EVENT CHART

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

😓: **MISSTEP:** If the Alarm hasn't already gone off, move the Alarm Token -3 on the Timeline. If it has, place 1 new Thug as a Reinforcement

2-3: BEES IN THEIR BONNETS: Move all Thugs on Patrol 3 squares. If there are no Thugs on the map, place 2 new Thugs as Reinforcements.

4-5: INTRUSION DETECTED: If possible, increase the number by the terminal by 2. Otherwise, place 2 Alerted Cowboys inside the empty building closest to the compound.

✨: **NATURAL TALENT:** If the Alarm has not already gone off, move the Alarm Time Marker forward 5. If it has, reduce the Terminal Number by 1.

GET PAID

If the Crew all makes it back to the M.U.L.E. the Job is a success and the Crew Gets Paid the Reward.

The Crew's entire Reward comes from the Intel tokens and Credits they are able to extract from the Magistrate's terminal. Each success at the terminal may increase the Job's Reward.

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!

GOOSE JUGGLING

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

SET UP

Place a terminal in Building 9, as pictured. Place the Numbered token "5" next to the terminal.

Place the Alarm Token next to the timeline. It will be used later on.

Place a Cargo Crate in Buildings 3, 10 and the box, as shown. Place a Lock Token by the safe and the outside doors of Buildings 3 and 5, as shown.

Place a Thug on Patrol markers 1-5. Place the Patrol Time Marker on 3 on the timeline. Crew may start out anywhere outside the compound walls (the large box 10x10 building).

INTEL TOKENS

At the start of the Mission, you may spend 2 Intel tokens to remove one of the Goons from the map.

At any time, Crew may spend 1 Intel Token to re-roll a failed check to Access the Terminal.

GOOSE JUGGLING

Word has it one of the local gangs has established an unrestricted cortex terminal into the local magistrate's records system. They've enjoyed shortening their mates' sentences by a few months, snooping on their rivals and skimming a few credits out of neglected accounts. But the local gang is ultimately planet-bound and can't risk the losing their Golden Goose. They've been stingy with sharing; they don't want any off-worlders mucking about in their pond. If you can get your hands on it, even for a little while, you'll be sitting pretty.

GOAL

Gather as much information and credits as you can from the Magistrate's system, then make it back in one piece. At any point, if 3 or more of the Crew are downed or time runs out, the Job is a Failure.

The Job ends and is a success if all the Crew make it back on the M.U.L.E The reward will be determined by the results of the Crew's endeavors.

JOB SPECIAL RULES

The Magistrate's muscle (Cowboys) have an uneasy agreement to let the local gangs alone, as long as their trouble stays on a low simmer. Discovery of the Gang's illicit access point will definitely cause the pot to boil over.

ACCESS THE RECORDS

Crew next to the terminal may take an Action to Access the Magistrate's records by making a 2 Moment, Heroic Tech Test. The Target Number of the Test is equal to the numbered objective token next to the Terminal.

Each time a Crew accesses the Terminal, swap the objective token for the next higher number, up to a maximum of 10. The Test results are:

> **Failure:** Move Thugs on Patrol to the next Point.
>
> **Success:** Take 2 Intel Tokens or add $500 to the Job's Reward.

The first time the Terminal is Accessed, place the Alarm Marker 10 moments ahead of the Crew making the Tech Test.

SOUND THE ALARM

When a Crew member passes the Alarm marker on the Timeline, the Magistrate has become Alerted to your intrusions.

Remove the Alarm Token from the timeline and Alert all Thugs on the board. Place 5 Alerted Cowboys, evenly spaced, on the map edge closest to a Crew member. On the Cowboys' turns, they move towards the Terminal if they cannot see a Heroic Crew.

PROTECT THE NEST

All Crew Must Act Heroic while inside the walls of the compound (the box bottom), if they are visible to any Goons.

Once Alerted, Thugs will move towards the Terminal on their turn, if they can't see a Heroic Crew. Once they reach the Terminal they resume their Patrol; take their Time Marker off the Timeline.

HANDS OFF

Unlocking any door or safe, or opening any crate or safe counts as a Heroic Action.

KEEP IT QUIET

The Local Gang knows they're up to no good and doesn't want to attract any undue attention. Taking a Shoot Action inside the walls of the compound will Alert all Thugs on the map.

MAN DOWN!

If a Thug can see a Body at the end of their turn, they're going to call for reinforcements. If there is not another Thug to place, help isn't available yet. If there is, place another Thug on the board edge square nearest to the Thug who saw the body.

After placing the reinforcements, remove the body which triggered the reinforcements.

NOTHING TO SEE HERE

Any Casual Crew may attempt to distract, deceive or otherwise Hornswaggle the local Goons to buy more time.

Any Casual Crew next to a Goon may attempt a Speech Challenge. If successful, you may move that Goon 4 squares on the map, 4 moments on the Timeline (in either direction), or you may take an Intel Token.