the chance for fire just wasn't

			module.	high enough. Sigh.
31 6	Hospital Research Laboratory	46	I haven't rechecked the diseases on page 23 but I'm sure they are all fine. Starlab Re-Entry Make the time to failure 4 Rounds – MD Phases. Make the Starlab size 5 instead.	Stasis chambers can be useful but I don't want them to become a standard item because they might be too useful and nobody would die.
32 1	Hyperlost	47	It should be 4 Rounds-MD Phases to escape.	A tidy little mission.
32 2	Hyperg Speed	48	Mission Objective: Ships are going to Speed MD+5 and back to zero within 3 Rounds-MD Phases	I love the Blake Turbo reference and Jason's Space-Time rant. I can't tell whether I wrote this mission but Jason sure wrote it up!
32 3	Icarus Cruise Liner	50	The Icarus is at Speed 3 to begin with. The Icarus is size 5. It begins with MD dice of hull damage.	Remind me not to book any intergalactic cruise trips. Between the Icarus and the Terrorists I think I'm better off at home (unless you live on the planet in the next mission!)
32 4	Incoming!	51	The Comet moves at speed 5 but does not decelerate. The Scared farmers should shoot until a diplomacy check breaks their morale. Treat Scared as 1 step below Fair. The Kappamax Facility should check as a size 4 ship and be subject to all the nastiness the heroes are subject to. The Impact damage happens to all in the same hex. If on the Comet, you suffer double this effect. Hexes of distance reduce damage dice like a ship explosion.	Note that this planet is devastated by this impact. That may be relevant for a later campaign.
32 5	Journey to Planet Mongrove	52	Special rules The heroes have 4 Rounds minus MD Phases to land, evacuate the farmers and	I'm looking forward to running this mission with the revamped rules. A seven Round mission in the old

			<p>then warp-out from 13+ hexes!</p> <p>Interplanetary Vines Damage and scans to a vine limit it only in the hex in question. Vines cannot have a negative strength so a vine cleared in Round 1 will grow to a size of 1 in Round 2.</p> <p>Dodging the Vines The Vines will cause a collision for a ship moving into the hex regardless of speed unless the Vine Strength is zero. Otherwise use the new dodge rules on BS2p130</p> <p>Colliding with the Vines Treat collisions with the Vines as a single hit with a strength equal to the Vine Strength and a single hit with the ship's speed.</p>	<p>days would have been forever. 4 Rounds now should be a good challenge.</p>
32 6	Mining for Trouble	53	<p>Note that the outside of the map should be plotted for the heroes but the inside cannot be plotted until they are inside it.</p> <p>Miners should suffer unsupported Life Support at the end of each Phase. They do not have MedKits.</p> <p>Harmonics Damage. This should read each time a ship maneuvers it causes damage. Each time a microship moves, it causes damage.</p>	<p>Now that ships move faster, this will be more of a running race against time than a crawl.</p>
33 1	The Orb of Dangerous Knowledge	54	<p>Setup The ships are size 3 and of Canosian, Human, Silicoid, Tentac, Xeloxian and Zoallan Registry.</p> <p>Quantum Quasar Blast Replace the entire section of Quantum Quasar Blast</p>	<p>Characters who prestidigitate the orb (even adaptably) will gain 100 experience points (only once and only usable to increase psionics this campaign turn) and spit it back out immediately.</p>

			<p>with the following: At the end of each Phase the Quantum Quasar damages everything in the system that is not inside the Asteroid as follows: Roll MD dice of damage to each object in the system including carried objects. Count only the highest die. This damage is mitigated by shields. Ships modules are broken if their die is 4,5, or 6. Ships suffer the MD dice of hull damage as mitigated by shields one time instead of the die for each module. Ship's shields are reduced by 1 each Phase. Ships inside the shelter of the asteroid are assumed to be facing "out" when they leave.</p>	
33 2	Orbital Decay	55	<p>Mission Objective (Clarification) The data can only be gathered from a Science Bay regardless of whether it is objective data or overwhelming data. Setup Use normal door rules BS2p33 Special Rules The platform's hull rating is size 6</p>	You could replace option 6 with a combat bot.
33 3	Peace Conference	56	<p>Objective: Correct satchel placement before the end of Round 3. Overwhelming: As above with MD Phases to spare.</p> <p>You must gather all clues to solve the puzzle in a solo game.</p>	Quintessential puzzling. Note that hopelessly mixed up means they all begin with the wrong basket.

			<p>Setup Ships size is 3. You won't have enough modules so you can use printouts.</p> <p>Special Rules The satchels are Barrels.</p>	
33 4	Protosynthesis	57	<p>Note: You can add 2 plot Twist cards to lower the MD by 1. Repeat this as many times as needed. The enemy may spend luck on their damage dice. The duration of each stage is 2d6 Phases. Let the heroes know on the last Phase of each stage that it is ending. Stage 2 Sprouting This deals damage to all exposed modules on the facing side of the heroes' ship. Blooming Deal 1 die of damage to each character and each module. When the Blooming stage is complete, the planet stabilizes.</p>	The title of the mission really encapsulates the verdant nebula spirit of this mission.
33 5	Share Cropping	58	<p>Mission Briefing Make it 3 Rounds minus MD Phases. Ref's Eyes Only: Clues: Give out a clue at the end of each Phase.</p>	The link to the printable seed images still works!
33 6	Space Bees	60	<p>Mission Objective: Mission lasts 5 Rounds less MD Phases.</p>	The Combat check to gather pollen is an obvious attempt to make Combat relevant in a non-fighting campaign. I would have probably done this with Engineering if it hadn't been necessary.
34	Space Apiarist	61	Add the Phase number to	I love the word Apiarist.

1			<p>the Round number to the larva number when checking to see if it hatches on 20+.</p> <p>Hatching larvae will not harm other larvae.</p> <p>Note, the ship must land on the planet to deliver the bees.</p> <p>Tending Larvae You can add +3 to the difficulty to “multi-tend” and give additional rerolls.</p>	
34 2	Special Delivery (Pax)	62	<p>Setup: The X-Omega-2000 is a size 3 Fungaloid ship. Use an asteroid map board. The Asteroid Storm Roll a die after ship movement for each asteroid that is adjacent to a ship. On a roll of 4,5, or 6, that asteroid hits the ship.</p>	<p>I can't believe it took me this long to repeat a mission title. Special Delivery is also the title of the Guest Designer mission from Rick Loomis in BS2. The asteroid movement rules were tedious. Hopefully the new rules at left work better.</p>
34 3	Star Farm	63	<p>Special Rules Use the Stars rules for damage for being adjacent to a star BS2p255 Use the rules as listed in the mission for stars popping into existence. Give clues after each star. Being in the corona of more than 1 star means you get damaged by both. Ouch.</p>	<p>This is one where Combat isn't useful. That is not a problem.</p>
34 4	Star Pulse	64	<p>Overwhelming should be 4 Rounds -MD Phases. Don't place radiation markers. Pulsar Flares These are unaffected by Tractor or ECM.</p>	<p>Pick a color that is obscure but make it a single word. “Burnt Umber” would not qualify.</p>
34 5	Starship X	65	<p>Mission Objective Scan for 30+MDx4 total units of data from battlestations aboard Starship X. See Black hole rules</p>	<p>I don't remember succeeding in this mission when we playtested it.</p>

			BS2p254. Replace the old style Hull Stabilizer with a Cargo Bay so you can move through it. Moving the beads around during character actions does nothing. The position the beads are in after character actions determines what happens.	
34 6	StarQuake	66	Mission Briefing Make the time 4 Rounds minus MD Phases.	It can be annoying to have your ship's controls lock up when you are on a collision course with a neutron star.
35 1	Temple of Moss	67	Special Rules Hyperflux Even damage sets you on fire now. Hull Damage should occur to each ship at the end of every Phase. The Entrance Hacking to enter should be Science check of 11	I should have taken a break and done another campaign in the middle of editing Pax. There is a great deal of great missions here but I feel like I need a puzzle rescue from puzzle rescuing!
35 2	This One Goes to 11	68	Mission Objective Should be within 4 Rounds. Overwhelming Withstand 2 Rounds.	More accretion disc action!
35 3	Toxic Crisis at Planet Azyeso	69	Make it 4 Rounds -MD Phases.	I can't find the method of "neutralizing" the radiation markers.
35 4	Azyeso Part II	69	This is just like Toxic Crisis but with more barrels.	I can't remember if there ever was a right way to dispose of the barrels.
35 5	Urgent Care	70	Setup: The Fungaloid Explorers are size 5. The Nurtural is at Speed 5. the Spawntasia is at speed 1/2MD.	This looks like a tight mission now. I kind of want to play it.
35 6	Wormheld	71	Setup The Fungaloid ship is size 3.	The bots might become violent due to the wormhole interference.
36 1	Wormhole Navigation	72	Setup Heroes' ship begins at	This looks like a fast mission. Sometimes a

			Speed 1. The number of Quark Sparks appearing is MD and they appear each Phase. There is no limit to the number of Quark Sparks in play. The length of the path is $12+2 \times MD$ hexes.	longer mission is more satisfying but a fast mission gets you the experience and prestige faster so you can rank up.
36 2	Pirates of Trundlia			Note that the Guardian Ships that show up in some of these missions should approach at Speed 3 and start 3d6 hexes further.
36 3	Suicide Mission: Deliver Planet= Buster	32	This looks like it works fine. The shockwave's power should be 24 and diminish by 1 per hex that it travels. It applies this hit to each hit allocation. Plot Twists Don't have any delay.	This campaign is very near and dear to me. Infiltration, getting signatures, saving Capitola and civilization itself are all nifty. The speed limit for ships in the system is 3. (Pot35 clue#54)
36 4	Assault on the Secret Pirate Clone Base	36	I just reread it and it looks perfectly compatible.	Secret Clone Base! It should have a solar sail as its 4 th Cargo Bay item so it can fire another missile.
36 5	Assassination	39	Tight mission.	Klunch should have stats like an Enemy even if you are pirate hunters protecting it.
36 6	Blockade Run	40	Guardian Ship The size should be 7.	*Everybody after you. Roll a d6 to see which Phase and another to see which Round the Bounty Hunter comes after you.
41 1	Claim Jumping	41	Mining Vessel Use any size 3 ship. The Tractor is now a Cargo Bay item. Self-Destruct BS2p115	
41 2	Cruise Liner Robbery	42	Occupant Code Heavy Grenades are replaced by Satchel Charges BS2p91	I actually did go on a cruise once in the Bahamas in the eighties and there were no terrorists, bombs, robbers

				or deadly solar flares.
41 3	Crystal Planet Raid	44	I think this is fine the way it is. Dreadnoughts are size 7 now.	I'm sure my local group would love to playtest this and get crystals for double-upgrades. This mission was created before "Obsessive".
41 4	The Edge of Space	45	Setup: The heroes' ship begins at speed 0. Special Rules: The Current The flow of the current should be a number of hexes equal to the Phase number. Thus on Phase 1, the ship drifts one hex. The Eddy The Finity will move 1 hex/Phase further as soon as the mission begins.	Finally, I have a mission where the Second Edition changes will matter. It looks like this will make a quick and exciting trip over the edge of the universe.
41 5	Freighter Plunder	46	Overwhelming Warp out with double the needed amount of treasure. Setup Leave the hyperdrive off the freighter. It is a short haul vessel.	Warping out with the Freighter would have been too easy.
41 6	Howling Storm	47	Setup The edge of the storm should be 20+MD hexes from the heroes in a secret random direction. The Storm Every Phase everything in the Storm suffers a hit of MD guns power from a Plasma Cannon (Standard cannon but even damage dice set fires).	A puzzle mission in Pirates?!! Yes!
42 1	ISREVER Rescue	48	The Reversi Generator This needs to be hacked to be turned off or on by the heroes.	Anybody know what ISREVER is backwards?
42 2	Isn't Easy	48	Setup: Ship Speed should be 1.	We've had a few genuine plunders and rescues. That

				means we are due for a trap!
42 3	Jailbreak	49	Setup: The second Guardian ship warps in at the start of Round 2. Guardian ships are size 7 For Pirate Hunters Setup: Begin play at Speed 1.	As a mechanic to facilitate game play, cloning works really well. It also creates some interesting side effects like this mission where a prisoner wants to die before he can be cloned so he revives back home instead of a prison clone bank.
42 4	Kidnap	49	Setup: The Guardian ship is size 7.	Getting to a planet is a “bread and butter” mission. It is quick and bloody and the balance is all in the inherent balance of the game. It is tough to figure out how many space monsters is the right amount but put a ship up against a ship that is roughly the same size and a mission is about as balanced as it gets.
42 5	Kraken	50	The Kraken Roll MD d6 and count the highest for the number of hexes the Kraken moves each Phase. It has a built in hull stabilizer and may spend any amount of enemy Luck on all skill checks, hit allocations and survival checks.	This is one of my least favorite illustrations. The artists I was working with had a tough time getting their heads around the idea that this was “beyond what you see on earth”. To be fair, I had difficulties describing the indescribable.
42 6	Mine Raiding	51	Setup: Use asteroid map boards. Don't use a location die for contents. Just pick a spot closest to the center. Resolve ties by going north, then circling clockwise. Cave-ins Notice checks are Science skill checks. It requires an action and success picks up	For dirtside, I'm thinking about adding “cave” tiles so you don't have to look at a shiny Mine Layer and imagine it as a cavern.

			<p>the item. Place Used markers on each doorway and closest to the center of the mine (as per contents above). Booby Traps These can no longer be remotely hacked.</p>	
43 1	Mine Raiding Variant The Lahstark	52	<p>Eggs They attack with a Combat skill of MD. Instead of 6 Phases it will be 1d6 Phases of gestation after which they must make an Athletics check of 8+MD or erupt.</p>	From the title it looks like I was inspired by Spielberg but the content is definitely inspired by Scott.
43 2	Planetary Raid	53	<p>The Grid You may move through the grid as per slagged squares. Moving across the top of it uses the listed rules.</p>	<p>The title for this mission appears at the bottom of the previous page and it bugs me. The vast warehouse planet was inspired by the end of "Raiders". This is a very early hint of what is to come with Dirtsidiness.</p>
43 3	Raid Supply Depot	54	<p>Guardian Ship: Mars is size 7. At the End of Each Round (SHOULD BE PHASE) the following occurs: Ships in space approach 2 hexes closer.</p>	More Dirtsidiness. This makes me want to get back to writing that.
43 4	Ransom Gone Bad	55	Perfect as is!	I am personally opposed to paying ransom. I would rather die than have a ransom paid for me. If people stopped paying ransom, kidnappers would find something else to do.
43 5	Smuggle	56	<p>Smuggling: Use the cramming rules BS2p43.</p>	There are at least 2 missions with this title.
43 6	Switcheroo	57	As per the missions	I ran this campaign at least twice for Pirates and once

				for Pirate hunters and never did this switcheroo.
44 1	Walk The Plank	57	This works.	More accursed cruising!
44 2	Zoo Freighter Plunder	58	<p>Note that the animal pens are locked until they are hacked. Once hacked, the critters inside are free to roam. They will attack non-critters as first priority. They can pop.</p> <p>The Freighter moves at Speed 1 and does not decelerate or turn. The guardian ship launches missiles immediately and accelerates to close the gap. Hitting with a MedKit does no damage but it will split the Protovore.</p> <p>Sample gathering difficulty is Science 11.</p> <p>Disregard the warning about the Assassin's Guild.</p> <p>Vraktian Behemoth may spend one luck per roll on its Armor roll.</p> <p>Plasma Worms – theres should be 3+MD appearing.</p> <p>Otyssian Reflective Ooze: Deals its splash attack as a free attack also to characters passing through it's square.</p> <p>Protovore: Disregard damage on Protovore. It splits into 2 with half remaining hit points regardless of how much it was hit for.</p>	<p>I love these beasts. I'm going to run this mission Sunday.</p> <p>I did run it on Sunday as you can see by the extensive notes.</p> <p>I kind of want to make a book of space monsters now.</p>
44 3	Special Mission: Hijack	60	<p>Setup:</p> <p>Instead of rolling a die to see how many Phases elapse, roll a die to see on which Phase they first act. (This makes them 1 Phase faster).</p>	Getting a ship has to be hard when there isn't a UREF handing them out to you.

			The starbase defenses will be used against the ship after 2d6 Phases have elapsed.	
44 4	Special Mission: Mutiny	60	Pretty solid as is.	I'd make overwhelming success to have all hands survive.
44 5	How Much For Your Planet		Use the new Interstellar movement rules for traveling between star systems BS2p152	Originally, Jason proposed this title and neither of us were aware of the book of similar title. We had already advertised it for years when we found out about it.
44 6	Blisteriffic	77	Setup: Treat the research station as size 6. The station is on the surface. MD coolers have already failed at the start of the mission. Planetary Atmosphere This damage is fire damage and even results set the module or person on fire.	I like rescuing Silicoids because they are so hard to kill that leaving them lying around in danger isn't terrible.
45 1	Crystal Hunting	78	Crystal Sickness Make the check at the end of each Phase. Avatars Attack during enemy actions. Deal 1 die of damage (maximum of Sickness level).	There are several crystal gathering missions on Crystallia. Perhaps there are different effects on the different areas of the planet.
45 2	Find Planet Hacke	79	This mission works.	Greg Hacke is a great guy who was going to help us with our website. When various things got in his way, it became a running joke that we couldn't find him. I hope the spirit of this mission finds him well.
45 3	Harvest Wormhole Spew	80	Setup: Wormhole Speed should start at ½ MD (round up). Dangerous Goop	I tested this at GenCon and Origins back in the day and it still looks great!

			This cannot be tractor or ECMed but behaves in other respects like a missile.	
45 4	Joenuh's Kids	81	Give twice as many Plot Twist cards as you otherwise would to reduce the MD to zero.	Jonah's kids grew up on Battlestations. Ironically, they've been consistently better behaved at my playtest sessions than Jonah himself.
45 5	Million Credit Payday	82	This looks solid.	The heroes should be glad that the confederate money isn't also counterfeit!
45 6	Mind Control Web	83	Setup Use an asteroid map board. Referee's Eyes Only The mind control effect happens at the end of each Phase.	People should keep control of their own minds!
46 1	Minlav Number	83	This uses the damage system here instead of the BS2 star proximity damage. Science Probes No. These are not allowed.	I originally wanted this mission to be something the heroes did at every star but this mission isn't worth repeating that many times.
46 2	Princess Cruise	84	This looks good!	By Her Majesty's Sacred Egg Sac is foreshadowed here.
46 3	Quarantine	85	Solid. It might seem too quick to get away now that ships are faster but don't forget the enemy ship can fire cannons multiple times in a Round now.	Stellar Hebegebies indeed!
46 4	Rebels without clues	85	Setup Put the civilian in the spot nearest the center of the module. Resolve ties forward then clockwise. Tactical Notes This should be Enemy Eyes Only. The satchel charges are set to go off at the end of Round 3.	In this book, the enemies don't always have the benefits of clones. I'd seriously consider diplomacizing these guys if you get them in a bad position.
46	Save the Planet	86	Setup	I reworked this enough but

5	from the Power Generator		<p>Use the light asteroid map board.</p> <p>The asteroids block line of sight to the sun (doubling the heroes' ship's shields). The planets are off map. Solar flare damage should cause fires with even damage die results.</p> <p>Sun Proximity Damage</p> <p>Use the Star damage rules from BS2p255</p>	it still needs a test drive.
46 6	SETI-Beacon	86	<p>Setup</p> <p>At the beginning of each Round a pirate ship of equal Size warps in bent on destroying the heroes and picking up the pieces.</p> <p>The device requires MD program markers. It is difficulty 11 to Program. You may not multi-program.</p> <p>Near and Adjacent to the star</p> <p>Use the Star damage rules from BS2p255.</p>	Once the heroes have launched the probe the pirates lose interest. There's not much value in salvaging after the probe is gone.
51 1	Silicoid Get up and Go (Challenge)	87	<p>This is another one that is inherently balanced because the rules have changed the same for everybody.</p>	This is another fast and simple mission.
51 2	Slowmo!	87	<p>The planet is moving at Speed 1 increasing by 1 each Round. The starlab and moon are orbiting at twice the normal rate.</p>	Ironically titled, this is another fast mission.
51 3	Temporal Investigation	88	<p>This mission works.</p>	I use the big die to mark the Phase and got to roll it at one of the summer cons much to everybody's dismay. We went through a lot of Luck looking for Phase 6 to clear used markers!

51 4	Unstable Erg	89	<p>Unstable Emissions The Erg barrel deals 1d6 (luckable) dice to everybody aboard. Treat this as grenade damage and roll separately for each character. Example, the pilot might be 3 squares away and rolls a 5 for the number of dice of damage. He lucks it until he gets to 2 dice and takes a 4 and a 5 for 9 (minus 3 for distance is 6). He could Luck the damage dice as well.</p> <p>Stabilization Failed Stabilization causes it to emit again rather than adding to the power.</p> <p>ERG detonation If it goes off, the ship suffers 2d6 dice of hull damage. The module and all adjacent modules are slagged. All characters suffer emission damage twice.</p>	This almost isn't an entire mission.
51 5	Where Is It?	90	Looks solid.	<p>Dirtside continues its call. I have always wanted to accommodate players. I played in a D&D game once where one of the players wanted to play a Paladin specialized in fighting the undead. Unfortunately for him, we didn't come across any holy swords or undead. The "Where is it?" stuff in HMFYP is designed to let players find a way to build their character how they want it. If you really want a laser sword that melees as well as shooting beams, ask for it and I'll have it hiding someplace for you.</p>

51 6	Warp Drop -Special Mission	91	Note this check should be against double the ship's size.	This is rarely used.
52 1	Warp Drop Into Combat	91	Add a movement component to this mission. The heroes must turn a total of MD facings and move 12 hexes before warping out.	This was preminiscent of Fleet Admiral. Yes, I just coined the word "preminiscent". I'm getting to the end of the big books and feeling giddy.
52 2	Whistler Regatta Challenge	92	Setup Use the dense asteroid map as the middle board. Special Rules Dense Asteroid Belt don't use the dense asteroid belt rules. Use the standard asteroid navigation rules. Sun Damage Don't use the Sun Damage rules here. Instead, use the Star damage rules from BS2p255	Races are obvious and I don't have enough of them. The problem with most race games is that a leader gets in front and that is the end of it. In a game with combat, you'll find the leader just gets pummeled by the rest of the pack. I'm not a cycling fan but I love the idea that drafting makes it harder for the leader to maintain a lead because they are kind of pulling the rest of the pack.
52 3	Wormhold Navigation	94	This works just fine as is but I'd be tempted to use the new Navigation Hazard rules on BS2p154	This isn't a complete mission. I'd award 50 XP and Prestige for attempting it and double for success. There is no overwhelming success.
52 4	Planet of Dr. Moreau			This is an early foray into roleplaying so there is some stuff that is weird. Use Science for "Notice" checks. I have always been bothered about how anthropomorphic aliens tend to be. The beastmen (from the "Meeks" sector) aren't aliens. They are genetically modified humans.
52 5	Invaders	13	Setup: Starting Speed should be 1.	I haven't tried to read that stuff backwards in 10 years.
52 6	Sheepshift	16	This mission takes place in the compound and as such	I'm sometimes tempted to run a Sheepling character.

			needs no fixing.	Dennis is running a clone-stealing campaign right now that would be perfect for a Sheepling loser character.
53 1	No Escape	17	I would use "Hot Pursuit" from BS2p190 to replace this entirely.	Very thick roleplaying elements here. It was while playtesting this mission at GenCon SoCal that I met Rich Buschkoetter who has become an invaluable member of the playtest crew. (Note to self, google "invaluable")
53 2	Specimen Hunting	18	Setup: Ship Speed should start at 1. The Dodecahedron won't be interested in trying to escape. Their mission is to capture the heroes' ship.	The pictures in the corner here are the abomination cut into pieces. My art budget was low. Tegré did some fine work but I did the layout myself and it shows.
53 3	Final Battle	19	Self-Destruction Countdown The countdown for self-destruct should be 18 Phases.	It has been so long since I wrote this that I'm anxiously awaiting what is on the next page.
53 4	Escape Scenario	20	This works.	Good! The heroes can get away and broadcast a backwards message.
53 5	Seeker Campaign (Still Moreau)		This is the second scenario in the Planet of Dr. Moreau campaign book. The first one plays out as beastmen. This one is as UREF crew searching for the hidden planet of the raiders.	This campaign is much less rpg than the other one.
53 6	Freighter Grab	23	Setup No ship begins the mission with program markers on their Hyperdrives.	Gorilla Games has to have a character in the beastmen book named "OOK"
54 1	Cat and Mouse	24	Replace one module on the enemy ship with a Cargo Bay filled with batteries so it can manage its power levels.	The illustration of Leo on page 24 is what convinced me to write the Moreau book.

54 2	Rabbit Run	25	Setup: Just use 2 asteroid map boards instead of the moving asteroids strip. The Heroes begin play at the edge of the bottom map board. The enemy ship begins play 12+MD hexes deep into the field. When it is through the second board, it can begin to warp out.	Jason tried to play this mission as originally written when he was with our friends in Arnhem but it was too confusing for him. I thought he was just being obtuse because I made the book without him. Upon further reflection and rereading of the mission, he was correct. The mission was a mess.
54 3	Starbase Assault	26	Setup: The starbase is size 4. The two Lupinoid ships are size 3.	I am shocked that this is the first instance of a mission where the heroes don't get to use their ships.
54 4	Patrol	26	This works.	The name "Erule" for the cheetahoid is a play on "Eryl" who is my youngest child. Battlestations was dedicated to her before we knew her gender. The reprint and BS2 both list her by name "Eryl Jane Siadek"
54 5	Final Assault	27	Setup Use an asteroid map board and an empty map board instead of the "asteroid field" rules. Self-Destruction Countdown The countdown is 18 Phases.	The epic battle with the abomination is thrilling.
54 6	Bot Wars		This is mini-campaign #2. Bot Reinforcements (Bot Wars p 12) These reinforcements should arrive at the end of every 3 rd Round.	I originally was testing sentient bots with the same "broken on a 5 or 6" as non-sentient bots but it just became too obvious to be hardened and reroll damage. I had to go with hit points like organics. Much later I realized you need to have sentient bots heal with Science only or else they will be Engineers and get around it.

				I'm particularly proud of the frame around the outside of the text. You can flip the book and it animates.
55 1	Bot Revolt at Crystallia	16	Setup: The ship should be at Speed 1. Referee's Eyes Only Crystallia will begin blasting the heroes' ship on Phase 2 with guns power of ½ the heroes' ship size (round up). It always hits.	I need to make more missions where there are innocents aboard your ship. It is almost de rigeur to just blast everybody aboard your ship bots and all.
55 2	Crystallia	17	Referee's Eyes Only Crystallia will blast the heroes each Phase with Guns power of ½ the heroes' ship's size (round up).	This is just a revisit of the previous mission.
55 3	Big Atom	18	This is pretty standard stuff.	Speaking of binary, the frames of the pages have their page numbers recorded in binary in addition to the base 10.
55 4	Suicidal Killerbot Deathsquad	19	Note there should be twice as many bots on the barge as there are heroes including their allies and bots.	This mission title taught me that you can't give players the option to choose between 2 mission titles because nobody ever would choose anything other than “suicidal killerboat deathsquad”. It is just that cool.
55 5	Plasma Fire Smores	20	Setup: Each member of the crew is issued the flaming weapon of their choice for the mission. If successful, they can keep it.	This is another hot mission title. Yes, I said “hot”. You can't unread it.
55 6	Bot Counterrevolt Contact	21	This mission works. As for pretty much all of the missions in this book, you might want to just double the number of plot twist cards to reduce the MD to	“Strome” is one of my characters.

			1.	
56 1	Runner	22	Pretty standard run away scenario.	You need to have bread and butter missions in addition to crazy ones.
56 2	ERG Raid	23	The Neutralizing Dampener will prevent destroyed ERG barrels from detonating like a satchel charge.	Cascading explosions can be real fun. Blowing up the depot can assure there are fewer than 10 barrels left.
56 3	Mindwipe	24	Standard stuff.	The double vision effect of the illustration here was intentional.
56 4	Powergrub Ranch	25	Powergrubs They don't randomly show up in a ship. The Enemy selects a square.	Good stuff here.
56 5	Supermissile	26	Special Rules Missiles launched from the Bot ship move during ship movement and move up to speed 6 and the ship itself appears at speed 6.	Hidden information can be fun (for me, not for you. For you, it is a nightmare).
56 6	Nanorepair Goo Factory	27	Setup Place the goo barrels in the center of the modules (forward and clockwise if center occupied).	I'd let the heroes each keep a barrel of the goo. I'm a nice guy.
61 1	Man Power	28	AmpUp! Effects All die results of "6" count as "6"	Enemy Luck makes this a viable option. In the first playtests they were dropping like flies.
61 2	Reverseriffic	29	Finely tuned as is.	In case you haven't noticed, I really like this effect. I modified it from David Hargrave's Arduin Grimoire's "Aurora Energy Monster".
61 3	Backwards Part	30	I think this is fine the way it is.	Lots o' bots!
61 4	Bridge to Far Planet	31	The Bridge Hurls an asteroid each Phase. Makes hull checks like a ship of MD size.	This mission suffers a little from the fact that you could plink away with long range guns. I'd add a d6 to the Bridge's range each Round.
61	Tethered Moon	32	The tether checks like a	This mission was designed

5			size 9 ship.	when “orbit” was just standing still. I'd be tempted to have the tether orbit at speed 1 and the moon at speed 2.
61 6	Transport Strome	33	This is a straightforward “deliver to the planet” mission.	I'm going to setup a standard mission database (eventually) for the basics: Deliver, Escape, stop delivery, stop the escape, showdown, etc.
62 1	By Her Majesty's Sacred Egg Sac		The hit points for all of the suitors should reflect the new Zoallan hit point base.	I know I say “I love this” about every campaign and mission but it is true. You can't do this stuff without thinking it is the greatest. When I come back to it after a few years, I see a few things I'd like to fix but I mostly get an overwhelming feeling of excitement for the new crews that will get to be surprised by what's in store.
62 2	Barbarians At The Gate	18	The heroes' ship is a size 4 frigate.	Xeloxians! (I'm shaking all three of my fists at the sky as I scream this).
62 3	Royal bug Out	19	The random square for the anti-hormone drug is determined by rolling a die each for the coordinates and rerolling any “6” results”. Anti-hormone Drug You can add +3 to the difficulty to search additional squares.	Here is an opportunity to roleplay a little bit with Her Majesty the Queen.
62 4	Escape From The Planet Of The Bugs	21	Setup: The Vestigian is size 4. It will have a Sick Bay. The Truth is size 6.	The consorts are jerks. They represent the inside political caste taking actions to improve their own lot.
62 5	Get the 20 on the HQ	22	Setup Use asteroid map boards for this mission. Heavy Metal Asteroid EMP	Capture a larger enemy ship manned by weaker enemy foes is also a standard mission.

			effect On the first Phase of the first Round all heroes will be EMPed.	
62 6	Starburst Anomaly	23	The new second edition speed rules seem like they'll work perfectly with this mission.	In the Bot Wars and GCW campaigns I hated that the heroes had a choice of 2 missions because it meant one of the missions wasn't run. Moreau and Egg Sac run a railroad through the missions but the players didn't mind.
63 1	No Girls Aloud	24	Setup The base should be size 4. The zoallan support ships should be size 4.	“Get the data so we can deliver it later to expose the powers that be and overthrow them” was a fairly common theme for my campaigns before real life events jaded me into thinking “it doesn't matter what you expose, the sheplings will re-elect the lupinods”.
63 2	Special Delivery For The Senate Of The Universal Republic	25	The dreadnoughts are size 7,	Campaign Victory! (Not really, but it is an important step.)
63 3	Worse Apple Shakedown Cruise	27	The dreadnoughts are size 7. If the heroes fail, they'll be given a size 6 ship.	Bad Apple Shakedown is a great first mission. This one is just a little trickier.
63 4	Mind Control Gun	28	See the Mind Control rules as detailed in BS2p156	Note that the cannon can be fired with used markers eerily prescient of the Second Edition rules changes...
63 5	Power Leeches	30	Referee's Eyes Only Leeches move 7 hexes toward the ship during enemy actions each Phase.	There are quite a few things that are attracted to ship's power.
63 6	Search The Digs	31	Add another ship of equal size at the end of each third Round.	This is a sort of space dungeon crawl with a small ship to give impetus to it. I'm pleased that it doesn't

				contain a “deliver the information” component that I feel like I used enough in other campaigns.
64 1	Deep Ones In Deep Space		This book is Jason's. It is intentionally dark. It contains a lot of great fiction and the subject matter of the campaign is an investigation into the nature of good and evil.	I helped Jason with this but I wasn't as good at being the second banana as Jason had been. I wanted to give him free rein but it ended up with me alternating between being less helpful and overly helpful.
64 2	The Beacon at Far Innsmouth	40	Special Rules: You can resolve the navigation hazard as listed or use the Navigation Hazard rules in BS2p155 using the MD to figure difficulties. Description: Locked doors are now hacked or broken open as per BS2p33.	This mission sets the tone for the campaign. The extra navigation hazard at the beginning is there to give you a first Sanity check. You might consider skipping it and just deliver the sanity check.
64 3	Arcanis	42	Examining the Arcanis Treat it like a barrel.	Absolutely corrupting power. Most of these missions were written by Jason so I'm just as much a passenger as you guys are trying to figure out where it is heading. Into madness, surely.
64 4	The Color in Space	44	War Imagery At the end of every Phase information appears... The Sanity check should be made every Phase but the difficulty is still based on the Round.	Some things man was not meant to know. This is a quick mission especially by Deep Ones standards.
64 5	Dark Energy	45	Setup: Ship starting Speed is 1. Add a Radian at the end of each Phase to the module of the Enemy's choice. Radians can be found in Deep Ones p37.	I'm not sure if this mission is too easy with the new ship movement rules.

			The difficulty to use the Science Bay is increased by the MD.	
64 6	Dark Tentacles	45	Secret Information At the start of every Phase (rather than end of every Round) heroes make a Sanity check to see whether they are homicidal for that Phase. The difficulty is 8 + the Round number.	There is a lot of darkness in a horror campaign.
65 1	Depot	46	Security System Attack Precedence 6 should be microships in order of Fighters, mines, missiles (in order of Move priority BS2p136).	This mission is a welcome respite from the horror. Even when there isn't something inherently dark going on, the nature of the campaign is such that you never know and it is enough to keep the tension going.
65 2	Don't Do It!	47	The Simulator The human ship size is 3 and starting speed is 1. psychCannon This can be fired as often as actions allow. The clarification here was because in 1 st edition you could only fire a blast weapon multiple times in a Phase. Other weapons had to have a turbo power pack to be used multiple times. Death Trap 5000 The Catwalk An Athletics check of 8 as your action can climb you up on top of an adjacent square. Failure on a climb check causes 1 die of damage. Leaping over a square doesn't require extra movement but you must make a free passive Athletics check of 8+ the number of squares or fall.	Jason invited his playtesters to come up with segments for this mission. It was a lot of fun.

65 3	Experimental Weapons Facility Raid	50	Special Missiles Super Bomb It adds damage marker to its survival check instead of subtracting them.	Some nifty weapons here!
65 4	The Four Horsemen of the Apocalypse	52	Setup Use the 4 blank boards to create a square. Special Horsemen Rules: They move 6 hexes per Phase. Horseman Attack Dodging a horseman's boarding attempt requires a simple maneuver with MD successes. Each boarding Horseman has a movement aboard of 3+MD and makes all attacks with MD skill. War can attack ships each Phase. When aboard a ship deals the ship attack going in any column or row away from him as well as dealing MD dice of damage in a melee. Pestilence causes Oucho on all aboard a ship that it hits or is on. Gaze disintegration each Phase requires no skill check but does require line of sight. Famine Attacks each Phase. All in struck modules suffer disease effect as listed. All aboard the ship he is on lose 1 hit point permanently (until end of mission) each Phase. Attacks all in line of Sight for 1d6 damage (automatically hits, isn't subject to reduction and is permanent until end of mission). Death	This is an awesome mission. I'm looking forward to running it again.

			Athletics check of 11 or die at the end of Each Phase for all aboard the ship he is aboard.	
65 5	Hades	53	Setup: The Uncompromising is size 7 and warps in at the end of Round 2 less MD Phases. Landing Rules Use BS2p131 for atmospherics.	There is nothing like a shipload of zoallan zombies to darken your day.
65 6	It's Just a Dream	54	This looks like it works.	I don't like "dream" adventures or "training exercises." Having said that, you could use this mission immediately following a failed mission to say, "It was all a dream." I'd still have the heroes lose a point of Luck or something until the end of the campaign turn if you do this.
66 1	Mishap	54	Setup Size 4 Frigate At the end of every Phase in which the heroes did not deal damage, they must make a Sanity skill check vs. 8.	Straightforward bash your way out.
66 2	New Life on Yuggoth	55	The planet attacks each Phase. The resolution of the distress is for the heroes to leave.	Rock monsters. There is a lull in my commentary so I'd like to point out that one of my all time favorite characters was played in Jason's Deep Ones campaign.
66 3	Oubliette	56	Setup Place the heroes ship in orbit and Xilo's ship MD hexes away from the planet on the far side. Special Rules The collars should deal 2d6	Quick-Minded Psionic Psychopaths with death collar slaves.

			<p>damage to the wearers. Roll damage twice and ignore damage reduction.</p> <p>Xilo's powers (there are a lot more now!)</p> <p>Quick-Minded. Ignore pools but each may be activated no more than once per Phase (I'm talking mostly about Displaced, Empathetic, Energy Shielded and Slipster here but I'm certain there are more).</p>	
66 4	Patrol	56	I think this works.	Space Madness was the first character Jason played in the Roleplaying game that was the inspiration for Deep Black which I mined for the aliens for Battlestations. So it comes around full circle.
66 5	Plum Possum	57	The Eugene ship is size 5. It is a free action to resist the zombiestim penalty.	Antimatter in the middle of the ship is dangerous. I'd allow the crew to keep a dose of zombiestim and Psionic tonic if they are successful.
66 6	Return to Far Innsmouth	58	Place a number of Deep Ones equal to the Round number on the first MD Phases of each Round.	The illustration on this page is breathtaking.
71 1	The River Man	59	Kharon's Ship It is size 5 and runs at Speed 2.	This is the infamous mission I ran in Arnhem to challenge Paul's unbeatable crew led by Nico's rabbitoid. It challenged them but then they got the "free death pass" and Paul complained that they were now just more unbeatable. I also introduced Plot Twists here Sirens and Scurvy were cinematic and synergetic.
71	Save Our Souls	60	The Tentacon has a skill of	Through most of this

2			MD in all skills. As soon as the first scan is taken the new objective and overwhelming objectives should be revealed.	translation project I was tempted to rework missions to make them better and I resisted it.
71 3	Shattered Moon	61	Lunacy Blast The lunacy lasts until the moon is destroyed or the character brings another being to unconsciousness or death. Shattering Moon Damage The moon must be blown up within 4 Rounds – MD Phases or it detonates like a size 5+MD ship.	The old Battle Frenzy was a little different but with a slight tweak, this mission is good to go.
71 4	Shock Treatment	62	This one works as is.	I might need a little shock therapy after revisiting these missions!
71 5	Slagged in Space	62	This one works as is.	Yes, I just reviewed Ghosts. Yes, I think this mission is harsh.
71 6	Unknown Assailants	63	Setup Leviathans are size 8 now.	This is an epic mission as a campaign ender should be!
72 1	Viral Campaign	65	I'd like to clarify that the Virus is knocked out of a character when they are knocked unconscious. This immunizes that character and they no longer are susceptible to the virus. Once all characters have been immunized (knocked unconscious), they can warp out safely.	The added tweak means it won't be whack a mole with the virus popping back up.
72 2	The Void	66	Mission Objective: Download 20+MDd6 of data Overwhelming: 40+MDd6 of data Data Clues from outside the hex: First scan: You are not getting useful data from this hex.	Being a ghost host could be fun.

72 3	The Warning Sound	67	Setup: The Starrunner should be a base of size 5.	Insane space zombies. 'nuff said.
72 4	The White Hole	68	Special Rules: Use the black hole rules BS2p254 to determine the opposite "white hole movement". Super Black Hole If the heroes don't enter the White Hole's hex by Round 4-MD Phases, the anomaly will become a normal black hole.	The original mission has it as a super black hole but even I think the heroes have suffered enough at this point.
72 5	Worst Case Scenario	70	Use a size 5 base for the Starrunner.	I'm pretty sure I already said enough about insane space zombies.
72 6	The Dawn of Dagon	71	Setup The difficulty of the Navigation hazard should be a normal Navigation hazard with MD extra difficulty. Special Rules Targeting Dagon Dagon's speed is equal to the MD. Dagon gets MD actions per Phase. The Helm being broken means it must spend its first action to repair the Helm.	Dagon is serious business.
73 1	Guest Designer Missions			These don't need fixing yet but I'm going to include them here to have all missions on one chart.
73 2	A Stitch in a Haystack	BS2p218	Richard Garfield	
73 3	Asteroid Armageddon	BS2p234	Paul, Ann Dupuis	
73 4	Automated Weapons Testing Depot	BS2p230	Mike Stackpole	
73	Between a Rock	BS2p243	Jason Little	

5	and a Hard Place			
73 6	Big Little Trouble	BS2p210	Sean Garrity	
74 1	Captain, I Shrank the Enemy!	BS2p207	Norson Botrel	
74 2	Casting Pods	BS2p208	Tom Vasel	
74 3	Cold Vacuum	BS2p224	Darren Watts	
74 4	Curse Your Sudden But Inevitable Bar Fight	BS2p220	Eric Lang, Kevin Wilson	
74 5	The Fearsome Predations of Everett Dingo	BS2p240	Jeff Tidball	
74 6	Droned Out *	BS2p235	Kenneth R Williams	
75 1	DV8 from the Norm	BS2p228	Dennis Lien	
75 2	Extreme Mass Ratio Inspiral	BS2p237	Neal Sofge	
75 3	God of Peace	BS2p216	Jonah Johnson	
75 4	Growing Crisis	BS2p222	Anne Dupuis	
75 5	Homesick	BS2p211	JR Honeycutt	
75 6	Hostages	BS2p229	Kirby Young	
76 1	Imbalance of Terror *	BS2p229	Tim Gerritsen	
76 2	MISSION	PAGE	CONTRIBUTOR	
76 3	Into the Void	BS2p246	Mario Acuna	
76 4	Lost Children *	BS2p225	James Ernest	
76 5	Mission to the Heart of the Ambassador	BS2p215	Bryan Daniels	
76	Planet of the Trolls	BS2p227	Ken St. Andre	

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81 2	Rescue the Envoy	BS2p223	Stephen V. Cole	
81 3	Secret of the Ovoid	BS2p244	Joey Vigour	
81 4	Special Delivery	BS2p212	Rick Loomis	
81 5	Star Fortress	BS2p236	Tony Rowe	
81 6	Stationary Battlestations Station	BS2p214	Bryce Whitacre	
82 1	Supernova Jump *	BS2p234	Chris Williams	
82 2	Tables Turned	BS2p242	Paul Peterson	
82 3	The Artifact	BS2p226	Phil Eklund	
82 4	The Mephisto Incident	BS2p232	Dan Blanchett	
82 5	The Planet Eater	BS2p238	Markus Ploetz	
82 6	Transcendence	BS2p231	Matthew Eklund	
83 1	Wrong Way	BS2p213	Peter Adkison	