

MISSION BRIEFING – ROUGH AND TUMBLE

The floor shakes and you almost lose your footing as the artificial gravity cuts out temporarily. You and your crewmate had come on board the pleasure ship for some relaxation, but it seems that even a remote retreat like this isn't safe from the Purge. The klaxons start sounding and the order to evacuate blares from the speakers.

If only you could evacuate – a notification pings on your communicator to say that your airlock has been disconnected. The impact of the Purge has set the pleasure ship spinning on its axis and disabled all the docking points. With Harvesters already visible in the distance, you will need to reconnect your ship to the nearest airlock, although it may not be the one you came in by!

Players: 1-4 **Expansions Needed:** None

PRIMARY OBJECTIVE

Reward: The lives of your crew

You will need to get back on board your ship to escape the Purge, but you'll need to reconnect it first and the constantly spinning ship doesn't make that easy!

SECONDARY OBJECTIVE

Reward: Whatever you can find

The nature of this place means there's some high-end gear lying around, and you're not one to miss a looting opportunity!

SPECIAL INSTRUCTIONS

SPINNING SHIP

In this mission crews are not deployed in their airlocks. Instead they should deploy on the board, in contact with an airlock position in the opposite corner to their ship board. The rotation of the ship has left them far from their escape route.

In addition, leave a gap between the ship boards and the gaming area – the ships have become disconnected. While they are disconnected they cannot be accessed and their upgrades cannot be used.

During the game the ship will keep spinning. Each time the Hostility enters a new band, in the following Assessment Phase the ship will rotate. All non-Purge characters are scattered, stopping if they hit terrain, and being knocked prone if they moved 4 or more inches. Traders can spend a Skill peg to ignore these effects.

In addition all of the entry points and airlocks will move one position clockwise. For example, when the Hostility enters Cover Me, Entry Point 1 will move to the airlock position at the top of the left side, and the airlock on the right side of the bottom edge will move to the position of Entry Point 4.

Finally, each time the ship spins all airlocks will uncouple (see Reconnection below).

RECONNECTION

To reconnect their airlock, a Trader must Interact with one of the two workstations in the central area and roll the number of dice listed below. They must score at least 2 successes to connect the airlock and move their ship board in contact with the gaming area.

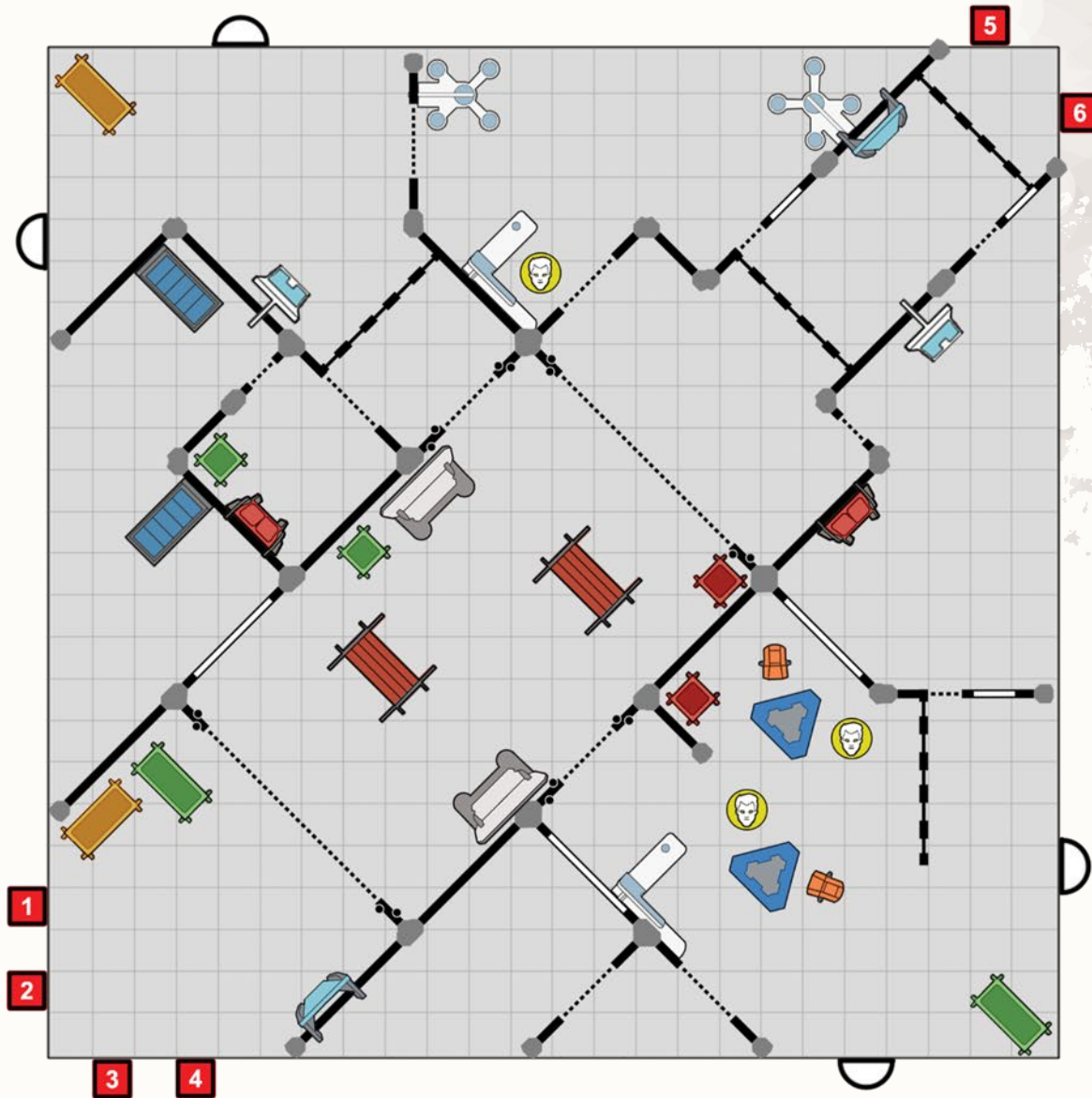
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|------------------------------|--------|
| • Regular Trader | 1 die |
| • Trader with the Tech Class | 2 dice |
| • Trader with Tech Pack | +1 die |
| • Trader with Hack Level 2+ | +1 die |

Note that the ship will become disconnected again when the ship spins – you will need to connect your ship and escape on it within the same hostility band!

WEALTHY PATRONS

If you have the Shift Change at MegaCorp expansion and a Trader attempts to Trade with a Civilian, draw a random nano token instead of drawing from the token pouch. In addition, if a Civilian joins a crew and they do not already have an item, place a random nano token in their item slot.

SET UP



**MAXIMUM
STARTING
CREW**



EVENT CARD ALLOCATION



All cards



x6 cards



Recommended

HOSTILITY TRACKER

PURGE



KILL

**CHARGE**

COVER



WATCH



GUARDED



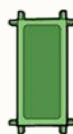
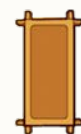
RELAXED



**STARTING
LEVEL**

10

SEARCH ALLOCATION



1

2



3



2

1