

## MISSION BRIEFING – HAVOC & GANGERS

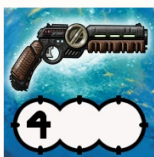
*Because you couldn't walk a fine enough line between lawbreaker and honest salvager, a high-ranking pirate Ganger has reached out to you with an offer. The Captain of their crew has been detained by the Galactic Corps and their previous attempt to free him went south, so now they need outside assistance. You've been promised a highly prized Black Market weapon for breaking their Captain free and helping with the escape, but it won't be so easy. Not only do you need to break into a GCC detention centre, but you've heard rumour a rival Gang intend on crashing the party to ensure the captive prisoner never sees freedom.*

**Players:** 1    **Expansions Needed:** Galactic Corps, Shootout at Zed's

### PRIMARY OBJECTIVE

**Reward:** Havoc Pistol

Set the rare Havoc Pistol token aside at the start of the game. If you can get the prisoner onto your ship and escape you will be given this token as a gesture of gratitude.



The Prisoner Captain is represented by any spare Trader Captain you have, using the Civilian side of their board.

To free the prisoner you will need to unlock the cell door by Interacting with the console marked in red. When you do, roll the number of dice listed below. At least 2 hits must be scored.

- Regular Trader 1 die
- Trader with the Tech Class 2 dice
- Trader with Tech Pack +1 die
- Trader with Hack Level 2+ +1 die

Once the cell door is open, you may activate the prisoner as if they were a member of your crew using their Civilian stats. Should the prisoner be defeated, lay the miniature prone. The Captain can be revived with a medi-stim as normal but cannot be teleported out at the end of the mission – they must leave on board the ship to claim the prize.

### SECONDARY OBJECTIVE

**Reward:** Whatever you can find

You're in a Galactic Corps facility – there must be some good loot around here. Some weapons, or an evidence room maybe...

### SPECIAL INSTRUCTIONS

#### ORDER IN THE GALAXY

No Purge are used in this mission. Instead the Galactic Corps are used as the enemies in


the same way as Gangers are used in the Anarchy in the Galaxy rules from Dangerous Days (so Galactic Guards will arrive in place of Harvesters and so on).

The Security Wardens in this mission are considered to be 'On Alert'.

No Civilians are used in this mission.

### RAISING THE ALARM

Two Security Wardens and a Juggernaut (outside the cell door) start the game on the board. These characters will not act normally until they are attacked or they can draw LoS to a Trader or a Ganger in their turn, at which point the alarm will be raised. Until this time:

- Security Guards will follow the rules for a  result.
- The Juggernaut will not activate.
- No Galactic Corps will arrive under the normal rules based on the Hostility. Galactic Corps that arrive via Event Cards will arrive as normal.

Place two purple pegs into the Hostility track as shown. When you replace the first peg, the alarm is raised automatically and the rules above cease to apply. If the alarm is raised before this point, immediately replace the purple peg with a black one and continue the game from this new hostility level.

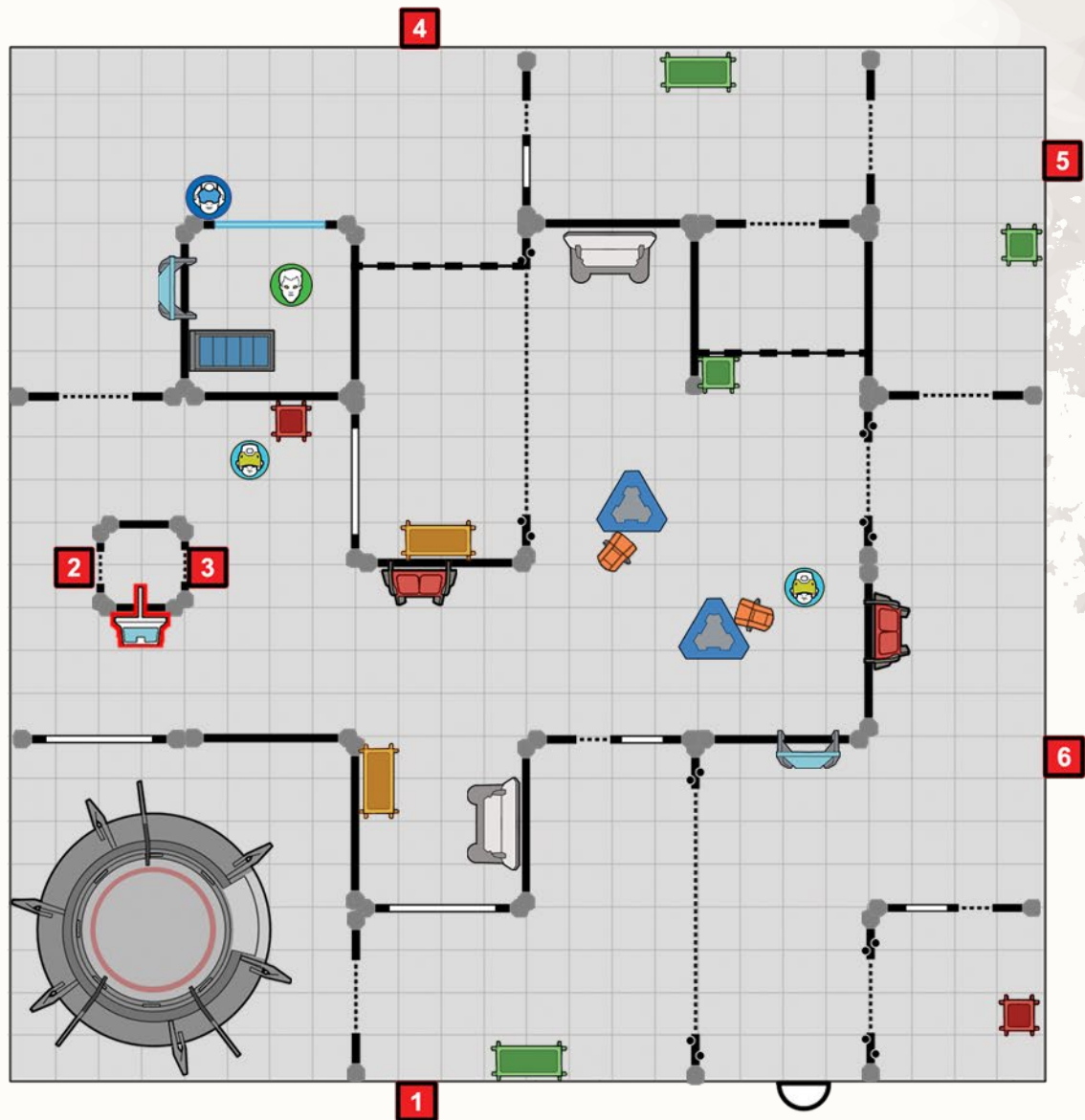
When you replace the second peg, the rival Gangers arrive. Place all six Ganger characters inside the Particle Transmitter. They will activate as normal from this point.

### RIVAL GANGERS

The rival Gangers use a different target priority list to normal:

1. The Prisoner Captain
2. Traders
3. Galactic Corps

## SET UP



**MAXIMUM  
STARTING  
CREW**



## EVENT CARD ALLOCATION



All Cards



All Cards

## HOSTILITY TRACKER

**PURGE**



**KILL  
ME**



**CHARGE**

COVER  
ME

## WATCH YOUR BACK



**GUARDED**



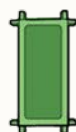
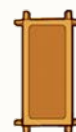
**RELAXED**



**STARTING  
LEVEL**



## SEARCH ALLOCATION



1



2

2



1

1

## KEY ITEMS

