Alex/Lia (bio/droid)

Start: 2000cr starting funds, purchased 2 TIE/ag for 1000cr each

Mission 1: Escape Tibanna Gas: success. Impressions:

* Metrics
  + 2100 cr mission payout (1000 per escapee (Alex and Lia), 100 for Lia escaping undamaged), 80 cr salary, -50 cr for repairs: totaling 2130 cr
  + Mission took 7 rounds
  + Lia undamaged, Alex with 1 shield lost and 2 damage cards
  + No shots fired against enemies
  + 1 case of 3 or more enemies firing on one target
  + 8 enemy ships left on the map
  + 24 red dice rolled against players
  + 30 green dice rolled by players
* [Lia]Random enemies coming in every round was good. The random locations added tension.
* [Lia]The amount of enemies on the board increasing at a steady rate increased difficulty smoothly throughout the mission.
* [Lia]The difficulty of handling all the ai increased throughout due to the fact of there being more of them later on. This was acceptable seeing as there was only 1 ai card to manage and it started simple.
* [Alex] Mission really felt like a getaway after a heist. In media res is a lot of fun. Could easily see this mission being a scene in a canon piece of media.
* [Alex] F-tier ships are all pretty bad. The V-wing is much better than the rest of the ~1k F-tier ships, so shifted it up to D-tier.

2130 cr, Alex exp = 5, Lia exp = 3 after mission 1

Between missions

-1000cr Upgrade to rank D license

1130 cr

Alex spends 4 exp to be Rank 1 [Ace]

Did a spectacle mission (will need to redo it as spectacle missions have changed drastically throughout the mission. Also no debriefing notes were taken.)