Mission Summaries

Series 0

Mission A: The player has to take a cargo of Iron from New Detroit system, New Detroit planet to Newcastle system, Liverpool refinery.   - $5,000 (offered only)

Series 1

Mission A: The player has to take a cargo of Plastics from New Detroit system, New Detroit base to Pentonville system, Oakham pirate base.   - $1,000

Mission B: The player has to take a shipment of Brilliance from Pentonville system, Oakham pirate base to Troy system, Hector mining base.   -$4,000

Mission C: The player has to take a shipment of Brilliance from Pentonville system, Oakham pirate base, to New Constantinople system, New Constantinople base.   -$8,000

Mission D: The player has to take a shipment of Brilliance from Pentonville system, Oakham pirate base, to New Const. system, New Const. base.   -$8,000

Series 2

Mission A: The player has to deliver a message to Seelig in the Pentonville system, nav 2.
                                        - $10,000

Mission B: The player has to take a shipment of weapons from New Constantinople to Rikel system, Siva agricultural planet.   - $5,000

Mission C: The player has to take Regis from New Constantinople to Castor system, Romulus mining base.   - $30,000

Mission D: The player has to go from New Constantinople to meet with Lynch's man in Newcastle system, Liverpool refinery base.   -$20,000 (offered only)

Series 3

Mission A: The player has to meet with Toth at Oxford system, Nav 3 (jump to XXN-1927) and defend him against Church of Man fanatics   - $5,000

Mission B: The player has to search Oxford system to find the "Rhombus" and destroy it.
                                        - $5,000

Mission C: The player has to meet the "Vulcan's Forge" at Oxford system, Nav 3 (jump from XXN-1927) and defend it against hired mercenaries.   - $5,000

Mission D: The player has to meet with the supply ship at Oxford system, Nav 1 (jump from Saxtogue) and defend it against pirates.   - $5,000

Series 4

Mission A: The player must travel from Basra mining colony to Palan system, Nav 1 (jump to Tingerhoff) and destroy reinforcements there.   - $15,000

Mission B: The player must travel from Basra to Palan system, Nav 2 and destroy an enemy patrol.   - $5,000

Mission C: The player must travel from Basra to Palan, system, Nav 4 (Palan agricultural planet) and destroy the enemy blockade.   - $15,000

Mission D: The player must transport Dr. Monkhouse from Palan agricultural planet to Palan system, Basra Mining base.   - $5,000

Series 5

Mission A: The player must travel from Regallis system, Regallis mining base, to Delta system, and scout the system (Nav 1 - 4)   - $5,000

Mission B: The player must travel from Regallis, through Delta to new jump point and jump to Beta system, meet with Garrovick and scout system Beta (Nav 1 - 4)
                                                  - $5,000

Mission C: The player must travel from Regallis, through Beta to new jump point and jump to Gamma, and scout the system (Nav 1 - 4)   - $5,000

Mission D: The player must travel from Regallis through Gamma to new jump point, jump to Delta Prime and scout Nav 1.   - $5,000

Series 7

Mission A: The player must travel from wherever he is to Perry Naval Base
                                                  - $0

Mission B: The player must travel from Perry to Blockade Point Tango, Nav 1, meet with Commodore Reismann, wait for the ambush, and destroy the drone.   - $10,000

- Series 4, mission D will need some rewriting so that Dr. Monkhouse insists on being taken to Basra, as it is the nearest colony, and he hates space travel.

- Series 5 missions A - D will all need rewriting to show that the player has to do a small loop to gather information on the new sectors, and that they have programmed standard nav point for this loop into his computer. Also, the jump points are now linear, and only Delta leads from Rygannon.

- Series 5 mission B needs to be rewritten to make searching for Garrovick as part of the mission objectives.