

MISSION BRIEFING – PRIVACY CONCERNS

There are rumours that the CEO of one of the biggest tech corporations in the sector has been dabbling in new AI technology but not all is above board... The GCC believe that the massive amount of data required to run this new system is being harvested from unwitting civilians; reviewing their personal calls, private messages and social media without their consent. The GCC do not have the political clout to investigate without proof, but Trader crews have no such concerns! You will need to infiltrate the corporation's offices and find out!

This mission is not part of a specific campaign – it is a side-mission for up to six crews. Don't forget that with 4-6 crews in play you should add two pegs to the Hostility Tracker each round, and we recommend that you use the Purge Reinforcements. Weaponry will be limited in this mission so make sure you're tooled up before you go in!

PRIMARY OBJECTIVE

Reward: 2-10UA

The objective is to find proof of the CEO's data harvesting, and once verified apprehend the CEO and get them back to the GCC.

- At the end of the round in which the evidence is taken and uploaded, all crews gain 2UA.
- The crew that carries the hard copy of the evidence back to their ship gains a 4UA bonus.
- A crew that apprehends the CEO and gets them back to their ship also gains a 4UA bonus.

SECONDARY OBJECTIVE

Reward: 1UA per Civilian

The GCC are very keen to avoid collateral damage. All crews taking part will receive a 1UA bonus for every Civilian (other than the CEO) alive at the end of the game, whether they are on the table or on board a Trader ship.

While you're there you might as well indulge in a little corporate espionage. The objective counters in this mission represent technology prototypes that you can sell to the highest bidder in the Trade Phase after the mission.

SPECIAL INSTRUCTIONS

SECURE FACILITY

The central offices are shielded and the Purge will not be able to teleport directly into them, until the Traders bust their way in and disrupt the shielding that is! Until a Trader has entered the bottom mat on the map, re-roll all Purge arrival rolls of 2, 3, and 4, and do not roll for or activate the CEO at all.

THE CEO

The Civilian marked in blue is the CEO. They cannot be Persuaded or attacked by Traders. Once they are active, re-roll any Join, Trade or Live One results for the CEO. If the CEO is required to Move for any reason, they ignore the direction on the Chance die, instead moving as far away from any Traders as possible.

The locker behind the CEO's starting position contains evidence of their wrongdoing. A Trader may Interact with the locker to obtain this evidence – use the Carry Objective to represent it.



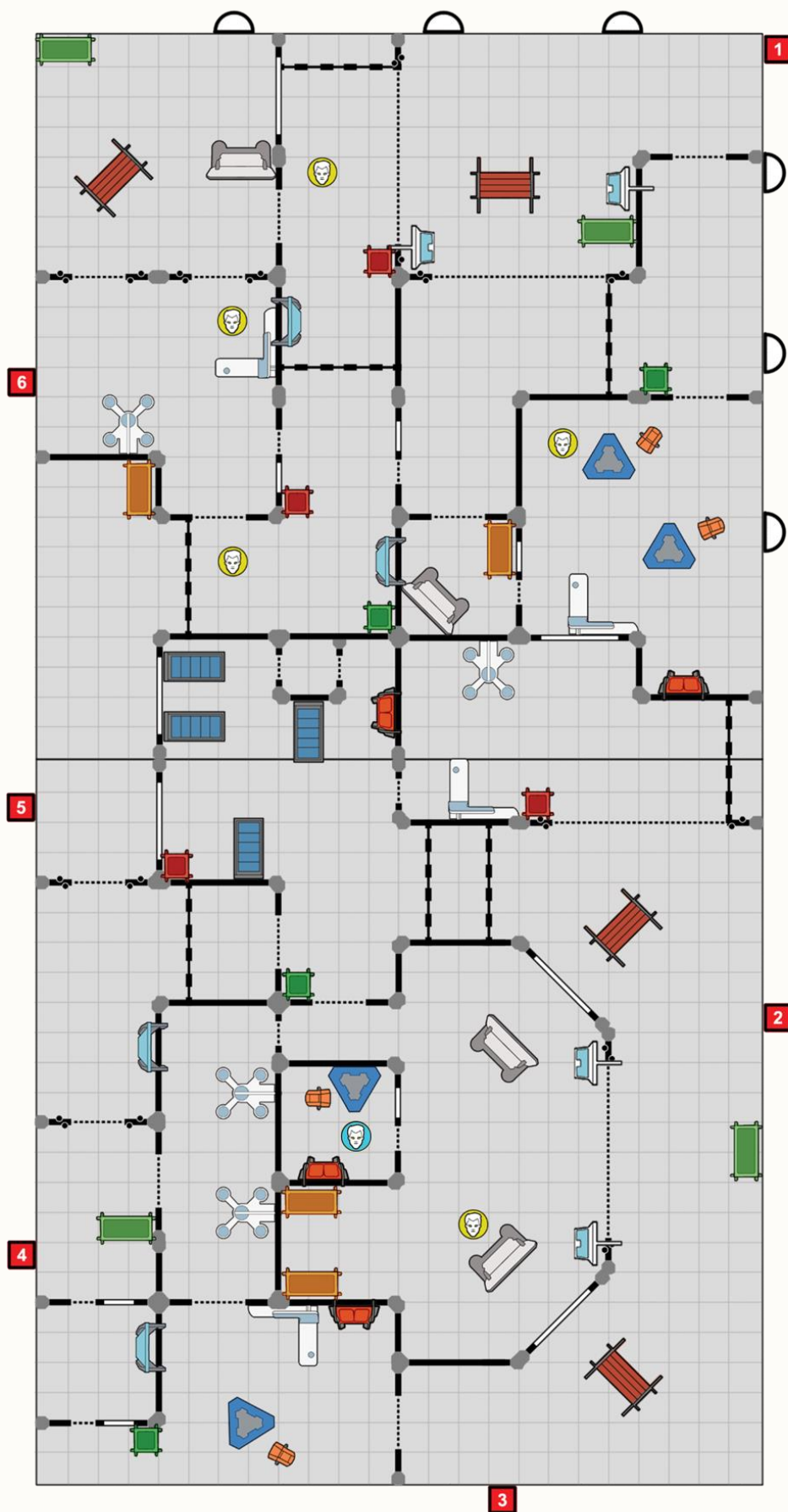
After the evidence has been obtained, it will take the rest of the round to be uploaded and verified by the GCC. From the following round onwards the crews will have a warrant to make a citizen's arrest on the CEO by using a Close Assault action against them. Any damage caused will not defeat the CEO but will restrain them – they will not act again in this mission. The CEO may be dragged back to a ship following the rules for Moving Objects on page 109 of the Deluxe Rulebook.

TECH PROTOTYPES

When allocating Search items, the 3UA, 5UA and 7UA Objectives should be taken as part of the selection before randomly placing them in the crates. These represent technology prototypes.

As there's high-end tech in the building, they can't risk having weapons on the premises. Only one of the large tokens and two of the small tokens selected for the crates can be weapons (blue tokens); the remainder must be armour, special items and non-combat equipment.

SET UP



**MAXIMUM
STARTING
CREW**



EVENT CARD ALLOCATION

- All Cards
- All Cards
- All Cards
- Recommended

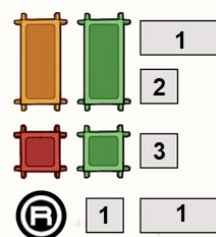
Plus any other cards
of your choice

HOSTILITY TRACKER



**STARTING
LEVEL**
5

SEARCH ALLOCATION



KEY ITEMS

