

MISSION BRIEFING – PORTAL PANDEMONIUM

It's been discovered that MegaCorp have secured a Raw Blue sample and are experimenting with it. Why? Financial gain? Military experiments? Political power? Who knows... but whatever the reason, it's not going to spell good news for anyone.

The sample is being held in an impregnable vessel in deep space. There's only one way on and off the ship, and that's via a secure teleport device back in the Barrens. Of course, the Purge don't care for such methods and have descended on the compound vessel in their droves, attracted by the presence of Raw Blue.

It's a dangerous task, but if you can use the Purge presence as a distraction, you might be able to teleport into the compound and steal the Raw Blue from under MegaCorp's nose for a hefty profit. Whoever owns the Raw Blue it's going to spell trouble; at least this way you can make a bit of Flo in the process!

Players: 1-2 **Expansions Needed:** Purge Outbreak, Shift Change at MegaCorp, Medical Research Lab

PRIMARY OBJECTIVE

Reward: Lots of Raw Blue

Such a large amount of Raw Blue will be worth a small fortune on the black market so despite the threat, this is one job that is likely to pay off big.

After filling the crates, add a Raw Blue token to the crate highlighted in red. When this token is sold, roll three dice for its value and add the results together. You may choose to keep the token to sell at a later time as usual.


SECONDARY OBJECTIVE

Reward: Insider Knowledge

The staff in this facility know more than usual about Teleporter calibration. If you can successfully Persuade one of the Workers to give up this information it will allow you to add or subtract 2 from your next roll on the Emergency Teleport table.

SPECIAL INSTRUCTIONS

SETUP

Put the  Arachnophobia card to one side during setup. Once the Event deck has been assembled and shuffled, shuffle this card into the top 5 cards of the deck and place them back on top.


PORTALS

The rooms created by the Quarantine Partitions represent the teleporters. While the portals are active, a character entering one of these rooms will exit from the other, continuing the same action from the other door.

The portals are activated and deactivated by Interacting with the workstations highlighted in green.

Note that the board is split down the middle into two areas. The only route between the two is via the portal. While the portals are inactive, characters on the other side of the divide cannot be targeted. While active, however, this is considered a clear route for targeting purposes, but the portals are used for movement only – LoS cannot be drawn through them.

WORKERS

The mission-specific  result for this mission is to deactivate the portals, spending up to two actions Moving towards and Interacting with the nearest workstation. If the portals are inactive, treat this as a Move result instead.

SET UP



**MAXIMUM
STARTING
CREW**



EVENT CARD ALLOCATION



All Cards



All Cards



x5 Cards



All Cards



All Cards

HOSTILITY TRACKER

PURGE



KILL

**CHARGE**

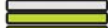
COVER ME



WATCH YOUR BACK



GUARDED



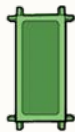
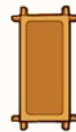
RELAXED



STARTING LEVEL



SEARCH ALLOCATION



1

2



3



1

0

KEY ITEMS

