

# Missions

Starship Horizons comes with many default missions with more in development!

## The Long Patrol

**Duration:** 30 mins

**Difficulty:** 2/5

### Description

Patrol several key star systems during a routine patrol and check in on various Comm Stations to ensure they are safe. A good starter mission for beginners.

### Briefing

Your mission is to patrol several key star systems and ensure the COMM STATIONS in each system are secure.

Have Flight proceed through your MISSION WAYPOINTS, and have Tactical clear each area of any hostiles you may encounter.

Be sure to have Sciences SCAN and Communications HAIL each COMM STATION as you progress, confirming that each one is operating at full strength and is secure.

Once you have finished your patrol, proceed to EARTH and return to SPACE DOCK to complete your mission.

Good Luck, and Godspeed...

## Daichi Invasion

**Duration:** 30 mins

**Difficulty:** 3/5

### Description

Survive wave after wave of enemy ships as you defend 4 stations from their assault. Difficulty increases with each wave. A great mission for an action-hungry crew.

### Briefing

The day has finally come and the Daichi are on the offensive. There are reports of wave after wave of Daichi attack craft making their way to our Mercury operations.

The A.S.C. Visions has already arrived, but their Burst drive is offline. They have dispatched a small wave of Jackal fighters to join the fight. Order them to assist in any way they can.

Do everything in your power to hold off the Daichi assault and survive as long as you can!

# The Homestead Company

**Duration:** 30 mins

**Difficulty:** 4/5

## Description

The Homestead Company has requested an escort to help them get to Chara Proxima. Lead their convoy to the safety of their new home. A great mix of action and deduction.

## Briefing

A.C.S. Horizons is to escort a group of civilian ships on a colonization mission to Chara Proxima. The Horizons' Captain is advised the civilian colony ships have limited jump range and will need to stop in several systems on the way to Chara Proxima. These waypoints will be loaded into Horizons' navigation system once Horizons has departed the Space Dock.

When ready, Horizons is directed to depart SPACE DOCK and complete weapons loadout from the nearby container. Use your shuttles to complete the transfer.

Once ready to begin the escort mission, contact the S.S. Conestoga and direct them to their first waypoint. Horizons is to accompany the convoy and protect the civilian ships from any dangers. The success of this colonization mission is paramount!

Other Alliance ships are on patrol in the sector and Horizons may call on them for assistance, if needed.

Good luck and Godspeed.

# Radical Action

**Duration:** 30 mins

**Difficulty:** 2/5

## Description

The new Opal Bay outpost and mining operations are almost complete. Assist Alliance command in getting these facilities finished.

## Briefing

With the Alliance's Opal Bay outpost and mining operations coming online in the Celaeno system there is great hope for an era of prosperity.

Alliance Command has a few things for you to finish up to get these facilities complete. Perform your standard pre-flight checks and get underway.

# The Art of Detente

**Duration:** 15 mins

**Difficulty:** 3/5

### Description

A communications ship has become disabled and is stranded in enemy territory. Can the Horizons get them out safely?

### Briefing

A.S.C. Horizons is to depart spacedock and proceed, immediately, to the Hydrus system.

The communication ship, S.S. Layton has become disabled and has drifted into Daichi territory. A rescue operation is to begin immediately. Your mission is to give support to that rescue. There are Daichi ships in the area, and tensions are high. If you witness a hostile act, you will return fire. Those Daichi ships carry long-range particle weapons. They can fire those beams from 100 kilometers away.

This is the real thing.

This is what you've been trained for.

You are the Alliance's best.

Make us proud.

## The Wrong Place, The Wrong Time

**Duration:** 10 mins

**Difficulty:** 4/5

### Description

It might just be a case of the Mondays...At least your last Monday...

### Briefing

Is this the Horizons' last stand?

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