Lia

Start: 1000cr starting funds, purchased 1 TIE/ag for 1000cr

Mission 1: Escape Tibanna Gas: success. Impressions:

* Metrics
  + 1000 cr mission payout (1000 per escapee (Lia), 40 cr salary, -25 cr for repairs: totaling 1015 cr
  + Mission took 5 rounds
  + Lia with 1 shield lost and 1 damage card
  + No shots fired against enemies
  + 0 cases of 3 or more enemies firing on one target
  + 6 enemy ships left on the map
  + Unknown number (script error) of red dice rolled by enemies attacking
  + 8 green dice rolled by players defending
  + 0 red dice rolled by players attacking
  + 0 green dice rolled by enemies defending
  + 1 die rolled for obstacles
* [Lia] mission still works with only one player. Same impressions as with 2 players
* [Lia] mission took less turns than with 2 players. It felt easier because of this. Need more data to draw a conclusion.

1015 cr, Lia exp = 3 after mission 1