

VLAADA CHVÁTIL

SPACE

ALERT

LITTLE DUCKLING

HOW TO BE A SPACE EXPLORER

WITH A CREW OF ONLY 1–3 HUMANS

A transcript of Space Exploration 102 course taught at the Galactic Military Academy.

INTRODUCTION

Fellow adventurers, explorers, and survivors of the galaxy, you have seen the far reaches of the universe and proudly stepped into the footsteps of the many, many, many comrades who have come and gone before you. Those of you attending this course are here because you are interested in learning to operate a new class of ship, or possibly for the free coffee and fruit platter. I regret to announce that we are out of strawberries.

It has come to the Academy's attention, that periodically, Sitting Duck ships are launched without a full human crew complement. Androids are often used to fill in for the missing warm bodies. While we all thank our brave android friends who unwillingly go to the most dangerous reaches of space, let's face it, they are no substitute for an all-human crew.

Another unfortunate observation, a consequence of analyzing the recovered black boxes within the wreckage of thousands of Sitting Ducks, is that quite often the area of space being scanned is wholly uninteresting. Here we threw away a perfectly good ship ... eh... not to mention the 4 or 5 brave crew members, and the mission was a dud from the get go.

The Galactic Military Academy, in her infinite wisdom has recently christened the Little Duckling Class Exploration Ship which hopefully will address both these concerns of too many androids and too much boring space.

The Little Duckling class ship houses a crew of 1–3 humans with a strictly-enforced "No Androids Allowed" policy. The ship

will scan a sector of space for only 5 minutes and report back to the Academy if there is anything worth further investigation. With these ships, we can sacrifice, I mean utilize, half the crew in half the time. This course will be a brief introduction into the operations and handling of this ship. We will also discuss how some of the potential hazards, or in the New Academy Lingo, "Encounters Aboard Space Yachts" (E-A-S-Y), behave uniquely towards the Little Duckling.

NUMBER OF PLAYERS

Little Duckling class ships accommodate 1–3 players. This Handbook will describe primarily the 3-player game. Further modifications for two players will be in green, while 1-Player rules will be in purple.

This Handbook assumes a good working knowledge of Sitting Duck class rules by at least one crew member.

IMPORTANT NOTE

The Little Duckling Missions were written in Excel but are played out using **Phipsisoftware's Space Alert Flash Player** from BBG.com (phipsissoftware.com/space_alert.html). This is an excellent visual way to experience Space Alert Missions. I recommend it for the base game as well.

LESSON 1—YOUR SHIP, YOUR CREW, AND YOU

The crew of Little Duckling requires a Captain, Communications Officer and Security Officer. Also, everyone please pick your favorite-colored jump suits; I like blue.

Choose colors as well as the roles of Captain, Communication's Officer and Security Officer in your usual fashion. *Two players need only a Captain and Communication's Officer. If you are alone on the ship, guess what, you're the Captain.*

Given that Little Duckling just does a quick peek at a sector and is gone within 5 minutes, there is no need for the elaborate interface that you have used in other missions.

Use only the Action Board numbered 1–7 and the 2-lined side of the Mission Steps Board.



Mission Steps Board

THE SPACESHIP BOARD

And now, without further ado, I give you the Little Duckling [dim lights, cue patriotic music].

A few key differences with the new ship should be apparent at a glance.

First, there are only 2 zones: the familiar Blue Zone and the new Red Zone. This also means there are now only four stations. These are now dubbed the Upper Red Station, Upper Blue Station, Lower Red Station, and Lower-Blue Station.

SHIP BOARD SYSTEMS

Each Station still has the familiar doors and gravolifts. You will also note that the big **A** **B** **C** buttons are back.

Turning your attention to the **upper red station**, please be aware that heavy cannon and shield are the same as in the Upper Blue Zone, with a **damage of 4** and **defense of 2**, respectively. The main cannon and shields from the Sitting Duck have been removed and sold as scrap. Don't worry; the computer with her persistent screen saver is still there.

In the **lower red station**, still has the same light laser cannon but the reactor has been upgraded. It can now **store up to 4 energy**. The more astute will also notice there is **one fuel capsule** and a **new wire** connecting the Red reactor to the Blue reactor. We'll get to those details later.

Finally, the **Pulse Cannon** is now activated with the **C** button.

Upper Red Station

Upper Blue Station

Lower Red Station

Lower Blue Station



The **Pulse Cannon** still draws **1 energy** from the reactor doing **1 damage** to external threats entering from **both zones** at a **range of 2**. The only difference is you now use the **A** button instead of the usual **R** button.

Moving on, the **upper blue station** is identical to the Sitting Duck. We have **changed nothing**, nada, nil, zilch when building the Little Duckling. Keep in mind however, that this station houses your only set of **battlebots**.

We conclude our tour in the **Lower Blue Station**. Like its red counterpart, this section houses a light laser cannon and the **upgraded 4-energy reactor** complete with a **transfer wire** and **fuel canister**. You may also noticed we have removed an unnecessary and potentially hazardous rocket. Little Duckling houses **only 2 rockets** [wait for applause].

INITIAL STATE OF THE SHIP AND SETUP

When you first emerge from hyperspace, your ship will normally look like this:



To save weight and keep costs down, Little Duckling has scrapped its gyroscopes and stabilizers. Don't worry, ...really!, as long as the weight on the ship is balanced during hyperspace jumps, everything will be OK. As usual, the **Captain** is on the **bridge**. However, the **Communications Officer** is in the **lower blue section** while the **Security Officer** is in the **lower red section**. The **battlebots** are in the **upper blue section** to keep the ship level. Also, you may find the ship is a bit more fragile than you are used to.

In a two-player game, the **Captain** is on the **bridge** and **Communication's Officer** in the **lower blue section**. In a one player game, the **Captain** starts alone on the **bridge**.

Put **1 energy** on each of the two **shields** and **2 energy** on each of the **reactors**. Each **reactor** gets **1 fuel capsule**. Each **light laser** has its own **yellow block**. Place the **deactivated battlebots** in the **upper blue section** storage. Put **2 rockets** in the **lower blue section**. Finally place **2 maintenance markers** over the **computer**.

There are **2 external threat trajectories** and **1 internal threat trajectory**.

Only use the **red and blue damage tiles** *but remove the red and blue Gravalift damage tiles* . You should have only **5 damage tiles for each color**. Little Duckling class ships can only take **6 hits before breaking up**.

As expected, if you are playing a **basic simulation**, do not use the Internal Threat trajectory, battlebots, rockets or maintenance cubes. In **tutorial simulations**, substitute the damage tiles for 10 red cubes, 5 for each zone.

ACTIONS AND ACTION CARDS

In a smaller ship, there is less red tape and more freedom with actions. You are still only able to do 7 things during a mission and the Galactic Academy continues to insist that actions are separated into Phases for easier synchronization.

Deal each player **12 action cards** as follows: **6 cards** face down on the **1-3 part** of their action board and **6 cards** face down on the **4-7 part** (note: the base game deals 5). If you are playing an actual mission, deal **1 heroic action card** for **each player** face down on the phase 1 section of the board.



In **two-player games**, deal **13 action cards**: **7 cards** on the 1-3 part and 6 cards on the 4-7 part (plus the heroic action if playing a mission). For a solo game, deal 14 action cards, 7 cards on each phase (plus the heroic action if appropriate).

Actions are played out as normal, face down (unless playing a tutorial), with the movement or action half to the top as appropriate.

For a solo game, once per phase, the player may perform a "double action" playing 2 cards in a single turn. These cards are placed face up, one half overlapping the other (see diagram on next page). During the Resolution Round, they are played out sequentially, top to bottom. The double action cannot be combined with a heroic action.

The same restrictions apply to a double action as they would if two players did the same action in the same section. Pressing the **A** button twice will not fire the cannon twice, while the player can do a two repairs or two attacks in one turn.

Example: This narration takes place during the replay, after resolving action #3. This is why actions 4–7 are still face down (and to stress that **in solo play, cards are played face down**).

Flying alone, the player starts the mission on the bridge.

- 1) Maintains the computer
- 2) Moves right (to upper blue) then fires the blue heavy cannon
- 3) Activates the battlebots

Since the player must play cards face down during the mission, we are unsure of what he did until we are done resolving those turns. But, he most likely:

- 4) Moved left (back to the bridge)
- 5) Used his Heroic Action to fire the red heavy cannon
- 6) Used the battlebots to deal with the internal threat, then fired the red heavy cannon a second time
- 7) Maintained the computer.



It is just amazing what one individual can do when he is not being distracted by an attractive crewmate. Loose lips sink ships [wink, wink... nudge, nudge].

THE COMPUTER

Ladies and gentleman, you can breathe a sigh of relief, the friendly ship computer from Sitting Duck has been copied over onto the Little Duckling class ships. All your favorite data reports, threat **announcements** and communication blackouts are back.

External Threats are limited to **Zone Red** and **Zone Blue**. Place threats which are announced for **Zone Red** on the **Red Zone Trajectory**.

Internal Threats work as normal, interpreting threats appearing in Red or White zones as Red threats appearing on the respective deck (upper or lower).

There are no **Unconfirmed Reports**. A separate mission set is used for 3 player games and 1 & 2 player games.

As normal, with **Incoming Data**, every player draws a card. In solo games, this announcement affects gameplay, as the player now starts with a hand of 7 cards from each phase.

Similarly, with **Data Transfer**, any player is allowed to pass a single card to another player. In solo games, this also actually means something; the player draws a card. Treat Data Transfers the same as Incoming Data in single player games.

As expected, when you hear **Communication System Down**, players are still **not allowed to talk or plan in any way** but they can place action cards and move figures. In solo games, there is no one to talk to. However, the irritating hum of the static is so paralyzing that you **may not lay down, move, look at, or pick up any action cards on you action board**. You can still look at, organize, and touch the action cards in your hand or figurines on the ship.

LESSON 2 – THE NITTY GRITTY OF SHIP SYSTEMS

The resolution round plays out as normal. Remember to use the 2-line “basic” Mission Step Board. This mission step board does not include the reminder about moving rockets. You’ll just have to remember that one yourself.

ACTION **A** : WEAPONS SYSTEMS

While smaller, Little Duckling still supports a healthy complement of heavy and light laser cannons.

As normal, on the **upper deck**, action **A** activates the **heavy laser cannon**. The cannon uses **1 energy** and does **4 damage** at a **maximum range of 3**. As usual, the cannon can only use energy from its own reactor.

On the **lower deck**, action **A** activates the **light laser cannon**. Like in the Sitting Duck, it has its **own energy source** (yellow block on its power pack) and does **2 damage** at a **maximum range of 3**.

The **Pulse Cannon** will be covered in the action **C** section. Note: This means the Pulse Cannon is NOT used in Tutorial. Since all **A** weapons have a range of three, when explaining weapon systems to new players, you can leave out comments regarding range.

ACTION **B** : ENERGY

One of the big changes that come with a smaller ship is an overhaul in how power is moved about. The shorter missions will mean that you may not have to visit the reactor as often but don’t forget it can be quite dark in space without power. So please, pay close attention.

As normal, on the **upper deck**, action **B** transfers energy from the reactor to the **shields**. Each shield draws energy from its own reactor and is capable of absorbing **2 damage**.

On the **lower deck**, action **B** still works the reactors.

The **first time** a player presses action **B** the **1 fuel capsule** available to that reactor is consumed (returned to the bank) and the reactor is filled to its maximum capacity of **4 energy**. As usual, if the reactor is already full, nothing happens.

The subsequent times a player presses the **B** button, **2 energy** is **transferred** to that station from the other reactor (that is the reason for the new wire connecting the stations, it is not just a tripping hazard). As expected, if there is only 1 energy available in the other reactor, transfer it; if there is nothing in the other reactor then nothing happens.

Example: The blue player plays action **B** in the **upper red station**. Since the **shield** starts with **1 energy**, it is filled to capacity 2 by **transferring 1 energy** from the **red reactor**.

Later, the green player plays action **B** in the **lower red station**. The **fuel capsule** is moved to the bank and he **fills the red reactor to 4 Energy**. The shields have since been drained and Blue is still madly firing at a threat which may or may not have been destroyed. The green player presses the **B** button again as the reactor is emptying. In this case, the **2 energy** is **transferred from the blue reactor to the red reactor**.

When the purple player tries to fire the blue heavy cannon, she is devastated to find out her reactor has been drained by the green player and the ship is now doomed.

ACTION : SPECIAL SYSTEMS

We now turn our attention to the special systems onboard. You newer recruits can go take a bathroom break while I speak with the veterans. Don't worry, you won't miss much.

PULSE CANNON

The **Pulse Cannon** has been redesigned as a  system in Little Duckling. It actually works the same way as the Sitting Duck Pulse Cannon, only you push the big  button instead of the  button. It still draws **1 energy** from the **red reactor** and does **1 damage** to external threats approaching from **both trajectories** up to a maximum **range of 2**.

ROCKETS

The **Rocket** system is also quite similar on Little Duckling. Of course, you only have **2 rockets**, so make them count. Recall, launching with a press of the  button places the rocket on the "rocket track." After the "compute damage" turn, move the rocket along its track to the second square. The Action Tracking Board does not include a reminder to move the rocket; this is something you'll just have to remember.

Rockets still have a **range of 2** and does **3 damage** on the compute damage **turn after** it is launched. Rockets still are guided towards the **nearest threat** that is targetable by rockets.

COMPUTER MAINTENANCE

Corporation Incorporated in their corporate wisdom insists on keeping the soothing computer screen saver. When building the new ship, we could have fixed that little wiring problem which shut off the lights when the screen saver was activated but our electrician was on vacation when we put in the computer and we didn't want to disturb him.

Just as an FYI, Corporation Incorporated is a little upset you are not taking their advertisements seriously enough so they loaded the screensaver program on top of the hyper drive guidance system. Don't panic; your ship will always find its way home; it just might take a couple million years if you forget to disable the screen saver in time for your jump.

LESSON 3 – THREATS OR “JOYS OF SPACE KARMA”

Before we send you off into the great unknown to serve as canaries—I mean scouts—for the larger-crewed ships, there is a thing or two you should know about the threats you may encounter out there. The Universe has a funny way of balancing things out, maybe it's the shotty paint job, but first line, pristine enemy ships and beautiful asteroids just don't seem to want to destroy the Little Duckling. Only the uglier, threats do.

The Little Duckling threats have a handicap. This is to ensure that all threat and track combinations are at least theoretically beatable but not necessarily easy (a large part of play testing went into trying to find an unbeatable mission, let me know if you find one). Since balancing this handicap is aimed at the highest common denominator (yellow threat only missions), you may want to reduce it slightly if you find missions/simulations are too easy but don't want to use the yellow threats.

Training Missions do not use the handicap.

See Appendix 2 at the end for comments about individual threats.

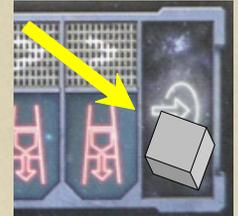
Wiggling the mouse is no longer required by the 2nd turn of each phase. Rather, the computer must be maintained once at any point during each phase.



When anyone performs the  action, during **Phase One**, move one of the **grey cubes** to the **Phase One Check Step** found at the beginning of the 2nd line of the Mission Steps Action Board.

When **beginning Phase Two**, if the grey cube is not there, all players are **delayed for Action 4**.

When a player presses the  button in **Phase Two**, move the remaining **grey box** to the **hyperspace jump step**. When concluding the mission, if a grey cube is not there, the hyperspace systems fail, and the **mission is lost**.



Make sure you maintain the computer during Phase Two, the consequences are tragic!

BATTLEBOTS

Battlebots only really matter in **advanced simulations** and on actual **missions**. There is only one set of battle bots, found in the **upper blue station**. There, as expected, they are **activated** or **repaired** with the  button and do their **actions** by placing a  card. Little Duckling battlebots do all the same things that Sitting Duck battlebots do except fly in interceptors because the smaller ship doesn't have any.

Tip: Being limited to one battlebot squad and 7 action turns makes 2-hit-point intruders who shoot back especially difficult. It may be best to simply run away and take whatever beating they have meted out for the ship than to try and waste time fighting them. If you must fight them, hopefully you have a heroic battle bot action.

And that is everything you need to know about the Little Duckling. Oooh... welcome back, hope you newbies had a good washroom break, it is good to clean out your system before your first test run. They can get quite stressful

HIT POINTS

When a new threat appears, give it **1 damage** block for every **3 hit points** (rounded down). This also applies to Internal Threats.

On Simulations (especially with 3 players), you may want to reduce this to **1 damage** for every **4 hit points**.

Example: A Meteoroid appears (5 hit points); place **1 damage** block on the threat card. It now only needs 4 damage to be destroyed.

Example 2: A *Major Asteroid* appears (11 hit points); place **3 damage** blocks on the threat card. It now only needs **8 damage** to be destroyed.

Example 3: *Hacked Shields* (3 hit points) starts with **1 damage** block and therefore needs only **2 presses** of the  button to repair.

SPEED

The smaller, more maneuverable Little Duckling is able to deal with threats at a slightly more leisurely pace.

Threats of **speed 3 or more** move down their track with **1 less speed**. This also applies to Internal Threats for some reason.

The **exception** is threats which appear at **T+4**; those threats move at **full speed**, wanting to take out the poor Little Duckling before it escapes.

Example: A Time T+1, *Pulse Ball* appears (speed 2); It moves down its trajectory at the normal **2 tiles per turn**.

Example 2: A Time T+2 *Kamikaze* appears (speed 4); place **1 black marker block** on the threat card next to the speed. It moves down its trajectory at **3 tiles per turn**. After its X-action (+1 speed), it moves at **4 tiles per turn** and after its Y-action (+1 speed) it moves at **5 tiles per turn**.

Example 3: A Time T+3 *Unstable Warhead* is discovered (Speed 3). Place a black block; it moves at **2 tiles per turn**.

Example 4: A Time T+4 *Meteoroid* appears (speed 5); it moves at **full speed at 5 tiles per turn** because it appears during time T+4.

SHIELDS

All threats have a hard cap of **3 shield points** (**two-player and one-player games have a cap of 2 shield points**). This cap **overrides all other modifications** by other threats.

*There are no level white threats to which this handicap applies (the *Energy Cloud*, *Leviathan Tanker*, *Maelstrom*, and the *Man-of-War* have up to 3 shield points which would be capped at 2 in in Two Player and One Player games).*

Example: A *Behemoth* appears (7 hit points, 4 shield). It starts with 2 damage (and therefore will not execute its X action) and is treated to have only **3 shield points**. Two synchronized shots with the light and heavy laser cannons ought to do the trick.

Example Continued: But—oh no!—a *Marauder* also appeared (6 hit points, 1 shield) and has performed its X-action (+1 shield points to all external threats). Rest assured, the *Behemoth* still only has **3 shield points**. The *Marauder*, on the other hand, has **2 shield points** and would need either two hits with the heavy laser cannon or a synchronized hit with the heavy and light laser cannon to take it out (since it starts with 2 damage).

LESSON 4 – THE CAREER FAST TRACK

That is all I have to say about the Little Duckling. Class dismissed. Yes ma'am? What about our mission logs?

Well for you keeners out there who are gunning for a promotion to a safe and cushy job such as mine, let me tell you a thing or two about how your missions are logged on the Little Duckling.

Obviously, only surviving crew members get to keep score. Trophies from threats are counted up as usual. Total damage to the ship is subtracted from this score. The **most damaged area does not get dinged twice** for scoring purposes.

Knocked out players cost the mission **2 points** and a **disabled battlebot** also costs the mission **1 point**.

Due to the messy hydraulics and stabilizers we discussed earlier, it is a good idea to have the crew as spread out as possible when jumping to hyperspace.

If **two players end** the mission in the **same room**, **subtract 1 point**. If all **three players end** the mission in the same room, **subtract 3 points**. This includes players who are knocked out. Use the station they were knocked out in.

This penalty has no bearing on one player games.

The Little Duckling was not designed for campaigns. If you insist on taking the ship on a multi-mission cruise, do so at your own risk.

Between missions, the ship gets **4 repair points** regardless of crew size. Remember you need 1 repair point to revive each knocked out player. Damage and knockout penalties are still calculated at the end (the hydraulics penalty is counted).

For your bravery and irrationality, the Galactic Academy awards crews **5 points** for completing **two consecutive missions** each **earning scores above 5**. Also, **10 points** are awarded for completing **three consecutive missions** each **earning scores above 10**.

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LITTLE DUCKLING

APPENDIX I – HOW TO KICKSTART REPLACEMENTS

INTRODUCTION

- Theme of the game and Little Duckling class Ships. Mention Sitting Duck and this ship's relationship with her mother ship.
- Crew's goal is to keep the ship in one piece for 5 minutes.
- For the very first demonstration, do the training simulator untimed.
- Newbies never fly solo, so don't bother teaching the 1 player exceptions.

LESSON 1 – SHIP AND CREW

- Choose player colors, a Captain, a Communications Officer, and a Security Officer (who has no special role right now).
- Explain the roles of Captain and Communications Officer
- Explain how to deal out cards and while designating a dealer, start setting up the ship (remember not to include battle bots, rockets or the grey cubes)
- Set up the two external trajectories and put the regular threats to the side.
- Explain the ship: two zones, four stations; shields, weapons and reactors.

LESSON 2 – ACTION ROUND

- There are 7 turns for 7 actions
- Explain how to plan movements and actions
- Point out the and buttons and cards
- Introduce the 2 Phases (picking up new cards, phase 2 locks in actions for phase 1)
- Explain how Announcements work:
 - ✦ Threats: Time & Zone
 - ✦ Incoming Data
 - ✦ Data Transfer
 - ✦ End of Phase and End of Operation

LESSON 3 – RESOLUTION ROUND

- Show Mission Steps Board
- Explain concept of recovering "black box" or video recording of the ship.
- Explain importance of player order
 - ✦ Movement: Blue (right), Red (left),
 - ✦ Gravliffts (don't mention delays)
 - ✦ Action A: Weapons do 4 or 2 damage (don't mention range).
 - ✦ Show how blocks are moved to show cannon fire.
 - ✦ Action B: Shields absorb up to 2 damage.
 - ✦ Show how blocks are moved to charge shields.
 - ✦ Reactors provide energy to do actions.
 - ✦ Show how to fuel the reactor.
 - ✦ Don't worry about transferring power.
- Explain concept of Threats
 - ✦ Don't mention handicap or range
 - ✦ Hit Points, Shields, Speed
 - ✦ Talk about Trajectories, X, Y, Z actions.
 - ✦ Attacks apply only to that zone.
 - ✦ Each zone has 6 hit points. Only one zone needs to be destroyed

LESSON 4 – MOVING ON

- After playing through the first test run (untimed to make questions easier) step through the resolution round (letting players move their own pieces but handling computations yourself).
- Once the crew is comfortable with the basics, introduce basic simulation concepts
 - ✦ Movement: Delays with Gravliffts
 - ✦ Threats: Serious Threats (reading text)
 - ✦ Action B: Transferring Energy
 - ✦ Action C: Pulse Cannon, Rockets,
 - ✦ Computer maintenance
 - ✦ Announcements: Communications Down
 - ✦ Damage: Damage Tiles (they're hidden)
 - ✦ Handicap: Damage and Speed (no Shields)
 - ✦ Run the Simulation Timed and let the crew handle the resolution computations.
- If the crew is still eager, attempt advanced simulations
 - ✦ Threats: Internal Threats, New trajectory
 - ✦ Malfunctions
 - ✦ Intruders
 - ✦ Action C: Battle Bots (shooting back)
 - ✦ Handicap: Shields
 - ✦ Movement: Solo play rules
- Introduce Missions only to the dedicated.
 - ✦ Threats: Orange Level
 - ✦ Heroic Actions
 - ✦ Scoring
- Introduce the 4–5 player Sitting Duck and ask them to recruit some friends.

APPENDIX II – NOTES ON THE E-A-S-Y THREATS

1 – INTERPRETATION RULES

Red/White: On Little Duckling, Red and White are combined into a single Zone. Therefore, any card which indicates a Red or a White Station/Zone refers to the Red Zone (and the appropriate deck as applicable). This interpretation applies to Heroic Movements, External Threats and Internal Threats.

Hit Points: Subtract 1 for every 3 hit points (rounding down). Use 1 in 4 if too easy.

Speed: Subtract 1 if speed \geq 3

Shields: Capped at 3 (Solo and Two Player Games are capped at 2) no matter what.

“Attack on All/Each Zone(s)” (e.g. Pulse Ball): Attack applies to both the Red and Blue Zone.

“Attack on Other two Zones” (e.g. Malestorm): Attack applies to both the Red and Blue Zone.

“Central Reactor/Shield”: Refers to the Red Reactor/Shield

2 – EXTERNAL THREATS

Swarm (E2-04)

Requires 2 separate turns to destroy (starts with 1 damage cube). This even applies in a solo game, so the player will have no success with using a double action for two attacks (e.g. laser and pulse cannon) in a single turn.

Jellyfish (E2-05)

Starts with 4 damage. If not hit by action X or Y, it still heals half its damage (i.e. has 2 or 1 damage cube(s) respectively).

Marauder (E2-06)

The +1 shield bonus is overridden by the shield cap. A threat that already has 3 shield is unaffected by the Marauder's X action.

Behemoth (SE2-01)

Since it starts with 2 damage, it has no X action. Because there are no Interceptors in Little Duckling, it cannot be targeted by them. Remember its shields are capped at 3.

Juggernaut (SE2-02)

Being hit by rockets have no effect on the Juggernaut's shields due to the cap. After its X-action, the Juggernaut's speed is 2 (unless it appeared at t+4). After its Y action, its speed is 4 (unless it appeared at t+4).

Nebula Crab (SE2-04)

The X-action results in a 3 shield points. The Y-Action results in a speed of 3 (unless it appeared at t+4). The Z-Action attacks both the Red Zone and Blue Zone.

3 – INTERNAL THREATS

*Remove **Fissure (SI1-04)** from the deck.* This internal threat is not used on Little Duckling because the ship does not have interceptors.

Saboteur (I1-04)

Because this saboteur starts in the lower red section, the X-action does nothing.

Battlebot Uprising (SI1-06)

Starts with 3 hit points. Since there is only 1 battle bot, it applies only to that battle bot and the station it is in. Therefore, it is not possible to activate the C action in both stations.

However, as with all malfunctions, players may perform multiple C actions (or if Solo Mode, the player may perform a Double C) in the same turn for 1 damage each.

Slime (I2-02)

This Slime disables the Pulse Cannon. Place a black square over the pulse cannon. A C action is required to repair the cannon (and remove the black square) before it can be fired.

Overheated Reactor (I2-06)

The final repair action B knocks out players in the Blue reactor. Remember player order is crucial.

Seeker (SI2-02)

Note in a solo game, if destroyed, the player is knocked out and can do no further actions for the remainder of the mission.

Power System Overload (SI2-03)

If performed at both reactors (Red and Blue) on the same turn, actions cause 2 more damage to the threat (for a total of 4). In a solo game, a double B action also does 2 more damage (for a total of 4) to the threat.

Contamination (SI2-04)

The entire ship is contaminated! But only 2 stations need to be decontaminated (at one hit point per section) to defeat the threat.

Nuclear Device (SI2-05)

The device is placed on the Pulse Cannon (Lower Red Station). Also note the initial speed of the device is 3.

All players must perform the action on the same turn to disable the device. In a Solo game, the player must perform a Double C action to disable the device.

APPENDIX III – MISSION LOGIC AND CODE

Each line represents a scenario that can be copied into **Phipsisoftware's Space Alert Flash Player** (phipsissoftware.com/space_alert.html).

These missions were randomly generated using an Excel program I wrote. The goal was to preserve as much of the logic and timing of the original Sitting Duck Missions. I did a similar analysis as to that done for the Balanced Mission Generators on BGG. Unconfirmed reports were nixed to increase variability between missions (an unconfirmed report forces 2 regular threats). While I clearly did not test each and every randomly generated mission, I believe they all should work (I tested a bunch of them). If you find a mission that does not work, is buggy or the timing seems illogical, please let me know so I can revise the program.

TRAINING SIMULATIONS

THREATS: 3 (NO SERIOUS, NO INTERNAL); TIME: ~7:00 (NO COMMUNICATIONS DOWN)

O15AL1STB,110AL2TB,215DT,300DT,310AL3TR,320ID,410PE1,425DT,630ID,720PE2
O15AL1STR,205DT,225DT,235AL2TB,245,310ID,325ID,405PE1,420DT,715PE2
O15AL2STR,115ID,150AL3TB,200AL4TB,240DT,325ID,405PE1,420DT,535DT,710PE2
O15AL2TR,145ID,210ID,225AL3TB,235AL4TB,305DT,315ID,400PE1,415DT,705PE2
O10ID,225DT,240AL2TB,255AL3TR,305AL4TR,350PE1,405DT,505ID,600DT,655PE2
O15AL1TB,055AL2TR,205DT,225ID,250DT,305AL3TR,345PE1,400DT,420ID,605ID,650PE2
O10AL1STR,125ID,135AL2TB,205AL4TB,225DT,340PE1,400DT,645PE2
O10AL1TB,230DT,250ID,305AL2TR,315AL4TB,400PE1,415DT,720PE2
O15AL1TR,055AL2TB,120AL4TR,205ID,240DT,250ID,345PE1,400ID,615DT,635DT,705PE2
O15AL1TR,145ID,210AL2TB,235ID,305DT,315,405PE1,420DT,720PE2

ONE OR TWO-PLAYER BASIC SIMULATIONS

THREATS: 4 (NO INTERNAL); TIME: ~6:00

O10AL1TB,055AL2TR,150CS15,210AL3STR,225DT,235AL4TB,250ID,335PE1,350DT,415ID,500CS10,540CS30,615PE2
O15AL1STB,200CS20,225DT,235AL3STR,245ID,335PE1,355DT,510CS10,525CS20,605PE2
O10ID,140CS15,210CS10,225AL2STR,240AL4STB,255DT,335PE1,355ID,455CS15,515DT,530DT,605PE2
O10AL1STR,100ID,150CS20,215AL2TB,225AL3STB,235DT,320PE1,335DT,355ID,405DT,500CS20,600PE2
O15ID,135CS15,155AL1TB,205AL2TB,225DT,240AL3STR,250AL4TB,335PE1,350CS10,425DT,620PE2
O15AL1STB,140CS20,205ID,215AL2TR,230AL4STR,240DT,325PE1,335ID,435CS15,455CS10,510CS10,525DT,555PE2
O15AL1TR,035AL2TR,125DT,140AL3STB,205CS15,225AL4TB,235ID,315PE1,330CS15,355ID,415DT,500CS25,555PE2
O15ID,130DT,150AL1STR,215CS10,230AL2TB,245AL3STB,325PE1,345DT,500CS15,520DT,535ID,605PE2
O10AL1STR,025AL2TB,140CS10,205ID,220DT,235AL3STB,250CS15,340PE1,355ID,510CS15,530CS10,545DT,615PE2
O10AL1STB,130CS15,210CS10,225ID,240AL2STR,250DT,335PE1,345CS25,515CS10,530DT,610PE2
O10ID,135CS10,155DT,210AL2STR,225AL4STB,245CS15,325PE1,335DT,430CS10,500CS25,530ID,555PE2
O15AL1TB,125CS20,150DT,200ID,210AL2TB,225AL3STR,235ID,320PE1,340ID,355DT,405DT,415CS20,605PE2
O15AL2STB,025AL4STR,145CS15,210ID,235DT,250ID,330PE1,340DT,500CS10,605PE2
O10AL1TB,110ID,140ID,155AL2TB,210DT,230CS15,250AL3STR,330PE1,345CS15,445DT,505CS10,610PE2
O15AL2TB,025AL3TB,145CS20,210DT,220AL4STR,230ID,320PE1,335DT,440CS15,505ID,515DT,600PE2
O15AL2STB,030AL3TR,110ID,135DT,210CS15,230AL4STR,315PE1,335CS15,500DT,555PE2
O15AL2STB,030AL4STR,130DT,150ID,210DT,225ID,240CS15,330PE1,345DT,505CS10,600PE2
O15ID,105AL1STR,115AL3TB,130AL4STR,225CS15,245DT,325PE1,340ID,400DT,435DT,500CS20,610PE2
O10AL2STB,105DT,125ID,135AL3STR,220CS15,240ID,315PE1,330DT,410CS15,555PE2
O15AL1STR,055ID,105AL2TB,150CS20,215ID,225AL3TB,235AL4STR,245DT,330PE1,345DT,445CS20,530DT,610PE2
O15AL2STB,045ID,110AL3TB,125AL4STR,135ID,210CS15,235DT,315PE1,325CS10,420CS10,440DT,500CS10,550PE2
O10AL1STB,055ID,120AL2TR,135AL3TR,150DT,200AL4STR,220CS10,315PE1,330ID,405DT,420DT,510CS15,555PE2
O15ID,125DT,155CS15,215AL2TR,225AL3STB,235AL4TR,320PE1,330ID,430CS25,520DT,605PE2
O10AL1TR,035ID,050AL2TR,125DT,145ID,200ID,215AL3STB,225AL4TB,235CS15,325PE1,340DT,425DT,455CS15,600PE2
O10ID,045ID,055AL1TR,110AL2TR,140CS15,200ID,210DT,225AL3STB,240AL4TB,320PE1,340CS10,450DT,515DT,555PE2

THREE-PLAYER BASIC SIMULATIONS

THREATS: 5 (NO INTERNAL); TIME: ~6:00

O10AL1STB,O25AL2TR,125DT,135AL3STR,210CS15,230AL4TR,240ID,320PE1,335ID,350DT,430CS10,510CS25,555PE2
O10AL1STR,135CS15,200DT,210AL2STB,230AL4TR,245ID,325PE1,345ID,455CS20,520DT,530CS20,605PE2
O10AL1TB,O45AL2STB,140DT,150AL3TB,220CS15,240AL4STR,255ID,335PE1,355CS20,510CS10,525DT,545CS10,615PE2
O10AL2STR,O30AL3STB,O55AL4TB,130DT,145ID,215CS10,315PE1,330ID,425DT,455CS15,515DT,550PE2
O15ID,120DT,130AL1STR,205CS15,225AL2TR,235AL3STB,245AL4TR,330PE1,345ID,430CS15,500CS20,525DT,535DT,600PE2
O10AL1TR,O50AL2TB,155CS20,220ID,230AL3STB,240AL4TR,255DT,335PE1,355DT,415ID,425CS20,520CS15,620PE2
O10AL1TR,130CS10,145DT,200ID,210AL3STB,225AL4STB,310PE1,325CS20,440CS10,455DT,510DT,525ID,555PE2
O15AL1STB,O55ID,135DT,145AL2TB,200AL3STB,215ID,235CS10,250AL4TR,335PE1,345CS10,425DT,450CS15,615PE2
O10AL1STR,100DT,115ID,125AL2TB,150CS15,210AL3STB,220AL4TB,230DT,315PE1,335CS20,510DT,525ID,555PE2
O10ID,105CS15,125ID,135DT,145AL1STB,200AL2TB,215AL3TB,225AL4STR,315PE1,330DT,445CS10,520DT,555PE2
O10AL1STB,150CS15,215DT,225AL2STB,240AL3TR,255ID,340PE1,355DT,435DT,455ID,540CS20,605CS15,625PE2
O15AL1STR,O40AL2TB,120ID,140AL3TR,220CS10,235AL4STR,250DT,330PE1,345CS15,405DT,510CS10,540CS10,610PE2
O10AL1TR,O30AL2STR,120DT,150CS15,210ID,220ID,230AL3TB,250AL4STB,330PE1,345CS10,410ID,505CS15,535DT,605PE2
O10ID,105DT,120AL1STB,200CS15,220AL2TB,230AL3STR,245DT,325PE1,335CS10,430CS10,445ID,515CS15,535DT,600PE2
O10ID,115DT,135AL1STB,155AL3STR,215AL4TR,225CS15,310PE1,325CS15,400ID,500DT,550PE2
O15ID,O55AL1STB,150CS15,210DT,220CS15,240AL2STB,250AL4TR,330PE1,340CS20,425DT,450DT,500ID,530CS15,610PE2
O10AL1TB,O20AL2STR,100ID,140DT,205CS15,225AL3STB,235ID,315PE1,330DT,410DT,420CS10,550PE2
O15AL1TB,125CS15,145AL2TR,155AL3STB,215DT,225AL4TR,240ID,325PE1,340CS10,355DT,505CS15,525CS10,600PE2
O15AL1STB,120CS25,150ID,200AL2STB,215DT,225AL4TR,245DT,325PE1,335CS10,400ID,455CS15,530DT,600PE2
O15AL1STB,O35AL2STR,120DT,130AL3TB,200CS10,225ID,240ID,320PE1,335CS20,505DT,530ID,605PE2
O10AL2STR,120CS10,135AL3STB,155DT,210ID,220AL4TR,235ID,320PE1,335DT,410CS15,555PE2
O10AL1STB,O45AL2TR,110AL3TB,135ID,145AL4STR,155DT,240CS15,320PE1,335CS15,410DT,605PE2
O10AL1TR,135CS15,155AL2STB,205ID,215AL4STB,225DT,315PE1,330ID,430CS25,500ID,515DT,530DT,600PE2
O10AL1STB,O20AL2STB,110ID,150CS20,215AL3TR,225ID,240DT,320PE1,335CS10,440CS10,455DT,505CS10,555PE2
O15ID,100AL2STB,110AL3STB,135AL4TR,235CS25,305DT,330PE1,345CS20,420ID,455DT,505DT,605PE2

ONE OR TWO-PLAYER ADVANCED SIMULATIONS

THREATS: 4; TIME ~5:00

O15AL2TB,105CS35,145DT,155AL3STR,205AL4IT,215ID,225DT,300PE1,320DT,415CS15,435ID,450CS20,525PE2
O10AL1SIT,O55DT,115ID,130AL2STB,155CS15,220ID,300PE1,315CS10,400CS15,425CS10,440DT,455DT,525PE2
O10AL2SIT,O40ID,130CS20,155AL4STB,215DT,255PE1,305DT,405CS25,440ID,515PE2
O10AL2SIT,O55ID,110AL4STB,145CS15,210DT,225ID,305PE1,320DT,415CS25,455DT,525PE2
O15AL2SIT,O55CS25,125AL3IT,135DT,150CS10,205AL4STB,220ID,300PE1,320ID,335DT,405CS30,440DT,450CS10,515PE2
O10AL2STR,O25AL3IT,125DT,155CS25,225AL4STB,235ID,305PE1,320ID,330DT,350DT,440CS20,505CS10,530PE2
O10AL1IT,O50ID,110AL2SIT,130AL4TB,140DT,220CS25,305PE1,320CS15,345DT,445CS25,535PE2
O10AL1STR,O45DT,O55AL3SIT,140CS15,200ID,210DT,220ID,305PE1,320CS15,425CS20,450DT,520PE2
O10AL1TR,O55CS20,120ID,130AL2SIT,145DT,155AL4IT,215DT,230ID,310PE1,325ID,405CS20,440CS10,455DT,525PE2
O15AL1STB,120CS15,140ID,155AL2SIT,205DT,255PE1,315CS15,355DT,410ID,450CS10,520PE2
O15AL1STB,O25AL2TR,O45DT,100ID,120CS15,140AL3IT,150ID,205AL4STR,220CS15,300PE1,310DT,330DT,410CS20,435CS15,515PE2
O10ID,O40AL1SIT,125CS10,140AL3TB,155CS15,215AL4SIT,225DT,305PE1,325CS15,405DT,415ID,425ID,455CS15,535PE2
O10AL2SIT,O35AL3TB,O50AL4SIT,110ID,150CS25,220DT,305PE1,320DT,330ID,435CS20,500DT,530PE2
O10AL2SIT,O30ID,100DT,130CS20,155ID,205AL4SIT,215DT,225CS10,310PE1,320CS15,425CS20,455DT,525PE2
O15AL1SIT,O25AL2TB,O35AL3IT,115CS25,145ID,155DT,205AL4STR,215ID,225DT,310PE1,325CS20,355DT,415CS15,450CS15,525PE2
O10ID,105DT,145CS10,210AL3SIT,220AL4SIT,305PE1,320CS25,425DT,455ID,535PE2
O15AL1IT,O55ID,120DT,135AL2TR,145AL3STB,210CS15,230AL4TR,305PE1,320CS10,340DT,410CS30,530PE2
O15AL1SIT,110DT,125AL4STB,145ID,155ID,230CS25,310PE1,320CS15,445CS15,505DT,530PE2
O15AL1IT,O40DT,O55ID,105AL2TB,125ID,140CS10,200CS15,220AL3TR,230AL4SIT,310PE1,320DT,355DT,410CS15,535PE2
O10AL3SIT,O30AL4SIT,O45ID,210CS10,225DT,305PE1,320ID,355DT,435CS25,535PE2
O15AL1SIT,125CS25,155DT,205AL2SIT,215ID,230DT,310PE1,325CS10,355DT,405ID,450CS25,520CS10,540PE2
O15AL1SIT,110CS15,130CS20,155ID,205AL2TB,215AL3STR,225DT,305PE1,325CS15,350DT,405ID,415ID,430CS15,450CS10,525PE2

O15AL2SIT,100CS25,130AL4SIT,140DT,150ID,200ID,215ID,300PE1,310CS10,355DT,455CS25,525PE2
O10AL1SIT,O30AL2TB,115CS15,135ID,145AL3TR,200ID,210AL4STR,220DT,310PE1,330CS10,355CS10,410DT,430CS10,445ID,455DT,530PE2
O10AL1IT,O20AL2IT,O35AL3TB,O45AL4STR,120CS10,155CS25,225ID,235DT,305PE1,320DT,355CS25,425CS10,440DT,450ID,525PE2
O15AL1STR,O40AL3TB,O55AL4SIT,120DT,140ID,200CS15,220CS10,310PE1,320CS20,355DT,420CS10,435ID,450CS10,505ID,535PE2
O10AL2STB,O25AL3IT,110CS15,130CS20,155AL4STR,205DT,215ID,255PE1,310DT,400CS20,425CS10,515PE2
O15AL1STR,O30ID,O45AL2TB,100ID,110AL3IT,140CS10,155DT,210AL4SIT,225CS15,305PE1,320CS20,410DT,440DT,450ID,530PE2
O10AL1SIT,O35DT,O50CS25,120DT,130AL2TB,140ID,150AL3IT,205AL4STR,215ID,300PE1,310DT,440CS25,510CS15,530PE2
O15AL1STR,O55ID,125DT,140AL2TB,200CS15,220AL3TB,230AL4SIT,310PE1,325DT,345CS25,530PE2
O10AL1TR,O35AL2STB,120CS15,140DT,150AL4IT,200ID,215DT,305PE1,320CS20,400CS10,415DT,430CS10,450ID,520PE2
O10AL1IT,O20AL3SIT,O45ID,135CS25,205AL4TB,215DT,225ID,300PE1,320DT,430CS10,450CS25,520PE2
O15ID,O45DT,O55AL1SIT,110ID,135CS15,155AL4SIT,205DT,220ID,300PE1,315CS15,405DT,415CS10,520PE2
O10ID,O35AL2SIT,110DT,130AL3STB,145CS25,255PE1,305DT,330CS10,355CS10,410ID,420ID,440CS10,455DT,525PE2
O10AL1STB,O35ID,O55AL2TR,110AL3IT,120AL4SIT,140DT,155ID,210CS20,305PE1,320CS35,440CS10,455DT,525PE2
O10AL1SIT,O55CS15,115ID,125DT,135AL2TB,155ID,210AL3TR,220AL4SIT,305PE1,320CS15,405DT,440CS10,530PE2
O10AL3SIT,115DT,125AL4SIT,145ID,205CS15,305PE1,320CS20,410DT,525PE2
O10ID,O25AL1SIT,115CS15,150CS10,210AL2STB,225DT,305PE1,315CS25,350DT,535PE2
O10AL2SIT,115CS20,140DT,150ID,200AL3STB,220ID,300PE1,310ID,335CS20,415CS10,435CS15,455DT,525PE2
O10AL1STR,O30ID,O40AL2SIT,115CS15,135ID,150CS15,210DT,220DT,300PE1,320CS25,415DT,435ID,525PE2

THREE-PLAYER ADVANCED OR ONE/TWO MISSIONS

THREATS: 5; TIME ~5:00

O15AL1STR,O35DT,O45ID,100ID,110AL2IT,130DT,140AL4SIT,155ID,220CS20,300PE1,320CS10,400CS20,425DT,445CS20,520PE2
O10AL1SIT,O45CS15,105CS10,120AL2SIT,130ID,140AL3TB,155DT,210ID,255PE1,315DT,415CS15,435CS25,505DT,515PE2
O10ID,O55CS10,110AL1TB,120AL2STR,135AL3TB,150DT,205AL4SIT,215CS15,305PE1,320CS15,355CS15,415DT,425ID,445CS10,500DT,530PE2
O10ID,O20AL1IT,O35DT,O55CS10,110AL2STR,125DT,140CS20,205AL3TB,215AL4STR,225ID,305PE1,315CS15,410DT,440CS15,535PE2
O15AL2SIT,O30AL3TB,O40AL4STR,O50ID,115DT,140ID,200CS25,255PE1,310DT,325ID,425CS20,450CS15,515PE2
O10ID,O55CS20,120AL1SIT,130AL2STB,140DT,150AL3IT,200ID,220CS10,305PE1,320CS20,440DT,530PE2
O10AL1SIT,O55CS30,130AL2TB,140AL3STR,150DT,200AL4TB,210ID,220DT,305PE1,320CS10,345ID,440CS25,510DT,535PE2
O10AL1SIT,O45ID,110ID,130DT,145AL2STB,200AL4IT,215CS15,300PE1,320CS15,355DT,420CS10,450CS15,525PE2
O10AL1SIT,O40ID,105CS15,125DT,135ID,145AL2TB,155AL3STR,220AL4TR,300PE1,315DT,340DT,355CS10,420CS20,525PE2
O15AL1STR,O40ID,100ID,125CS20,150AL2IT,200AL3SIT,210DT,225CS10,310PE1,325CS10,350DT,450CS15,525PE2
O10AL1IT,O40DT,O50AL2TR,100AL3STB,110AL4TB,120ID,155CS25,225ID,235ID,305PE1,315CS10,330DT,345DT,400CS15,520PE2
O15AL1IT,O55ID,125CS15,145DT,155AL2SIT,210AL3TB,220AL4STR,305PE1,325CS10,410DT,420CS20,535PE2
O15AL1TB,O25AL2SIT,O50DT,100ID,110ID,130DT,140AL3STR,155ID,220CS20,300PE1,315CS10,425CS15,445DT,515PE2
O15AL1STR,O55CS10,110CS20,135AL2TB,145ID,155AL3STB,205AL4IT,225DT,305PE1,320DT,330ID,340DT,435CS10,450CS15,525PE2
O10AL1SIT,O40DT,O50AL2IT,110ID,120AL3STB,135ID,150CS20,220CS15,300PE1,320CS10,405DT,425CS20,525PE2
O10AL1STR,O35ID,105CS30,140ID,150AL2TB,200AL3SIT,210AL4IT,220DT,300PE1,315DT,355CS15,420CS20,445CS10,500DT,520PE2
O15ID,O45AL1STR,105AL3SIT,115AL4IT,135DT,150CS10,205CS15,305PE1,320CS15,350DT,420CS10,435ID,450DT,520PE2
O10ID,105DT,130CS30,205AL2SIT,215AL3IT,225AL4STB,235ID,310PE1,325CS15,350ID,430CS15,450DT,525PE2
O15AL1TB,120CS10,135AL2SIT,150AL4STR,200ID,230DT,310PE1,325CS20,415DT,435CS10,535PE2
O15AL1TB,O50DT,105ID,125ID,135AL2TR,145AL3SIT,210CS30,245AL4TB,305PE1,325CS15,350DT,430CS10,445CS10,500DT,530PE2
O10AL1SIT,O25AL2TB,O55CS15,115DT,125ID,145ID,200CS10,215AL3TB,225AL4STR,310PE1,330CS15,410CS10,430DT,440DT,505CS10,535PE2
O10ID,O25DT,O35AL1IT,O55DT,105AL2TB,115AL3IT,130ID,150CS15,210AL4STR,225ID,305PE1,325CS15,345DT,355CS10,525PE2
O15AL1SIT,O50CS25,120AL2TB,130DT,145ID,155AL3STR,210CS10,255PE1,310ID,400CS25,430DT,445ID,515PE2
O10AL1SIT,O50DT,110ID,125ID,145CS15,205AL2TB,215AL3SIT,225DT,310PE1,330DT,345CS10,410CS10,435CS10,535PE2
O15AL2TB,O25AL3SIT,O55DT,115ID,135ID,145AL4SIT,210CS10,225DT,310PE1,325DT,410CS10,445CS20,530PE2
O10ID,O55CS20,120DT,130AL1STR,140AL2TB,150AL3SIT,205AL4TB,225DT,305PE1,320ID,335DT,350CS25,440CS10,520PE2
O15AL2STR,O35AL3TB,120DT,145CS35,225AL4SIT,235ID,245ID,310PE1,320CS25,405DT,420DT,430CS10,525PE2
O10ID,O30AL1SIT,O50DT,100AL2TB,120CS10,135AL3IT,155CS15,215AL4STR,225ID,305PE1,320CS20,420DT,500DT,530PE2
O15AL2SIT,O35AL3STB,125CS20,150ID,200AL4IT,210DT,300PE1,315CS30,400DT,420CS10,435ID,445DT,520PE2
O15AL1SIT,O45DT,105CS15,125ID,135ID,150CS15,210AL2STB,220AL4IT,300PE1,320DT,335DT,355CS25,525PE2
O10AL1STB,O20AL2TB,O45ID,100AL3SIT,125DT,150CS25,220AL4TR,230ID,300PE1,310CS20,410DT,445ID,525PE2

O10AL1SIT,O20AL2STB,O30AL4IT,115CS10,150CS15,210DT,225ID,305PE1,320DT,410CS30,445ID,455CS10,510CS10,535PE2
O10AL2TR,O45ID,115CS30,150ID,200ID,210AL3STB,220AL4SIT,230DT,310PE1,325CS10,430CS10,455CS20,520DT,540PE2
O15AL2SIT,O40ID,105ID,125DT,135AL3STB,155CS20,220AL4TR,255PE1,305ID,425CS15,445DT,515PE2
O10AL1SIT,O25DT,O35ID,O50ID,110DT,120AL2TB,135AL3SIT,155CS25,225AL4TR,235ID,305PE1,320CS35,410DT,440CS10,525PE2
O10AL1STR,O30ID,105ID,120ID,145CS25,215AL2IT,225AL3STB,235DT,310PE1,325CS10,345DT,355CS20,440CS10,540PE2
O10AL1STB,100DT,115AL2TB,130AL3SIT,140AL4TR,200CS15,220ID,300PE1,315ID,325ID,425CS30,500CS10,515DT,530PE2
O15AL1SIT,O35AL3STB,100ID,120AL4IT,150CS20,220DT,300PE1,310CS10,355DT,425CS30,500ID,510DT,525PE2
O15AL1IT,O35AL2TB,O55AL3STR,125DT,135AL4IT,155ID,210CS15,305PE1,325DT,440CS25,530PE2
O10AL1SIT,O35ID,120CS10,140CS15,200AL2TB,210AL4SIT,220DT,305PE1,315CS20,405DT,435CS10,455ID,530PE2
O15AL1STB,O40ID,O55AL2IT,110AL3SIT,135CS15,155AL4TR,205DT,225CS10,310PE1,325CS20,350DT,505CS15,535PE2
O10AL1STR,O25ID,O40AL2TB,100DT,115ID,130AL3SIT,150CS15,210AL4TB,220DT,300PE1,310CS20,430CS10,445DT,515PE2
O10AL1STB,O35ID,110DT,130ID,150CS20,215AL2SIT,225AL4IT,300PE1,315ID,345DT,410CS15,525PE2
O15AL1TR,O35ID,O55ID,120CS15,140CS10,155AL2STB,205AL3SIT,220DT,300PE1,315DT,350CS30,435CS10,450DT,520PE2
O10AL1IT,100DT,110AL2STB,125ID,135AL3SIT,205CS30,240ID,300PE1,320ID,330DT,415CS15,435CS15,455CS10,520PE2
O10AL2STB,O45ID,115DT,130AL3SIT,145ID,205AL4TR,220CS15,300PE1,320CS15,340DT,400CS15,500CS10,530PE2
O15AL1TR,O25AL2SIT,O35AL3TB,O45ID,110CS15,130AL4STR,140ID,150DT,210CS10,255PE1,315DT,325DT,405CS15,430CS20,455CS15,525PE2
O15AL2STR,O55DT,120DT,130AL3TB,155CS25,225AL4SIT,235ID,305PE1,315CS15,420CS20,445ID,455DT,520PE2
O10AL1SIT,O35ID,100DT,120CS15,140DT,150AL2SIT,205AL4TB,220ID,300PE1,320CS10,440CS15,500DT,530PE2
O15AL1STR,O30AL3IT,O40AL4STB,100ID,110ID,150CS20,215DT,225DT,300PE1,320CS25,405ID,420DT,525PE2

THREE-PLAYER BASIC MISSIONS

THREATS: 6; TIME ~5:00

O15AL2STR,O45ID,110ID,140CS15,200AL3SIT,215AL4STB,225DT,310PE1,330CS15,355DT,440CS20,505DT,535PE2
O15ID,O45DT,O55AL1SIT,115ID,130AL2STB,145AL3IT,200AL4STR,210CS15,300PE1,320DT,335CS25,425CS10,445CS10,515PE2
O10AL1STR,105DT,140CS15,200AL2SIT,210AL4SIT,225ID,305PE1,320ID,410CS10,425CS20,450ID,500DT,525PE2
O10ID,O25AL1SIT,O55DT,115ID,130AL2SIT,140AL3STB,155DT,205CS15,300PE1,315DT,420CS10,450CS15,530PE2
O10AL1STR,O50CS25,120DT,130AL3STB,140AL4SIT,200CS10,220ID,300PE1,315CS20,350DT,430CS10,515PE2
O15AL1SIT,O30AL2STB,105DT,120AL3SIT,145CS25,215ID,225ID,300PE1,315CS25,355DT,430CS10,445DT,500CS10,530PE2
O15AL1STB,O45DT,105CS10,120AL2SIT,130AL3IT,150ID,205AL4STR,220ID,300PE1,310DT,345CS25,530PE2
O15ID,110CS10,125AL1STR,140AL3STB,200CS25,230AL4SIT,240DT,310PE1,325CS20,405DT,420ID,440CS10,505CS15,540PE2
O10AL1IT,O45ID,105AL2STB,125AL3STR,155CS30,230AL4IT,240DT,305PE1,320DT,340ID,435CS25,505CS15,535PE2
O10AL1SIT,O20AL2SIT,O50DT,125DT,140ID,200AL3STB,220CS30,305PE1,320ID,405CS25,440DT,525PE2
O15AL1SIT,105CS15,125ID,135AL2STB,145AL3STR,205CS15,225DT,300PE1,320CS15,405DT,415ID,440CS25,510DT,530PE2
O10AL1STB,100CS15,120ID,130AL2STR,145ID,155AL4SIT,215DT,255PE1,310CS25,400ID,435DT,510PE2
O10AL2STB,O45CS20,110DT,120ID,130AL3SIT,150CS10,205AL4SIT,220ID,300PE1,315CS10,350DT,430CS35,510ID,525PE2
O15AL1STR,O25AL2SIT,O35ID,O50DT,105AL3TB,130CS20,155AL4SIT,205CS15,225DT,255PE1,310CS15,340CS10,400CS10,415DT,425ID,445ID,515PE2
O15AL2SIT,O40DT,O55ID,110AL3STB,130CS15,150CS15,210AL4STR,220DT,300PE1,315CS15,420CS25,450ID,500DT,525PE2
O15AL1STB,O35ID,100CS15,120AL2IT,130DT,140AL3TB,150AL4STR,215CS15,255PE1,315CS10,330DT,450CS25,520PE2
O15AL1SIT,O25AL2STB,O55DT,110ID,120AL4SIT,155CS15,215CS15,235ID,305PE1,320CS15,355DT,425CS20,500ID,530PE2
O10ID,O45DT,110CS20,135AL1STB,145AL2SIT,155AL3STR,210DT,225ID,305PE1,325CS10,405CS10,420ID,430DT,445CS10,525PE2
O10AL1SIT,O35AL3STB,135CS25,205AL4STR,215DT,230ID,310PE1,330ID,405CS15,435CS10,450CS10,505DT,535PE2
O10AL1SIT,O35ID,100DT,110AL3SIT,135CS10,150AL4STB,205CS15,225ID,300PE1,315DT,325DT,340CS10,415CS15,445CS15,515PE2
O15ID,O40ID,100AL2SIT,110AL3SIT,135CS15,155CS15,215AL4STB,225DT,305PE1,315CS35,430CS10,445DT,535PE2
O10AL1SIT,100DT,110AL3SIT,135ID,205CS20,230AL4STB,300PE1,315CS10,405CS30,440DT,450ID,520PE2
O10AL1SIT,O50ID,100AL2TB,135CS15,155AL3STR,210AL4IT,220DT,305PE1,320CS15,350ID,405DT,450CS20,535PE2
O10AL2STB,100CS20,125ID,135DT,145AL3SIT,155AL4SIT,210ID,255PE1,305CS20,330ID,400DT,430CS10,515PE2
O15AL1STR,115DT,140CS15,200AL3STB,210AL4SIT,225ID,305PE1,320DT,445CS20,510ID,530PE2
O15AL1STR,100CS15,120AL2STB,130AL3TB,140ID,200DT,215AL4SIT,225ID,310PE1,320ID,430CS25,500DT,510DT,540PE2
O15AL1STR,O25AL2SIT,O50CS15,110AL3TB,120ID,135DT,145ID,205AL4SIT,220DT,300PE1,315DT,335CS10,435CS20,525PE2
O15AL1SIT,O25AL2STB,105CS25,135DT,145ID,155AL3SIT,205DT,220ID,300PE1,315DT,415CS10,435CS20,515PE2
O10AL2SIT,O35ID,105CS20,130CS10,145AL3STB,155AL4STR,205ID,220DT,300PE1,320CS10,410CS15,435CS15,455DT,520PE2
O10AL1SIT,O50DT,110DT,125ID,135AL2STB,150AL3TB,205AL4STR,215CS15,305PE1,320CS15,415DT,425ID,440CS25,535PE2

O15AL1TB,O25AL2IT,O50CS15,110AL3STR,120CS15,140ID,150ID,200AL4SIT,215DT,300PE1,310DT,340CS10,400DT,410CS15,445CS10,515PE2
O10ID,O35AL1STR,O50AL2SIT,105AL3TB,125DT,135AL4STR,150DT,210CS15,255PE1,310ID,340CS20,405DT,440CS20,515PE2
O15AL2STR,O25AL3SIT,105DT,120DT,140CS20,205AL4SIT,215ID,225ID,305PE1,315DT,425CS15,450ID,530PE2
O10AL1STR,O55DT,105AL3SIT,130CS20,155AL4STB,205ID,215DT,255PE1,315DT,355CS10,435CS15,455ID,520PE2
O15AL1STR,O35DT,O55ID,110ID,120AL2STB,130AL3TR,140AL4SIT,205CS15,225DT,305PE1,315DT,410CS15,445CS10,525PE2
O10AL1TB,O25AL2SIT,O40AL3STB,O50AL4TR,120DT,150CS20,215ID,225ID,305PE1,315DT,435CS20,500CS20,525PE2
O10AL1STR,O20DT,O30AL2IT,O45CS15,105ID,115AL3STB,125ID,140DT,150AL4TB,205CS15,255PE1,310CS20,410CS10,435CS10,455DT,525PE2
O15ID,O30AL1STR,115CS15,135AL2STB,145AL3IT,200DT,215AL4SIT,225ID,310PE1,325DT,420CS20,445ID,455CS15,515CS10,535PE2
O15AL1SIT,O50CS15,110ID,120AL3SIT,130AL4STB,155CS10,210DT,225ID,305PE1,320CS10,345ID,425CS20,450DT,535PE2
O15ID,O30AL1STB,O50DT,100AL2TR,120CS10,135AL3STR,145AL4IT,200DT,225CS15,305PE1,320ID,400DT,450CS15,525PE2
O15ID,O35AL2STR,110CS20,135AL3SIT,145DT,155ID,210AL4STB,220DT,305PE1,320CS10,405CS15,430DT,455CS15,525PE2
O10AL2STR,O20AL3SIT,O40ID,105DT,140CS25,210AL4SIT,220DT,300PE1,310CS15,350DT,400ID,435CS10,450CS15,525PE2
O10AL1STR,O40DT,O50AL2TB,120CS25,150AL3SIT,200AL4TR,210DT,220ID,300PE1,315ID,400CS30,445CS10,500DT,530PE2
O10ID,O20AL1STR,O35AL2IT,135CS20,200DT,215AL3STB,230AL4TR,310PE1,320CS10,430CS20,455DT,505CS10,535PE2
O10ID,O35CS15,O55DT,105ID,115AL1STB,125AL2TB,140AL3IT,150AL4STR,205DT,300PE1,315DT,415CS15,435ID,445CS10,520PE2
O15AL1SIT,O30AL2SIT,115CS25,145AL3STB,155CS10,210ID,220DT,230ID,310PE1,325CS25,445DT,500ID,535PE2
O15ID,O40AL1STR,105DT,120AL2STB,145CS20,210AL3TB,220AL4SIT,255PE1,315ID,345CS10,400DT,415CS15,435CS10,520PE2
O15AL1STB,100CS15,120DT,130AL2STR,140AL4SIT,200CS20,225ID,255PE1,305ID,340CS15,425CS15,450DT,520PE2
O10AL1SIT,O20AL3STB,110DT,125AL4SIT,140ID,220CS20,310PE1,325DT,425CS15,445ID,455CS15,515CS10,540PE2
O15AL1SIT,O35ID,100DT,115ID,125AL3SIT,145CS15,205AL4STB,215DT,300PE1,315ID,325DT,400CS25,430CS10,500CS10,530PE2