

STEALTHY APPROACH

Stealthy Approach is an optional game style where the main Hostiles start the mission unaware of your Traders. Depending on the mission that you are playing, the Hostiles could be Purge, Gangers, First Born, or Galactic Corps.

It can be used for missions where the Hostiles are on their home turf and have their guard down or where you've been able to sneak up on them. For example, when infiltrating a gang hideout, raiding territory that the Purge have already secured, or staging a prison break to free a Trader from the Galactic Corps.

In missions using Stealthy Approach the following rules apply:

- **Entry Points**

At the start of the game, the entry points marked in yellow are inactive – flip their counters. If an inactive point is rolled for Hostile entry, no Hostiles arrive – the result is not re-rolled. Note that this means Event Cards that place Hostiles at inactive points cannot be resolved and will be shuffled back into the deck.

- **Patrols**

All Hostiles on the board start the game Patrolling. When a Patrolling Hostile activates, Move it once in a direction indicated by the Chance Die.

- **Alerted Patrols:**

If the Hostile has Line of Sight (LoS) to a Trader before it activates or after it Moves, then the Hostile becomes Alert. Marked it with a reminder counter.

When a Hostile becomes Alert it will raise the alarm meaning that any other Hostiles within short range of the alerted Hostile will also become Alert, regardless of LoS to each other.

The Hostile now completes any remaining Actions that it has for this round using its normal activation rules.

In future rounds, the Hostile will activate using its normal activation rules.

- **What was that noise?**

If a Trader makes a Ranged Assault action it will also Alert Hostiles within short range of the Trader, unless the attack is Silent*.

*For the purposes of Stealthy Approach, Throwing Knives are Silent.

- **Charge**

When the Hostility Tracker reaches Charge, all Hostiles become Alert and all Entry Points become active.



MISSION BRIEFING – BIG TROUBLE AT BIG IRON

Several years ago, you had to fire a crew member. Some people are just a magnet for trouble and after they made one more poor choice, you had to let them go for the sake of the rest of the crew. The past has caught up with you and you've received a desperate message from them asking you for help. They've sent you the coordinates for an abandoned refuelling rig called Big Iron and told you to meet them there. Apparently, they have a plan to help them fix things. Knowing it will mean nothing but trouble, but feeling duty-bound to help an old friend, you have agreed to the meeting.

Players 1-2 Expansions Needed: Shootout at Zed's, Trading Post 5

PRIMARY OBJECTIVE

Reward: Reputation.

Your old colleague is on the run after stealing from a notorious gang boss called Salvor Kartain. Big Iron is actually one of the gang's hideouts. Kartain has tricked your old colleague into going there so he can send a brutal message about what happens when you steal from him. The Gangers are busy dealing with the prisoners and celebrating a successful raid, giving you a chance to sneak in and stage a rescue mission.

SECONDARY OBJECTIVE

Reward: Rewards and loot.

The Gangers have recently returned from a raid and their ill-gotten gains have been stashed around the station. It's not stealing if it's already stolen, right? The Gangers also brought two hostages back from the raid. You can rescue these two hostages if you think it will be worth the hassle, or if your conscience gets the better of you.

SPECIAL INSTRUCTIONS

SET UP

Choose three Civilians to be prisoners. Pick one Civilian to represent your former colleague, it should be one that has a Trader board on the reverse. The remaining two are the hostages.

POOR DISCIPLINE

The poor discipline of the Gangers means that the mission uses the Stealthy Approach rules.

ANARCHY IN THE GALAXY

This mission uses the Anarchy in the Galaxy rules, but without the Try to Blend In rule. These Gangers are hostile!

HIDEOUT

Big Iron is an abandoned wreck. No other Civilians or NPCs are used in this mission.

FREING THE PRISONERS

The prisoners, including your friend, are tied up in the positions marked on the map and will not move until a Trader Interacts with them to free them. Freed prisoners will Join your traders until the end of the mission. They have their normal stats from the Civilian side of their board. They are weak from their ordeal so they can only take the Move action.

The prisoners are valuable, so the Gangers will not target them for attacks.

HOSTAGES

In the Trade Phase, you can **choose one** reward for hostages that you return to your Airlock.

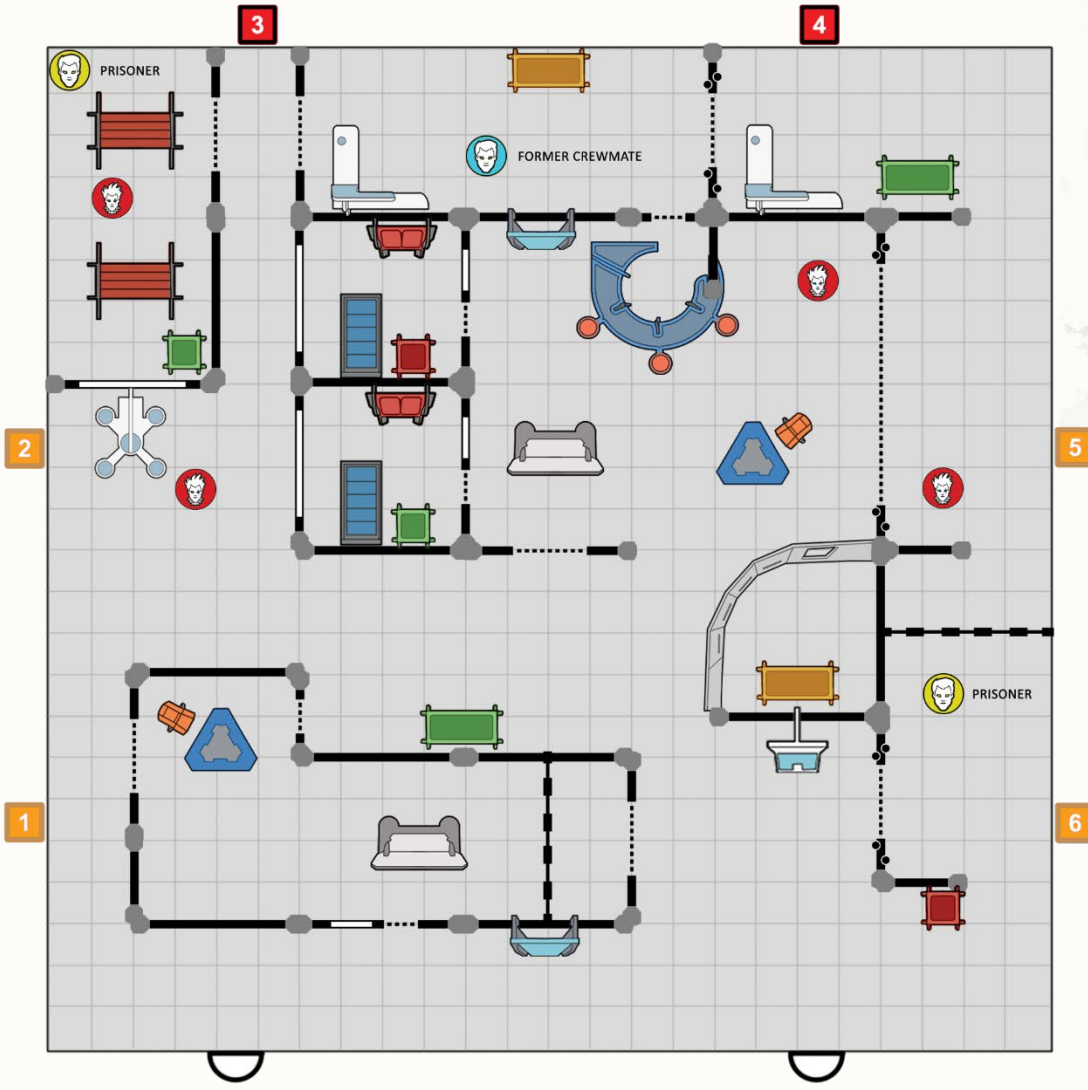
- **Return them to their loved ones:** Receive +1 Reputation for one hostage, or +2 if you return both hostages.
- **Demand a reward:** Receive 3 UA for one hostage, or 6 UA if you return both.
- **Sell them:** The hostages are also valuable to Kartain's rivals. You can sell each hostage for 5 UA, but you also gain -1 Reputation for each sale.

TROUBLE MAGNET

If you return your former colleague to your Airlock, then you can **choose one** option in the Trade Phase:

- **Claim the bounty:** Your friend is wanted by the Galactic Corps. They will be safer in prison, right? Receive 10 UA and +1 Reputation.
- **Part ways:** After drinks and reminiscing about old times, your friend offers you 7 UA as a thank you before they leave.
- **Recruit them:** You can recruit them as a Permanent Hire at no cost, but you take -1 to your Reputation. After any mission they take part in roll the chance die, on a 1 you receive a -1 Reputation.

SET UP

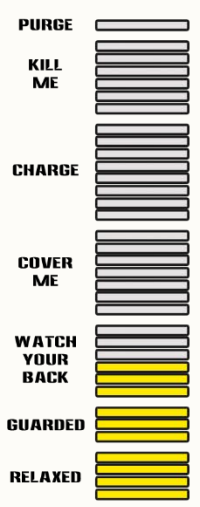


MAXIMUM STARTING CREW

EVENT CARDS ALLOCATION

- All Cards
- All Cards, except Minor Felons

HOSTILITY TRACKER



STARTING LEVEL
10

SEARCH ALLOCATION

