

## MISSION BRIEFING – SHOPPING SPREE

*A mysterious retired Trader from your homeworld has been in touch with a job. They no longer have the means to get off-planet but they are in need of some equipment. They've sent you a shopping list. It's an obscure collection of seemingly unrelated items, and you can't help thinking that it's a test of some kind. However, you'll be passing the Starmall anyway and the Trader has offered one of their valuable old antiques in return, so why not?*

### PRIMARY OBJECTIVE

**Reward:** A Rare Reward

Your contact has requested one item from each of the six stores in this wing of the mall. The list isn't too specific – any item from each store will be acceptable. You will need to buy them and get them back to your ship.

Upon delivery of **all** items you will be paid 35UA (this may be more or less that you spent). Then draw one random rare item per crew taking part, plus one. The crew that handed over the highest value items gets first pick of these items as a reward. The crew with the next highest picks next, and so on.

### SECONDARY OBJECTIVE

**Reward:** A trip to the shops

There is **no** Trade Phase after this mission. The mission itself **is** the Trade Phase. You can use the stores on the board to buy and sell items as detailed below.

### SPECIAL INSTRUCTIONS

#### SETTING UP SHOP(S)

The rooms on the board represent the Trading Posts as shown on the map.

All terrain inside each room represents the shelves and displays containing the store's merchandise. You may wish to replace this terrain with Retail Shelving and Vending Machines from the Battle Systems Urban range if you have them.

Before the game, separate all of the equipment tokens by Trading Post. The first time a Trade is attempted (see below) in each store draw 5 random tokens from the relevant pile (10 for BS-Mart and Claw Store). Place them next to the board – these are all that is on sale right now. Return the rest to the box.

#### SHOPKEEPERS

The Civilians shown on the map are the shopkeepers. Mark them all with Reminder Counters – while these are in place they will

not activate at all. Items can only be bought or sold while a shopkeeper is inactive.

Shopkeepers will become alert and start activating as normal if they are attacked.

Active shopkeepers can be Persuaded to return to work, making up to two Move actions. If after these actions they are back inside their store and with no Purge in short range, they become inactive again – mark them with a Counter.

If a shopkeeper is defeated, items can no longer be purchased from their store.

#### BUYING AND SELLING

To buy or sell an item in a store, you must make a Persuade action on its shopkeeper. Any amount you beat the shopkeeper's Persuade value by can be taken as a discount on a purchase or a bonus on a sale. If your roll is less than their Persuade value the opposite applies, and you must pay more/receive less or decline the transaction.

#### SHOPLIFTING

Traders cannot Search in this mission. A Trader may Interact with any terrain piece in a store to take an item from those available. This raises the Hostility by 1.

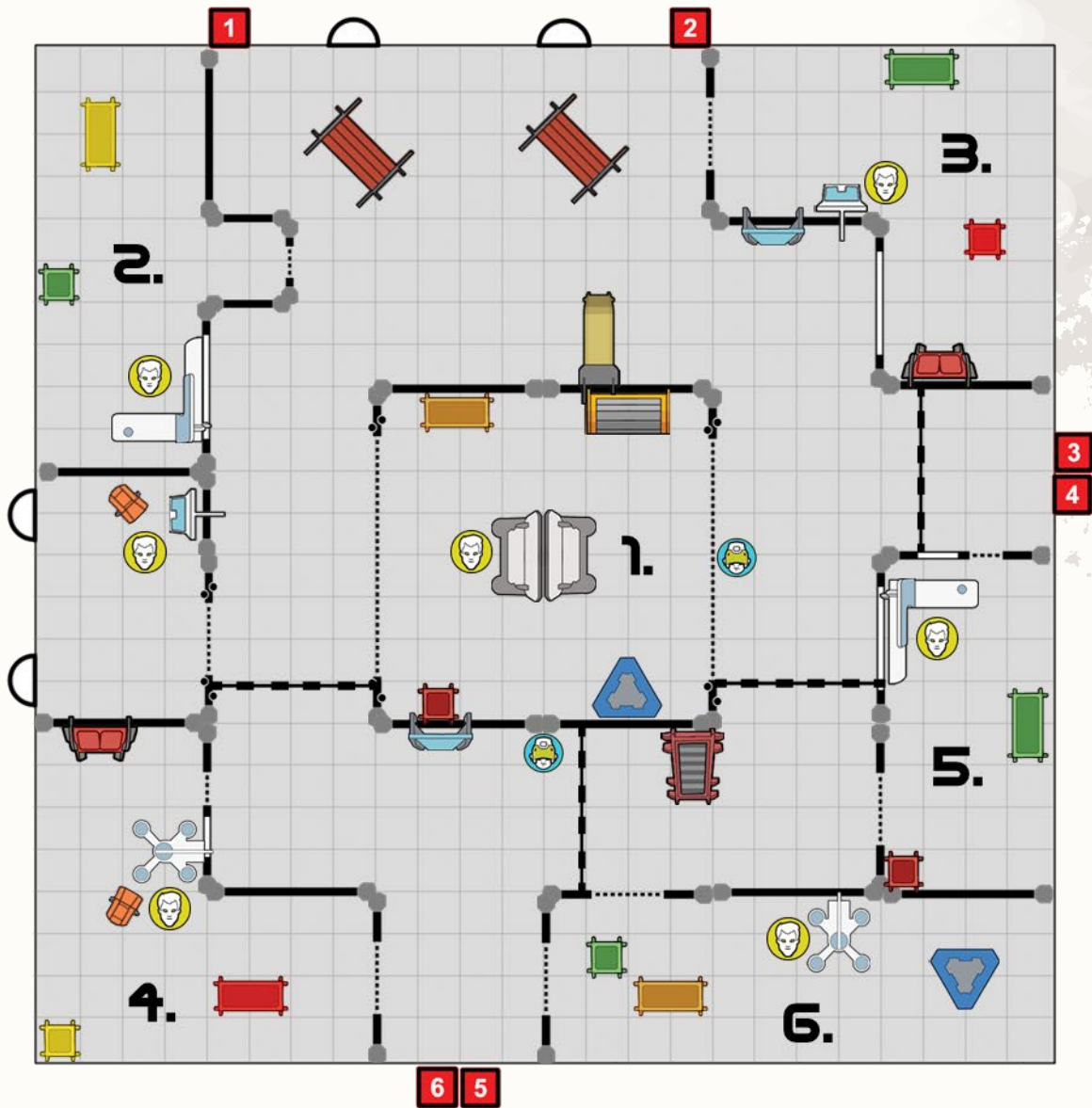
If an item is stolen from Giger's Emporium, all doors on the board immediately lock shut.

#### COMMITTING A CRIME

At the start of the game the Security Wardens will act as normal. If any Traders kill Civilians or steal items from a store, all Security Wardens will follow the rules for an Attack result against the nearest member of the offending crew(s) until the crew or the Security Wardens are defeated or have left the board.

If both Security Wardens are defeated, all six Galactic Corps characters are immediately placed at a random entry point. Any offending crews will be their top priority targets.

## SET UP



**MAXIMUM  
STARTING  
CREW**



## EVENT CARD ALLOCATION



x3 Cards



All Cards



All Cards



## Player Choice

## HOSTILITY TRACKER

## PURGE



**KILL  
ME**

**CHARGE**COVER  
ME

## WATCH YOUR BACK



**GUARDED**



**RELAXED**



## STARTING LEVEL



## TRADING POSTS

1. BS-Mart General Store
2. Up Close & Personnel
3. Claw Store
4. Armourrote
5. Tech Noir
6. Giger's Emporium