



EVENT CHART

Roll a die the first time a crew member passes each star on the timeline:



THIS BOAT'S UNSTABLE!: The ship is crumbling under the cumulative damage. The first time a 1 is rolled, the hull cracks and life support is overburdened: all crew's max speed and brawl skills are limited to the lowest number listed on either mode (heroic or casual). If a 1 is rolled any more times, each crew member takes 1 wound immediately.

2: CONCERNED AUTHORITIES: move the timeline's end back by 4 moments.

3-5: TOO QUIET: nothing happens...breathe easy.



LUCKY FIND: the crew member passing the star finds and takes the top equipment card on the equipment deck.

GET PAID

Your employer will pay you 500 for each of the tokens you retrieve for him up to three (the fourth is a bonus for you to keep). He will give you a 1000 credit bonus if you collect at least three. Whatever contents of the cargo boxes and safe that you might collect is of no concern to him and is yours to keep.

MEASURES OF SUCCESS

When the Job ends, see how you measure up:

\$0-1000: Might as well crawl away like an itty bitty bug. Barely enough to rub together to fuel the engines...

\$1100-2500: Not 'xactly respectable, but at least we won't go hungry.

\$2600-4400: Could have gone a might smoother, but ain't nothing to be ashamed of.

\$4500 & UP: BIG SCORE!

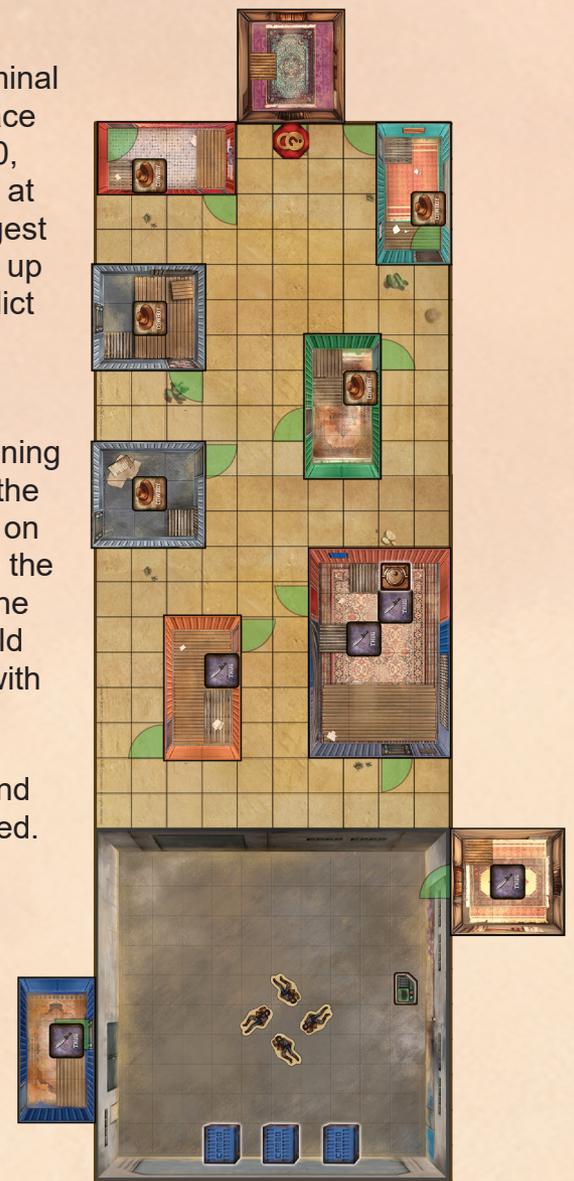
DERELICT

SET UP

Place four objective tokens under the terminal in the cargo area. Place 3 crates (\$1000, \$500, equipment) randomly at the far wall of the largest room. The map is set up to represent the derelict ship which you are raiding.

Room #7 is the beginning and ending location (the airlock with your ship on the other side.) Place the door lock outside of the starting room. It should be a tech challenge with a skill rating of 7.

Place safe, bodies, and terminal where pictured.



5 CREW - ⌚:40
+10 with fewer than 4 Crew.

DERELICT

Your employer had some sensitive data he sent around the normal Alliance routes—that meant traveling through Reaver space. The transport had a full complement of passengers hopeful for a new life on the rim worlds at the fringes of Alliance control. They didn't get what was expected. The craft is a total loss.

It remains structurally intact, but has been dead in the water for weeks until its discovery and it bears the distinct marks of Reaver boarding. The find came across the Cortex and your employer needs you to collect his data before the Alliance arrives to claim it—and he's willing to pay you well for your efforts.

GOAL

Collect at least three Intel tokens and exit through the airlock you entered the ship by before the time expires.

JOB SPECIAL RULES

SHUT DOWN

Most of the ship is powered down. Except for the door outside of room #7 and the large door to the cargo bay (which is open) all the other doors are inoperable until the terminal is accessed.

THE TERMINAL

Accessing the terminal will lead to a series of tech challenges; for each successful challenge attempt you gain one Intel token. If you fail the first challenge attempt, an intruder alarm activates. The alarm activates on the second hacking attempt whether you succeed or fail.

THE ALARM

After the alarm activates all doors with thugs in rooms activate and are open. The thugs represent Reavers who are alarmed. Place the alarm token on the timeline and set all thugs' markers on the tracker. They will seek out and brawl with the nearest player in Heroic mode. If there are none, they will move outside the doors of their room and then attack any characters who appear in their line of sight.

BODIES

The oddly collected pile of bodies has been woven into a macabre pattern like some kind of twisted art project. Any crew adjacent to the bodies may search them. Each body may be only searched once. Roll a die to search: on a 5 or 6 you may reveal the top card of the equipment deck, if it is a weapon keep it. If it is not, discard and draw again until you find a weapon. Rolling a 1-4 has no effect.

REAVERS

Reavers are psycho berserkers with their minds, bodies, and souls lost to the void of the black.

Cannibalistic and fierce, it takes 4 wounds to down one. Reavers never use shooting attacks and move at twice the speed listed on their goon card.

ADDITIONAL HAUL

Unlock the three crates inside the cargo bay to collect their contents. One should have a random equipment card inside, one has 500 or 1000 credits. There is a safe inside the captain's quarters with additional loot that may be collected after a tech challenge to open it. It contains 2 equipment cards and 1000 credits. You may take the contents immediately upon unlocking the crate or at the end of the mission for free if you have moved the crate to the airlock/exit.

EVENT CHART

After the third star is passed, the doors to the rooms containing cowboys are opened to reveal a wave of Reavers; immediately place their trackers on the timeline at the star. The cowboys act the same as the thug Reavers.