

MISSION BRIEFING – FACTORY SETTINGS

Traders may not always be on the right side of the law but there are definitely worse people in the galaxy. Long have you heard rumours that ME Galactic (previously known as Madrigal Electromotive back on earth) is not entirely above-board. An opportunity has arisen to infiltrate one of their processing plants, and if they're doing what you think they're doing this could be a big score...

Players: 1-2 **Expansions Needed:** Shootout at Zed's, Galactic Corps, Shift Change at MegaCorp, additional crews to use as Gangers

PRIMARY OBJECTIVE

Reward: Up to 54UA

This factory makes mass-market electronics, but you have reason to believe that ME Galactic are smuggling high-end narcotics in hidden compartments in their equipment.

The narcotics may be found when Searching a crate (in addition to the usual effects of a Search). When you do so, roll the Chance Die. On a 6 you have discovered a hidden compartment. You may add one to this roll for each Hostility band after Watch Your Back (so 5+ in Cover Me, 4+ in Charge, etc), or you may add one by spending an extra action.

Crates can be Searched for hidden compartments multiple times, but once a hidden compartment has been discovered leave the lid off the crate to note that the compartment has been found.

If a compartment is found, add 1 to the Hostility and then take an objective token at random. It can be sold in the Trade Phase as if it were Raw Blue (ignoring any normal price on the token).

SECONDARY OBJECTIVE

Reward: Stay on the right side of the law

If you put the narcotics on the market yourself, are you any better than the criminals? You may choose to hand the contraband to the GCC instead of selling it.

This won't do you any good for now, but will do wonders for your reputation with the new rules in the upcoming Core Space Kickstarter!

SPECIAL INSTRUCTIONS

SET UP

There are no weapons in this facility. Before setting up this game remove all blue tokens from the token pouch. All crates on the board are then filled as normal, with the items inside

representing the hardware and electronics made by ME Galactic.

Note that there are seven workers on the map – use the three Civilians from the starter set as Workers in this mission. Any other Civilians in the game will act as normal (albeit as Gangers; see Anarchy in the Galaxy).

The door marked in red starts the game locked.

GANGERS

This mission uses the Anarchy in the Galaxy rules from the Dangerous Days book, including the Try to Blend In! rule.

Any Security Guards that arrive during this mission are employed by the Gangers – they will not target Gangers and vice-versa.

PRODUCTION LINE

The mission-specific 🚚 result for Workers in this game is to call in the crane to move their cargo along the production line. Take the crate adjacent to the Worker and place it in the next room clockwise around the board (it can be placed anywhere adjacent to any crates already there).

If the Worker is in the first room (bottom left corner of the map), replace their crate with one from the storeroom.

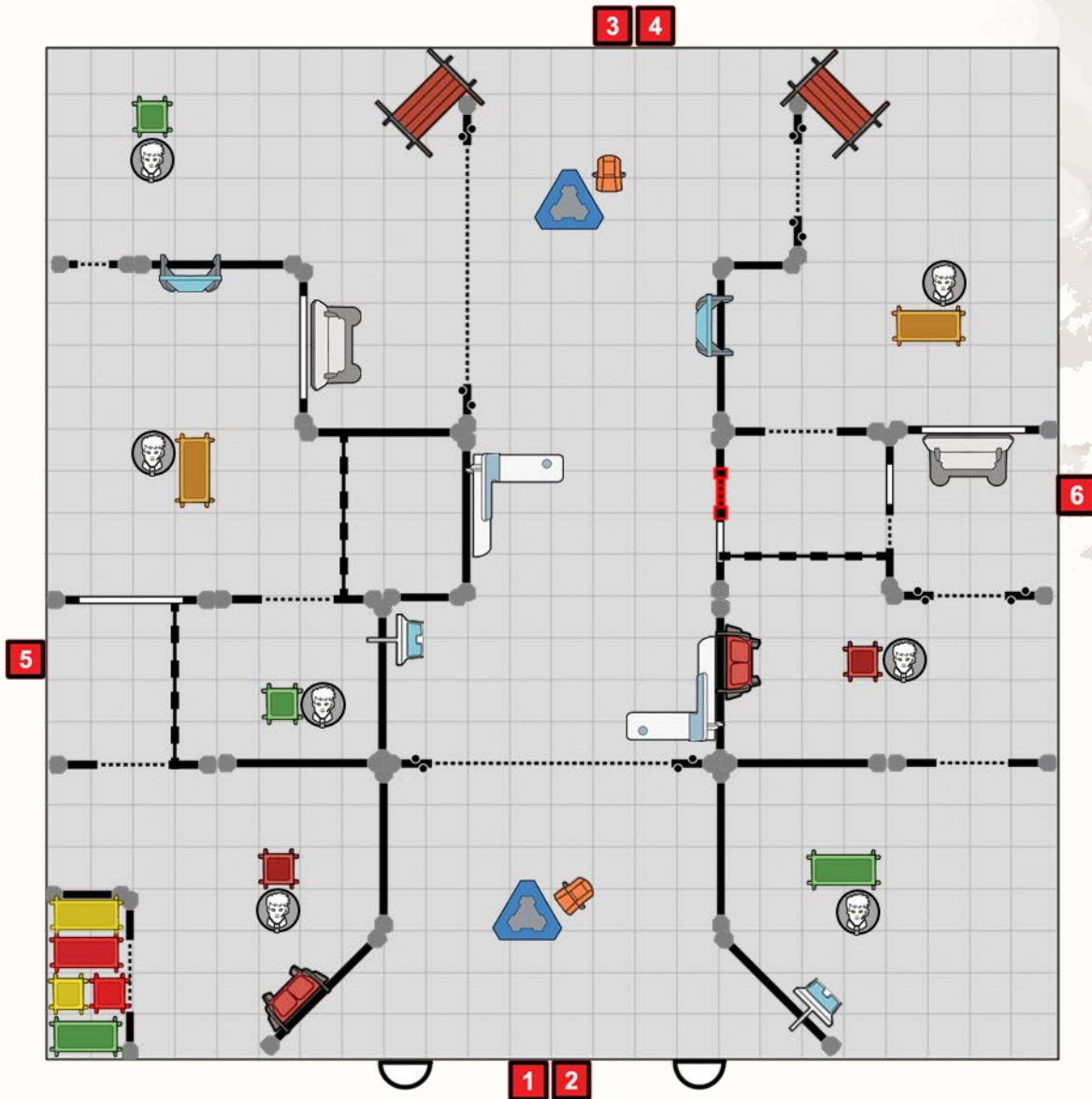
If the Worker is in the final room (bottom right corner of the map), their crate is removed from the game instead – it has been loaded onto the freighter. This adds a peg to the hostility tracker – time is running out!

If a Worker is not adjacent to a crate, they will Move up to twice towards the nearest crate and then carry out this action, if possible.

STOP! POLICE!

If the hostility reaches Kill Me, all six Galactic Corps characters will arrive at entry point 1 in the next NPC Phase.

SET UP



MAXIMUM
STARTING
CREW



EVENT CARD
ALLOCATION

- All Cards
- All Cards
- All Cards
- All Cards

HOSTILITY
TRACKER

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

STARTING
LEVEL
3

SEARCH
ALLOCATION

		0
		3
		3
		0
		0

KEY ITEMS

