

## MISSION BRIEFING – LOST IN SPACE

*The scanners have pinged and alerted you to a derelict ship floating nearby. Derelicts are not uncommon since the Purge turned up but this one is different – there is a trace energy reading emanating from deep within. Maybe there are survivors? You warily dock with the wreckage, and after checking the atmosphere readings you step on-board.*

*As the airlock door closes behind you, there is a low whine and the emergency lighting flickers on. It seems that the docking procedure has shorted the ship's power circuits and the airlock is sealed shut! Your only hope of escape is to restore the ship's generator before the air runs out, but with your scanners pinging you realise you may not be the only ones searching the wreckage...*

**Players:** 1    **Expansions Needed:** None

### PRIMARY OBJECTIVE

**Reward:** A source of parts

Nobody's going to pay you for risking your life on a dead ship, but you might be able to use it to keep your own ship alive.

Success in this mission will allow you to use the wrecked ship as if it were a Trading Post in all future Trade phases. You cannot buy or sell anything when you come here, but you can scavenge parts to repair your own ship.

If you do, roll the Chance Die and consult the following table:

1. You find nothing but discarded gear – draw a token from the token pouch
2. Increase Propulsion by 2
3. Increase Life Support by 2
4. Increase Supplies by 2
5. Increase Hull Integrity by 2
6. Roll twice more on this table and apply both results (re-rolling further results of a 6)

### SECONDARY OBJECTIVE

**Reward:** Whatever you can find

There may be some salvageable gear left on board – you'll have to strip the place bare.

If you're lucky there may even be survivors...

### SPECIAL INSTRUCTIONS

#### SET UP

When allocating Search items the two Ship Parts tokens should be taken as part of the selection before randomly placing them in the crates.

The crew does not start inside their airlock in this mission. Instead they start in the positions marked in green.

### REPAIRING THE GENERATOR

The derelict ship has no power and the crew cannot return to their ship until the power is restored.

To do this the crew will need to find some Ship Parts (which were placed into the crates at the start of the game) and install them in the ship's engine room.

To install a Ship Parts token, the Trader carrying it must Interact with one of the power conduits marked in red, discarding the token. When both parts are installed, the generator will restart and the crew may return to their airlock and escape.



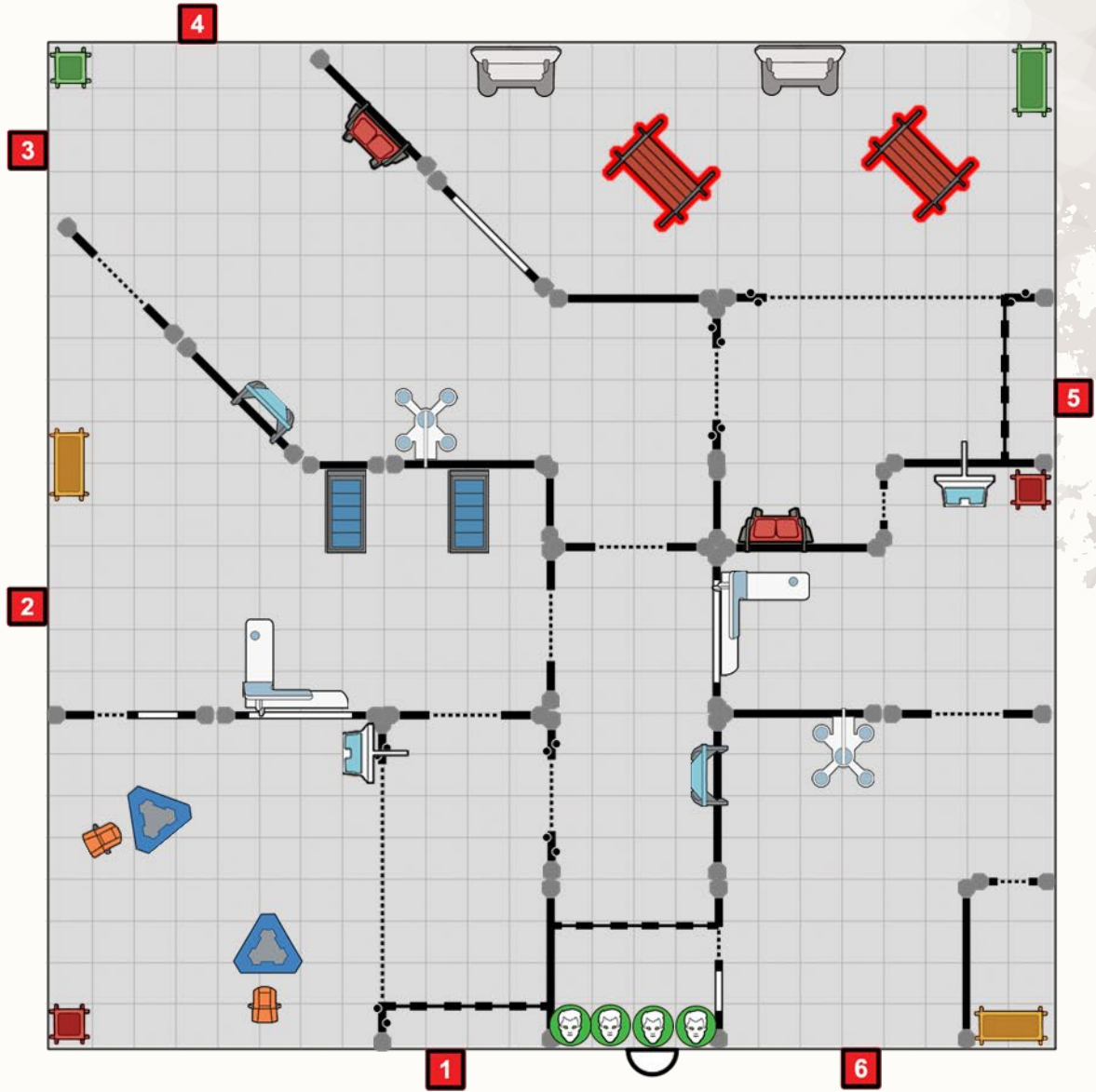
### DETERIORATING CONDITIONS

With no life-support system in place the Traders are quickly using up the air. Traders can only safely make one Move action per turn in this mission (they can use Proximity Moves and Skills that allow movement as normal). If a Trader makes a second Move action in a turn they must roll a combat die. On a ⚠️ they lose one Health.

Each time the Hostility reaches a new level, all non-Purge characters on the board lose one Health. This will instantly defeat Civilians, but a Trader in contact with a Civilian when this happens can use a Skill point to revive them and prevent this happening.

Once the generator is back online, these rules no longer apply.

## SET UP



**MAXIMUM  
STARTING  
CREW**



## EVENT CARD ALLOCATION



All cards



All cards

## HOSTILITY TRACKER

**PURGE**



**KILL  
ME**



**CHARGE**



**COVER  
ME**



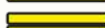
**WATCH  
YOUR  
BACK**



**GUARDED**



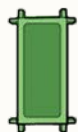
**RELAXED**



**STARTING  
LEVEL**

8

## SEARCH ALLOCATION



1

2



3



1

0

SHIP  
PARTS 1SHIP  
PARTS 2