MISSION BRIEFING – PARTICULAR TRANSMISSION

Riley just hasn't been the same since his last teleporter incident – you're not sure he rematerialised as the same person that left. Could be worse though, a few years back Jameson never came back at all! You can't put up with it any longer – it's bad enough to risk your life on every mission, but when the very tech designed to get you out is an even bigger risk it's just not fair. The Corps never seem to have any trouble – they've clearly got better tech and you want it, so you decide to break into a Corps facility and help yourself to their hardware. Unfortunately, the tech in their intruder detection system isn't too shabby either – the alarm sounds almost instantly. Better be quick!

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

PRIMARY OBJECTIVE

Reward: Teleporter Upgrades

You are here to salvage the parts required to upgrade your ship's teleporter. You must locate them, disconnect them, and get them back to your ship.

SECONDARY OBJECTIVE

Reward: Whatever you can find

You're in a Galactic Corps facility – there must be some good loot around here. Some weapons, or an evidence room maybe...

SPECIAL INSTRUCTIONS

SET UP

Before allocating Search items, set aside the two Ship Parts tokens, along with the Carry and 3UA Objective tokens – these are the teleporter parts you are after. No rare items are placed in the crates, but two random rare items (one large, one small) should be placed inside the storage locker marked in blue.

THE PARTICLE TRANSMITTER

To salvage parts from the Transmitter Traders must be inside it and must make an Interact action. They must then roll the number of combat dice listed below and score at least 2 successes to disconnect the part.

- Regular Trader
- 1 die 2 dice
- Trader with the Tech ClassTrader with Tech Pack
- +1 die

Once the part is disconnected the Trader takes take one of the Objective or Ship Part tokens at random to represent it.

After the game, any transmitter parts collected can be discarded and noted on the crew's Assets to mark that their teleporter has been upgraded. Like everything else on the ship they won't last forever but they'll be good for a

few uses. Each upgrade can be 'spent' and removed from your Assets to provide an automatic '6' result on the Emergency Teleport chart in a future Extraction Phase (before rolling any dice).

Alternatively, the tokens can be sold or used for maintenance as normal.

GALACTIC CORPS FACILITY

Remember to use the reverse side of the Hostility Tracker in this mission. As you are on the Corps' home turf they will treat you more harshly if you get caught – add 1 to the result of any Apprehended rolls after this game.

The facility includes a fortified evidence room containing the storage locker marked in blue – this can be Searched. The door to this room is closed and locked but can be moved through by the Galactic Corps without penalty.

There is an alternative way in and out of the room via the conduit marked in green. To move through the conduit a Trader must Interact with it – they will then be placed on the other side of the wall. Massive characters cannot travel through the conduit.

ENTRY POINTS

The Purge can only enter via the outside of the building – Entry Points 1-4. Flip Entry Points 5-6 to the yellow side as a reminder. When rolling for Purge Arrival re-roll any results of 5-6.

Entry Points 5 and 6 represent the Particle Transmitter itself. They can each be deactivated for the remainder of that round (results have no effect) by Interacting with the consoles marked in red on their respective sides. They will automatically be permanently deactivated when all four transmitter parts have been disconnected.

SET UP



