

LIMITED VISION RULES

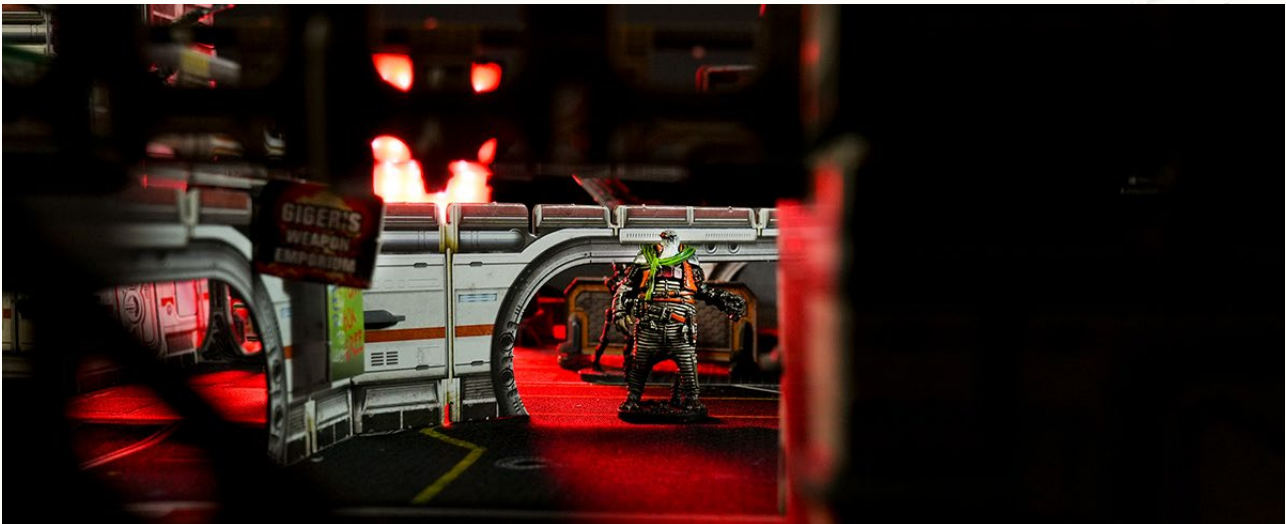
Whether it's due to a dust storm, inky darkness, the powerful glare of a local star, or driving wind and rain from a storm there are times when your Traders will find their vision obscured.

This has the following effects:

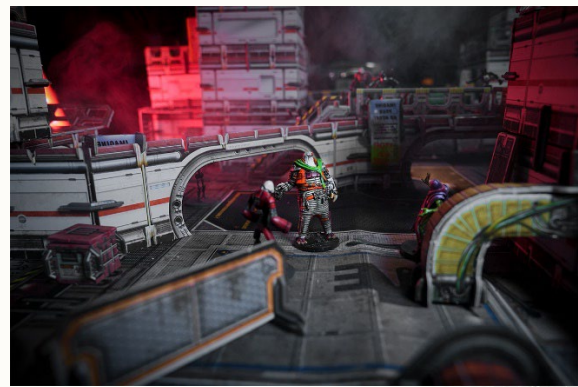
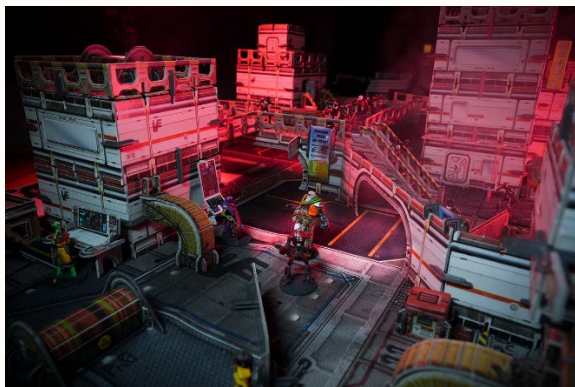
- Characters can only draw LoS up to short range.
- All Ranged attacks targeting a Character roll one fewer die.
- Characters cannot make general Search actions.
- All Characters' safe distance for jumping is zero.
- When NPCs are choosing targets, they will prioritise a visible character within LoS over any other rules.
- All Climb and Jump actions risk falling, regardless of height or distance. Roll the Chance die – on a misfire result the character falls, resolved from their starting position.

Their advanced tech means that these rules **do not apply to the Purge or First Born.**

ALTERNATIVE TERRAIN



A map that you can build using the terrain in the Core Space Starter Set box has been included with this scenario, but the scenario is perfect for use with our other sci-fi terrain, such as the Galactic and Frontier core sets. The setting is a residential district of a rundown frontier settlement during a ferocious storm, so playing the scenario over their multiple levels and tight corridors can take it to the next level. Exactly how you build the terrain is up to you, just make sure you place the main objectives in roughly the same positions that are shown on the scenario's default map and that you leave room for the evac point.



MISSION BRIEFING – STORM WARNING

A few months ago the crewmember that you saved on Big Iron helped a pair of archaeologists to escape from Salvor Kartain's 'hospitality'. Since then, the archaeologists have been hiding out in a down-on-its-luck frontier settlement called Yenton. Unfortunately, their fortune has run out and Bounty Hunters have picked up their trail. They need a ship to pick them up, and they are willing to pay your crew for their time. It sounds like a simple job and getting one over on Kartain just makes it even easier to say yes. You should have known it wouldn't be so easy.

Violent storms are a fact of life in Yenton, but it's your bad luck that one slams into your ship just as you drop out of orbit. Even worse, you think you caught fleeting glimpses Purge landing parties through the tempest...

Players 1 Expansions Needed: Wanted: Dead Or Alive

PRIMARY OBJECTIVE

Reward: Up to 20 UA

The archaeologists want to stay one step ahead of the Bounty Hunters and they will each pay 10 UA if you get them to your Airlock.

SECONDARY OBJECTIVE

Reward: Intel for your next mission

The archaeologists stumbled across something dangerous. To keep it from falling into the wrong hands the archaeologists saved their data in an off-site location where Kartain's goons were less likely to look. If you can recover the data, it'll give you a head start on the next mission.

SPECIAL INSTRUCTIONS

ARCHAEOLOGISTS

Choose two Civilians to act as the archaeologists. They are in hiding and will not activate until a Trader Interacts with them. They will not move and, apart from Bounty Hunters, all other NPC Characters will ignore them until they activate.

After a Trader Interacts with them, they will activate and then act as if they have Joined the crew for the duration of the mission. However, they cannot be hired after the mission.

BODYGUARDS

Your crew are working hard to keep the archaeologists alive. This means that if one of the archaeologists would be a target for an attack, and you have a Trader in base contact with them, the Trader will be the target instead.

BOUNTY HUNTERS

The Bounty Hunters are here for the archaeologists, so they do not follow their usual rules for arrival or selecting a Mark. They will arrive at Entry Point 6 when the Hostility

reaches 'Cover Me' instead. They automatically choose the two archaeologists as the Marks and will act as if they had a 'Come With Me' Mark Counter.

THIS BELONGS IN A MUSEUM

The data is saved on the console marked in blue. A Trader needs to Interact with the console, then roll the number of combat dice listed below to beat its firewall value of 1.

- **Regular Trader:** 1 die
- **Trader with the Tech Class:** 2 dice
- **Trader with the Hack Skill Level 2:** +1 die.

For each success place a Reminder token next to the console, once you get 3 you can download the data and replace the Reminder tokens with the Objective token. Get the Objective token back to your Airlock to complete this objective.

THIS PARTY WAS BORING ANYWAY!

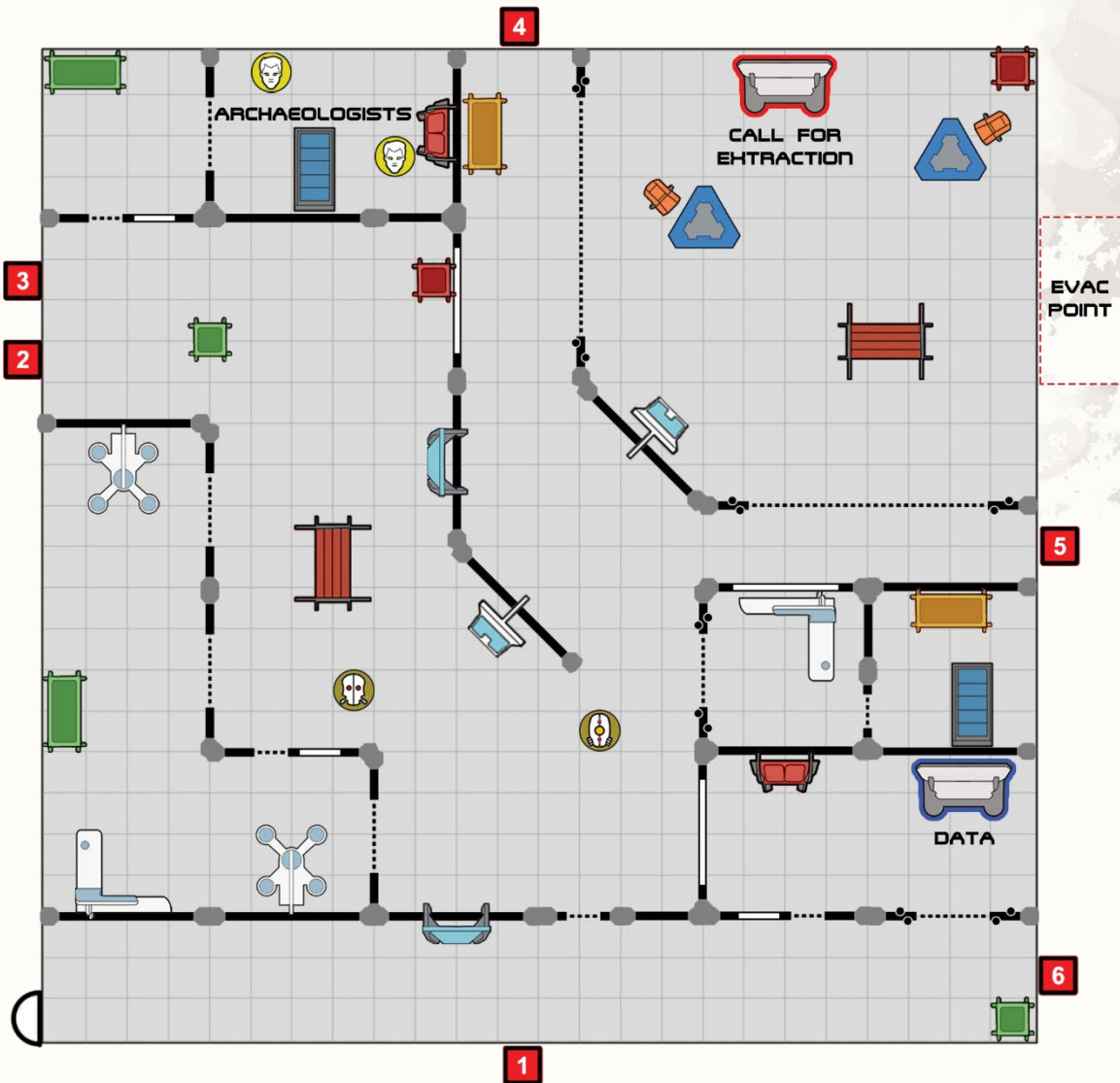
You had to send the ship away to wait at a safer location. Remove the airlock as soon as the crew have left it. To leave the board you will need to set up an evac point and call in an extraction. To do this a Trader needs to Interact with the console marked in red. This can be done once per turn. Each time it is done place a Reminder token next to the console. The ship will arrive when you have collected four Reminder tokens, place the Airlock in the marked location in the next Assessment phase.

For every turn after the Airlock is placed, roll the Chance Die in the Assessment phase. On a result of 1-3 place a reminder token on the Airlock. For every token you collect, make an extra roll on the Degradation table in the Maintenance phase and apply the result.

LIMITED VISION

This mission uses the Limited Vision rules.



SET UP



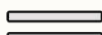
MAXIMUM STARTING CREW





EVENT CARDS ALLOCATION


-  All Cards
-  All Cards
-  All Cards


HOSTILITY TRACKER


PURGE 


KILL ME 

CHARGE 

COVER ME 

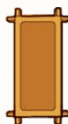
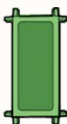



WATCH YOUR BACK 

GUARDED 

RELAXED 

STARTING LEVEL
10

SEARCH ALLOCATION

		1
		3
		1 0

KEY ITEMS

