

MISSION BRIEFING – FORTUNE AND GLORY

Shortly after you reach the safety of orbit, the archaeologists that you rescued in Storm Warning come to you to ask for your help again. They are getting some worrying readings from the equipment they left on their dig site. They had hoped to keep the location of the site away from Salvor Kartain because of the dangerous energy readings they were getting from it. However, it seems that an enterprising bounty hunter used the chaos in Yenton to hack the information from their console and then sold it to the crime boss. The site is located beneath a bustling urban neighbourhood and the archaeologists fear that Kartain's quest for precious artefacts and powerful trinkets will put everyone in the area in danger. They ask for your help stopping him and casually mention that there might be some valuable items to pick up while you are there.

Players 1 Expansions Needed: Shootout at Zed's and / or Trading Post 5. (Note: This mission uses the Core Space and Core Space: First Born starter sets)

PRIMARY OBJECTIVE

Reward: Save the neighbourhood (+2 Reputation)

Kartain's goons have accidentally caused a portal to start powering up. The power is being drawn from the Dyson Reactor, but it is dangerously unstable. If it powers up fully the Reactor will open the portal, reconnecting it to the First Born network and drawing the ire of the recently awoken Godly faction of First Born. This problem will solve itself as the ancient reactor's containment is failing. Unfortunately, this solution will result in a catastrophic explosion that will destroy the neighbourhood above if you don't stop it.

SECONDARY OBJECTIVE

Reward: Precious relics

First Born equipment tokens can be sold for an extra 2 UA each after the next mission. The market for First Born technology is much more competitive this far from their core system, making anything you find more valuable.

SPECIAL INSTRUCTIONS

This mission uses the terrain and some models from Core Space: First Born, but uses the Hostility Tracker and Event Cards from Core Space.

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 rotted away to nothing long ago.

SHUT DOWN THE REACTOR

The Dyson Reactor starts the mission active and gains Energy Counters as usual. When it reaches 4 counters, it will cause the portal to open. To shut down the reactor all Energy Counters must be removed. Any Trader that Interacts with the Reactor twice in the same turn can remove one Energy Counter.

It is too unstable to power any Dyson equipment, so you can't remove Energy Counters that way. If it reaches 10 Energy Counters it will explode, killing any Characters in play and will end the mission immediately. When no Energy Counters remain, the Reactor will deactivate permanently.

EMERGENCY VENTING

While the Reactor is active, in each Assessment Phase roll the Chance die. On a result of 1-3 a random Exhaust will activate. If all Exhausts are active, then a random Exhaust will deactivate.

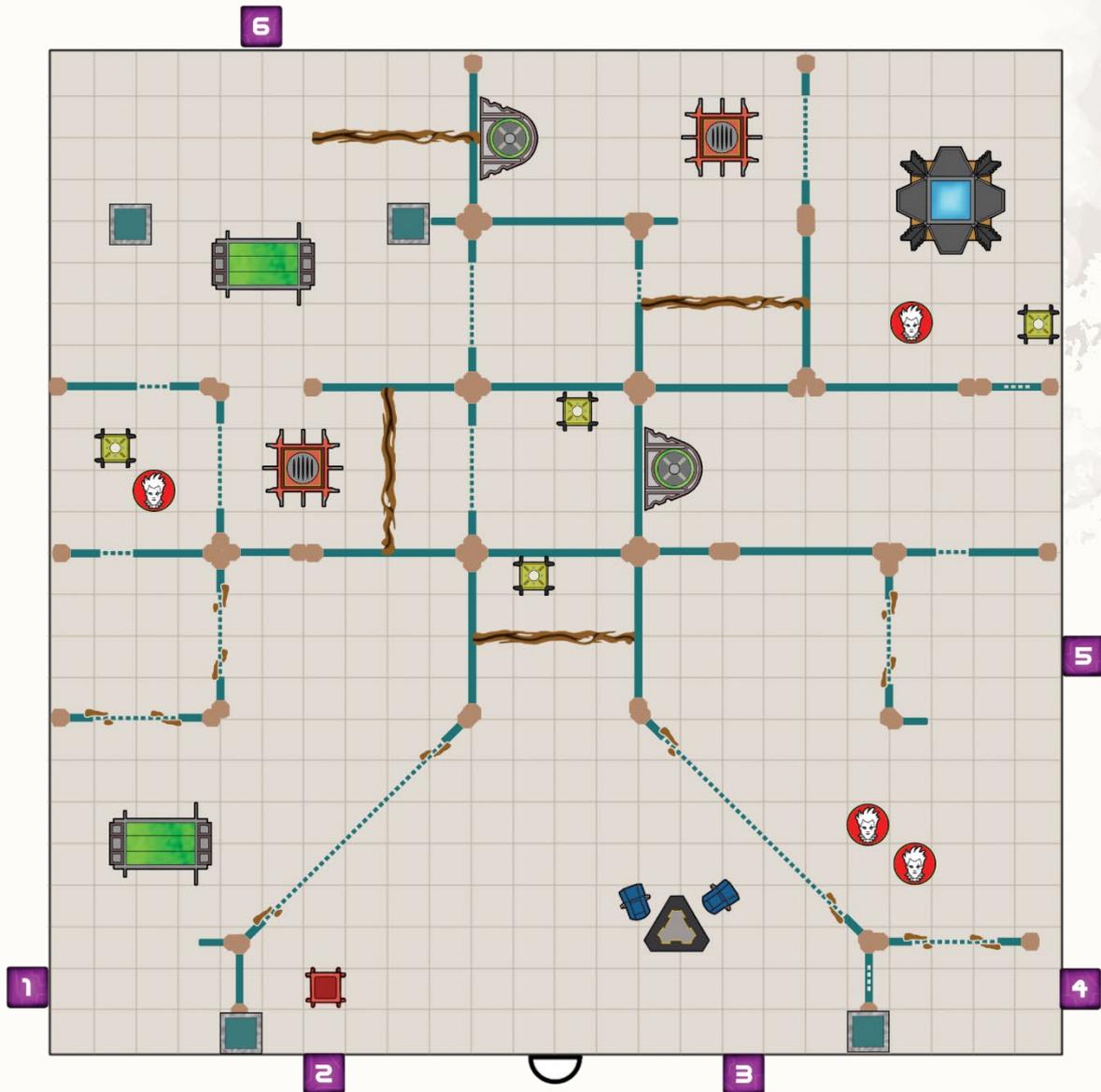
PORTAL

The portal is located at Entry Point 6. This Entry Point is not used until the portal is activated by the Reactor, after which two Lieges and one Iconoclast will arrive automatically in every First Born phase until it is shut down. If any other Characters would arrive at Entry Point 6 re-roll until you get another result. (If you own one of our portal terrain pieces, you could use them instead of the Entry Point token).

LINKED MISSIONS

The mission ends as soon as the Reactor deactivates. Leave everything in play when the mission is over. There are no Extraction, Trade, or Maintenance Phases after this mission.

SET UP



MAXIMUM STARTING CREW



EVENT CARDS



All

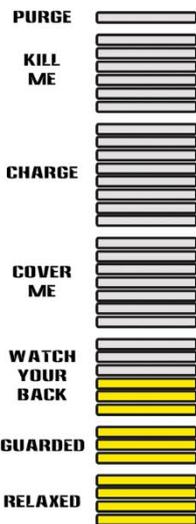


All



All, except Minor Felons and Power Struggle

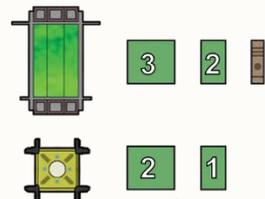
HOSTILITY TRACKER



STARTING LEVEL

10

SEARCH ALLOCATION



KEY ITEMS