

MISSION BRIEFING – ROLE REVERSAL

You are used to spending your life being attacked by the Purge and fleeing the Galactic Corps, but your latest communication is a mission that turns everything on its head. It turns out that an old schoolmate is now a high-ranking director in the Corps, and his precinct came under attack by the Purge. Weirdly, his biomass was not simply consumed – instead he and his men were abducted. He managed to send a message before his capture, but the Corps won't risk a rescue mission so he's turned to you. You will need to infiltrate a Purge base and save him. He's assured that he will make it worth your while...

PRIMARY OBJECTIVE

Reward: Galactic Corps Favours

Your goal is to rescue the Galactic Director and his troops and evacuate them on board your ship. Any crew that does this will be able to call in favours (see below).

SECONDARY OBJECTIVE

Reward: Stolen Artifacts

It's not just live subjects that have been stolen by the Purge; they have also taken items seemingly valued by their victims for further analysis. These items will be stashed around the base, ready for you to take back!

SPECIAL INSTRUCTIONS

SET UP

When allocating Search items the Raw Blue token should be taken as part of the selection in addition to the other rare items before randomly placing them in the crates.



Note that no Civilians or other NPCs are used in this mission. Remember to use the reverse side of the Hostility Tracker.

Put aside a Galactic Director and two Guards (or Civilians representing them) – these are your objectives and can be found in the auto-doc and stasis chambers as shown.

STEALTHY APPROACH

The Purge do not know you are coming. At the start of the game, the entry points marked in yellow are inactive – flip their counters. If an inactive point is rolled for Purge entry, no Purge arrive – the result is not re-rolled. Note that this means Event Cards that place Purge at inactive points cannot be resolved and will be shuffled back into the deck.

In addition, all Purge on the board start the game just patrolling but may become alerted during the game. If this happens, they should

be marked with a reminder counter and will be activated as normal from then on.

When a patrolling Purge activates, simply Move it once in a direction indicated by the Chance Die. If at the end of this movement the Purge has LoS to a Trader (Traders in full cover do not count) they become alerted and will make any remaining actions as normal.

At the start of each Purge Phase, alert Purge will raise the alarm. Any patrolling Purge within short range of them, regardless of LoS, will become alert.

Also at the start of the Purge Phase, any inactive entry points within short range of a Trader, or a Purge raising the alarm, become active.

The Gatherers in the central room are powered down at the start of the game and do not activate at all. They become active, and the doors to their room will open, either when the hostility reaches Charge or the first prisoner stands up.

Once the hostility reaches Charge, all Purge become alert, all entry points become active, the doors to the Mother's room are opened, and the Mother may activate as normal.

FLEEING UNDER FIRE

The Purge base is well defended, and even fleeing is not so simple. If you leave the Purge alive they will shoot you down. After the game, for each Purge character left standing on the board the base will make one shot at the fleeing ships. Allocate these evenly, starting with the player holding the Turn Counter at the end of the game and proceeding clockwise.

Roll a combat die for each shot. For each hit scored, immediately roll on the Degradation table from the Maintenance Phase. Rolls of a

6 will downgrade a random ship upgrade if possible, rather than damaging equipment.

THE PRISONERS

The three prisoners can be found in the room on the far side of the board – the Director in the Auto-doc and the Guards in the Stasis Chambers. To wake a prisoner, a Trader must Interact with their terrain piece. In the next Assessment Phase their miniature will then be placed in contact with the terrain piece. From that point on they will use their normal stats and will be controlled by the player that rescued them. However, they are weak and unarmed - they cannot shoot, and can only Move while a Trader is in contact with them.

The Purge will still treat them as valuable specimens, and will only target them for an attack if no other target is in LoS.



FAVOURS FROM THE CORPS

For each prisoner evacuated, that crew gains a one-use bonus to be used in a future game:

- In a game where you are not already using the Galactic Corps, at any point during the Trader Phase, you may choose an entry point and call in Galactic Corps Support. In the following Assessment Phase, one Director, one Juggernaut and two Guards are placed at that entry point and will activate in the NPC Phase as normal. However, they are controlled by the player that called them in, rather than acting as per the AI.

In addition, the player that rescued the Director gets an additional one-use bonus:

- In a game where you are not already using the Galactic Corps, you may use the Director as a Trader. He will use the boards below and can be used over and above the maximum starting crew. He may only be used for one game.



AUTO-DOCS

Any Trader may Interact with an auto-doc to heal themselves. Place them prone on top of it. They will miss their turn in the following round, but can restore up to 3 Health. Only one Trader may be in the auto-doc at a time.



