

## MISSION BRIEFING – FINE. I’LL DO IT MYSELF.

As soon as you shut down the Dyson Reactor the structure begins to shake and pieces of ancient masonry begin to fall in chunks. The whole place is coming down around you! You check your escape route using the remote camera you left at the exit and see the distinctive triad of glowing eyes of a Purge ‘Mother’ lumbering out of the gloom. Something is different about this one though, it moves oddly and bears the colours of Kartain’s gang. The mystery is solved when you see the Spiders attend not to their Mother, but to Salvor Kartain himself. He picks up the camera and in a high-pitched tone begins to sing mockingly ‘Traders! Traaaaadeeers! Come out and plaaaay’.

**Players 1 Expansions Needed:** Purge Outbreak, Shootout at Zed’s and / or Trading Post 5.

### PRIMARY OBJECTIVE

**Reward:** A new ship

Kartain has had enough of your defiance and has decided that if you want something done properly, you have to do it yourself. His tame technicians have managed to reprogramme a Purge Mother and her Spiders so that they follow his orders. The good news is that if you can get past him, then you can escape using his personal yacht which is parked right outside. The bad news is that he is committed to seeing you dead. He has sealed the only exit and you will need to defeat him to unlock it.

### SECONDARY OBJECTIVE

**Reward:** Your lives

As if a vindictive crime lord and his robotic minions weren’t enough of a problem, the ruin is also collapsing around you. You need to escape before the whole place falls on you.

### SPECIAL INSTRUCTIONS

This mission follows directly on from the Fortune and Glory mission. You’ve had a few moments to recuperate so follow the rules for mounting a Rescue Mission.

### ANARCHY IN THE GALAXY

This mission uses the Anarchy in the Galaxy rules.

### ARCHAEOLOGICAL SITE

No Civilians are used in this mission and any rules that would bring one into play are ignored.

Stasis Pods can be searched as normal, but they don’t contain a Liege as the ones inside are all long dead.

### GANG BOSS SALVOR KARTAIN

Choose a model to represent Kartain: it can either use the board for Zed or, if you want a bigger challenge, Daric. He has sealed the exit so remove the Airlock. When he has been

Defeated, leave his model on the board and lie it on its side. A Trader needs to Interact with him to unseal the exit. When this is done, place the Airlock back in its original position.

### ROBOTIC MINIONS

The Mother and her Spiders will treat all Gangers as allies. The Mother will follow her usual rules apart from this but will stay within short range of Kartain. The Spiders have been programmed to protect Kartain alone and will follow their rules as normal, except that they will treat Kartain as their Mother instead of it.

### THE LEGITIMATE BUSINESSMAN

If you can complete this mission, you can claim Kartain’s yacht *The Legitimate Businessman* as your own. This counts as a 100UA discount off any ship from the Ships of Disrepute expansion.

### FIRE SUPPORT

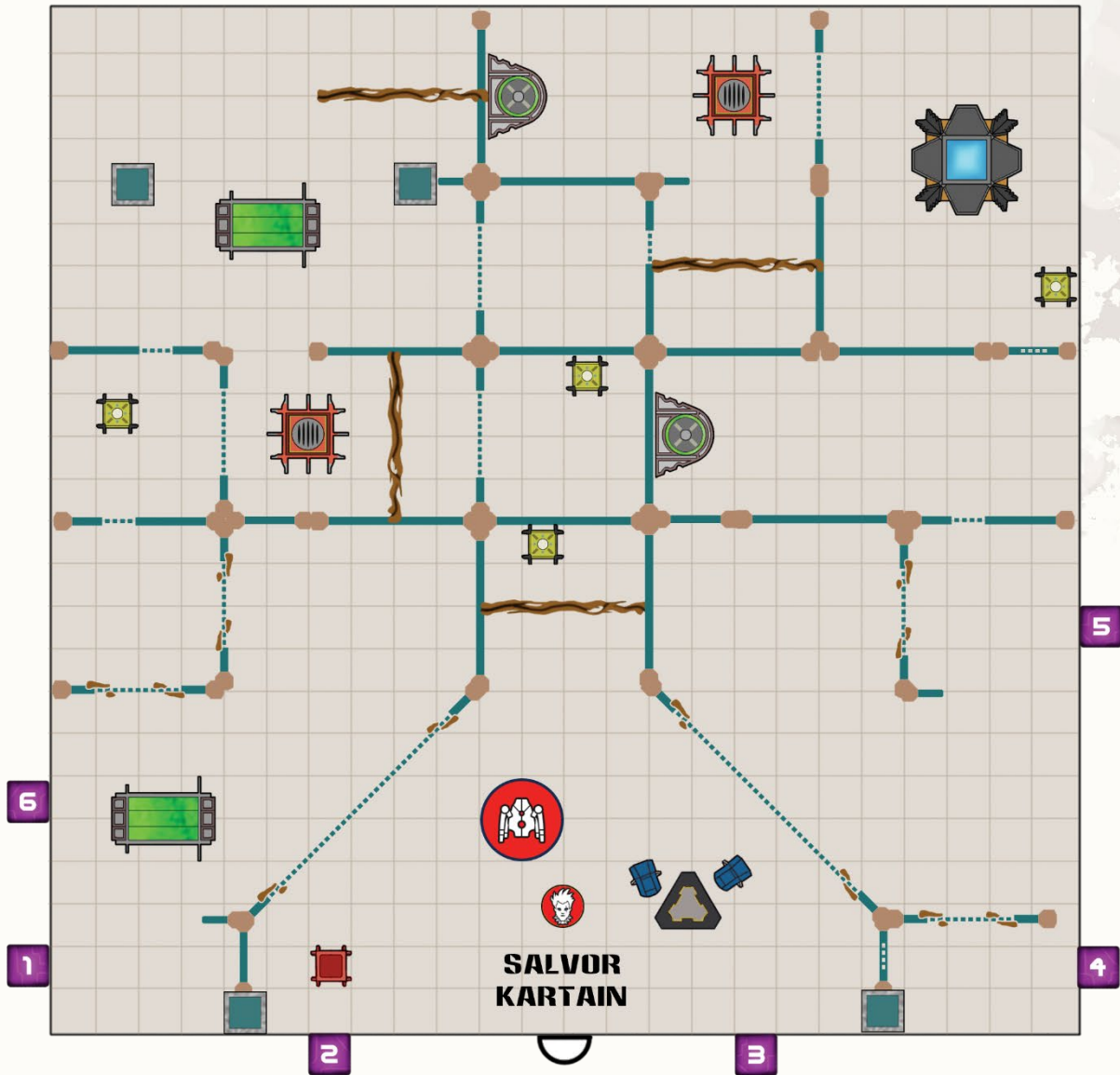
At the start of the Ganger Phase, roll the Chance die. On a 6, Kartain calls for fire support from his ship, making a three dice attack on the closest Trader. This doesn’t count as one of his Actions.

### IT’S ALL COMING APART

The collapse of the ruin is causing a range of hazards, from venting gas to falling debris. At the start of each turn roll the Chance die. On a roll of 1-2, select a member of your crew at random then roll on this table and apply the result:

**1:** A blast knocks them Prone, **2:** Hot gas venting causes a three dice attack, **3:** Falling debris causes a two dice attack, **4:** A tear appears in reality scattering the Trader twice ignoring terrain, **5:** An energy surge causes a dormant First Born Drone to sputter into life. Place one Drone two squares away from the Trader, **6:** A lucky find! Choose a random First Born equipment token and place it Adjacent to the Trader.

# SET UP



**MAXIMUM STARTING CREW**



## EVENT CARDS



All



All



All, except Minor Felons and Power Struggle

## HOSTILITY TRACKER

PURGE

KILL ME

CHARGE

COVER ME

WATCH YOUR BACK

GUARDED

RELAXED

**STARTING LEVEL**

**13**

## SEARCH ALLOCATION



3

2

1



2

1

## KEY ITEMS