Missions have a lettered difficulty rating. Rating scales with the tier of ships you fight and how many there are.

Missions DO NOT scale with the number of players. Each mission states the number of recommended pilots and pay is based on that number regardless of how many pilots take part.

Pilots are assumed to be flying ships the same rank as the mission.

Mission ranks:

S\*

* Anything harder than S

S

* C-S ranked enemies
* 2 elites guaranteed

A

* D-A ranked enemies
* 1 elite guaranteed

B

* F-B ranked enemies
* Possibility of 1 elite

C

* F-C ranked enemies

D

* F-D ranked enemies

F

* Only F ranked enemies

Mission generation:

1. Determine the offering faction
2. Determine mission type
3. Determine mission difficulty rating
4. Determine recommended pilot number
5. Determine obstacles, emplacements, environment based on mission type.
6. Generate opposings ships with a combined difficulty = ((mission rank)\*(recommended pilot count))-(environ difficulty)
7. Generate flavor

Mission factions (default scenario):

* Scum (private sector)
* Rebel (new republic)
* Imperial (various warlords)
* Resistance (N/A)
* First Order (N/A)
* Republic (N/A)
* CIS (N/A)

Mission types:

* Distress Beacon
  + Get to thing, roll red die
    - Blank: False alarm, time to get out
    - Eye: Pirate Ambush!
    - Hit: Ship to rescue (+2 rep)
    - Crit: Important ship to rescue (+5 rep)
  + 4 pirate squads. After examination of Beacon, roll a red die each round to see if one comes in. Hits they come in, misses they don’t. If Ambush, all 4 spawn right away.
* Interfaction Skirmish
  + Two factions fighting each other. They start engaged, do a round of combat before player deployment.
    - Help Faction A (+2 rep) [-2 rep for other side]
    - Help Faction B (+2 rep) [-2 rep for other side]
    - Fight them both. [-2 rep for both side]
* Raid Convoy
  + Disable freighter’s engines
  + Take out Guards
  + Escape with loot as reinforcements flock to distress beacon
* Skirmish
  + Destroy foes
* Rescue
  + Go to location, do thing, get out
* Survival (distraction)
  + Exist in danger zone for for a time
* Escort
  + Keep target ship safe
* Assasination
  + Destroy target ship(s)
* Sabotage
  + Destroy remotes or emplacements