

## MISSION BRIEFING – THE SECRET OF SECTOR 14

*A prominent activist (and probable but unproven crime-lord) has been captured by the Corps and taken to a secret high-security prison called Sector 14 on a remote asteroid. He was not unprepared though – while his lawyers are fighting his incarceration in the courts, his followers have announced a reward for his safe return.*

*As you arrive at Sector 14 to claim your reward, you can't help feeling that something is a little off. Some of the staff are acting very suspiciously, and your instructions have directed you to the science wing of the prison – why is he locked up here...?*

**Players:** 1-4   **Expansions Needed:** Galactic Corps, Purge Outbreak, Rogue Purge

### PRIMARY OBJECTIVE

**Reward:** 12UA

Your objective is to get the prisoner out of his cell and off the table on board your ship. The crew that manages this gets a 12UA reward.

The cell doors are sealed with an energy field that can only be disabled by destroying the reactor marked in red. It has an armour value of 2 and a single hit will destroy it. Any character within short range when it is destroyed suffers a 5 dice attack.

Once the reactor is destroyed both cell doors will be opened when a Trader Interacts with the console also marked in red. The doors cannot be closed again.

Use any spare Ganger or Civilian NPC as the prisoner. The prisoner starts in the right-hand cell, and once the door is open he will activate like any other Civilian. He will need to be Persuaded to join a crew in order to get him off the board. He cannot be hired after the game.

### SECONDARY OBJECTIVE

**Reward:** Purge Technology

It looks like the prisoner is being experimented on – this facility is full of medical equipment and what look like components from Purge units...

After filling the crates, take three random small Purge equipment tokens and add them to three random crates. This is Purge weaponry that can be used by your Traders if found.

Traders may also Interact with the Auto-doc to retrieve a random Purge equipment token.

### SPECIAL INSTRUCTIONS

#### THE GALACTIC CORPS

For this mission, use the reverse side of the Hostility Tracker and the Elite/Specialist side of the Galactic Corps/Security boards.

#### ROGUE PURGE

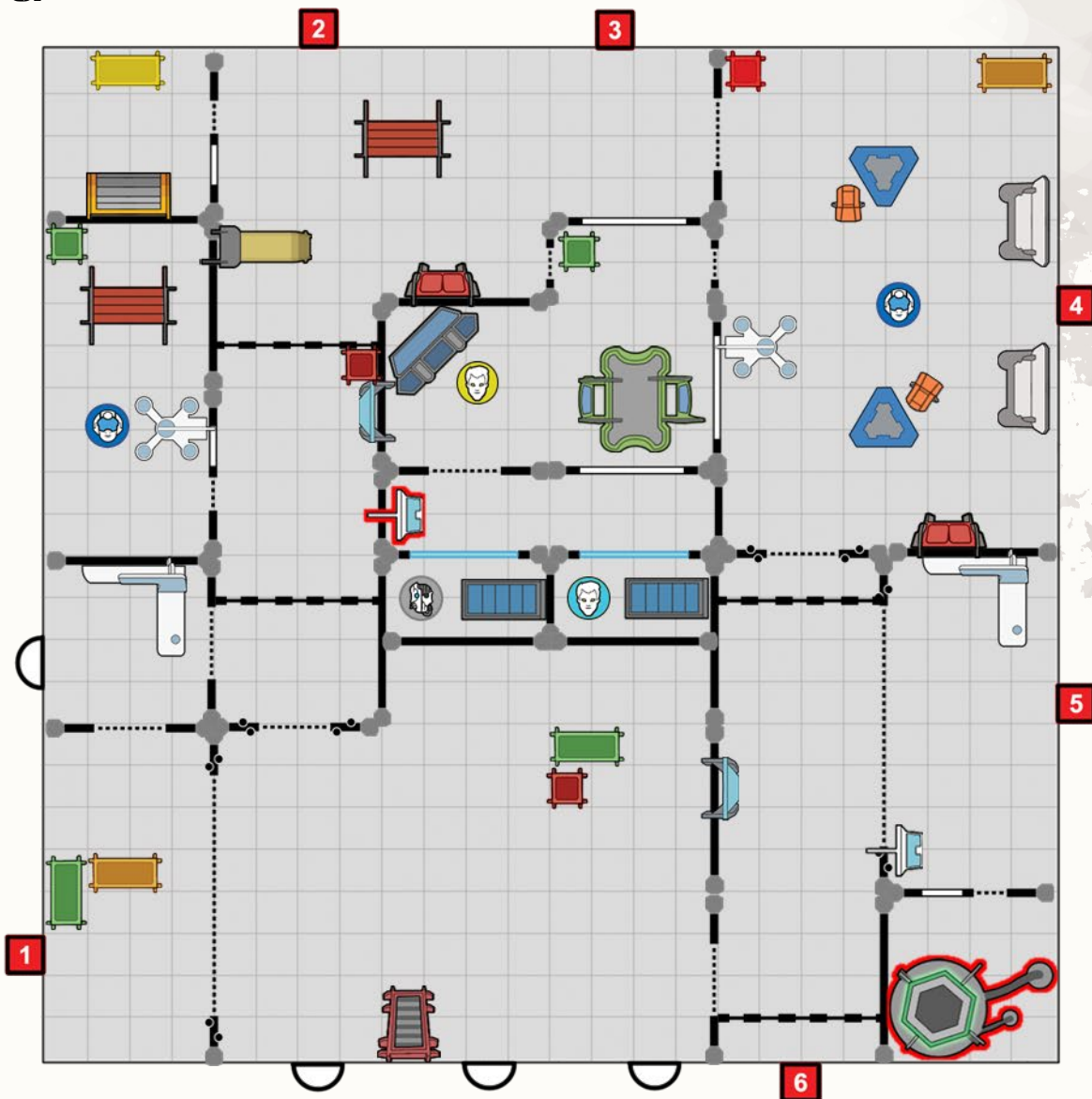
The left-hand cell contains the Rogue Live One. Its cell will be automatically opened along with the other prisoner and it will activate from that turn onwards.

When the Live One is revealed, up to four Civilians on the table, chosen at random, are immediately replaced with the remaining Rogue Purge characters, starting with the lowest ranking. This does not include the other prisoner but does include any Civilians that have joined crews. Any Rogue Purge that are not on the table at this point will arrive from random entry points in the next NPC Phase.

The Live One is angry at being imprisoned. If it has LoS to any non-Purge character when activated it will attack them, taking its actions as if it were a regular Purge. Any other Rogue Purge within short range of it will use their actions to attack the same target.

Otherwise the Rogue Purge will act as normal, except that if they Search a crate following an Examine result they will take a Purge item if one is available.

## SET UP



**MAXIMUM  
STARTING  
CREW**



### EVENT CARD ALLOCATION

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

Plus any other cards  
of your choice

### HOSTILITY TRACKER

PURGE	<div></div>
KILL ME	<div></div>
	<div></div>
	<div></div>
CHARGE	<div></div>
	<div></div>
	<div></div>
COVER ME	<div></div>
	<div></div>
	<div></div>
WATCH YOUR BACK	<div></div>
	<div></div>
	<div></div>
GUARDED	<div></div>
	<div></div>
RELAXED	<div></div>
	<div></div>

STARTING  
LEVEL

5

### SEARCH ALLOCATION

		1
		1
		2
	0	0

### KEY ITEMS

x3