

MISSION BRIEFING – POWER OUTAGE

You were just minding your own business, taking a leisurely stop at the nearest station to refuel and sell your latest haul. Unfortunately the Purge had other ideas... They appeared out of nowhere and attacked the station, crippling its main engines and overloading some vital components. It'll be all-hands-on-deck – the engineering deck to be precise – to get the station up and running again before the Purge destroy all life on board.

This mission is not part of a specific campaign – it is a side-mission for up to two crews.

PRIMARY OBJECTIVE

Reward: An easy escape

Without power your ship can't disconnect from the station. You must restore power by repairing the main engine in order to escape.

SECONDARY OBJECTIVE

Reward: Whatever you can find

You're in the engineering sector of the station so it's unlikely there will be much of value, but you might be able to find some useful parts to repair your own ship...

SPECIAL INSTRUCTIONS

SET UP

When allocating Search items, the two Ship Parts tokens should be taken as part of the selection before randomly placing them in the crates.

REPAIRING THE MAIN ENGINE

The main engine marked in red must be repaired in order to escape. Without access to spares you will have to scavenge the required parts from other machinery on the engineering deck – the four terrain pieces marked in green.


The parts you require are represented by the four Objective tokens. They are either too heavy or too hazardous to be handled by a Trader, so you will need to use the deck's cargo-bot to retrieve them.

Three tokens are needed to repair the engine.

THE CARGO-BOT

Next to the main engine there is a spider-legged cargo bot used for moving heavy or hazardous items. It can be controlled via either of the two workstations in the engine room.

A Trader may spend an action Interacting with one of the Workstations to take an action with the cargo-bot instead. The cargo bot can only make the following actions:

- Move (it can only move through wide doorways, but it has  so it can freely move over all scatter terrain)
- Close Assault (with 4 dice)
- Interact (with the terrain pieces marked in green)

If the cargo-bot Interacts with a terrain piece, take an Objective token at random and place it on the cargo bot. The bot can only carry one token at a time. The bot must return to the loading crane of the main engine and Interact with it to install the component, discarding the token.

Be careful! You cannot complete the mission without the cargo bot and if the Purge have no other visible target, they will attack it. It has a physical armour of 3 and a single hit will destroy it. It is left on the table when destroyed. If you are using the advanced rules, characters can Repair the bot to reactivate it.

The cargo bot may also Interact with an airlock door to use a token it is carrying to apply two repairs to that player's ship.

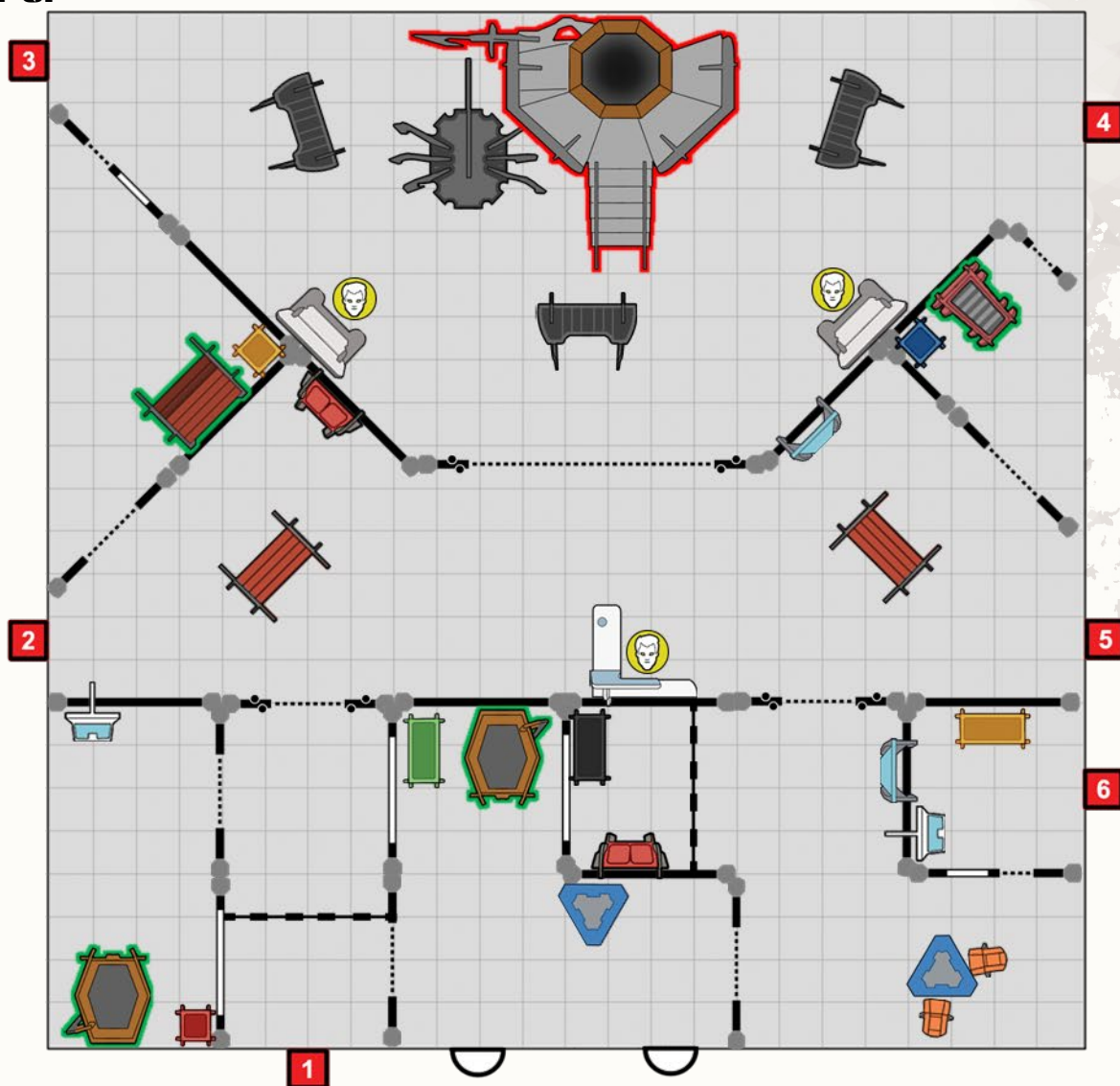
SECONDARY SYSTEMS

Unfortunately the parts you need are already in use, fitted to other machinery on board the station. Removing them to repair the engine will take other important systems offline. Each time an Objective token is collected, increase the Hostility by 2 points.

EXTRACTION

If you cannot repair the main engine, you will be unable to automatically decouple your ship from the station. After the game the only Extraction option available will be an Emergency Teleport, and there will be no Trade or Maintenance Phases – the time will be spent returning and manually decoupling the ship from the station's wreckage.

SET UP



**MAXIMUM
STARTING
CREW**



EVENT CARD ALLOCATION



All Cards



All Cards



All Cards

Plus any other cards
of your choice

HOSTILITY TRACKER

PURGE	<div></div>
KILL ME	<div></div>
	<div></div>
	<div></div>
CHARGE	<div></div>
	<div></div>
	<div></div>
COVER ME	<div></div>
	<div></div>
	<div></div>
WATCH YOUR BACK	<div></div>
	<div></div>
	<div></div>
GUARDED	<div></div>
	<div></div>
RELAXED	<div></div>
	<div></div>
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**STARTING
LEVEL**

4

SEARCH ALLOCATION

		1
		2
		3
	0	0

KEY ITEMS

	7UA	5UA	3UA