

MISSION BRIEFING – PRISON BREAK

Wow, you barely made it out of there! Unfortunately one member of your crew didn't – the last thing you saw as your airlock closed was their unconscious body being dragged away by the Corps...

You could leave them to rot as punishment for being foolish enough to get caught, but on the other hand they're the only one that knows how to fix the coffee machine. You've found out where they're being held, and you reckon you can get in and out pretty easily. Considering the contraband and well-connected gangers that must also be locked up in there it could even turn out to be a lucrative job!

This is a side-mission for up to four crews, to be played after one or more Traders have been apprehended by the Corps. Instead of rolling on the Apprehended table in the Extraction Phase you can pick this as your next mission to attempt a rescue.

PRIMARY OBJECTIVE

Reward: Your Trader's Freedom

Your objective is to get in, get your Trader, and get out, while causing as little trouble as possible. Simple, right? If successful, your Trader is returned to your crew with no further cost or penalty for being apprehended.

SECONDARY OBJECTIVE

Reward: Favours and Scapegoats

Other crews are using your disturbance to liberate their own imprisoned crew. It might be a good idea to team up – you may be able to take advantage of the situation and help them out – for a cost, of course!

The cells will of course be full of other criminal scum. The Corps will surely be after you for staging this escape, but if you help the gangs break their people out they might let you blame the whole thing on them...

SPECIAL INSTRUCTIONS

INMATES AND EVIDENCE

You will see four cells on the map for up to four Traders. If there are fewer crews taking part, any remaining cells will be filled with Gangers instead (starting with the highest

ranking and working down). The prisoners are not set up at the start of the game. Instead, take their character boards and put them to one side. The inhabitant of each cell will be revealed once a Trader or Ganger has LoS to their position (note that the cell doors can be seen through). When this happens, draw a board at random and set up that character inside the cell. They will be activated as normal from that point onwards.

Any equipment held by the imprisoned Traders is confiscated before the mission and will all be placed inside the Storage Locker near the cells. Add two random items from the token pouch to this stash for each imprisoned Ganger. The locker can be Searched like a crate – note that this means whoever gets there first will have access to equipment owned by the other crews!



All four cells and the storage locker begin the game closed and locked. They can be unlocked by Interacting with the two workstations marked in red – one unlock per action.

SECURE FACILITY

All Security and Galactic Corps characters in this mission will use the Elite/Specialist sides of their character boards.

All windows on this map are barred – they can be seen and shot through but cannot be moved through.

The two doors marked in green form an airlock for secure entry into the prison. Both start the game closed and locked, and they can **only** be opened by Interacting with the console also marked in green in the reactor room. Only one of the doors can be open at once – opening one will close the other.

Note that this means that at least one Trader must remain in the reactor room to get their crew out. If you're going to rely solely on a Trader from another player's crew to take this job, make sure you trust them!

Four Galactic Guards and one Security Warden will start the game in play. Mark them with a Reminder Counter. They will not activate until either they have LoS to an enemy or at least one Trader has passed the second entry door. Remove the counter when this happens, and from then they will activate normally. Any Corps or Security characters brought on during the game will also remain waiting at the entry points until the above criteria are met.

There are no Civilians inside the prison. Any Civilians that arrive can only do so from points 1 and 5. If a different location is rolled, bring on the lowest ranking Security or Galactic Corps character available instead. If none are available, no character will arrive.

STOP, POLICE!

If at any point there are no Traders left outside the entry doors, the Corps will lock down the prison and the mission will end immediately. Any Traders left inside the prison area, or outside the prison area but defeated, are automatically apprehended.

ON THE LAM

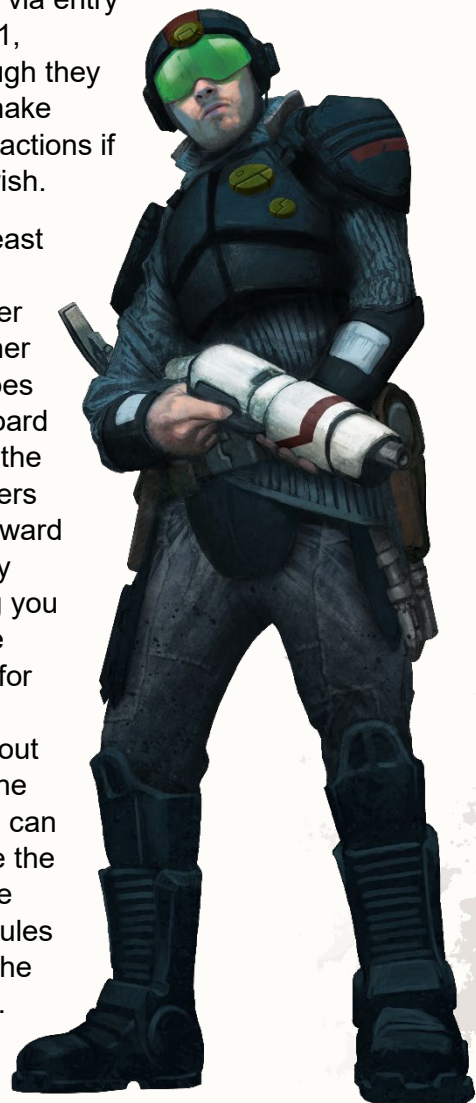
Once the game is over, the crews will be pursued by the Galactic Corps trying to reclaim the fugitives and won't have time to stop. The crews may not choose a Trading Post in the Trade Phase (so will be limited to the General Store only) and cannot make any ship repairs or upgrades (their ships will degrade as normal).

GANGERS

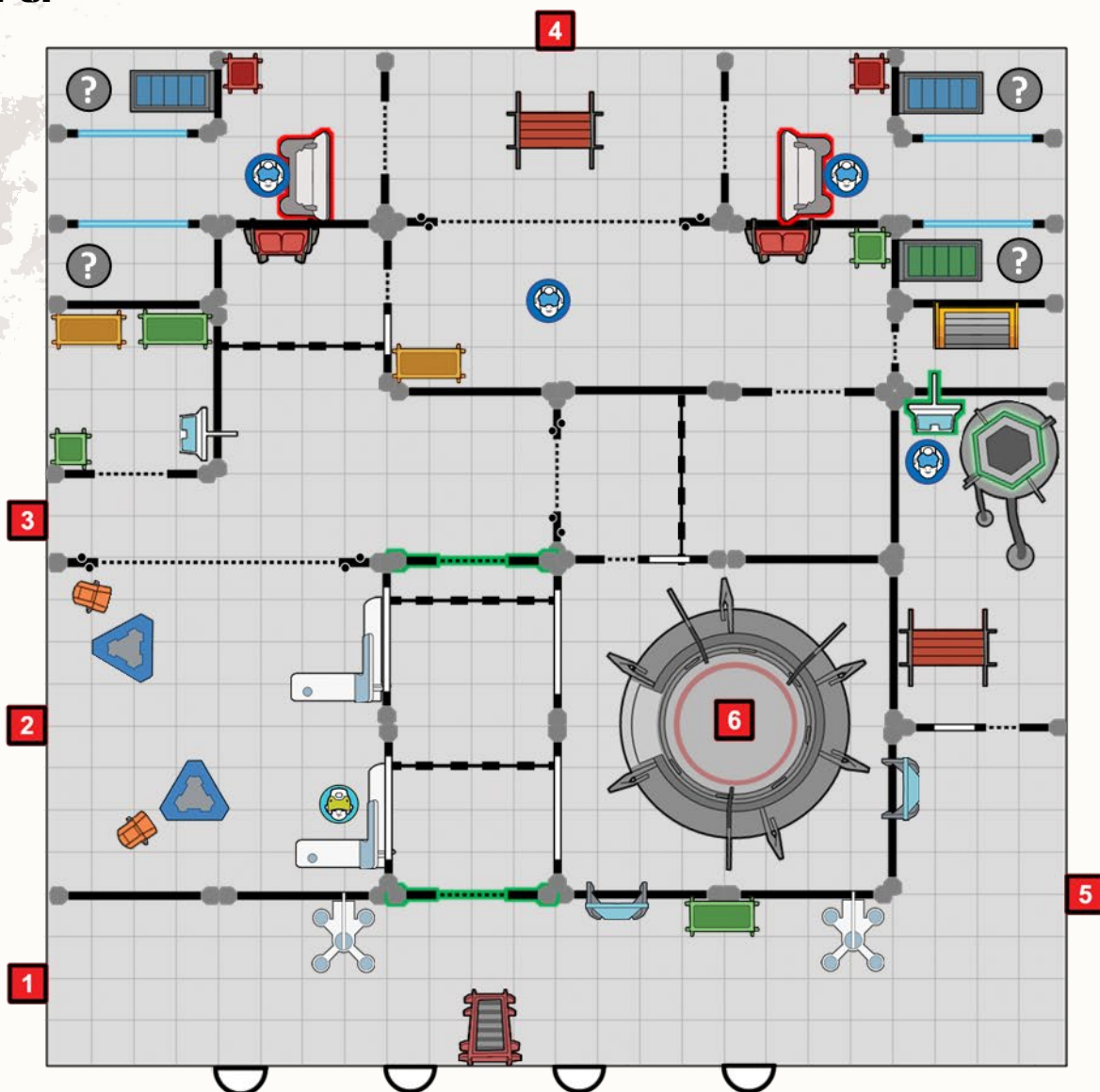
If any of the prisoners in your game are Gangers, the rest of the gang will arrive to break out their comrade(s). All Gangers not being used as prisoners will arrive from entry point 1 as soon as the second entry door has been opened. All Gangers, including any revealed prisoners, are controlled by the player currently holding the turn counter rather than by the AI, so their controller will change each round.

The prisoners' objective is to escape the board via entry point 1, although they can make other actions if you wish.

If at least one Ganger prisoner escapes the board alive, the Gangers will reward you by letting you blame them for the breakout – all the crews can ignore the On the Lam rules after the game.



SET UP



**MAXIMUM
STARTING
CREW**



**EVENT CARD
ALLOCATION**



x3 Cards



All Cards



All Cards



Player Choice

**HOSTILITY
TRACKER**



**STARTING
LEVEL**



**SEARCH
ALLOCATION**

