



## EVENT CHART

The first time a Crew Member passes each Star on the Timeline, roll a die:



**FIRE!** Roll a die, counting the Disgruntled face as 1 and the Firefly as 6. The Building matching the result is on fire! Immediately Wound all Characters inside. Place a few Wound Markers around the Building to mark it as on fire. Any character who starts their turn inside the Building takes another Wound. Remove any Crate or Safe inside the Building.

**2-3: TWITCHY FINGERS:** Wound the Goon or Crew closest to each Alert Cowboy. If there are no Alert Cowboys, Alert the Cowboy closest to the Crew at the front of the Timeline.

**4-5: AUTHORITIES ALERTED:** Move the Alarm backward 3 Moments.



**LUCKY FIND:** Someone must've dropped it in the confusion: the Crew at the front of the Timeline may draw 1 Equipment Card and keep it, for free.

## GET PAID

If the Job is completed successfully, take half of the amount listed on the Crate and Safe Tokens, plus any Credits added to the Reward. Round up to the nearest 100.

In addition, take \$300 per Alert Goon when the Job ends. Reduce your Reward by \$500 for each Body Token on the board.

## 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!**

## DOCKSIDE UNREST



:50

## SET UP

Place the 10 Goons on their Starting Locations, as marked on the map.

With 4 or 5 Crew, place the Alarm Marker on Moment 20 of the Timeline. With fewer than 4 Crew, place the Alarm Token on Moment 30 of the timeline.

Place six Crates in Buildings 1-6, one per Building. Place Locked Tokens on all doors of Buildings 1-6 and all the Crates.

Place a Terminal in Buildings 8 and 9. Place two Objective Tokens under each Terminal.

Crew may start on any map edge.

# DOCKSIDE UNREST

*Sometimes the best way in is to get all the guards out. Your employer wants you to cover your tracks with an old-fashioned riot. The theft should be ascribed to the general chaos you've left in your wake. Leave behind just enough chaos to cover your tracks, but don't pile up the bodies.*

## GOAL

The Job ends when the first Crew crosses the Alarm Marker on the Timeline.

**ALARM**

To complete the Job successfully, you'll need to claim the contents of four or more Crates before the Job ends. If the Alarm goes off before four Crates are claimed, the Job is a Bust.

The more turmoil you leave behind, the happier your employer will be. Your Reward increases for every Alert Goon when the Job ends. However, your employer doesn't want to deal with the cost of leaving bodies behind - leave everyone breathing. The more bodies you leave behind, the less happy they'll be when you return.

## JOB SPECIAL RULES

*Folks can only get stepped on so many times before they snap. Long hours at the docks make for short tempers. There's plenty of folks just itchin' for a fight, who just need a reason.*

### EYES ON THE GROUND

This a rough part of town and folks around these parts don't scare easy. Goons will not be Alerted when they see Heroic Crew. To Alert a Goon, they must be Shot at, Brawled with, or Alerted with a Challenge's results: Any Crew may attempt a Negotiation Challenge when standing next to a Waiting Goon. If successful, you may Alert that Goon.

### GET THE GOODS

To claim the contents of the Crates, you must first unlock the doors, then unlock the Crates. After claiming the contents, place the Crate Token on the Reward Marker.

If one of the Crates is an Equipment Crate, draw a random Equipment Card: you may either add half it's cost in Credits to the Reward (rounded up) or you may keep the Equipment.

## LOOTERS

If an Alert Goon can not see any Heroic Crew, they will instead move towards the nearest Crate or Safe. If they reach the Crate, it will take a two Moment Action for them to reveal the Locked Token. If the Crate is Locked, the Goon can attempt to open it as if they have 2 Tech and 2 Negotiate Skill (they know their way around the cargo). Alert Goons will move towards the nearest Heroic Crew in sight, as normal. Goons may move through Locked Doors.

If a Goon opens a Crate, place it on their card. If the Goon is downed, any Crew next to the Downed Goon may pick up the Crate, using 1 square of movement to do so.

If there are no Crates left, Alert Goons will move towards the nearest Heroic Crew they can't see, as normal.

## DON'T DIE ON ME YET!

If you accidentally (or intentionally) down a Goon, you may heal the Body. If you heal at least 2 Wounds, replace the Body Token with the Goon that was downed. If you can't remember which Goon goes with which Body, it's been too long: they've bled out and can't be saved.



## HACK THE FEED

Any Crew next to a Terminal may attempt a Tech Challenge. If successful, discard one of the Objective Tokens and move the Alarm

Marker up to 5 Moments in either direction, or take an Intel Token.

## MANAGER'S STASH

Any time a Crew Member is accessing a Terminal, as described above, they may also spend two Intel Tokens to access information about the corporation's hidden safe. Roll two dice, then place a Locked Safe Token in the Building number which matches the results. When rolling, count Disgruntled results as 1. You may count Heroic results as any number between 1 and 6.



Claiming the contents of the safe counts towards the four Crates needed to complete the Job successfully.

