MISSION BRIEFING – RESCUE ON DAEDALUS

You have been hired for a rescue mission. A diplomat has been discovered on board a derelict ship, the Daedalus, drifting through Purge-infested space. Butler is a reprobate and your client couldn't care less about his safety, but your client does care about a data-chip that Butler was carrying when the ship went missing – that's what you've been hired to 'rescue'. If you can profit from saving the diplomat too, all the better!

This mission is not part of a specific campaign – it is a side-mission for up to two crews. Note that this mission works best with a GM. If you are playing it this way and you are not the GM, stop reading now!

PRIMARY OBJECTIVE

Reward: 5UA

The client has offered a 5UA reward for the safe retrieval of the data-chip, represented by the 5UA Objective token. The token can be traded during the Trade Phase as normal to gain the reward.

SECONDARY OBJECTIVE

Reward: Butler's influence

The survivor on the ship is Butler, a well-connected diplomat. While his personal fortunes may be in doubt, he still knows all the right people and you can take advantage of that.

The crew that gets Butler back on board their ship can choose one of the following effects. The influence can only be used once but does not have to be used immediately – note it on your Ship Board until used.

- Gain access to a high-end particle transmitter – automatically extract a Trader and their equipment for free after a game, without rolling.
- Gain access to the VIP area of a local space station where you can make contacts and learn new skills. Gain three free Career points to distribute amongst your crew in the Advancement Phase (max two per Trader).

SPECIAL INSTRUCTIONS

THE DATA CHIP

The data chip is represented by the 5UA Objective token. Set this aside at the start of the game. The chip is located in one of the six square rooms on the map, but the token is not placed on the board. It will be found when a Trader makes a General Search of its room, instead of drawing from the pouch.

The exact room is chosen by the GM at the start of the game, and it is up to the GM how much information about the location is revealed to the other players. If not using a GM, roll the Chance Die when each room is opened. On a 6, or if it is the last room left to open, that room is the objective.

BUTLER

When the room containing the chip is opened, Butler is placed in the middle of the room. He is activated in the NPC Phase, but he does not roll the Chance Die – instead his two Actions are chosen by the player with a Trader closest to Butler at the start of his activation. If both players are equally close, the player with the Turn Counter can activate him. He will not join a crew. No other Civilians are used in this mission.

LOCKED DOORS

The doors marked in red on the map begin the game closed and locked. The door pieces should be pushed back into the wall panels, with a reminder counter next to each one to mark that it is locked.

A locked door can be unlocked by Interacting with one of the terminals marked in green – one door per Action. This removes the counter but does not open the door. Opening or closing an unlocked door is an effortless action when in contact with it.

Locked doors can also be destroyed with an Assault action. They have a physical armour value of 3 and will be destroyed (unlocked and permanently opened) by a single hit.

More information on doors can be found in the Deluxe Rulebook. Traders with the appropriate Tech Skills or equipment (Laser Cutter or Data Pad) can use them in this mission too.
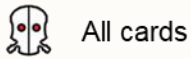
BREACH DOORS

SET UP
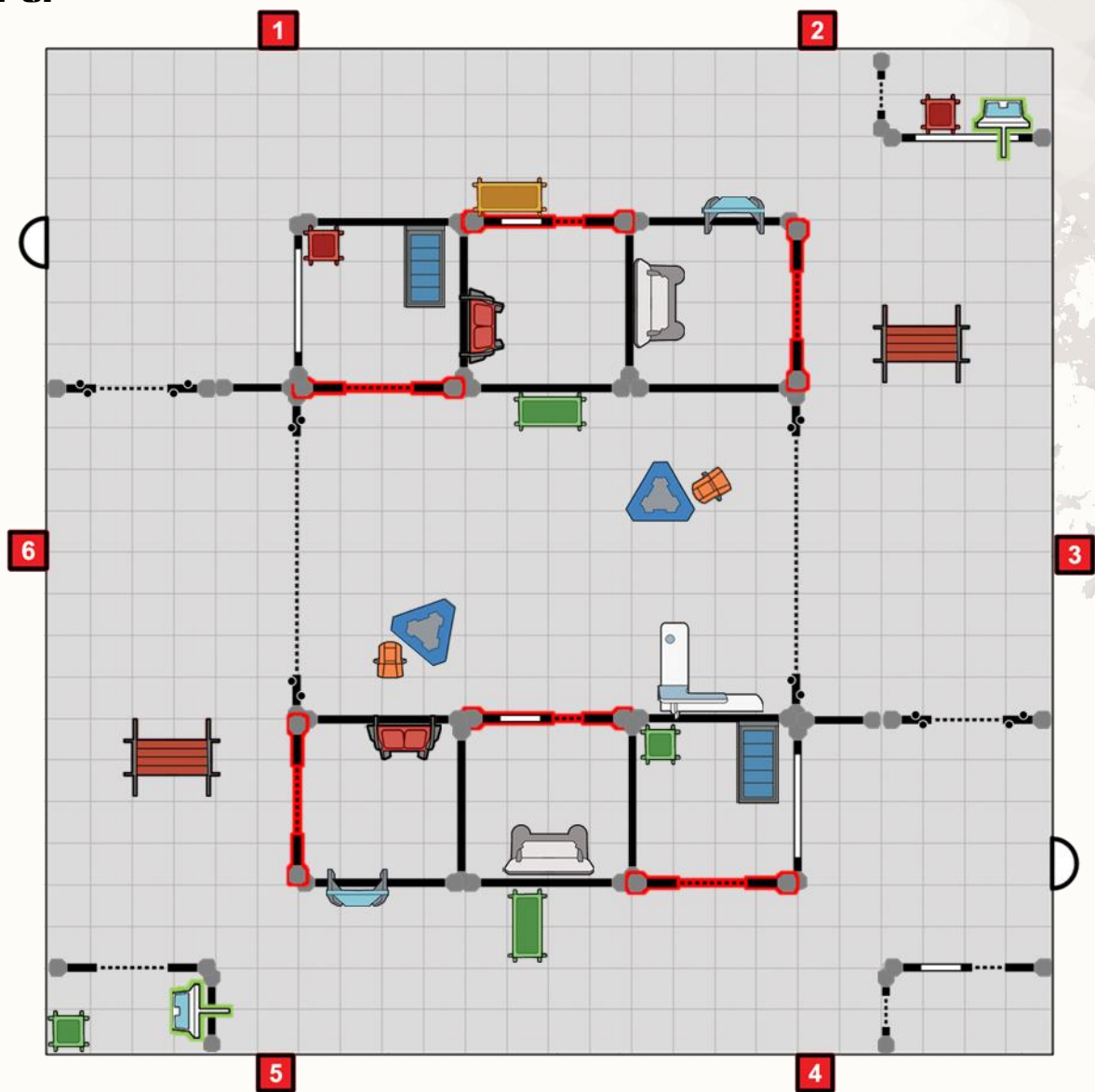
MAXIMUM STARTING CREW

EVENT CARD ALLOCATION

All cards

All cards

HOSTILITY TRACKER

PURGE

KILL ME

CHARGE

COVER ME

WATCH YOUR BACK

GUARDED

RELAXED

STARTING LEVEL

3

SEARCH ALLOCATION

		1
		2
		3
	1	1

KEY ITEMS

OBJECTIVE   5ua