

MISSION BRIEFING – RAID VR!

Virtual Reality technology is so omnipresent that people rarely give it a second thought. That is, of course, with the exception of the youth of today. They use VR technology as a means of entertainment; porting digital versions of themselves into wild and spectacular scenarios to escape the drags of daily life. The latest VR fad is a video game called “Raid VR!” which pits two teams of users against each other in a race to steal their opponent’s objective and bring it back in capture-the-flag-style mayhem. Naturally, being a VR environment violence is permitted and actively encouraged in “Raid VR!” so much so, that when you are killed in the game you simply respawn back to your starting area to play on!

Players: 2 **Expansions Needed:** None

PRIMARY OBJECTIVE

Reward: Points!

This mission is unlike any other Core Space mission. It is intended to be played as a one-off, arcade-style game where the only thing that matters is gaining the most points to win. Defeated characters will respawn at the end of each round and the Purge spawn in constant, but lower numbers throughout.

It has been designed around the Core Space Starter Set, but it is customisable like any Core Space mission – additional Crews, NPC’s and Event Cards can be included as you see fit.

At the end of each NPC Phase, check to see if any of the following criteria have been met.

- A Trader has Interacted with their own spawn point while holding the opponent’s objective to deposit it.
- The Hostility Tracker is full.
- At least one crew has no Traders left on the board.

If at least one of these things has happened, the game will end instantly and final scoring will commence.

Points are awarded for the following:

- Points equal to the sale price in UA of all equipment held by your crew (even if defeated at the end of the game). Do not count objectives.
- 2 points for every purple peg held by your crew (see Defeated Characters).
- 5 points for holding the opponent’s objective token in your dashboard.
- 10 points for instead having deposited the opponent’s objective token at your spawn point.
- No points are awarded for defeating the Purge.

The player with the highest score wins!



SPECIAL INSTRUCTIONS

QUICK PLAY

Because this is intended to be a fast-paced, easy to play mission, we want to minimise the initial setup. Because of this, Classes and Skills are not used. Any other abilities on a character's board (e.g. Arianna's extra movement) apply as normal.

These are pre-set video-game characters, so each crew should be made up of the standard pre-designed crews, equipped as Rookies (see Selecting a Crew in the rulebook).

SETUP

Each crew starts in opposite corners of the map, touching the consoles marked in red. These are your spawn points.

Place an objective token in the two starting rooms. The values do not matter, but remember which is which. These objectives can be claimed and picked up only by Interacting with them. They can be carried and passed between Traders as normal.

Determine who will be the red team and who will be the blue team. Each player then takes 12 reminder counters in their team's colour.

SEARCHING

The reminder counters are placed on a crate or into a room whenever a Search action is made to show that it cannot be Searched again by that player. The other player can Search each crate and room in the same way.

Once all 12 counters are used, that player will no longer be able to carry out Search actions.

DEFEATED CHARACTERS

Defeated characters are immediately removed from the board. If a Trader defeated them, that Trader adds one purple skill peg to their dashboard. This cannot be used in the game but will earn bonus points at the end.

Objective tokens carried by a defeated character are dropped where they fell. The character will retain any other equipment they were carrying but may choose to drop one item if they wish.

In the Assessment Phase, defeated Traders are placed back onto the board in contact with their spawn point. They are returned to full health and ammo and may draw one item from the token pouch if they have space in their tray.

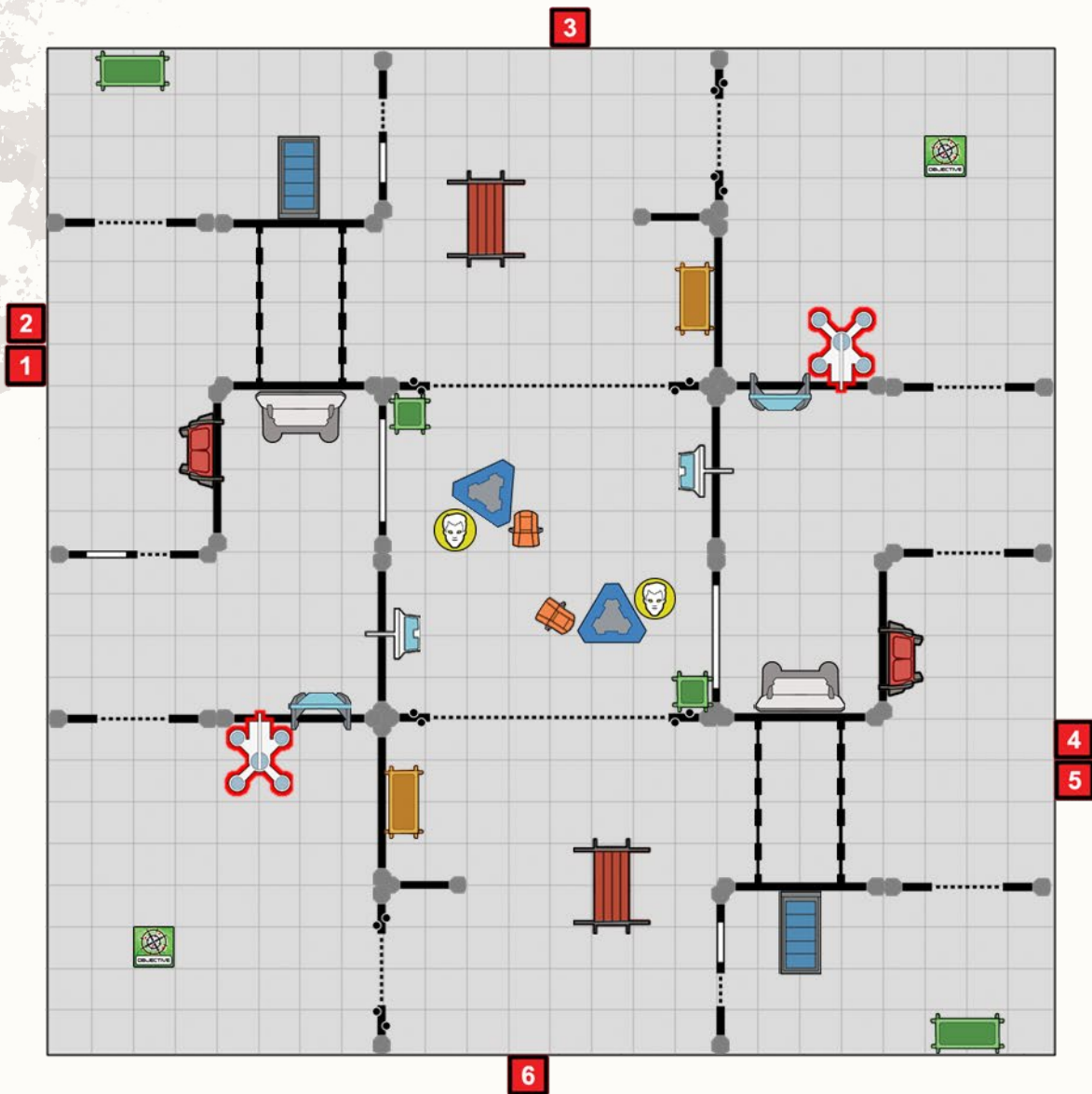
HOSTILITY & THE PURGE

The hostility rises as normal throughout the game. It will determine how Event Cards are resolved but will not be used for spawning Purge.

Instead, in each Purge Phase automatically spawn the lowest rank Purge character available at a random entry point.

Purge spawned because of an Event Card arrive as normal.

SET UP



STARTING CREW



EVENT CARD ALLOCATION



All Cards



All Cards



All Cards

Plus any other cards
of your choice

HOSTILITY TRACKER

PURGE



**KILL
ME**

**CHARGE**COVER
ME

WATCH YOUR BACK



GUARDED



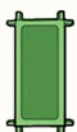
RELAXED



STARTING LEVEL



SEARCH ALLOCATION



1

2



3



1

1

KEY ITEMS



3UA



CAF