MISSION BRIEFING – COME OUT AND PLAY . . .

After all the action and stress of your previous missions, it's nice to relax at the Warrior's Lounge, an infamous drinking establishment in the spaceport of Gerard's Gambit. However, your relaxation comes to a sudden end as a screeching voice shouts over the intercom: "oh Traders…come out and plaaay"

The local gang are trying to make a name for themselves, and have gained remote access to the spaceport's systems, including the locking tethers of the docked ships! They are hoping this terrorist attack will gain them some leverage with the GCC when it comes to their next big scheme, unless you can thwart their plans that is…

Players: 1-4 **Expansions Needed**: Shootout at Zed's

PRIMARY OBJECTIVE

Reward: The lives of your crew

Your crew are just collateral damage to the gang, so your only goal is to get out alive.

SECONDARY OBJECTIVE

Reward: 7UA

The system override is being controlled remotely. If you can get hold of the device being used to control the spaceport you can get it back to the spaceport's owners – for a price of course!

The device is being held by one of the Gangers, but you don't know which one. When a Ganger is defeated, roll the Chance Die. On a ◈ the Ganger will drop the 7UA Objective token. This can be sold as normal in the Trade Phase.

SPECIAL INSTRUCTIONS

SET UP

The crews will start the game split between the bar and their ships – up to two crew members in each location. They choose the bar starting position in the same way they choose their airlock positions.

SYSTEM OVERRIDE

At the start of each NPC Phase, the Gangers will cause more mischief. Roll the Chance Die:

1-4: Disengage one of the airlocks (number them 1-4 left to right). Move the ship board away from the edge of the gaming area. The Traders cannot return to their ship or use any ship upgrades until they Interact with one of the consoles marked in red. Once they do this their ship will move back into position in the following Assessment Phase.

5-6: Lock the door furthest from any Gangers.

If you roll an airlock that has already been disengaged, use the lock door result instead.

GANGLAND

There is no Purge Phase at the start of this game. At the start of each NPC Phase, roll for NPC Arrival as if they were the Purge shown on the Hostility Tracker, replacing each type with the matching rank of NPC (Civilian or Ganger).

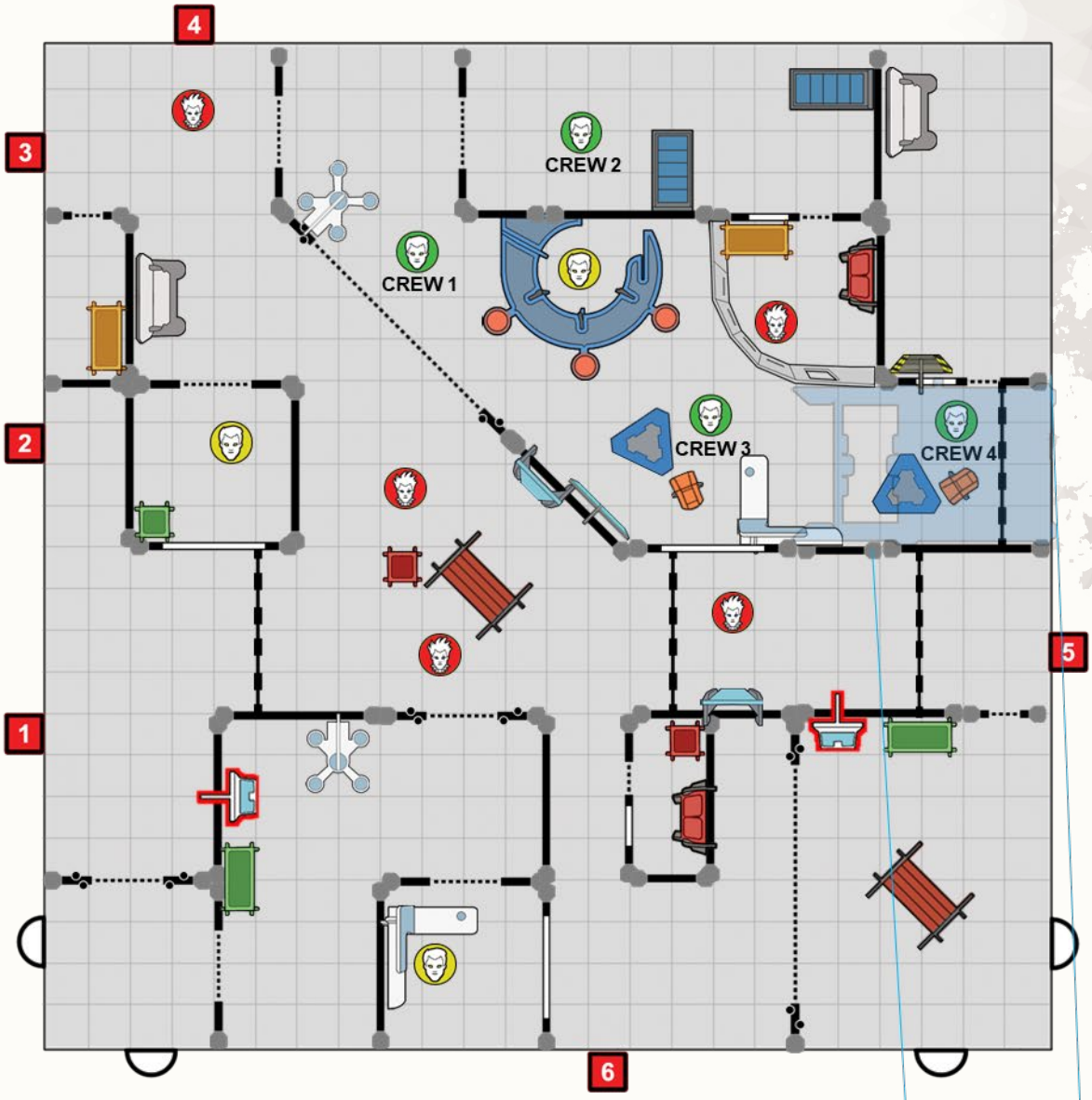
Furthermore, in this neighbourhood nobody is totally innocent. All Civilians in this game, including any spare Traders that you have, will be used as Gangers, resolving their two actions as such when activated. Depending on the size of your collection there is no limit to the number of enemies on the board!

No Ganger will join a crew for any reason.

Gangers can move freely through closed and locked doors in this mission. Doors that they pass through will remain closed and/or locked if they already were.

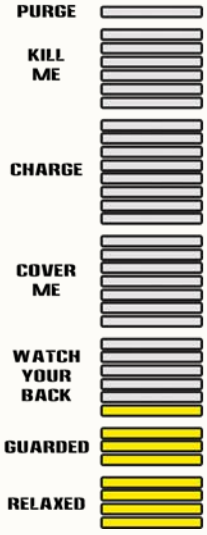
When the Hostility reaches Charge no more Gangers will arrive. From then on, any on the board (including Civilians being used as Gangers) will activate in the NPC Phase, and the Purge will start to arrive as per the regular rules.

SET UP



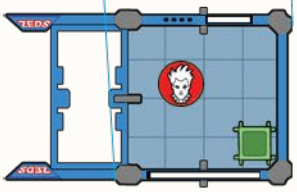
MAXIMUM STARTING CREW

HOSTILITY TRACKER

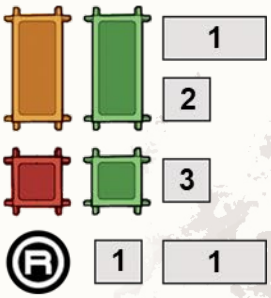


STARTING LEVEL

8



SEARCH ALLOCATION



EVENT CARD ALLOCATION

All Cards

All Cards

All Cards

Player Choice

KEY ITEMS

7UA