MISSION BRIEFING – GONE IN SIXTY PARSECS

They say fortune favours the bold, and what could be bolder than looting a luxury estate whilst under attack by the Purge?

In this particularly affluent area of the Barrens – if you could believe such a place exists – a Purge attack has caused a hasty retreat by the residents, meaning plenty of valuable items have been left behind. Perhaps the most tempting prize is a shiny new Shuttle! Its owner is something of a braggart, and news of the unguarded Shuttle has spread fast. Some of the bravest (or most foolhardy) Scavengers are making it their mission to steal the ship.

Usually, you wouldn't think twice about entering an area so overrun with Purge but a Shuttle – or even some of the valuables you know will be left in the area, is just too good a prize to leave behind…

Players: 1-2   **Expansions Needed**: Shift Change at MegaCorp, Galactic Corps (optional)

PRIMARY OBJECTIVE
Reward: A Shuttle

The keys to the shuttle have been left in the hasty escape from the estate. When allocating Search items, three Objective tokens should be taken as part of the selection before randomly placing them into the crates. The third Objective token found is they keys to the shuttle. The crew that escapes with this token can claim a Shuttle to be used in future missions (you will need the Get to the Shuttle expansion to do so).

SECONDARY OBJECTIVE
Reward: Variable

Rumours have it that this estate has some valuable antiques, which may be valuable if sold to the right people.

Giger's Emporium will pay an additional 5UA for any Rare item found in this mission if sold in the subsequent Trade Phase.

SPECIAL INSTRUCTIONS
FINDING THE KEYS
When the first two objective tokens are found, remove them from the game and draw a random small token from the pouch in their place. The third token found represents the keys to the shuttle – ignore its printed value.

SCAVENGERS
You're not the only ones looking for a free shuttle! The Scavengers in this mission also consider the shuttle keys their highest priority target. Until the keys are found Scavengers will activate as normal.

If the keys are found by a Scavenger, that Scavenger will no longer Search for more items. They will spend all actions moving towards the nearest Hatch whether their backpack is full or not. If they reach it they are removed from the game.

If the keys are found by a Trader, all Scavengers will no longer Search for more items. They will instead follow the normal NPC AI chart with the Trader carrying the keys as their target. They will not use Flashbombs to escape the board if attacked. If the Trader is defeated the Scavengers will Search the defeated Trader to take them before escaping as above.

In either case, while a Scavenger is in possession of the keys all other Scavengers will revert to their normal rules.
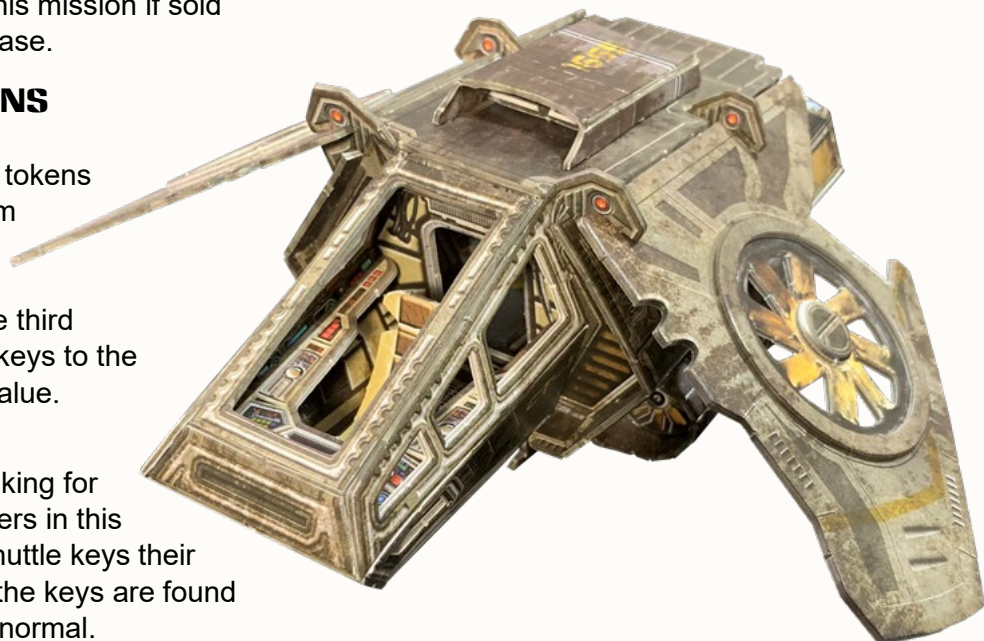
SET UP
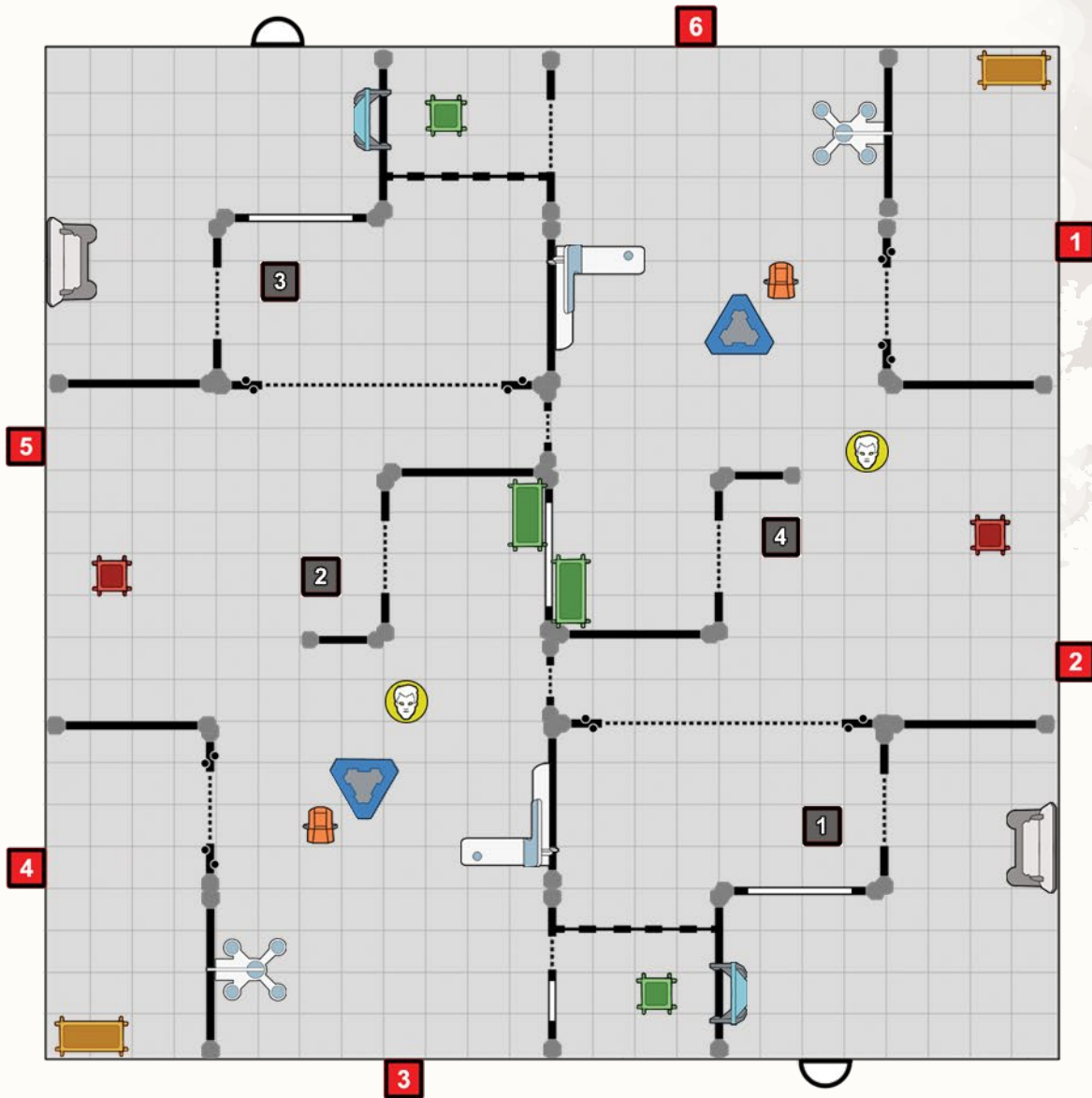
MAXIMUM STARTING CREW

3

EVENT CARD ALLOCATION

x3 Random

x3 Random

x3 Random

All

Optional

HOSTILITY TRACKER

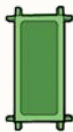PURGE

KILL ME

CHARGE

COVER ME

WATCH YOUR BACK

GUARDED

RELAXED

STARTING LEVEL

8

SEARCH ALLOCATION

1

3

3

1   1

KEY ITEMS

OBJECTIVE

7UA   5UA   3UA