

MISSION BRIEFING – DEAD PLANET

Your scanner has picked up a signal from a nearby world, but the galactic map of this area is blank. Oddly so... You've heard rumour that when the Purge completely assimilate a planet, all trace that the planet ever existed is destroyed to prevent widespread panic. Could this be such a world? If so, it could be the perfect looting opportunity.

If the Purge have wiped out the planet's inhabitants odds are that you'll find some Gatherers on site cleaning up the last remaining biomass. Your contact at Giger's says he can make you an almighty weapon with the core of a Purge Mother, if you're brave enough to extract it that is... Are you feeling brave?

This mission is not part of a specific campaign – it is a side-mission for up to four crews. You will need the Purge Outbreak and Purge Reinforcement packs to play this mission. Don't forget that this means you'll be spawning up to double the number of Purge!

PRIMARY OBJECTIVE

Reward: The Mother's Venom

The Traders' aim is to take advantage of the relative calm and corner and destroy the Mother. Parts of her core can be used to build a powerful weapon – the Mother's Venom (see the Purge Outbreak booklet for details).

SECONDARY OBJECTIVE

Reward: Whatever you can find

This place is deserted, and it looks like the inhabitants left without collecting their belongings. There's no-one left to care if you loot the area, but you may not be the only ones with that idea...

SPECIAL INSTRUCTIONS

ABANDONED PLANET

Every living thing on the planet has been 'purged' and as such your arrival is unexpected. The Purge Mother starts the game on the board in the position shown, with the Spiders in contact.

She does not know any Traders are in the area, and will only be alerted to your presence when either:

- She starts her activation with a Trader within medium range AND line of sight.
- She is attacked.
- The Hostility level reaches Charge

Until alerted, when it is the Mother's turn to be activated simply scatter her to represent her scouring the area for biomass. Her Spiders will act as normal – moving towards Traders once they are within medium range

(regardless of LoS) but otherwise following the Mother.

Traders can also distract the Mother. If an item is thrown within medium range and LoS of the Mother, she will not scatter. Instead she will move towards the nearest such item. When she reaches it, it is removed and she will revert to being scattered as normal.

Little do the Traders know, but the Mother has a bodyguard... As soon as she is alerted, her bodyguard, an Annihilator, will be awoken from its dormant state. From then on there is a chance the Annihilator will arrive.

- At Charge and above, it will arrive as normal as per the Hostility Tracker.
- If the Hostility is still below Charge, roll the Chance die for its arrival as if it were a Live One. If it does not arrive, increase the Hostility by 1 instead.

SHIP PARTS

The Plasma Reactor and Auto-doc represent abandoned machinery that can be looted by the Traders. Either of these terrain pieces can be Interacted with, once only, to gain a Ship Parts token (chosen at random from those you have).

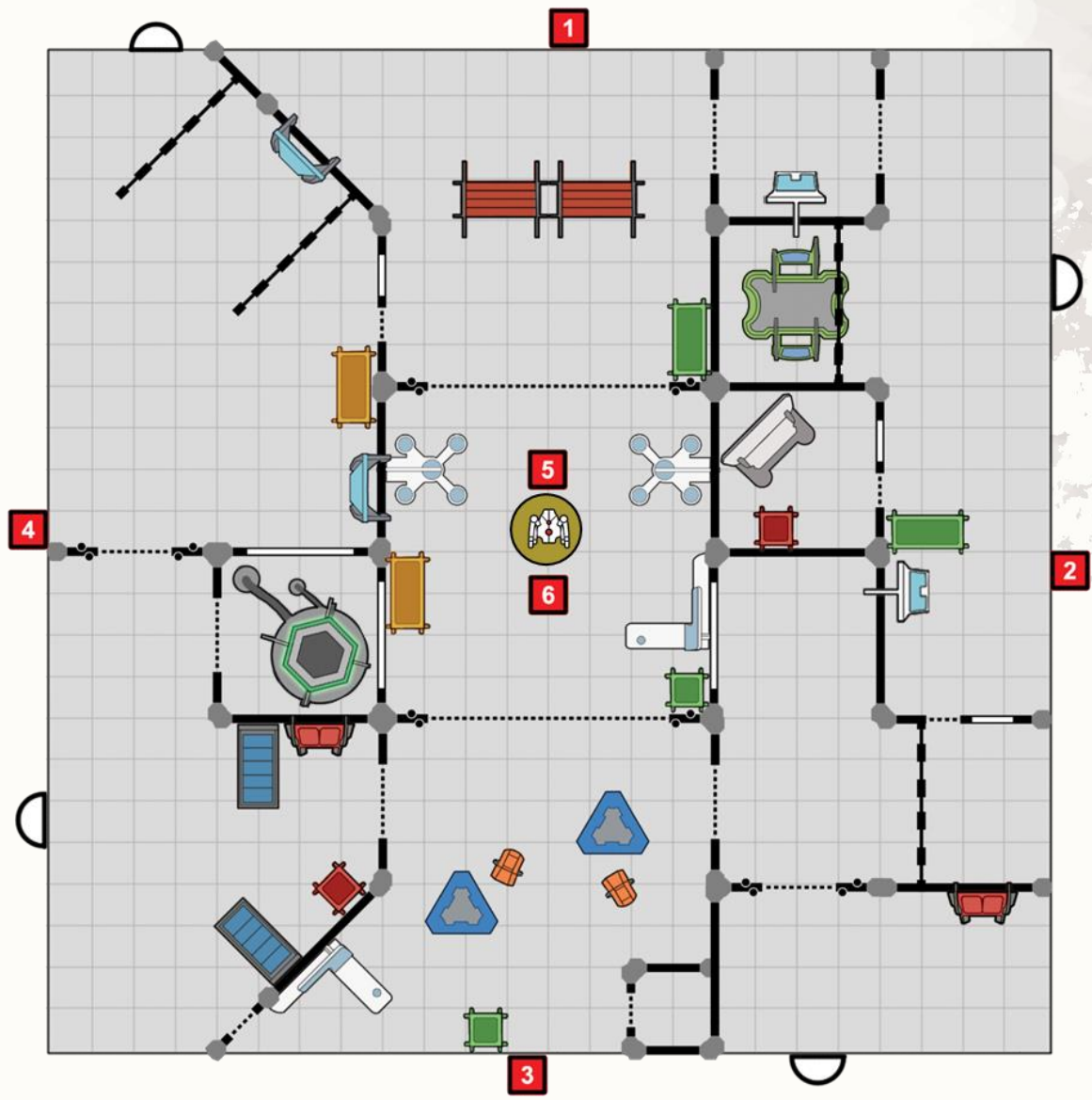


YOU'RE ON YOUR OWN

All Civilians in the area are dead or have fled – no Civilians or Security are used in this mission. With nobody left to save, the Galactic Corps aren't coming either, and should not be used.

Gangs on the other hand might have the same idea as you – Gangers can be used in this mission if you wish.







SET UP








MAXIMUM
STARTING
CREW



EVENT CARD
ALLOCATION


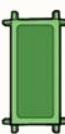





-  All Cards
-  All Cards
-  All Cards
-  All Cards
-  All Cards
-  Recommended

HOSTILITY
TRACKER

PURGE	
KILL ME	
CHARGE	
COVER ME	
WATCH YOUR BACK	
GUARDED	
RELAXED	

STARTING
LEVEL
3

SEARCH
ALLOCATION

		1
		2
		3
		1 0

KEY ITEMS

