

## MISSION BRIEFING – RAW BLUE FUSION

*As the Purge invasion advances, more and more Raw Blue has been hitting the black market. For a while now, scientists have been researching ways to refine it into fuel cells for ships and other, smaller appliances. These fuel cells are extraordinarily powerful, but they do attract the wrong kind of attention. No Raw Blue refinement facility so far has lasted longer than a month before the Purge descend en-masse to prevent the bastardisation of their tech. The facilities have had to become mobile, moving on when the Purge appear, but they don't always pack up in time...*

**Players:** 1-4   **Expansions Needed:** Purge Outbreak, Shift Change at MegaCorp, Purge Reinforcements

### PRIMARY OBJECTIVE

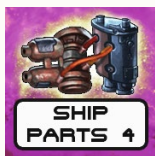
**Reward:** Ship Parts & More

Your objective is to raid this facility for ship parts and any other Raw Blue-powered devices you can get your hands on.

At the start of the game, set aside the Ship Parts tokens, Raw Blue tokens, and all orange tokens with a sell cost of 2 or more (including nano tokens). These cannot be found by Searching and instead need to be built by the Workers (see Raw Blue Refinement).

The Ship Parts (4) token has already been built and is stored in the locker marked in red.

Traders may Interact with this locked to obtain it. Getting this token back to your ship will earn a Level 3 Career Point.



All orange tokens found during this mission are worth an extra 2UA when sold.

### SECONDARY OBJECTIVE

**Reward:** Scientific Knowledge


If you give a man a fish...

Stealing ship parts is a short-term solution. Learning the science to do it yourself is the real prize. If you can Persuade a Worker and get them back on board your ship they will teach you the basics of refining Raw Blue. Completing this objective will earn a Level 3 Career Point.

After completing this objective, you may exchange a Raw Blue token for 2 Ship Parts when visiting the Scrap Merchant.

### SPECIAL INSTRUCTIONS

#### RAW BLUE REFINEMENT

The mission-specific  result for Workers in this game is to create an equipment token. At random, draw a token from the pile of Ship Parts, Raw Blue and orange tokens that you put aside at the start of the game.

Place the token on top of the table/workstation adjacent to the Worker, or at their feet if no longer in contact with a terrain piece.

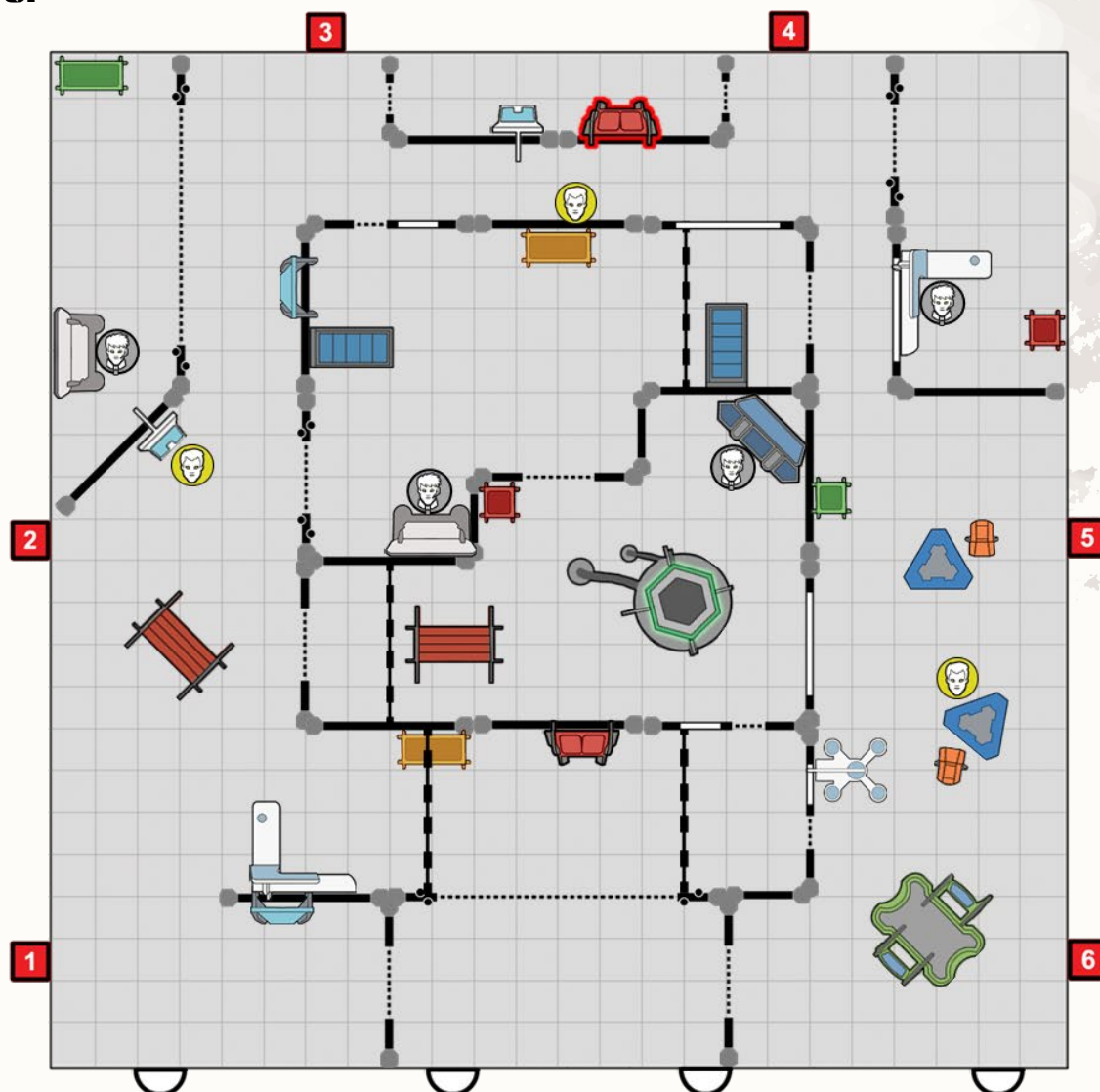
#### DANGEROUS DAYS

This mission is designed to be used with the Dangerous Days campaign rules and is therefore intended for veteran crews. It's high risk but high reward.

The mission uses the reverse of the hostility tracker as well as a Purge Annihilator and Purge Reinforcements.

As the location is under attack by the Purge, don't forget the Fleeing Under Fire rules after the game!

# SET UP



## MAXIMUM STARTING CREW



## EVENT CARD ALLOCATION

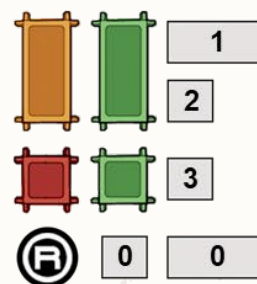
- All Cards
- All Cards
- All Cards
- x4 Cards
- All Cards
- Optional  
Place Hatches if used
- Optional

## HOSTILITY TRACKER



STARTING LEVEL  
**10**

## SEARCH ALLOCATION



## KEY ITEMS

