

MISSION BRIEFING – THE LOST ACTION HERO

Captain Oberon Teelac of the Poseidon is drifting through space. His last job was rather profitable and now he's just looking for excitement – a job to bring him the recognition and adoration he craves. Then Thoman walks in with some promising news. He has overheard on the comms that a nearby station is under attack by the Purge, but the local branch of the Galactic Corps does not have the resources to deal with it. They won't admit that such an attack took place under their watch so instead they are going to wipe the station from the official record and cover it up.

Teelac sees a chance to be a hero – he can be the one that rescues these innocent civilians from certain death, and they can spread his story far and wide. As for the Corps, he may even be able to blackmail them to keep quiet about what he's heard. The Poseidon isn't the only ship that heard the distress call, but Teelac is determined to be the one that takes the glory!

This mission is not part of a specific campaign. It is for two players, but you'll need a third crew to use as Civilians. The mission is co-operative, but the players will have to fight for the glory!

PRIMARY OBJECTIVE

Reward: Galactic Glory

This is a rescue mission, and the more people you save, the more people can tell your story. Who wouldn't want to be known as the 'Hero of Theta Station'?

The objective of the mission is to Persuade the Civilians on board the station to join your crew and escape on your ship before they are killed by the Purge.

All members of the crew that evacuates the most Civilians gain an additional Career Point after the mission. The Captain gains two additional points instead. If the scores are tied, both Captains gain one Career Point but the other Traders gain none.

SECONDARY OBJECTIVE

Reward: Public Adoration

The Civilians whose lives you save will of course show their gratitude. You may take one item from the token pouch for each Civilian on your ship at the end of the game.

The crew that evacuates the most Civilians may hire any one of them for free. If the scores are tied, both crews get this benefit.

SPECIAL INSTRUCTIONS

RUN FOR YOUR LIVES!

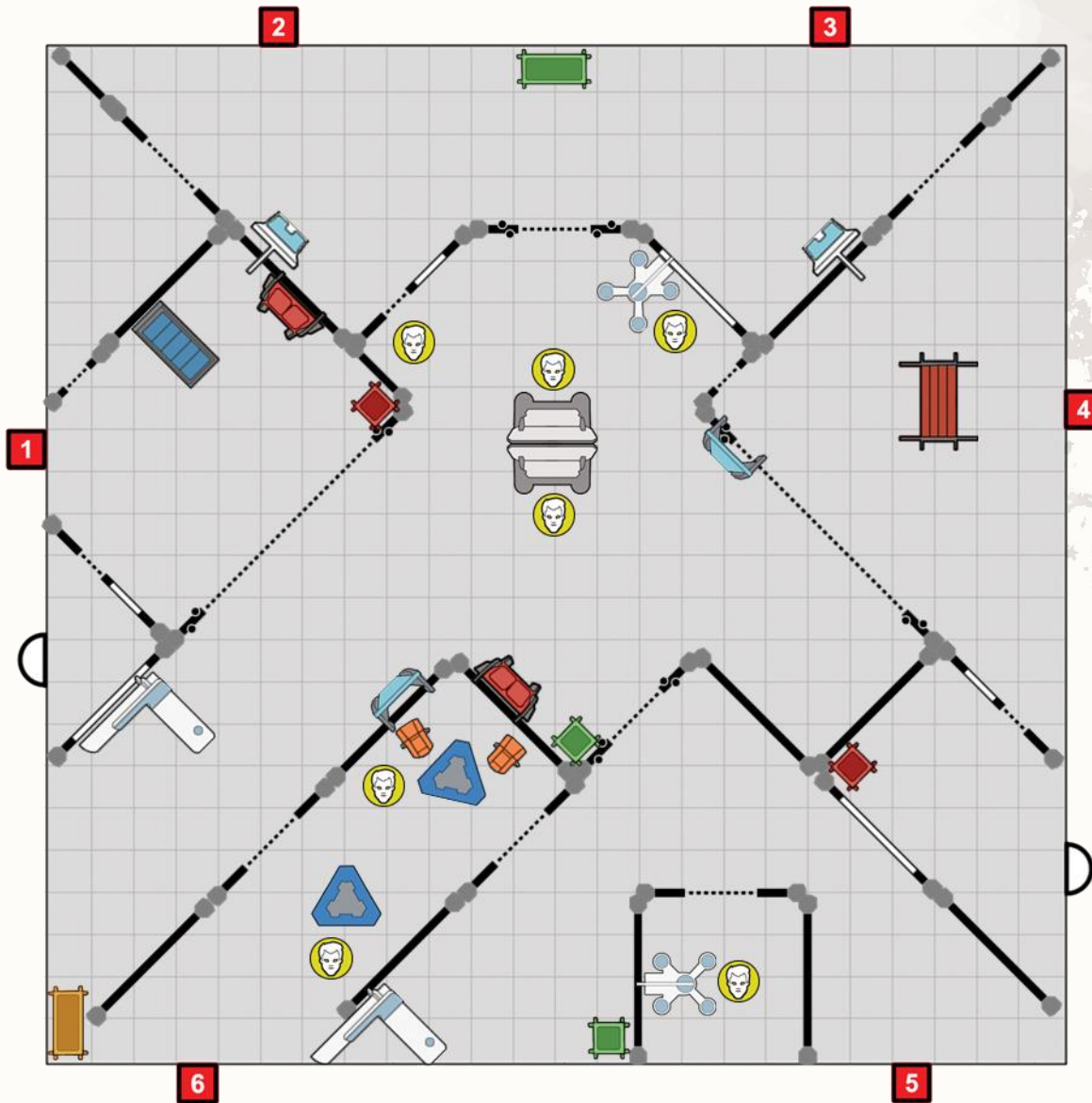
All Traders gain +1 die to Persuade attempts in this mission as there is far more incentive to join the crew than usual!

BLACKMAIL

Every Trader that takes part in this mission receives a 'Get Out of Jail Free Card' for use in the future – they may use this to blackmail the Corps and automatically count as rolling a 1 on an Apprehended result in the Extraction Phase during a campaign.



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



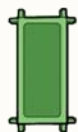
RELAXED



STARTING LEVEL



SEARCH ALLOCATION



1



2

3



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