

MISSION BRIEFING – ROGUE TRADER

The Purge incursion is bad for business... High-paying jobs are in short supply in the private sector right now, but there's still work to be found if you don't mind where it comes from. The Traders have turned bounty hunters, commissioned by the GCC to track down a rogue trader selling defective weaponry on the black market. Civilian injuries are being reported, but more importantly these defects are bad PR for the arms manufacturers. Track down the rogue trader and bring back hard evidence of their crimes for a healthy reward...

This mission is not part of a specific campaign – it is a side-mission for up to four crews.

PRIMARY OBJECTIVE

Reward: 3-8UA

The GCC have commissioned you to apprehend the rogue trader. The corporations want them to face trial for their crimes to deflect the attention of the media – capture them alive and receive an 8UA reward. If the rogue trader is defeated, the reward for the crew that defeated them drops to 3UA.

SECONDARY OBJECTIVE

Reward: Favours from the GCC

This case needs to be closed quickly, so the more evidence the better. Weapon (blue) tokens retrieved from this mission cannot be kept or sold, but can be exchanged for a 1UA reward each. Any crew can receive this reward, even if they did not defeat or apprehend the rogue trader.

Any crew that exchanges 5 or more weapons in this way will be granted a favour by the GCC. In their next game involving the Galactic Corps, that crew will not be considered a target by the Corps unless they attack the Corps first. Note this favour on your Ship Board until used.

SPECIAL INSTRUCTIONS

THE ROGUE TRADER

Civilians in this mission will not join crews for any reason. They must re-roll Join results.

The Traders do not know which of the Civilians in the area is the rogue trader. To find out they will need to Persuade the Civilian that they are a potential buyer. After a successful Persuade roll, roll the Chance Die.

- On a 1-4, this Civilian is not the rogue trader. There is no further effect.
- On a 5-6, this is the rogue trader.

If there is only one Civilian left, the last one is always revealed as the rogue trader when

Persuaded. If the last Civilian is defeated before they can be Persuaded, the maximum reward will no longer be available.

When the rogue trader is revealed, they will become hostile. Instead of rolling the Chance Die they will always follow the rules for an Attack result when activated.



To bring them in they must be apprehended by defeating them in Close Assault. When this happens they are not removed – lay them on the ground instead.


A Trader in contact with the prone Civilian can spend an action to Move up to 2 inches, moving the Civilian with them. If another Trader from your crew is in contact with the Civilian, you may Move both characters and the Civilian up to 4 inches instead as a single action. Both are still bound by the 11-inch maximum. Place a Reminder Counter next to the other character that moved – they will take one fewer action in their next turn.

Once they have been dragged on board a Trader ship, that crew will be eligible for the 8UA reward.

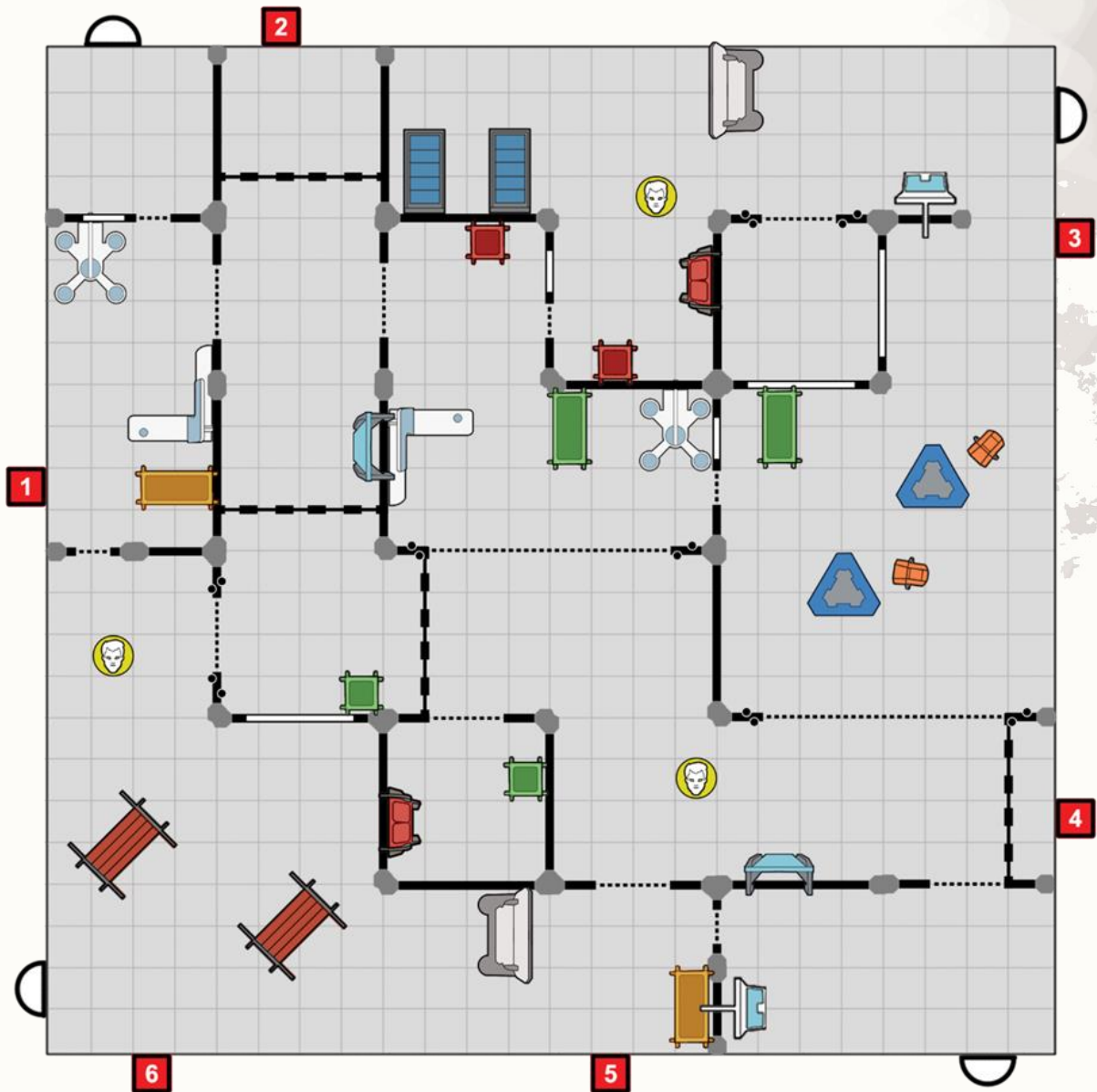
FAULTY WEAPONRY

Any blue weapon tokens found during this game cannot be kept or sold after the mission – they may only be used as evidence. They can however be used during the game itself, if you're willing to take the risk!

These weapons will break/jam if they roll a single  result instead of the usual two. In addition, if two  results are rolled the weapon will explode. The Trader using the weapon takes 1 damage and the weapon is destroyed and removed from the game.

Reliable weapons that would usually be unaffected by  results will follow these rules for this mission.

SET UP



**MAXIMUM
STARTING
CREW**



EVENT CARD ALLOCATION



All Cards



All Cards



All Cards

Plus any other cards
of your choice

HOSTILITY TRACKER

PURGE



KILL ME

**CHARGE**COVER
ME

WATCH YOUR BACK



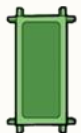
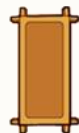
GUARDED



RELAXED



SEARCH ALLOCATION



1



3



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STARTING LEVEL

3