# THE TITAN ACCORD

*It was the smell Beck noticed first. The pleasant scent of almonds mixed with the foul smell of rotting flesh.*

*"What was that?" asked Renton over the ship comms.*

*"Nothing. I was just being sick in my mouth."*

*The second thing he noticed was the light. At first, he thought the station was running at half power, before he realised that a brownish-green, slightly luminous infestation was covering everything, including the lights. The station resembled a haunted forest from a fairy tale. It seemed incredible that cutting-edge technology had produced something so primeval. Beck had been on the Titan before; it was usually a busy station full of bustle but now it was deserted and spooky.*

*"Don't touch anything", said Jace. "The reactor's not that far from here. Hopefully we won't run into trouble." Beck glanced over to Lars and the Galactic Corps trooper who'd been temporarily pressed into their service. Lars shook his head at Jace's optimism and Beck grinned. Never a dull day.*

*Suddenly, there was a mechanical noise in the distance.*

*"What was that?" asked the veteran soldier, as jumpy as a first-year cadet.*

*"Trouble." said Lars, loading his gun.*
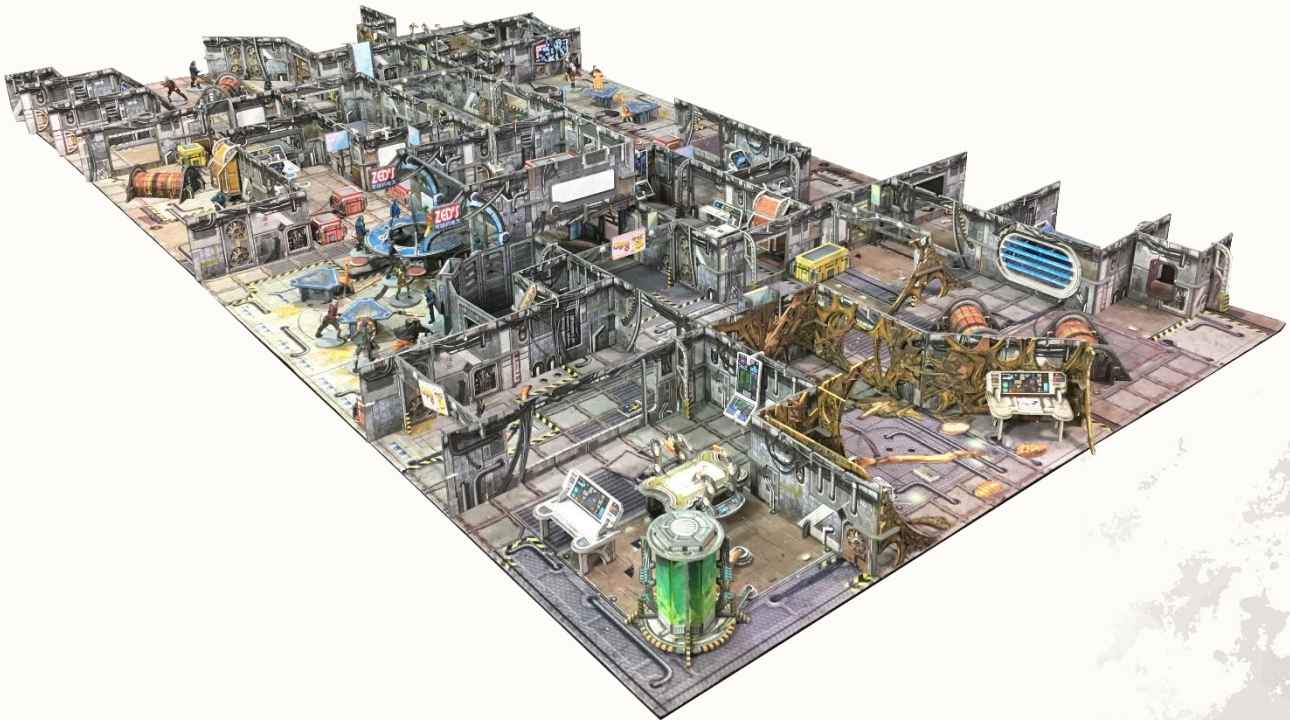
## MISSION BRIEFING

*The Titan Station is vast in both size and reputation, but that reputation is not a good one. Positioned in one of the shadiest sectors of Human space it is a magnet for criminals and unscrupulous investors. It has been owned by many corporations over the years and recently passed into the 'care' of Black Star Mergers & Acquisitions, a company that has run afoul of the Galactic Crime Commission more than once. Black Star have an open policy when it comes to highly illegal and dangerous experiments, particularly in the field of bio-tech weaponry, and one such dubious venture has resulted in a hazardous outbreak on the Titan. This particular pathogen attacks both organic and inorganic material like a cancer, breaking down and restructuring the materials at an alarming rate.*

*The Purge have taken an interest and are fast approaching the Titan with the intention of repurposing the pathogen for their biological weapons. In a panic, the GCC decide to destroy the station before the Purge can secure a sample. Galactic Corps reinforcements are still days away, so the GCC offer a reward for any Traders willing to undertake the perilous mission of destroying the Titan.*

*Meanwhile, after a recent 'hostile takeover', the self-styled 'private investor', Zed, the newest owner of the Titan, is preparing to evacuate along with the precious cargo he has stashed on board. This could present an opportunity…*

## PRIMARY OBJECTIVE
**Reward**: 15UA

You must end Titan Station by destroying its main plasma reactor. The crew that destroys it and escapes back to their ship can claim the reward.

## SECONDARY OBJECTIVE
**Reward**: Variable

Zed is one of the most influential Criminal bosses in these parts. He's been busy over the years and has amassed a vast collection of rare weapons that he has stashed around the station. He also has a stash of cash held securely in a cargo crate in a security room by the docks. Grab as much of this as you can carry before you leave, and before Zed gets to it!

## BONUS OBJECTIVE
**Reward**: 2 Ⓖ UA

This biological outbreak is ferocious and information on it would be worth good money on the shadow market. Grab what you can from the workstations, and hopefully someone will pay well for it. The data can be traded in the Trade Phase after the game. Roll the Chance Die twice and add the results together to see how much you will be paid.

## SPECIAL INSTRUCTIONS
### THE PLASMA REACTOR
The Plasma Reactor is marked in red on the map and can be attacked with an Assault action. It has an armour value of 2 and will take a single hit to overload. Once overloaded it will go into meltdown – 8 rounds later the entire station will explode, killing anything left inside. Stack 8 Reminder Counters next to it, removing one in each Assessment Phase.



When there are no counters remaining, the mission is over. Any character left on the board when the station explodes is permanently destroyed.

### EXTRACTION
Provided that a crew escaped the board before the Reactor exploded, they can still extract any defeated characters. If the Reactor was overloaded during the game, the only method of Extraction available is the Emergency Teleport. If the crews did not complete their Primary Objective and the Reactor was not overloaded before they escaped, all the usual Extraction methods can be used.

## THE AUTO-DOC

Any Trader may Interact with the auto-doc to heal themselves. Place them prone on top of it. They will miss their turn in the following round but can restore up to 3 Health. Only one Trader may be in the auto-doc at a time.

## THE GALACTIC CORPS

When setting up the Event deck, remove the following Event Cards from the deck:

- Military Intervention
- Operation Stack

Then, shuffle the remaining cards and split them into two equal piles. Take 5 cards from the top of one pile, shuffle in the two removed cards, and then place these cards back on top of their pile. Put this pile to one side.

At the start of the game, use only the pile without the extra cards. If it runs out, start using the second pile.

If the Reactor is overloaded, immediately place the second pile on top of the first – the players will draw from the combined deck from now on.

All Galactic Corps in this mission use the Elite side of their Character Boards.

Furthermore, the Galactic Corps have offered the crews assistance with this mission. At the start of the game, each player can take a single Galactic Guard and place it in their airlock. If you do not have enough Galactic Guard miniatures, use any other miniatures that you have spare. They can control it as if it were a Trader during this mission, except that it may not make Assault actions against Traders, Civilians, Security or Galactic Corps characters.

If any of these Galactic Guards are defeated they are returned to the supply and can be used as NPCs as normal for the rest of the mission.

## ZED'S STASH

Before allocating Search items at the start of the game, take all the purple tokens from your collection except for the two Ship Parts tokens. The crate marked in red on the map is Zed's Stash and instead of being filled normally it will contain these purple tokens.

The room containing this crate is shielded and cannot be entered at the start of the game. However, once the Plasma Reactor is overloaded the two shielded doors marked in red will open and the room (and the crate) will be accessible.

Zed will not move from his position until the Reactor is overloaded. Once this happens, unless he is engaged with an enemy he will ignore the normal targeting rules. If a target is visible and in range, he will spend his first (and only his first) action each round making a Ranged Assault action against that target. Otherwise, he will spend his actions moving towards his stash via the shortest route.

Once in contact with the stash, his next action will be used to tag and teleport the stash out of the station – remove Zed and the crate from the board.

Zed cannot be Persuaded in this mission.

## THE OUTBREAK

Checking the schematics, you can see that the outbreak started in the lab behinds Zed's Bar, and the lab contains workstations that may have valuable data.

The science lab outlined in red is heavily infested and will use the rules for infestations from the Purge: Outbreak expansion. After setting up the board, place three infestations in this room. The rules are as follows:
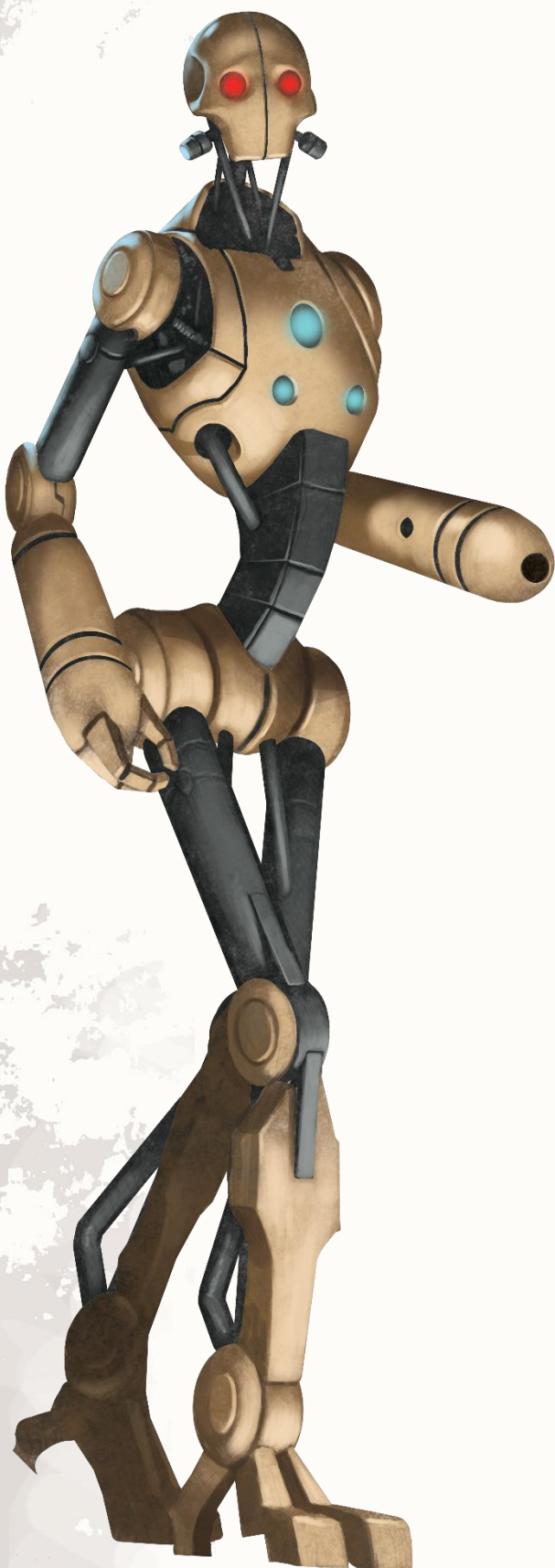
**Spread**: At the start of each Assessment Phase, the infestations will spread. The player with the Turn Counter chooses one of the rooms containing the most infestation terrain pieces and adds one more infestation to that room.

Once a room has three infestations, no more are added. Instead, an infestation is added to the nearest adjacent room containing the fewest infestations.

If you run out of infestations, no more are placed.

**Infection**: After placing new infestations in the Assessment Phase, roll a combat die for each non-Purge character in a room containing any infestations; the blue die for characters in a room with three infestations and the red die for characters in a room with one or two infestations. Any hits rolled will cause immediate damage, ignoring all armour.

**Neutralisation**: To deal with the outbreak, all Traders in this campaign have been issued with devices that can inject a neutralising chemical into the infestations and prevent their spread.

Traders can Interact with a single infestation to use their device on it, removing the infestation from the board. No dice roll is required.

To download the data from the lab a Trader must Interact with the workstation highlighted in red. They will then roll the number of combat dice listed below, and must beat its firewall value of 1.

- Regular Trader                          1 die
- Trader with the Tech Class              2 dice
- Trader with Hack Skill Level 2+        +1 die

Once downloaded, use the Objective token to represent the data. This must be carried back to your ship to claim the reward.

**MAXIMUM STARTING CREW** 3

**EVENT CARD ALLOCATION**

| | | | |
|---|---|---|---|
| All Cards | | All Cards | |
| x3 Cards | | All Cards | |
| All Cards | | All Cards | |
| x3 Cards | | All Cards | |

**HOSTILITY TRACKER**

PURGE
KILL ME
CHARGE
COVER ME
WATCH YOUR BACK
GUARDED
RELAXED

**STARTING LEVEL 3**

HOBB

EVANGELINE

ZED

CHUNK

**SEARCH ALLOCATION**

| | | |
|---|---|---|
| | | 1 |
| | | 2 |
| | | 3 |
| | 2 | 1 |

**KEY ITEMS**

2000 CREDITS · 3000 CREDITS · 5000 CREDITS · RAW BLUE

*Jace counted the Assets. It was good money for a bad deed. They'd sold a sample of the infestation to an anonymous bidder; maybe even Black Star themselves, or an organisation just as amoral. The Black Maria needed constant maintenance and that took money, but it didn't salve Jace's conscience any. Soon, that sample would be reproduced and if possible, weaponised. The next time someone encountered the infestation it could be a direct result of his hasty sale. We live in interesting times, thought Jace, and not for the last time…*