

MISSION BRIEFING – EGG HUNT

There are very few left in the galaxy that even remember the true meaning of Easter. Of course, that doesn't mean the big corporations aren't still exploiting it for every penny of commercial gain. Giger's Emporium run an annual Easter Egg Hunt in their flagship store and anyone is free to enter. Of course, it's televised for maximum product placement and there aren't really any rules – more mayhem = more viewers!

Despite the event's high profile, Giger's never seems to bring in enough security and the mass gathering of people is a veritable feast for any passing Purge ships. Nobody would say it publicly, but there are rumours that Giger's actively provoke the Purge to turn up, or that the Purge invading this 'light-hearted reality show' aren't even real and were put there by the Emporium itself!

Still, the stakes are high and some Traders are more than willing to take the risk!

This mission is not part of a specific campaign – it is intended as a side-mission to play between games of an existing campaign. It is for up to four crews – perfect for adding a couple of the Crew Boosters to your core set for some multiplayer madness.

PRIMARY OBJECTIVE

Reward: A Giger's Gift Basket

The Emporium award prizes to all crews that take part in the hunt. At the end of the mission count the eggs that each crew managed to get back to their ship and rank the crews in order highest to lowest. The prizes awarded are as follows:

- 1st place: One random rare ☉ item and three draws from the token pouch
- 2nd place: 5UA and two draws from the token pouch
- 3rd place: 3UA and one draw from the token pouch
- 4th place: 1UA

If two crews tie for a position they take the prize from the next tier down.

In addition, there is a bonus prize of an additional random rare ☉ item for any crew that escapes with eight or more eggs. Bear in mind that to escape with eight eggs you won't have room to carry anything else!

SECONDARY OBJECTIVE

Reward: Whatever you can find

Crews that can't find enough eggs often take to looting the shelves instead – during the event Giger's will let you keep whatever you can carry!

SPECIAL INSTRUCTIONS

EASTER EGGS

After the crates have been filled at the start of the game add one Reminder Counter to each

– these represent the Easter Eggs. They can be carried by Traders as if they were a small equipment token.

In addition, when making a General Search action in a room players should roll the Chance Die. On a 4 or more, they find an Egg instead of an equipment token.

NO DROP-OFFS

If you are using the advanced rules you cannot use the rule allowing Traders to re-enter the board – you can't drop off the eggs in your hold and come back for more!

LIMITED EQUIPMENT

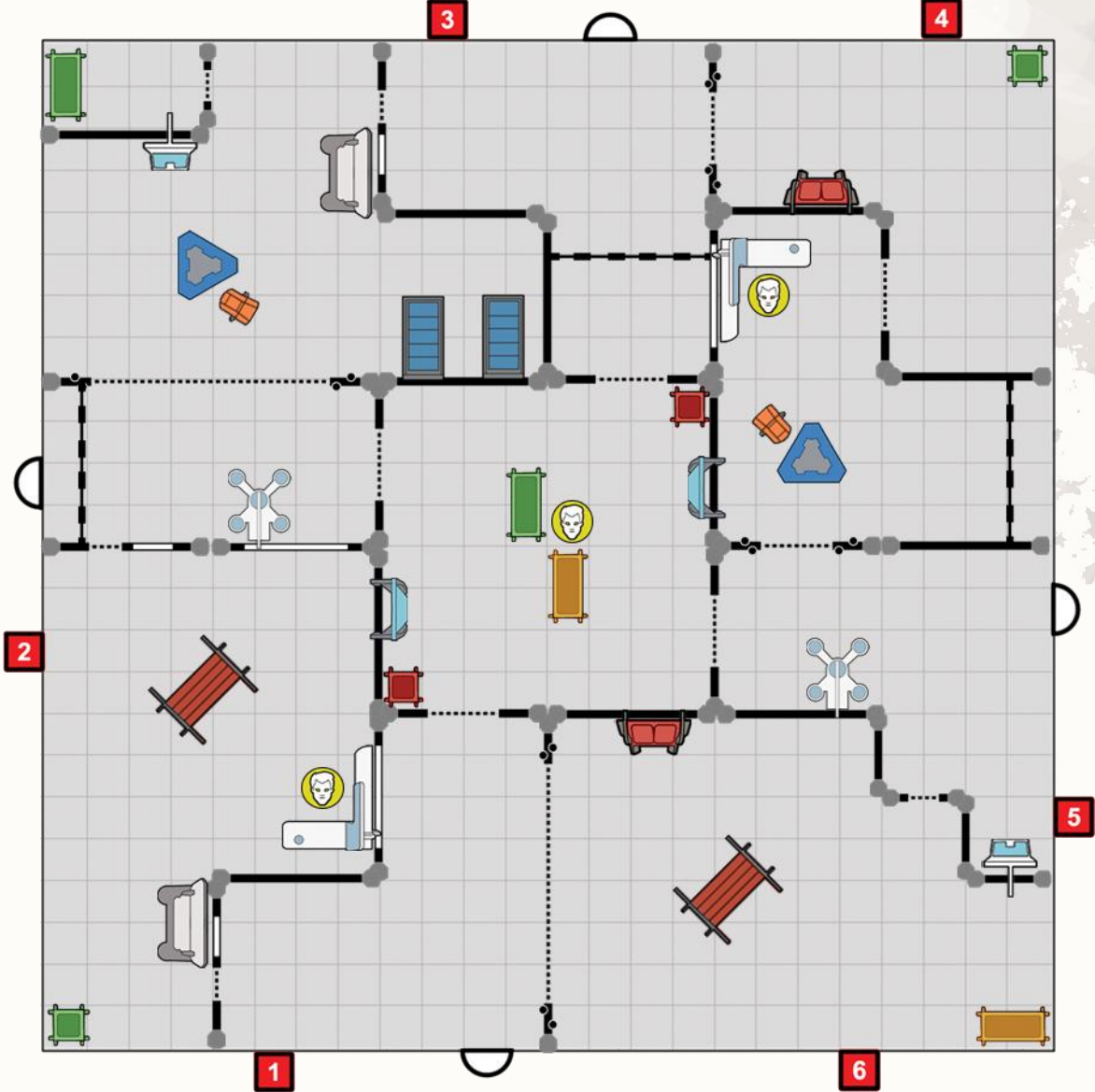
Giger's have to make the event a relatively fair fight to keep things interesting. Even when playing with experienced crews, Traders must follow the equipment limits for Rookie crews (see Selecting a Crew in the Rulebook), i.e. zero-cost items only.

Don't forget that you'll need space in your pack for the eggs anyway, so you can't go in heavily tooled up!

CLEAN-UP ON AISLE 5!

This isn't a hostile environment and Giger's have a business to run so they aren't going to leave bodies lying around! There is no Extraction Phase after this mission – any defeated Traders are teleported out automatically. Any equipment they were carrying is lost, and any eggs they were carrying do not count towards the crew's total.

SET UP



MAXIMUM
STARTING
CREW



EVENT CARD
ALLOCATION

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

HOSTILITY
TRACKER

- PURGE
- KILL ME
- CHARGE
- COVER ME
- WATCH YOUR BACK
- GUARDED
- RELAXED

STARTING
LEVEL



SEARCH
ALLOCATION

- 1
- 1
- 2
- 0 0