

## MISSION BRIEFING – SABOTAGE AT MEGACORP

*Having been tipped off by a rival corporation, you receive word that a secret branch of MegaCorp have been developing new and worrying warfare technology which cannot be allowed to continue. The new tech hinges on a 'Gravitational Wave Emitter' or 'GWE', and the rival corporation have drafted your services to destroy it before it is fully operational.*

*MegaCorp's encryption standards are way beyond what you're used to, so you'll need to bring your best technician to overcome their digital defences.*

**Players:** 1-2    **Expansions Needed:** Shift Change at MegaCorp, Galactic Corps

### PRIMARY OBJECTIVE

**Reward:** 20UA

The GWE is represented by two ground conduits tacked together standing on their ends. The rival corporation will pay 20UA to the crew that successfully destroys it (10UA for each time it is damaged).

The GWE is unstable and its powerful energy shield must be deactivated before it can be directly attacked. Unfortunately, the console is locked behind several high-tech firewalls (see Firewalls below).

Once the shield is deactivated the console can be attacked with an Assault action. It has an armour value of 2.

The first time it suffers any amount of damage, mark it with a reminder token. The second time it suffers damage it is destroyed. When this happens all characters within short range are moved directly away D6 inches (roll separately for each character) and knocked prone. They suffer an attack with two dice, ignoring armour (roll separately for each).

### SECONDARY OBJECTIVE

**Reward:** Whatever you can find

There is a huge weapons cache on site rumoured to hold all kinds of new and prototype weaponry. Unfortunately, access to the cache is impossible without military clearance. However, by bringing down the firewalls you may be able to hack in and gain access to the cache.

### SPECIAL INSTRUCTIONS

#### WEAPONS CACHE

The weapons cache door (marked in red) starts the game locked. The four green crates in the weapons cache should be set up first, with one rare item in each crate. No rare items are placed outside the cache.

### FIREWALLS

There are three consoles marked on the map, two in red and one in blue. The red consoles cannot be accessed until the primary firewall has been disabled using the blue console.

The red firewall console next to the weapons cache door will unlock the door.


The red firewall console next to the GWE will deactivate the energy shield.

To access a terminal, a Trader must Interact with it and roll the number of dice listed below. At least 3 hits must be scored.


- Regular Trader 1 die
- Trader with the Tech Class 2 dice
- Trader with Tech Pack +1 die
- Trader with Hack Level 2+ +1 die

### THE GALACTIC CORPS

The Galactic Corps cards are not included in the deck at the start of the game. Instead, as soon as the blue console is accessed, or a Worker or Security Warden is defeated, the Corps will be immediately alerted.

Take the top 10 cards from the deck, and shuffle in all the  cards before placing this stack back on top of the deck.

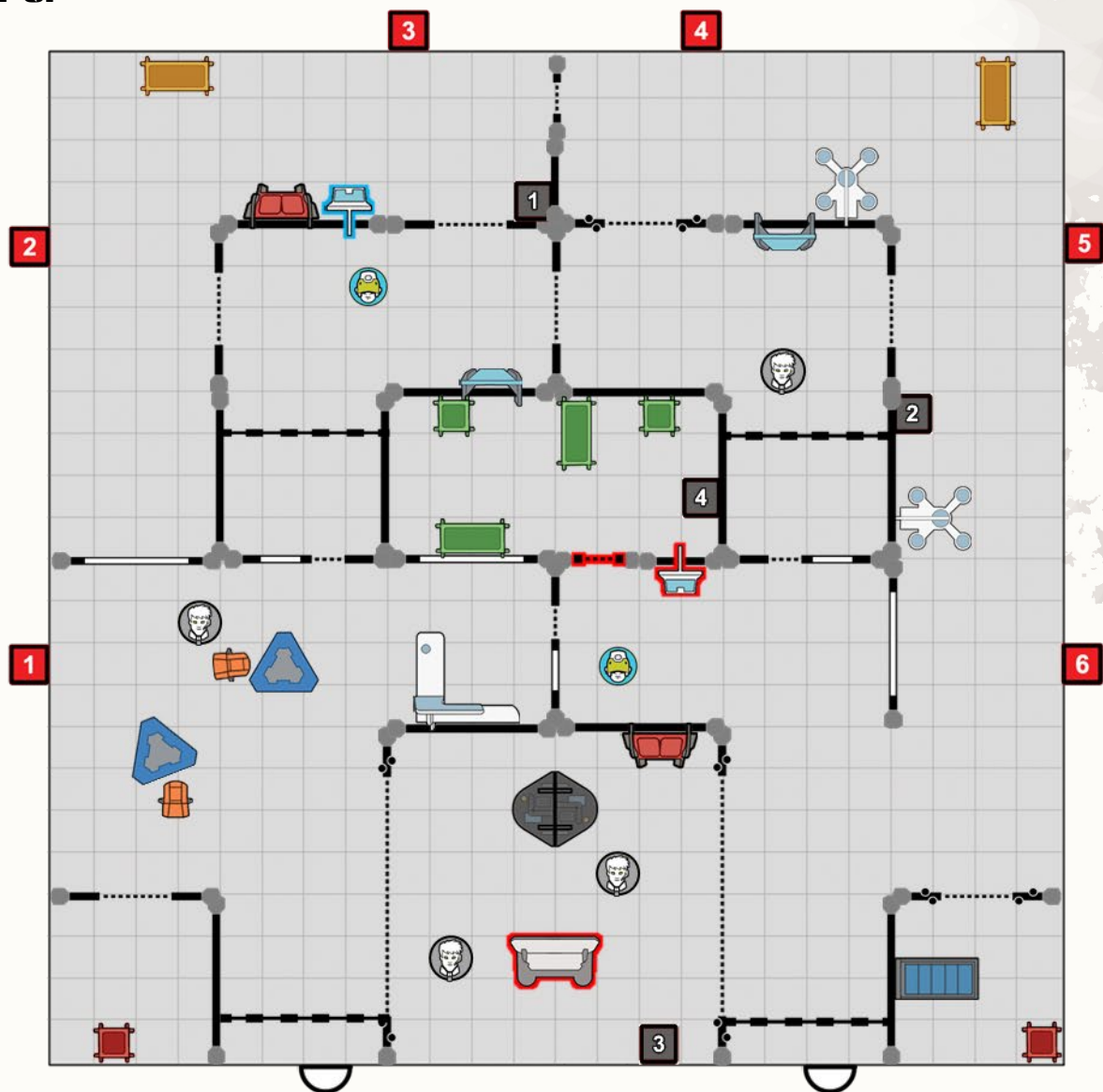
### WORKERS

The mission-specific  result for Workers in this game only applies once a red console has been accessed; prior to that they will Move as normal. From that point this result will cause them to Move towards the nearest deactivated red console. If they reach it they will reactivate it (reactivating the shield or locking the cache door as appropriate).

### SCAVENGERS

When determining a random Hatch, ignore/re-roll Hatch 4 until the cache is unlocked.

## SET UP



### MAXIMUM STARTING CREW



### EVENT CARD ALLOCATION

- All Cards
- All Cards
- All Cards
- All Cards
- All Cards
- All Cards – set aside at start of mission

### HOSTILITY TRACKER

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

### STARTING LEVEL

3

### SEARCH ALLOCATION

1	<div></div>
2	<div></div>
3	<div></div>
2	<div></div>
1	<div></div>
3	<div></div>
2	<div></div>
2	<div></div>