

MISSION BRIEFING – DUTY CALLS

Zed's been at it again and he's now top of the GCC's Most Wanted list. Knowing the Corps are planning a raid on his last known location, you see an opportunity to raise some easy cash by assisting the GCC in their efforts. They may need it too, because Zed has called in his top lieutenants to aid his defence and they aren't going down without a fight!

Players: 2 **Expansions Needed:** Shootout at Zed's, Galactic Corps

PRIMARY OBJECTIVE

Reward: Zed's Stash

To complete the objective, Zed, Evangeline and Chunk have to be defeated. With the Corps taking the Gangers away in custody, their loot is yours for the taking.

After the mission, empty all the crates on the board into a central pile. The winner of the mission (see below) can take one equipment token of their choice and place it directly into their ship's hold, followed by the second Player, and then finally the winner gets to take a second item.

The winner of the mission is the player who successfully defeats the most of the three high-ranking Gangers. If the score is tied (due to the Galactic Corps taking some out instead) the winner is the player that defeated the most regular Gangers. If it's still a tie, both players get two items, starting with the player with the Turn Counter at the end of the game.



SECONDARY OBJECTIVE

Reward: Variable

As well as taking out the top tier of the Gang, the Galactic Corps are willing to compensate you for any other Gangers dealt with in the area.

During this mission, keep track of the number of regular Gangers defeated by each crew. After the mission, they will receive 2UA per Ganger defeated.

SPECIAL INSTRUCTIONS

ON THE RUN

During setup, randomly Place Zed, Chunk and Evangeline in each of the Ganger starting locations. These three Gangers will only activate if there is an enemy in LoS and medium range. When they activate, they do not activate normally. Instead, they will resolve the Civilian Attack result, attacking the nearest enemy and then Moving twice in the opposite direction.

When these Gangers are defeated, place them in front of the player that defeated them (or back into the box if defeated by an NPC). These three Gangers will not re-enter play during the game, although lower-ranking Gangers will be respawned as usual.

Civilians activate as Gangers in this mission. They are affected by Civilian Events as usual.

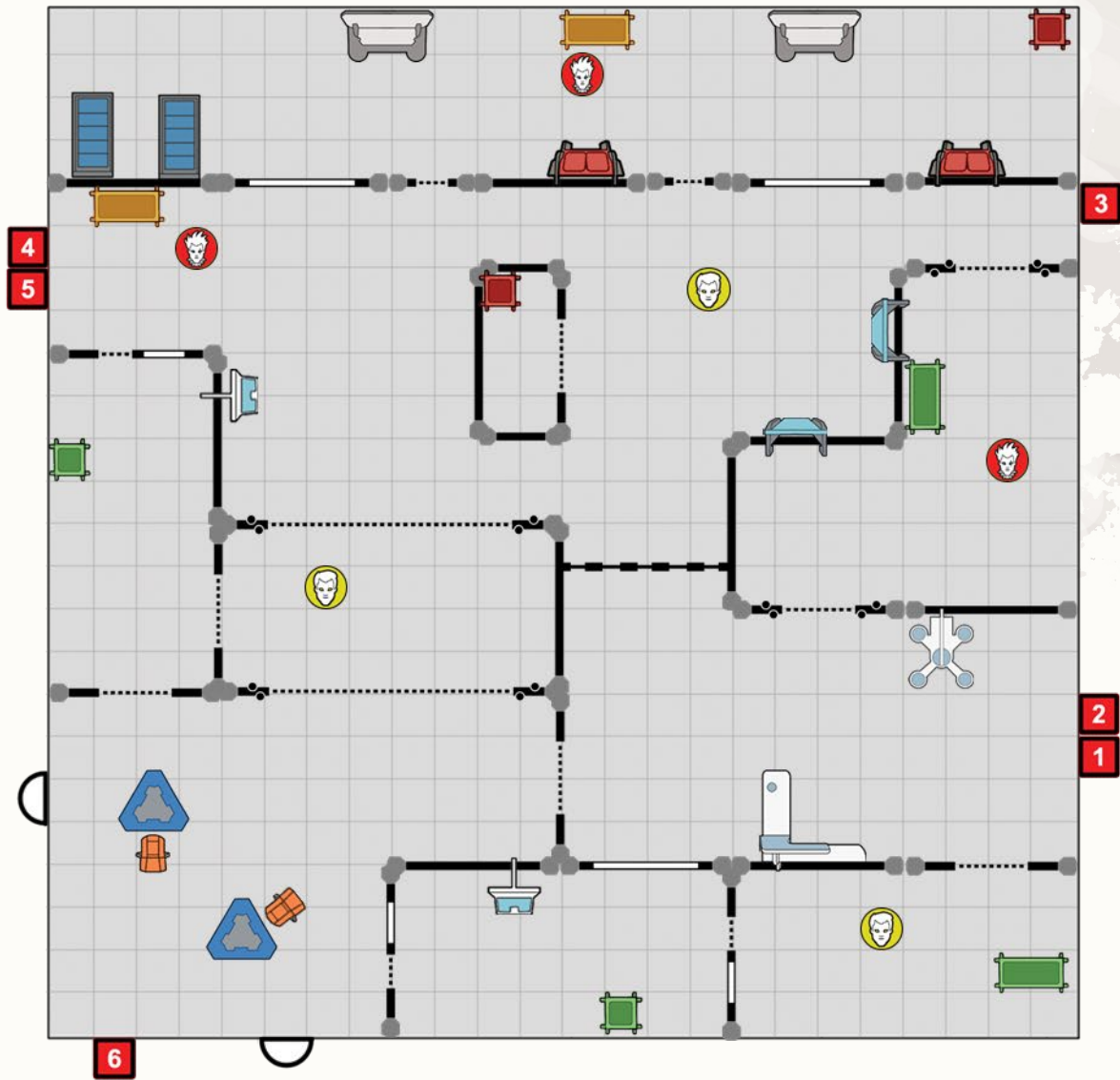
GALACTIC CORPS

The Purge are not used as standard in this mission. When rolling for Purge arrival, use Galactic Corps characters in their place:

- Harvester = Galactic Guard
- Devastator/Assassin = Juggernaut
- Live One = Director

The Corps will not consider Traders to be enemies unless a member of that Trader's crew/character type has attacked a Corps character in the current mission.

SET UP



**MAXIMUM
STARTING
CREW**



EVENT CARD ALLOCATION



x4 Cards



x3 Cards



All Cards



All Cards
- remove Power
Struggle from the
deck

HOSTILITY TRACKER

PURGE



**KILL
ME**

**CHARGE**

COVER ME



WATCH YOUR BACK



GUARDED



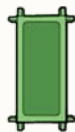
RELAXED



STARTING LEVEL

8

SEARCH ALLOCATION



1



3

3



1

1