



EVENT CHART

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



GUARD PATROL: You almost run into each other. Place two Goons at the closest doorway with LOS to the crew who triggered the event.

2-3: TWO LEFT FEET: Get tangled up with some clutter that wrapped itself around your feet. Anyone you are next to gets tangled in it too. Move your time marker(s) ahead 2 moments.

4-5: GOBSTRUCK: Choose one goon and move their time marker forward 3 moments.



FASTER! FASTER WOULD BE BETTER: Move all Crew's time markers backwards 3 moments.

GET PAID

How much the crew gets paid depends on what the encountered and obtained in the Lair.

Did you acquire both Intel tokens? If you didn't, the contact is furious, and the jobs a bust. Pay your contact \$2000 for his trouble.

If you did acquire both intel, for Each Intel Token, take \$500. Add up all the rewards from any safes or crates you opened.

MEASURES OF SUCCESS

When the Job ends, see how you measure up:

\$0-1000: Things didn't go smooth. Why don't they ever go smooth!?

\$1100-2500: Once, I'd like things to go according to the Gorram plan!

\$2600-4400: It's not much, but we're still flying. It's enough

\$4500 & UP: BIG SCORE!

ESCAPE THE DRAGON'S LAIR



5 CREW - ⌚:50
+10 with fewer than 4 Crew.

SET UP

Although this scenario uses all the buildings from the core and expansions, you do not need to have the expansions to play. Set up as normal and play without them.

Place buildings as shown.

Place a numbered token face down in buildings 1-10.

Place a computer terminal in the box bottom and building 10, place a tech challenge token on top.

Place negotiate challenge tokens as shown.

Crew begins along the left edge in the Garden.

Place Alarm token on moment 20.

Place Sharpshooter on the Cowboy square in court yard by building #2.

Do not place the Tracker on the board at this time.

Take two Intel Tokens and give one each to 2 Crew. You may place them on your crew card.

ESCAPE THE DRAGON'S LAIR

Steal important information from the home of the planet's most notorious crime boss, who happens to be nicknamed, The Dragon? No problem. In and out. Easy money. Well... things didn't go smooth and now you and your crew have to hightail it out of there, doubletime!

GOAL

To get paid, get your crew loaded on to the Mule with two intel. You start the game with two, but you must keep them! If you lose them, you can hack a computer to get them back, but you have to hurry!

JOB SPECIAL RULES

SPLIT UP AND CONFUSE THEM

You are on the run and begin the game heroic. Once you leave the Garden, you must split your crew into two teams and take different paths through the Dragon's Lair. Each team must have one of the crew with the stolen Intel Token. Team one enters building #6 or #9. Team two enters Building #3 or the Compound(box bottom). You must separate.

COMPUTER TERMINALS

There are computer Terminals in building #10 and the Compound. If you lose your intel, you may try to reacquire it by successfully passing a Tech challenge at a Terminal. If you have your Intel safe and secure, you may attempt two tech challenges to send false messages which will throw the goons off and buy you some more time. Successfully pass two tech challenges at a terminal and add one time track to the timeline OR move all goons time markers ahead 5 spaces. Time is TIGHT, so spend it wisely!

HEY, YOU DON'T LOOK FAMILIAR

The negotiate tokens apply to the two thugs in the courtyard and the three cowboys in the Compound. You cannot enter building 10 or go past the two thugs without passing a negotiate test. For the Cowboys, you must pass a negotiate test to exit through the doors they are in front of.

ENTERING A NEW BUILDING

When a Crew member enters a new Building, reveal the face down Numbered Token and refer to the list below to see what you've encountered.

1. POKER GAME : Place 3 Cowboys and one Crate in the building. Also place \$500 next to the building. If the Cowboys are killed, you may take the cash.
2. DOOR IS JAMMED : The door across from the one you entered is jammed shut. Move your marker two spaces forward on the timeline to get it open.
3. Sleep Guard : Place one goon laying down in the building. Place his marker on the time track one space ahead of the Crew who opened the door.
4. STORAGE : Place three crates in this room.
5. WEAPONS LOCKER: Draw one card from the equipment deck. If it is a weapon, you may keep it. If not, replace card and draw until you draw a weapon card.
- 6:COMPUTER ROOM: Place a Terminal in this room along with a Tech challenge token.
7. LOCKED DOOR: Place a Locked token at the door opposite of the
8. SAFE : Add a Safe and a Goon to this room. You can use the safe to block the door if you are being chased. Goons encountering the Safe will take three moments moving it out of the way.
9. SPILLED OIL: Crew who opens the door slips on spilled Oil and takes 1 wound. Also move their tracker one space forward on the timeline.
- 10: EMPTY ROOM

TRIGGERING THE ALARM

The Dragon is awake and knows you stole from him! Place the Tracker and two thugs at the Crew's original starting point. These three goons are alerted and will remain alerted until they get their stolen Intel back or are killed. Place their time trackers on the board behind the crew who triggered the Alarm. They will chase the crew as if they are heroic and will take the most direct path to catch them.

KEEPING INTEL

Any Crew carrying the Intel and is downed loses the intel. (What do you mean you broke it?!)