

MISSION BRIEFING – UNDERWORLD INFILTRATION

There's a big election coming up, and an associate of one of the candidates has arranged a clandestine meeting with your Captain. Turns out that they're not as squeaky clean as the media would have you believe. One of the local gangs has gotten hold of some information that could destroy their campaign, and they want it back. Of course, in order to retain some deniability they can't go to the police, so they've come to you... You'll need to head into gang territory to find the documents, but you'll need to act like you belong there or you won't last long!

This mission is not part of a specific campaign – it is a side-mission for up to two crews.

PRIMARY OBJECTIVE

Reward: 10UA

You don't know what these documents are, but they sure are valuable. Locate them and get them back to your ship for a 10UA reward.

SECONDARY OBJECTIVE

Reward: A life of crime

The politician has taken a risk hiring morally questionable Traders. Who says you have to give the documents back...? After the game you may choose to keep the documents and blackmail the politician yourself (only if you have the Galactic Corps expansion).

If you do this, one Trader must always carry the documents in each game going forward. After each game in which that Trader survived you can extort 3UA, or a Career point, from the politician.

However, the politician will spare no expense in hunting you down. The Galactic Corps must be used in all games while you hold the documents, and the Trader carrying them (and their crewmates) will be the Corps' top priority targets until the Trader is apprehended. If this happens, the documents are lost.

SPECIAL INSTRUCTIONS

THE DOCUMENTS

The documents are represented by the Carry Objective token. Put this into the crate marked in red as well as any other items.

THE PURGE

The Purge have not yet reached this area. The politician is even trying to take credit for that fact as part of their campaign! Therefore, no Purge are used in this mission.

At the start of each NPC Phase, roll for NPC Arrival as if they were the Purge shown on the Hostility Tracker, replacing each type with the matching rank of NPC (Civilian or Ganger).


GANGERS

In this mission all Traders are attempting to blend in with the locals and avoid a firefight. All Civilians

are considered to be Gangers for the purposes of this mission. However, at the start of the game these Gangers will activate like Civilians – they haven't turned hostile yet! No Ganger will join a crew for any reason in this mission – Join results on the Chance Die have no effect.

In this mission NPCs can be Persuaded to take a Move action – you can use this to get them out of your way!

If you are found out the locals will turn hostile and from that point will activate as Gangers. A Civilian will turn hostile for the rest of the game immediately if any of the following happens:

- A Trader attacks them or any other Ganger/Civilian within their LoS.
- A Trader Searches a crate within their LoS.
- There is another hostile Ganger in their LoS, standing or defeated!
- A Trader is in their LoS when a  Event Card is drawn.

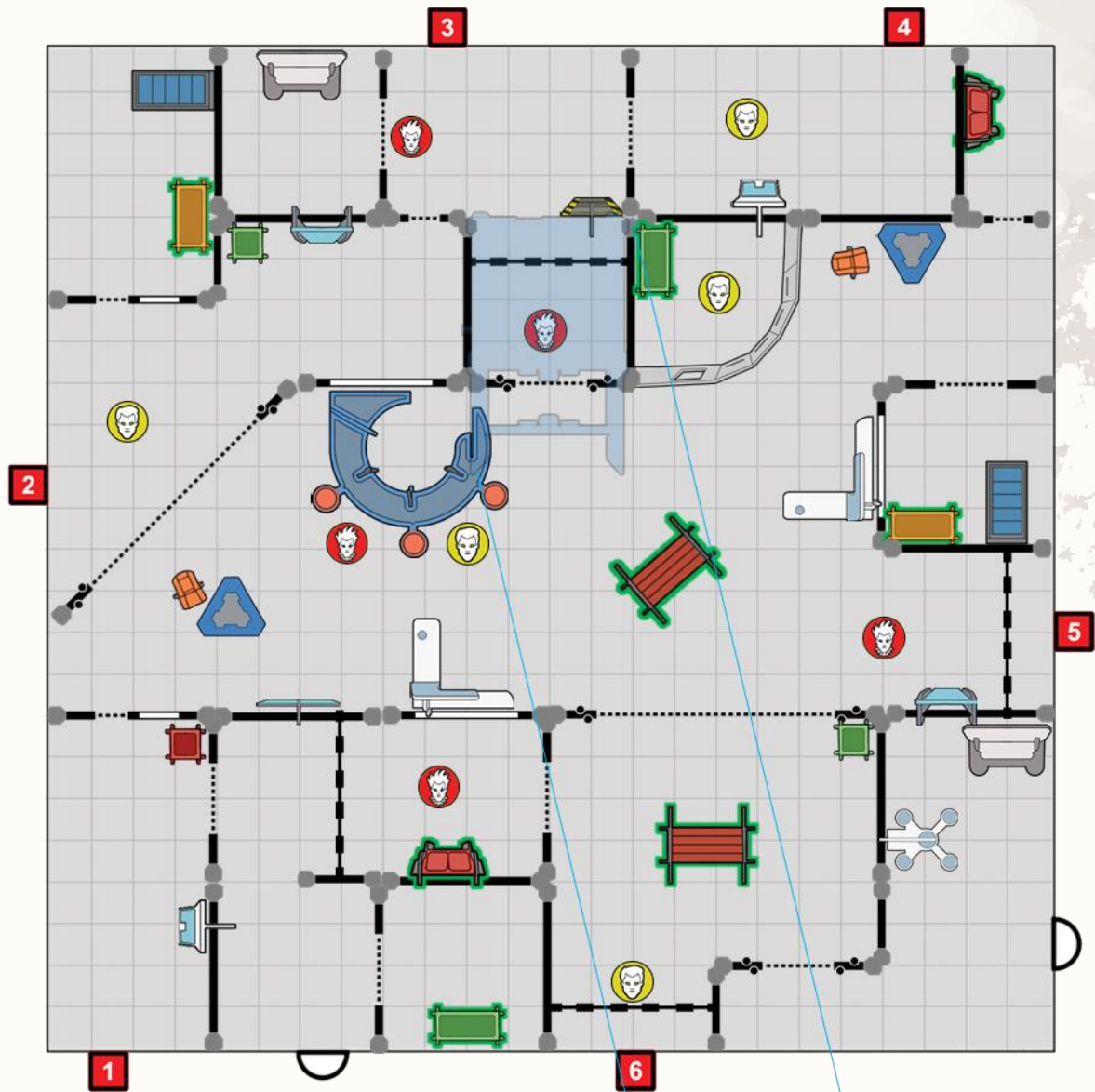
Put a red Reminder Counter on the board of any Ganger that has become hostile.

If a Ganger or Civilian is defeated in this mission, lay the model on its side as if it were a Trader – the bodies might be spotted if not hidden! A Trader in contact with a body can spend an action to Move up to 2 inches, moving the body with them. If another Trader from your crew is in contact with the body, you may Move both characters and the body up to 4 inches instead as a single action. Both are still bound by the 11-inch maximum. Place a Reminder Counter next to the other character that moved – they will take one fewer action in their next turn.

While in contact with a defeated Ganger, Traders may Interact with a large crate, locker or ground conduit (highlighted in green) to hide the body inside and remove it from the board.

If you have any spare Traders, their Civilian boards should be used as Gangers in this mission.

SET UP



**MAXIMUM
STARTING
CREW**



EVENT CARD ALLOCATION



All Cards



All Cards



All Cards

Plus any other cards
of your choice

HOSTILITY TRACKER

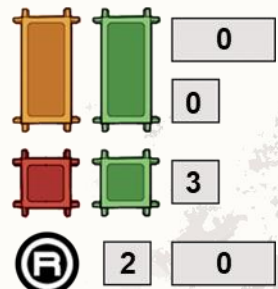


STARTING LEVEL

2



SEARCH ALLOCATION



KEY ITEMS

