

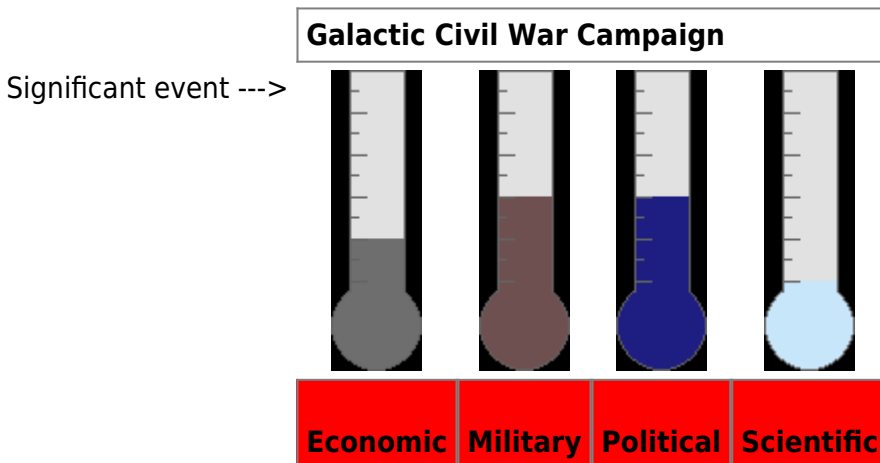
Overall Campaign Progress

How the campaign works

1. Now that I've got the Galactic Civil War expansion, we should do that one first.
2. You will always be offered two missions per campaign turn. Usually of different types. Either from the expansion or from the main rulebook.
3. the campaign consists of at least five successful missions of the same type and a final victory mission.
4. Each mission raises the level of its type. At level 3 benefits are gained. At level 5, more benefits and a medal are obtained. This applies to both sides. There are only 5 levels for each type (ignore the small markers on the thermometer gauges).
5. missions that are unsuccessful count towards the bad Guys. in the GCW campaign the bad Guys are the Enemy in the war. in the PG campaign the bad Guys represent the fate of the Verdant Nebula.
6. missions that are not chosen also count towards the bad Guys. e.g. If You are offered a Military mission and a Scientific mission and You chose to play the Scientific - the bad Guys get one level raised in Military. If You are successful in your mission, You raise your Scientific level. If not, the bad Guys also raise their Scientific level.
7. after the campaign has been completed, You can either retire the characters or choose to do the Pax Galacticum campaign. the main reason You may wish to start with new characters, rather than continuing - is that the increased mission Difficult (which is calculated From the Ranks of the characters) will ensure that every mission includes Hazards.

Good Guys

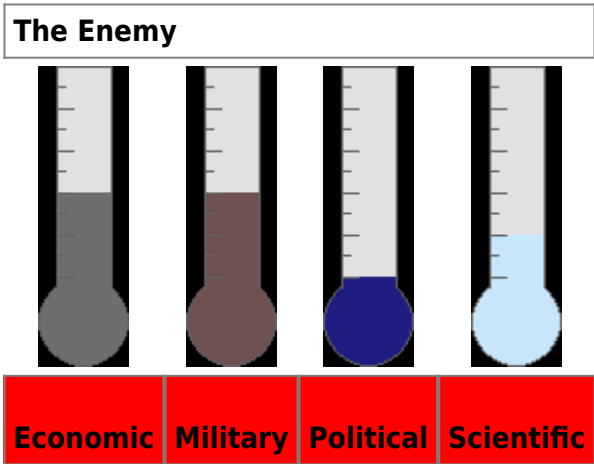
(successful missions)



Bad Guys

(failed or unchosen missions)





Medals

- Major Drrrbzzz - [Purple Heart](#)
- Captain Tik Tak - [Purple Heart](#)
- Commander Static Motion - [Phoenix](#)

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