MISSION BRIEFING – HULL BREACH!

"Mayday! Mayday!! This is the Aldrin College for Gifted Students requesting immediate assistance! We have been attacked by the Purge, our hull has been breached and our students are in grave danger… please… anyone receiving this distress call send aid!!"

Without hesitation you divert your ship towards the Aldrin, knowing that it's where many members of high society send their youth for education, and later, a career in galactic politics. You discover that although most students have jettisoned from the spacebound college in escape vessels, some quarters near the breach have had power issues and students are still trapped, as the Purge make their way through the corridors…

Players: 1   **Expansions Needed**: None

PRIMARY OBJECTIVE
Reward: Up to 45UA

The automatic bulkheads have been programmed to close, but being so close to the breach the electronics have started to falter in the student's quarters. The outer door has closed but the inner one is still open, and it's pulling the unprepared students closer to deep space with every second! You need to open the bulkhead and gain access to the student quarters – see the Bulkheads rules.

For each student you get back to your ship, you'll be granted a 15UA reward from their wealthy families.

SECONDARY OBJECTIVE
Reward: Variable

This part of the college specialised in military armour so there may be new, experimental equipment to be found. Armour tokens found in this mission can be sold for their 'Buy' price in Armourote in the following Trade Phase.

SPECIAL INSTRUCTIONS
THE HULL BREACH
Entry Point 1 represents a hull breach – flip the counter as a reminder. It still acts as an Entry Point. While a route to the breach is open, all three students (the Civilians) will not act as normal, even when part of your crew. Instead, when activated they will automatically move 2 inches towards the breach via the shortest route. They will be pulled directly over terrain pieces and through windows, but will not move through walls. If a student reaches the Entry Point they are sucked into space and removed from the game.

All other characters (including the Purge) in areas with an open route to the breach move at half the normal speed and cannot make proximity moves.

Once the inner bulkhead is closed all characters on the non-breach side of it can act as normal.

BULKHEADS
The doorway marked in red is the Outer Bulkhead and is closed and locked at the start of the mission. The door marked in blue is the Inner Bulkhead and is jammed open.

With the circuitry fried, the bulkheads have malfunctioned and only one can be open at a time. Traders need to hack the terminal marked in green to open the Outer Bulkhead allowing access to the students' quarters.

To do this a Trader must Interact with the terminal, and then roll the number of dice listed below, scoring at least 2 successes.

- Regular Trader   1 die
- Trader with the Tech Class   2 dice
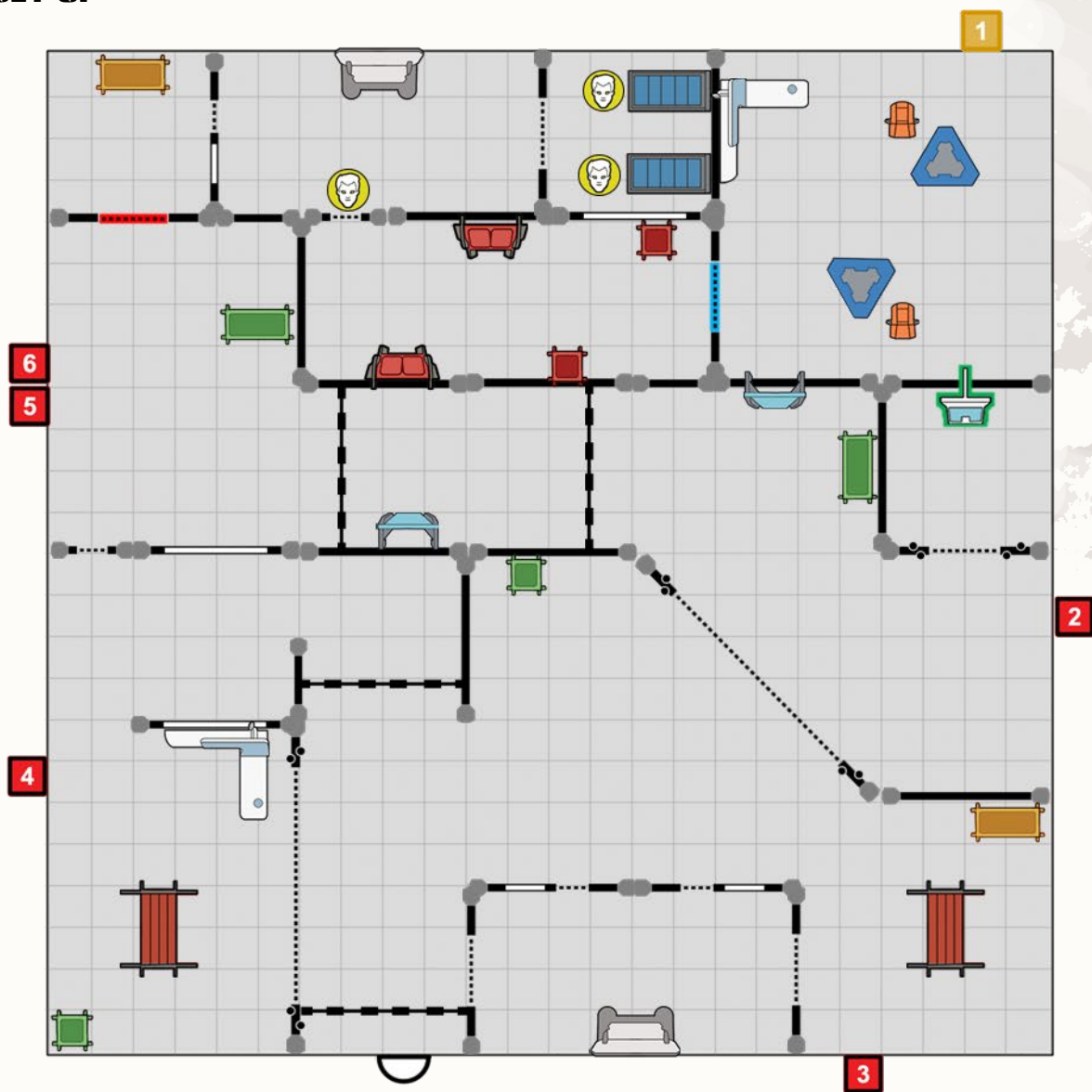- Trader with Tech Pack   +1 die

The first time you succeed, close the inner bulkhead and open the outer bulkhead. Once successfully hacked, the terminal can be Interacted with without a dice roll to switch which door is open.

THE STUDENTS
The students are unprepared for attackers. Their Assault statistics are considered to be zero and they will re-roll Attack results on the Chance Die.

Once a student is in LoS of a Trader and is no longer exposed to the breach, they automatically join your crew for the rest of the mission – you do not need to make further rolls to see if they leave. As part of your crew they can only make Move and Knock Back actions.

SET UP

MAXIMUM STARTING CREW
4

EVENT CARD ALLOCATION

All

All

Plus any other cards of your choice

HOSTILITY TRACKER

PURGE

KILL ME

CHARGE

COVER ME

WATCH YOUR BACK

GUARDED

RELAXED

STARTING LEVEL
5

SEARCH ALLOCATION

orange	green	1
		3
red	green	3
®	1	0