

ROGUE ANGELS

LEGACY OF THE
BURNING SUNS



Campaign Book

chapter 1

Version Foxtrot 3.5

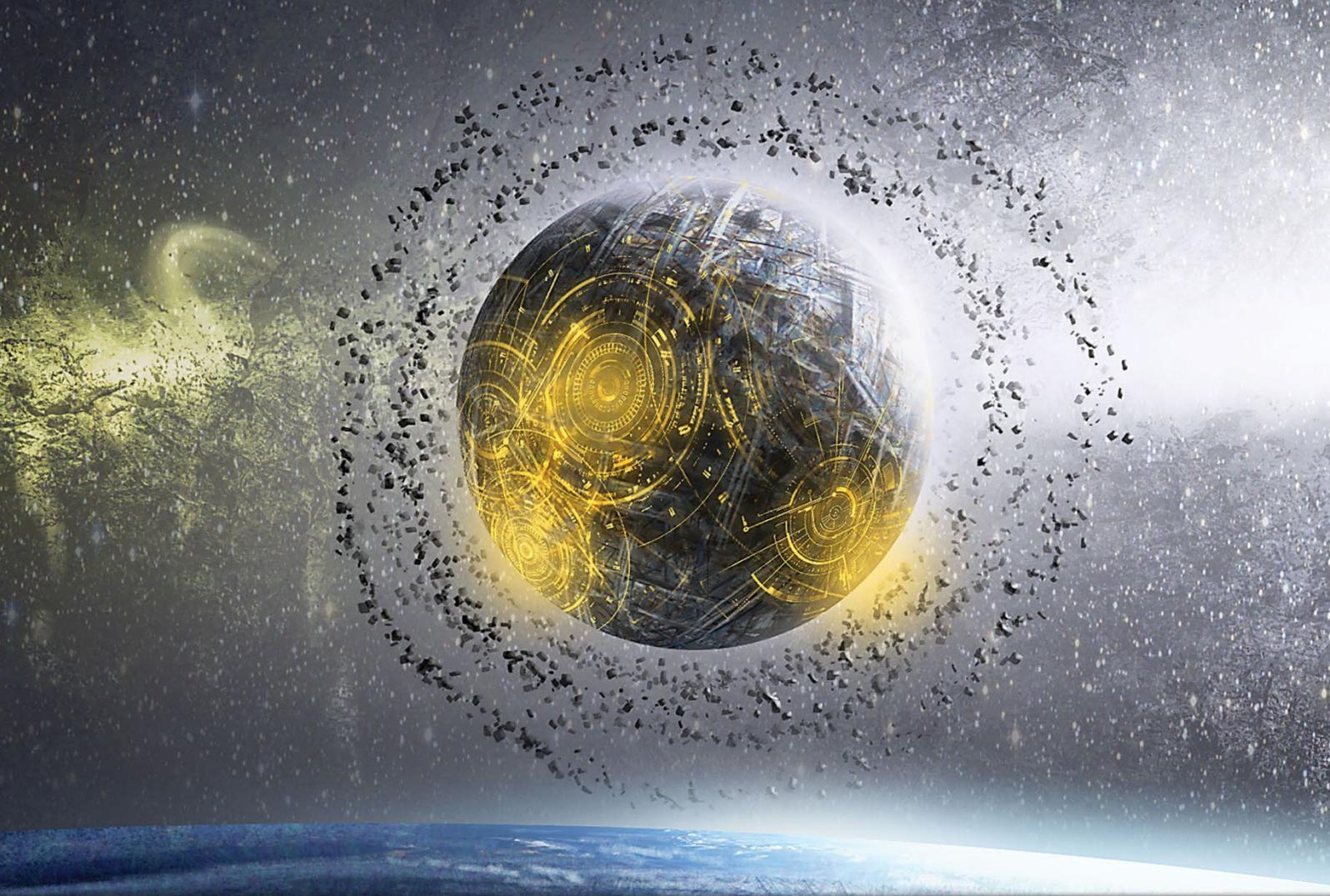


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Background music for Rogue Angels mod in music player provided by Sebdoom - sebdoom.bandcamp.com/





For a thousand years, the Galactic Assembly of Sovereign Civilisations has governed the Burning Suns.

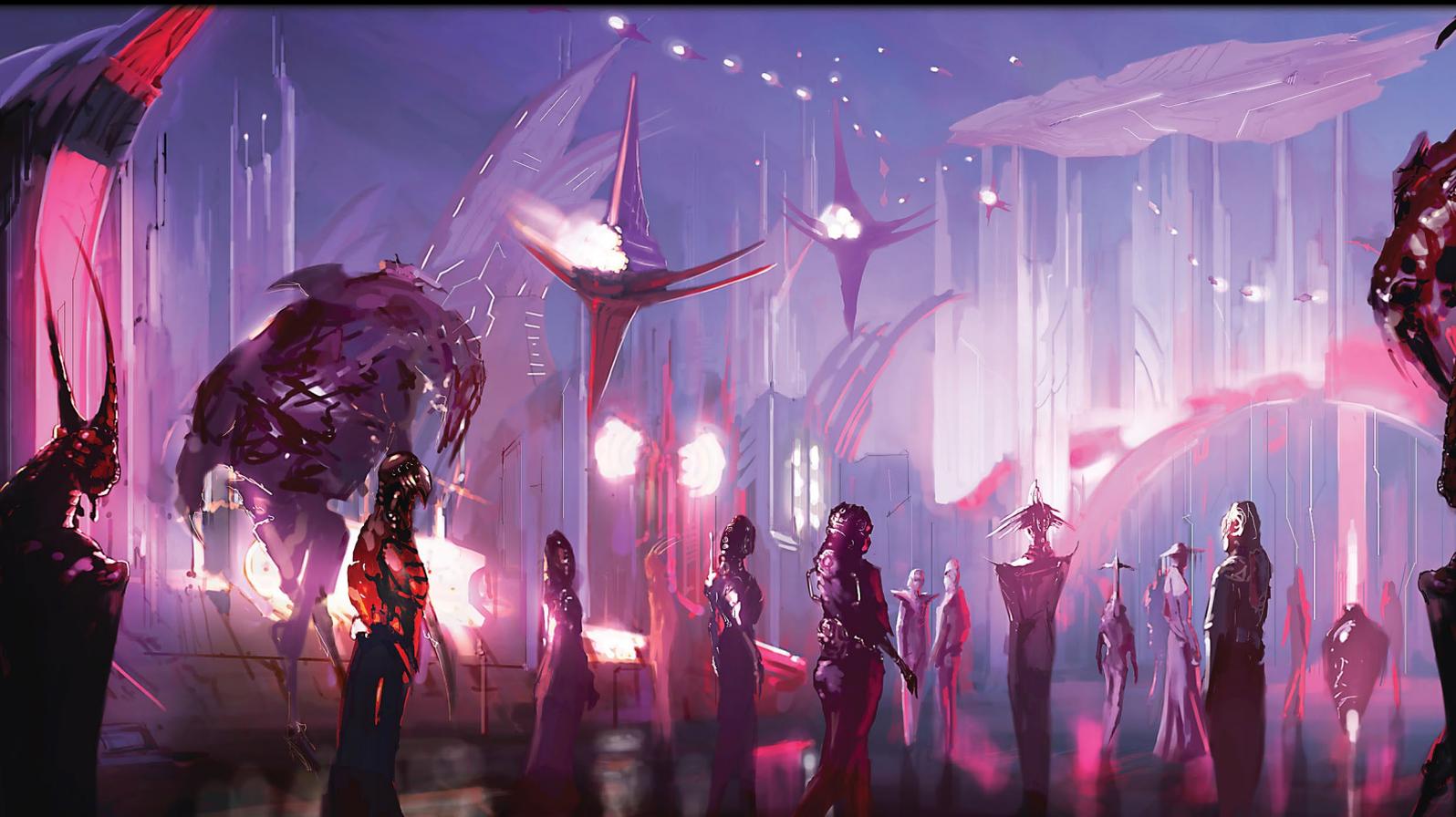
By providing a forum for cooperation between the most-advanced races of the galaxy, the longest peace in galactic history was achieved; a truly golden age of harmony and prosperity.





But however well-intentioned their foundation, however principled its leaders, no civilisation can endure forever.

Eventually—inevitably—the Assembly failed.





Now, war consumes the galaxy.

Ignited by the spark of insurrection, the flames are fanned by old grudges and new rivalries; by unchecked greed and overweening pride; and, perhaps, by something yet darker, lurking in the depths of time and space.

As the member civilisations draw their battle lines and stake their claims to stars and systems, lives and loyalties are torn asunder.

From Eva Arielle to Panacea, from Nomius to Modeus, people who have only ever known peace and privilege must reckon with the new, harsh truth that the galaxy isn't as safe a place as they believed...



Beyond the Assembly's borders, though,
an uncertain life is business as usual.

For the freelancers and free spirits of Brimstone base,
home of the Hellfire pirates, risk is all in a day's existence.

A little too close to the galaxy's incandescent heart, Vexation is a toxic,
superheated mess of a system, a perfect mess in which to disappear.

Brimstone, buried deep beneath the sulphurous surface of Fury's Fall, is a
lodestone for the disaffected: bounty hunters and runaways, thieves and
smugglers, slaves and slavers; those for whom the Suns don't shine.

It's a dangerous place; violence decides the pecking order.

But someone always has a job for an enterprising mercenary - or a
desperate one - and if your skill and luck hold, there's a lot of credit to be
made, particularly now.

War, after all, is good for business.



C1 – Credits and Brimstone

Location: Vexation, Fury's Fall, Brimstone Base. Year: 1001 ATA.

C1 – Mission brief



[The main entrance to the scorching hot sulfur engulfed hangar area shuts behind you.]



Pirate security overseer, In-person: Ah, fresh meat! Welcome to Brimstone, outer suburb of hell and the closest viable settlement to the Burning Suns. Population: none of your damn business. If you'll step right along to the elevator, we can begin the process of getting you oriented.

[The elevator starts moving.]



Pirate security overseer, In-person: People like you always seem to wind up here. Drifters and opportunists. Always looking for that one big score, right? Well, you've found the right place to look, if you don't play by Assembly rules.

[The elevator comes to a halt.]



Pirate security overseer, In-person: Speaking of rules, we do have a few. First and foremost, some security precautions. Can't be too careful when there's a war on, y'know? Follow me.

When ready, continue to C1 – Mission brief update #1

C1 – Mission brief update #1



Guard, In-person: Step aside, spread out and don't move.

Hand over your identification and your weapons. We will withhold these, till you leave this area of the base again.



Enforcer, In-person: Belay that order. There will be no inspection for now. We have been ordered to permanently confiscate all weapons from all visitors, no exceptions.

And any neomorph or champions are to hand over all their gear as well. We don't trust those warmongering snakes.

Action:

1. Every player must put aside all their cards with weapon classification. They must not be used for now.
2. Every neomorph and champion player must also put aside all their gear cards. They must not be used for now.

When ready, continue below.



Pirate security overseer, In-person: Let me run you through how things work around here. Hellfires are top of the tree. What we say, goes, and what we want, we get. Below us, we have the traders and merchants. After them, the bounty hunters, and smugglers. And last of all, we have you, guns for hire. Now this is nothing personal, just simple rules in a galaxy full of rivaling species and ideologies.



Pirate security overseer, In-person: That concludes our welcome tour, so I'll leave you to entertain yourselves. Follow the arrows to the bar. Don't leave the leisure area, don't get cute with the guards, and don't start a fight. Like I said, simple rules. Break 'em, and we'll break you. Enjoy your stay.

When ready, continue to C1 – Mission brief update #2

C1 – Mission brief update #2

[The noise from the speakers and crowds intensifies as you approach the bar area.]



Bartender, In-person: Welcome outlanders, what'll it be? If you don't mind a strong aftertaste, I have a newly imported Marauder rum from Hel's market on Asgard.



[The bartender waves you to the bar again.]



Bartender, In-person: Here's your drink.

You have a personal call on the comm. Let me reroute it to your device, just a second.

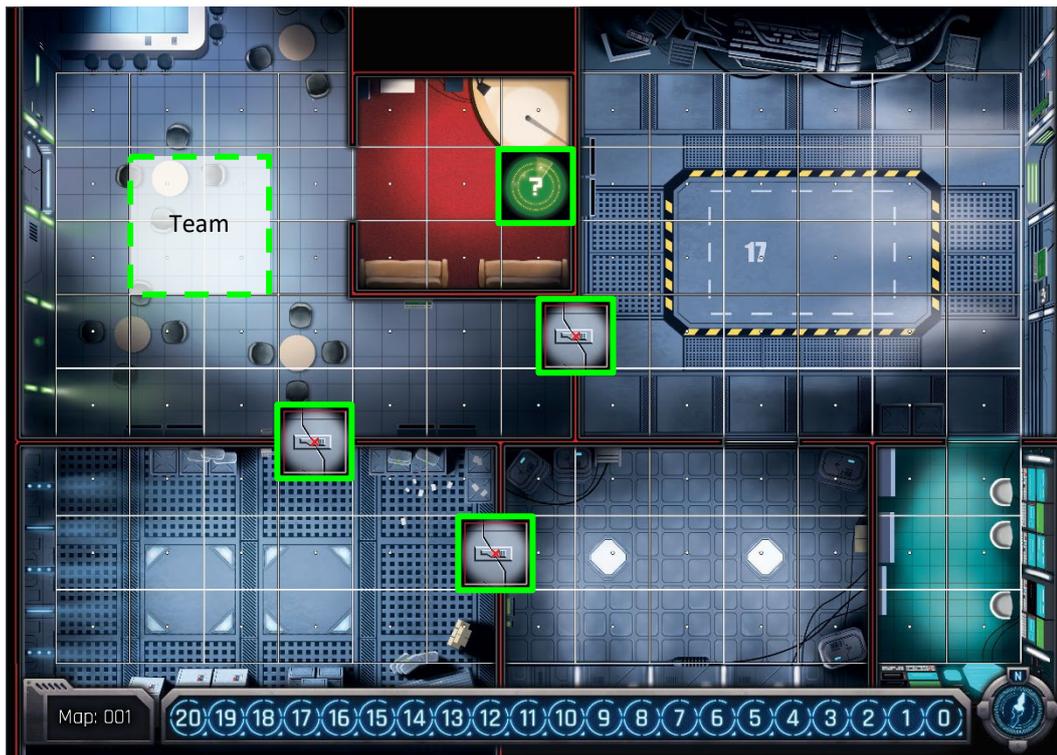


Umbrasius, Comm: Greetings, Commander. I'm pleased to hear you've already assembled a team. As you can imagine, the war makes it almost impossible to find unaffiliated agents through our regular channels. But let's get straight to business. The Neomorph Polity is deeply concerned by the Assembly's failure to control the unprovoked aggression of our enemies. I've therefore been tasked with exploring "alternative strategies" to defend the Polity from all current and future foes. An exploration that has led me to this particular suburb of hell.

When ready, continue to C1 – Mission layout

C1 – Mission layout – Map 001

Place: 3 blocked paths, 1 POI.



Umbrasius, Comm: *Vexation is a wretched place to find yourself delayed, but that is the situation I find myself in. Rendezvous with me at my location and I'll explain further. Don't dally, Commander - I have no desire to stay in this garbage incinerator of a system a second longer than necessary.*

Mission parameters

Success (turn limit 4/5/6):

- 1) Get the commander adjacent to the point of interest (POI).
 - a. **Introduction note:** *Adjacent does not mean "on top of" as you cannot stand on top of objects.*

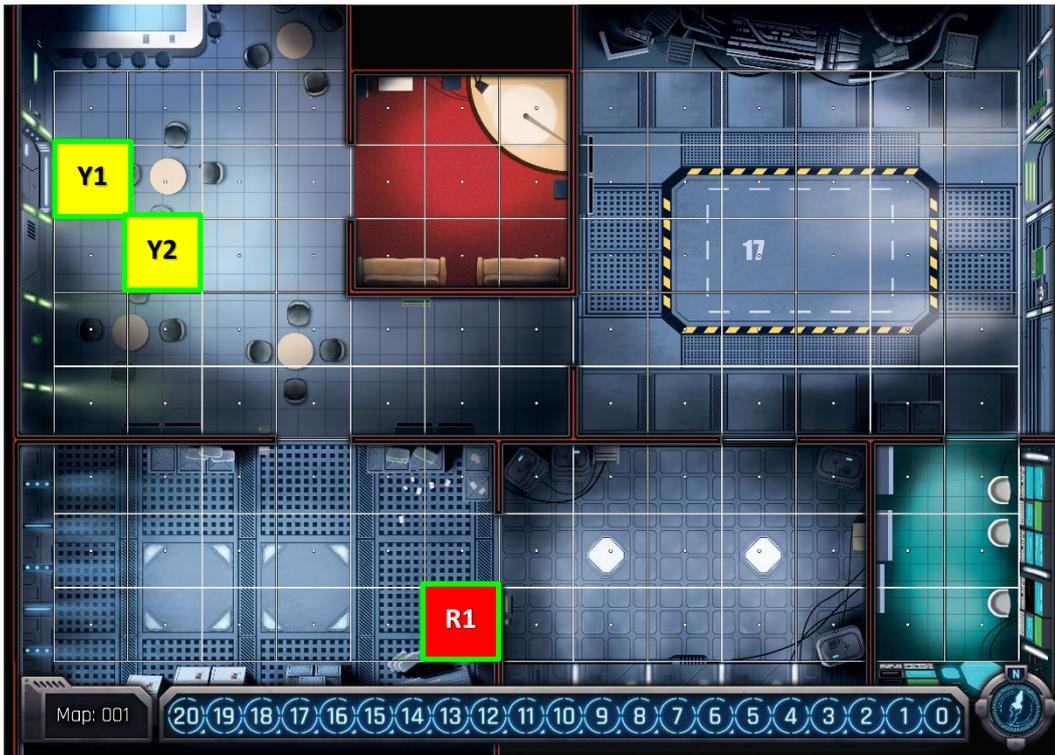
Failure:

- 1) If the turn token reaches 0, restart the mission.

If success, continue to C1 – Mission update #1

C1 – Mission update #2

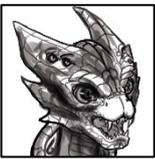
Place: 2 Thugs in Y1-2, 1 Guard in R1 | EBC: Apprehensive attack (R)



[As the console shuts down you swiftly open the armored boxes containing your confiscated equipment.]

Action:

- Every player gets all their weapon and gear cards back in hand and is now able to use them again.



Umbrasius, Comm: Their security system is compromised; I have access to their vault and my ship. I'll pick up my crew members in the bar area and meet you onboard my ship. It seems that the Hellfires have been alerted to your presence. Get yourself out of there ASAP. Or don't - that way I won't have to pay you.



Aaron, Comm: Who are you? What are you doing in a restricted area? Did you not understand the rules you were given? I guess I'll have to get my guards to give you a little reminder.

Mission parameters

Success (turn limit 6/8/10):

- 1) Eliminate all enemies.
 - a. **Introduction note:** Eliminating/killing/destroying is all achieved by using weapons or abilities that deals damage to the enemies in question.
 - b. **Remember:** When enemies appear they always go first after the mission has been updated.

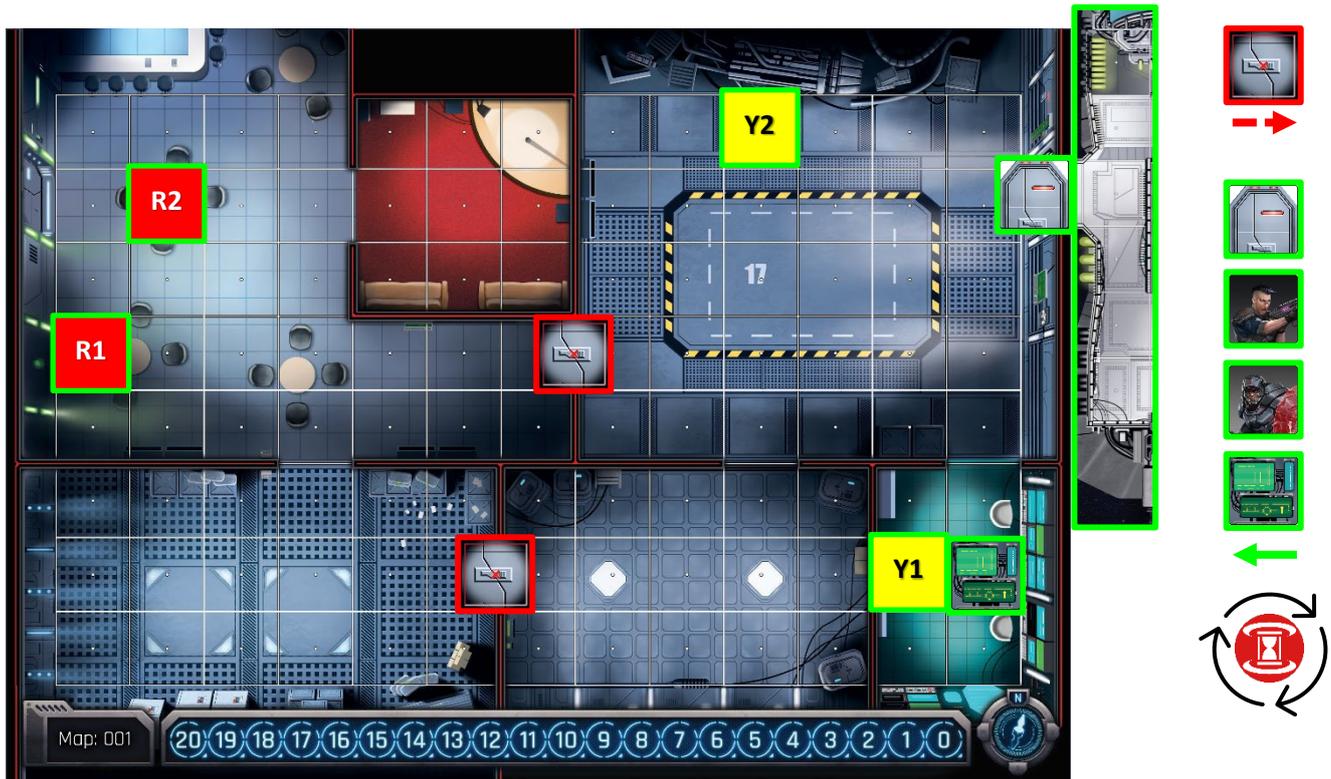
Failure:

- 1) If the turn token reaches 0 or all players are unconscious, restart the mission.

If success, continue to C1 – Mission update #3

C1 – Mission update #3

Remove: 2 blocked paths | **Place:** 1 door, 1 console, 2 Thugs in Y1-2, 2 Guards in R1-2, align the ship with the door | **EBC:** Disorganized attack (R)



Umbrasius, Comm: We're ready for take-off from hangar 17. Unfortunately, the Hellfires have our ship locked with a tractor beam, so we won't be going anywhere unless you can disable it from the control room. It seems that they have also locked the gangway door to the ship. You know what you must do if you want to get out of this sewer and get paid.



Aaron, Comm: OK... for better or worse you now have my full attention, and you won't be going anywhere when I'm through with you. You'll be an example they talk about forever of why you don't screw with the Hellfires.

Mission parameters

Success (turn limit, for either, 10/12/14):

- 1) Open the door, disable the console, and get all players on board the ship.
or
- 2) Eliminate all enemies. **Remember:** When enemies appear they always go first after the mission has been updated.

Triggers/conditions:

- 1) **Ship:** The ship is part of the mission board and can be boarded/exited by players only. Enemies will not move towards, or target players already onboard the ship.

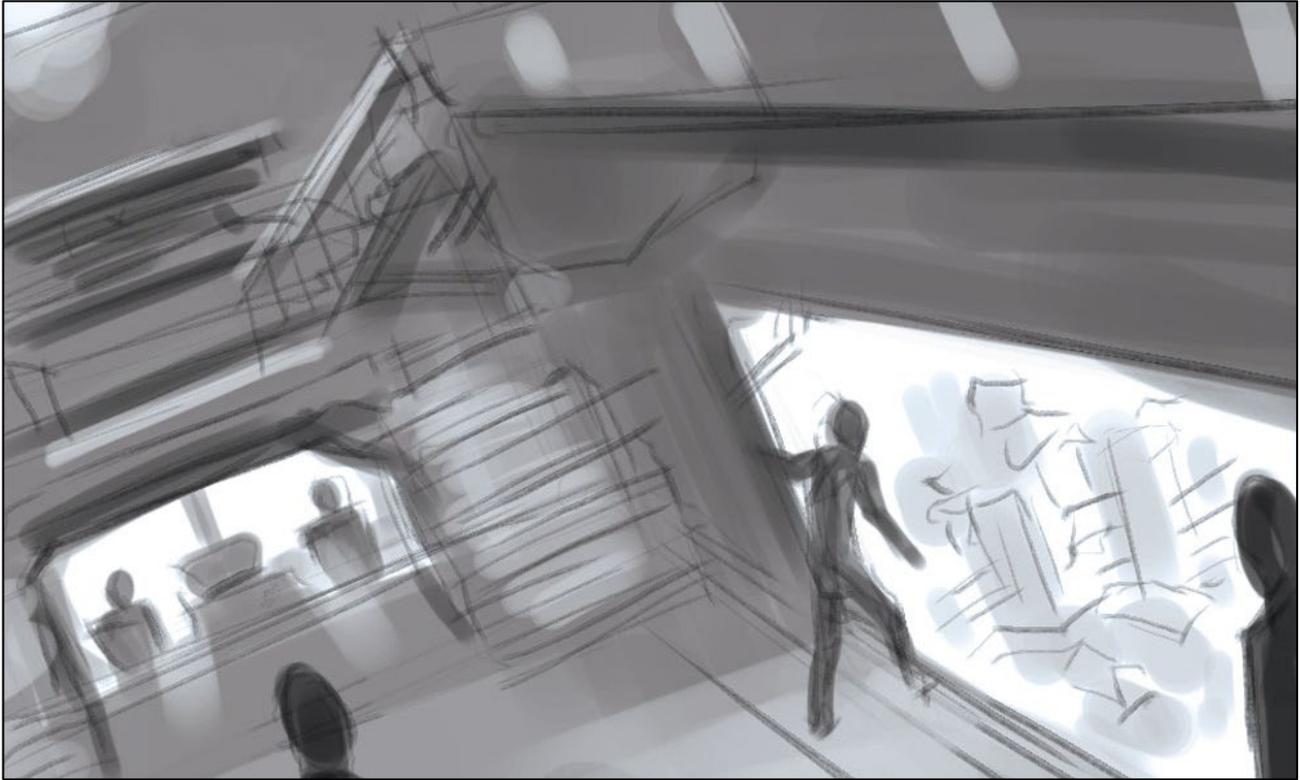
Failure:

- 1) If the turn token reaches 0 or all players are unconscious, restart the mission.

If success 1, continue to C1 – Mission update #4A

If success 2, continue to C1 – Mission update #4B

C1 – Mission update #4A – Aftermath



[As the ship escapes the atmosphere of Fury's Fall it all becomes quiet for a while as you settle down.]



Camreal, Comm (pilot): *We're in neutral space far from Fury's Fall, no pursuers. Stand down from action stations. I'm plotting a route through the shadows of the planets in the habitable zone to screen any radiation bursts from the Suns. Should cut down the debris bump as well.*



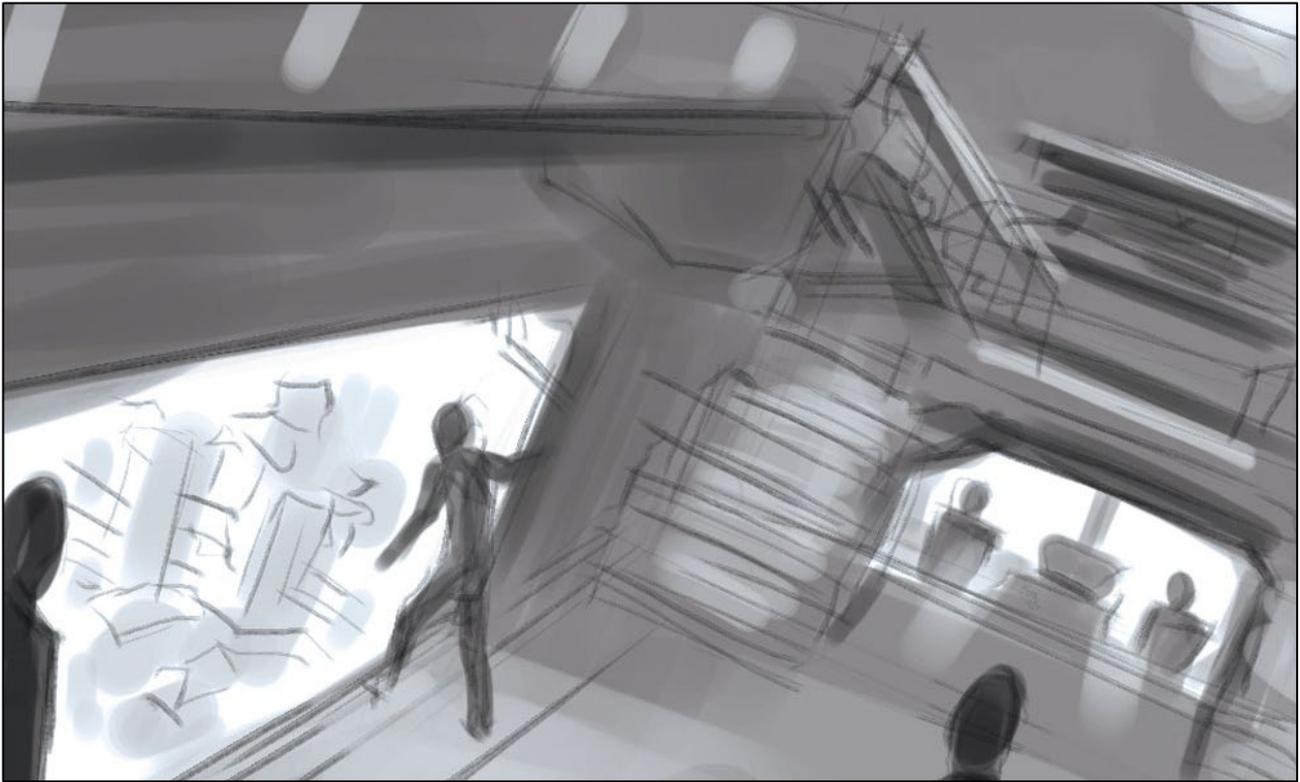
Umbrasius, In-person: *You and your team certainly didn't disappoint, Commander. I've transferred a substantial fee to your accounts for the trouble, which I hope you'll consider as a down-payment on future services.
Let's get through the debrief, so we can continue the conversation about more important matters.*

Question: Did the team eliminate 1 or more enemies in last mission segment?

- 1) If yes, do nothing.
- 2) If no, everyone paints 1 **D** in their legacy folder next to **Hellfires**.

When ready, continue to C2 – Digital Blood

C1 – Mission update #4B – Aftermath



[Leaving the gravitational pull of Fury's Fall, everything becomes quiet as the cold dark space wraps around the ship.]



Camreal, Comm (pilot): *This is the pilot speaking, we're in neutral space with no pursuers, you may step down from your action stations. For the next several hours we'll be cruising in the shadows of the planets in the habitable zone to avoid any sporadic radiation burst from the Suns.*



Umbrasius, In-person: *This is certainly one way to handle it, and your team did not disappoint on the scale of bloodshed. I have transferred a generous fee for your trouble, which I hope will also convince you to consider our future collaboration; I can assure you there's more to this operation than quick cash-grabs.*

Let us get through the debrief, so we can continue the conversation about more important matters.

Action:

- Everyone paints 1  in their legacy folder next to **Hellfires**.

When ready, continue to C2 – Digital Blood

C2 – Digital Blood

Location: Vexation, refueling station orbiting Gehenna

C2 – Mission brief



Umbrasius, In-person: Throughout the years the Assembly has tried to flush the Hellfires out of Vexation but to no avail. Well hidden from Assembly enforcement, the Hellfires started broadening their horizons beyond regular piracy.

Rumor has it that the pirates have allowed various factions – corporate, criminal, and governmental – to establish research outposts within Vexation, earning them vast sums of protection money. The goal of at least two of these facilities is to develop new antimatter technology with the potential to reshape entire planets, maybe even stars themselves. But since it happens outside of the Assembly’s jurisdiction, everyone can happily turn a blind eye.

The Polity will pay handsomely if you and your team can assist with acquiring some of their research. It will help us establish viable colonies and territorial security in our region of the galaxy, establishing a true home for our people beneath these new stars.

Locating any of these research sites, or the primary Hellfire base for that matter, is almost impossible due to the heavy planetary atmospheres and the complex radiation patterns so close to the Suns. But I’ve come across a few supply records giving us the first clue of where to start looking. So, whenever you’re ready, I suggest we begin.

[You ready your gear and team as the ship approaches its target]



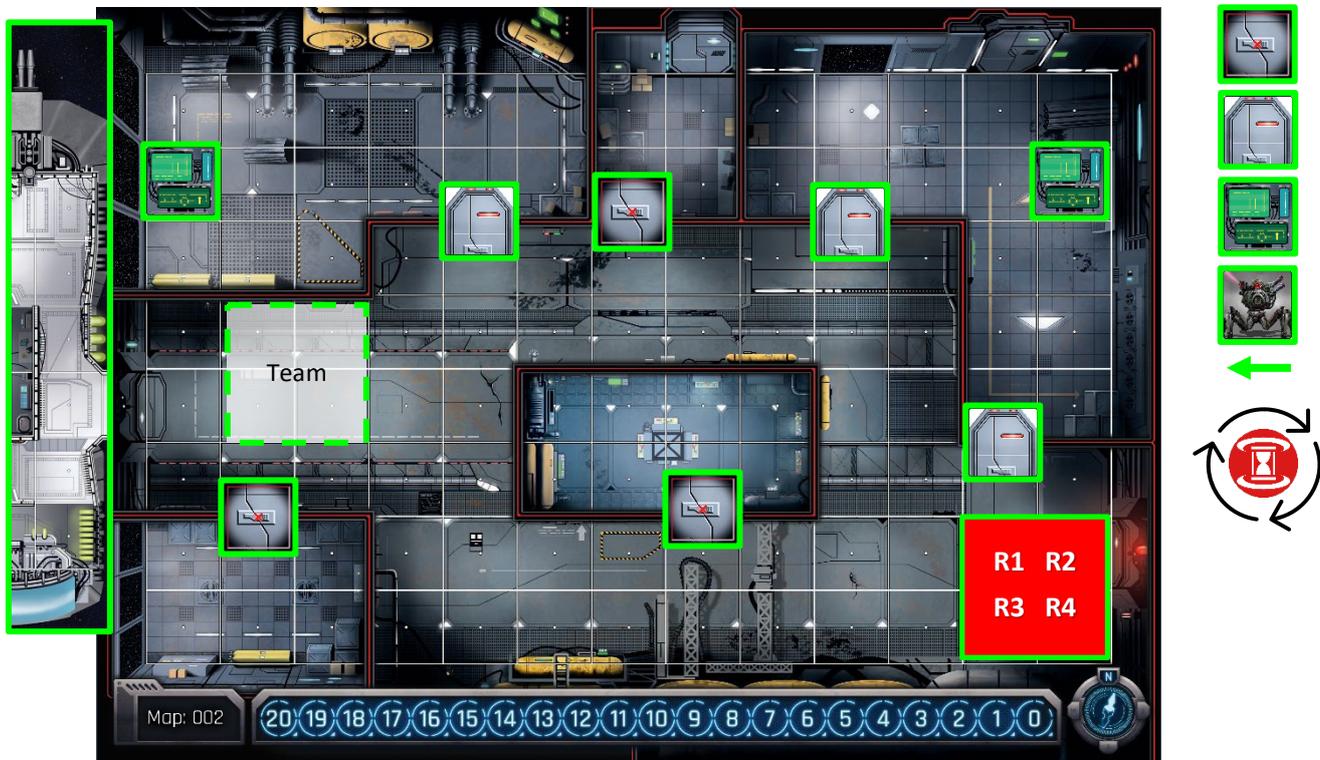
When ready, continue to C2 – Mission layout

C2 – Mission layout – Map 002

Place: Ship, 3 blocked paths, 3 doors, 2 consoles, (TS) Patrol Droids in R1-R4 | EBC: Systematic patrolling

(R)

- **Introduction note:** Remember that TS refers to your team size. I.e., 2 characters = 2 Patrol Droids.
- **Introduction note:** Since all Patrol Droids have red bases, you will not use the (Y) side of the EBC but keep activating the red side. This also means that R1-2 will continue to be activated while they are the lowest initiative.



Umbrasius, Comm: These old refueling stations run on a skeleton crew, so it's highly unlikely you'll run into any sentient beings here. But be aware of their automated security systems, they have droids patrolling the hallways. Make sure you disable their entire security system, that'll shut off the droids and let my crew hack the terminals.

Mission parameters

Success (turn limit 14/16/18):

- 1) Disable both consoles.

Triggers/conditions:

- 1) If players find themselves within the range and line of sight (LOS) of the enemies at the end of a player turn, or if they attack an enemy, change the EBC to Automated attack (R), change "Success 1" to Eliminate all enemies, and decrease the turn token by (2/3/3).

Failure:

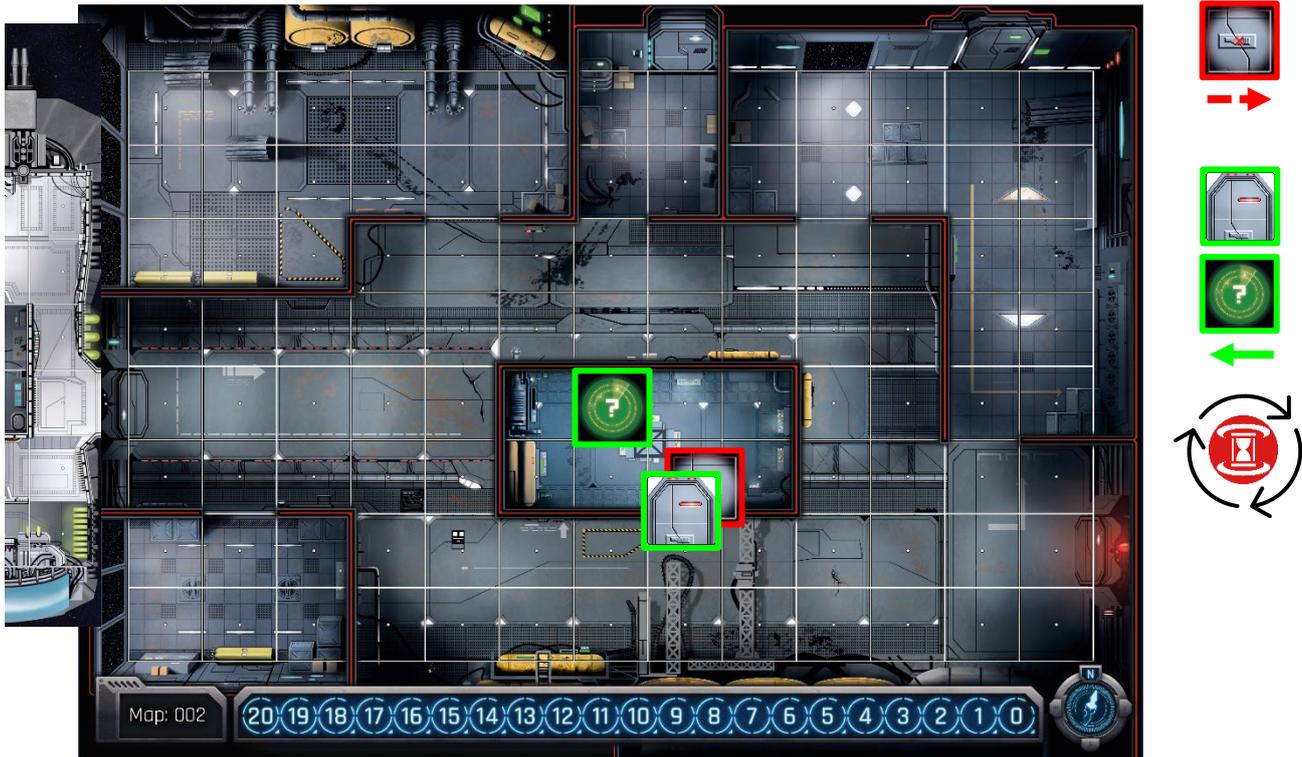
- 1) If the turn token reaches 0 or all players are unconscious, restart the mission.

If success, continue to C2 – Mission update #1A

If success through elimination, continue to C2 – Mission update #1B

C2 – Mission update #1A

Remove: 1 blocked path, All Patrol Droids | Place: 1 door, 1 POI | EBC: None



Umbrasius, Comm: Good job commander, you are certainly showcasing that stealth can be achieved no matter the team size. We have access and are scanning the station for useful data.

Wait a second... We're detecting a gas leak somewhere on the station, but we can't pinpoint what's causing it. Get to the fuel control room and see if you can shut off the supply and start the ventilation system before the whole place blows.

Mission parameters

Success (**turn limit 4/6/8**):

- 1) Get the commander adjacent to the POI.

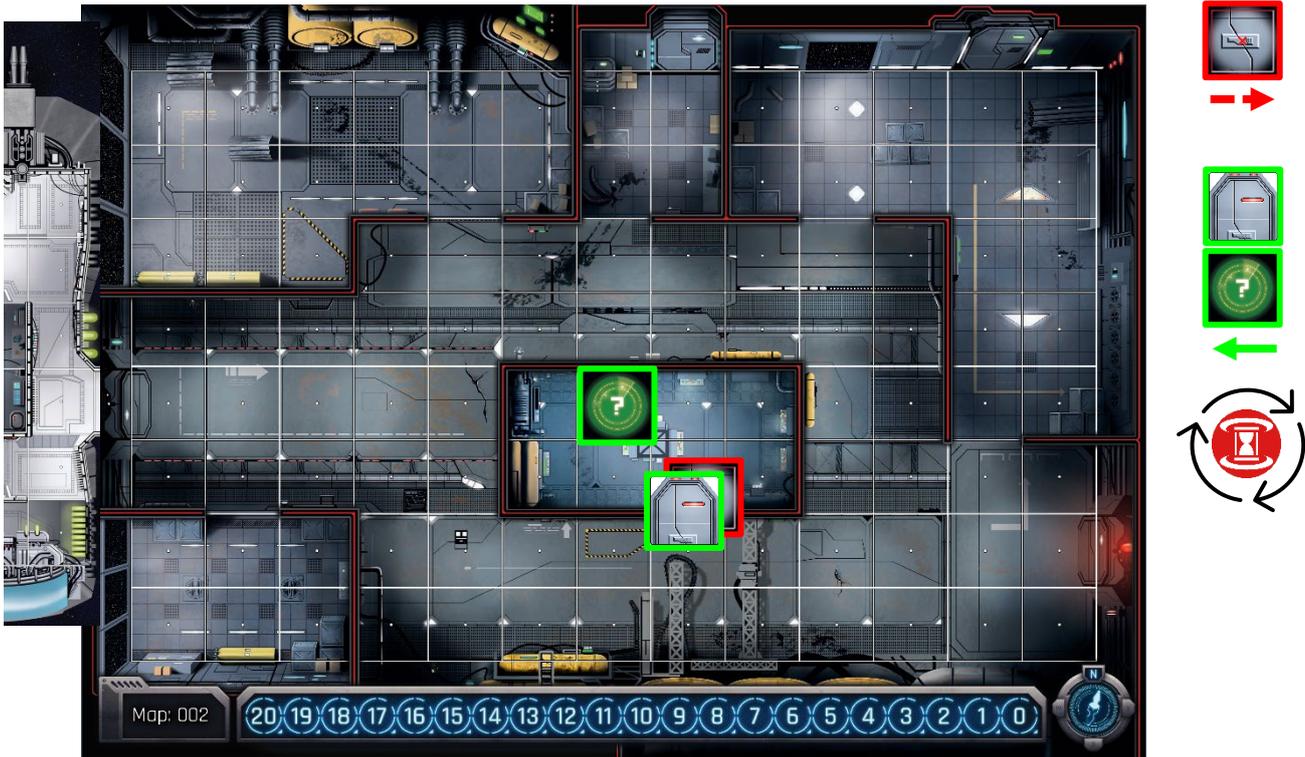
Triggers/conditions:

- 1) **Gas leak:** Turns spend after the turn token reaches 0 results in every player losing 1 focus and 1 shield in the beginning of every turn.
 - a. **Introduction note:** As this is a condition which results in you losing a focus and a shield, it does not mean that you will take damage once you have no more shield to lose.
 - b. **Introduction note:** Every player means every player and not just the player whose turn it currently is.

If success, continue to C2 – Mission update #2

C2 – Mission update #1B

Remove: 1 blocked path | Place: 1 door, 1 POI | EBC: None



Umbrasius, Comm: *They say if you have a hammer, every problem starts to look like a nail. It appears the same is true for guns. At any rate, good job. We have access to the station systems and are scanning for any leads.*

Wait a minute... we're detecting a major gas leak. I don't know if it was caused by your wanton destruction or some other fault in the system. Get to the fuel control room, shut off the gas supply, and start the ventilation system before the whole place blows. It seems that this door's locking mechanism is enhanced.

Mission parameters

Success (turn limit 2/3/4):

- 1) Get the commander adjacent to the POI.

Triggers/conditions:

- 1) **Enhanced lock:** The door to the fuel control room must be opened with 4 matching tokens instead of 3.
- 2) **Gas leak:** Turns spend after the turn token reaches 0 results in every player losing 1 focus and 1 shield in the beginning of every turn.
 - a. **Introduction note:** *As this is a condition which results in you losing a focus and a shield, it does not mean that you will take damage once you have no more shield to lose.*
 - b. **Introduction note:** *Every player means every player and not just the player whose turn it currently is.*

If success, continue to C2 – Mission update #2

C2 – Mission update #2

[The door slides open]



Umbrasius, Comm: *We're picking up a lifeform in the fuel control room with you. Check it out, Commander, we can't risk being compromised by a witness this early on.*



[As you enter the room you see a slender shadow crouching near a desk]

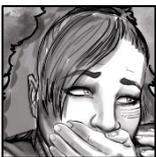


Female engineer, In-person: *Please don't hurt me.. I wasn't trying to... please.. just let me go, and I'll be on my way. I won't tell anyone about you. I just work here from time to time. I swear.*



Umbrasius, Comm: *She can't be trusted. Why would she be here if she wasn't affiliated with the Hellfires? She may have caused the leak to sabotage you. Besides, now she's a witness, and we can't have that.*

Kill her, that's an order. That way we know she won't talk, and nobody will care about one more missing human around here.



Female engineer, In-person: *No! No... please. I beg you.*

Choice: Will you kill the female engineer? Yes or No?

Players may debate, but all are then called to vote simultaneously, with the commander's vote breaking ties.

If the team voted yes, continue to C2B – Mission Update #3

If the team voted no, continue to C2A – Mission Update #3

C2A – Mission update #3

- 1) **Players who voted yes**, paints 1 **D** in their legacy folder next to **Umbrasius**.
- 2) **Players who voted no**, paints 1 **✘** in their legacy folder next to **Umbrasius**.

When ready, continue below.



Umbrasius, Comm: *How dare you! I don't pay you to disobey me, Commander! You had better know what you're doing.*

[During your exchange the engineer slowly moves backwards through the door. Suddenly she bolts out of the room and manages to reach the exit with her own craft docked and ready. The comm in the control room lights up as her message comes through]



Female engineer, Comm: *Your white-knight syndrome is commendable, and kinda cute, but I'm afraid your boss was right. Don't worry - you won't be around to apologize to him.*

...

And I didn't even get your name. Ciao!



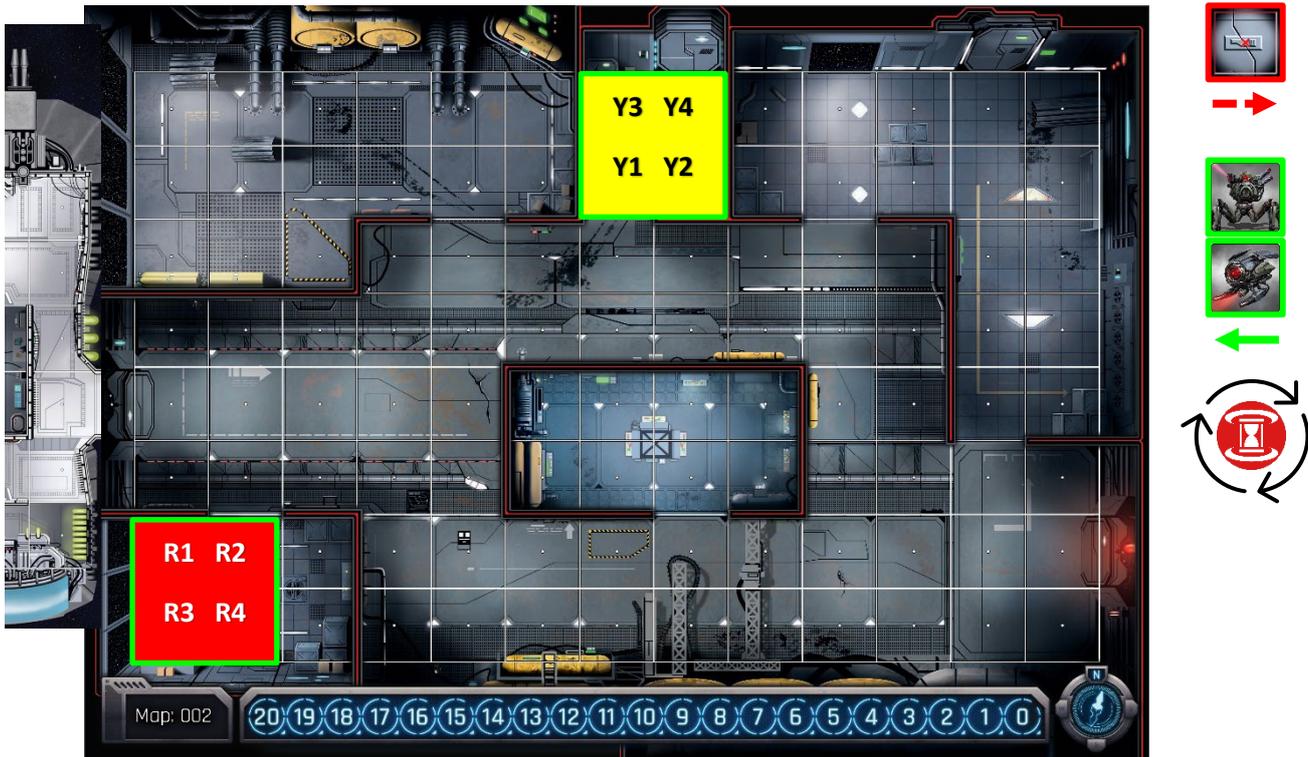
Umbrasius, Comm: *We have the data. Get back to the ship ASAP before we all come to regret your utter lack of judgement.*

When ready, continue to C2A – Mission Update #4

C2A – Mission update #4

Remove: All blocked path | **Place:** (TS) Patrol Droids in R1-4, (TS) Sweeper Drones in Y1-4 | **EBC:** Self-destruct sequence (R)

- **Remember:** Enemies always go first after the mission has been updated.



Umbrasius, Comm: I knew it. That ungrateful piece of work has just activated a sweeper droid patrol. They are equipped with anti-tamper self-destruct. We can't hack them. Well, I guess this is very much your own causing. We won't be staying around forever, hurry up!

Mission parameters

Success (turn limit 8/11/14):

- 1) Get all players on board the ship or eliminate all enemies.
 - a. Those not reaching the ship before the turn token reaches 0 will be recovered after the mission (painting 1 scar each).

Triggers/conditions:

- 1) **Ship:** The ship is part of the mission board and can be boarded/exited by players only. Enemies will not move towards, or target players already onboard the ship.
 - a. **Remember:** When enemies appear they always go first after the mission has been updated.

Failure:

- 1) If all players are unconscious, all are recovered after the mission (painting 1 scar each).

If success, continue to C2A – Mission update #5A

If failure, continue to C2A – Mission update #5B

C2A – Mission update #5A – Aftermath

[On board again, Umbrasius slowly approaches you]



Umbrasius, In-person: *Commander, I can't help but wonder if this disobedience was all just sheer insolence, a little challenge to my authority? You were clearly more than capable of taking out these droids, although I don't see why you'd want to cut it so close. Anyway. Get some rest while we get out of here.*

[A few hours later]



Umbrasius, In-person: *I hope you all managed to get some sleep. We have a long road ahead of us, and if we're to continue to work together, we're going to have to earn each other's trust. I may have rushed to judgement earlier, so let's reset the system. To begin with, I'd like to know a bit more about this band of misfits. Care to elaborate on some of your previous exploits?*

Choice: What will you tell Umbrasius about yourself?

Each player will tell Umbrasius a story about themselves.

1. If you tell a story about great valor, paint 1 personality mark in inspiring. 
2. If you tell a story of a person close to you, paint 1 personality mark in supportive. 
3. If you tell a story of loss, paint 1 personality mark in cautious. 
4. If you tell a story about your own achievements, paint 1 personality mark in dominating. 

When ready, continue to C3 – Towed to Space

C2A – Mission update #5B – Aftermath



[After a while you are on your feet again. With a thundering headache you approach Umbrasius]



Umbrasius, In-person: *I'm not impressed, Commander. Not only did you provoke me, you put the entire mission in jeopardy and to cap it all your team had to be dragged out of there by my crew like sacks of barbecued meat. Maybe we can agree on your only being disobedient when you can actually handle a situation? If I wanted to clean up after someone, I'd have brought along my egg-brood. Get some rest.*

[A few hours later]



Umbrasius, In-person: *I hope you all managed to get some sleep. We have a long road ahead of us, and if we're to continue to work together, we're going to have to earn each other's trust. I may have rushed to judgement earlier, so let's reset the system. To begin with, I'd like to know a bit more about this band of misfits. Care to elaborate on some of your previous exploits?*

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When ready, continue to C3 – Towed to Space

C2B – Mission update #3

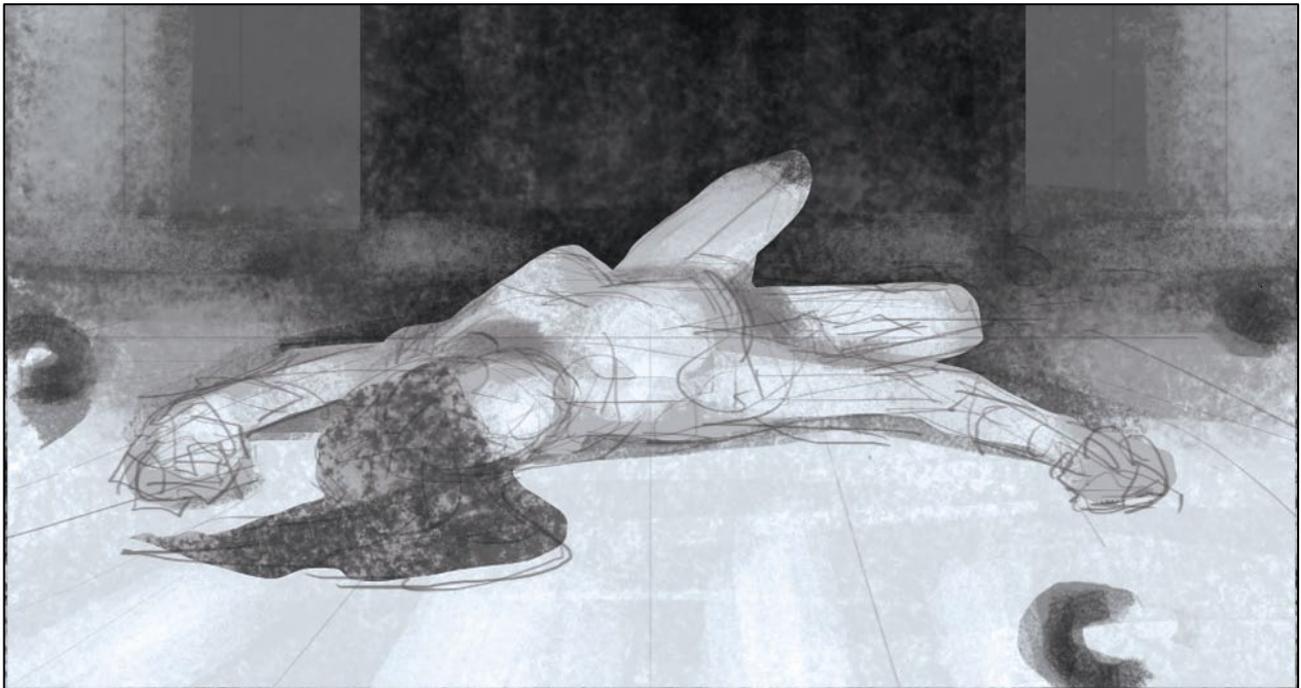
- 1) Players who voted yes, paints 1 **D** in their legacy folder next to **Umbrasius**.
- 2) Players who voted no, paints 1 **✂** in their legacy folder next to **Umbrasius**.

When ready, continue below.



Female engineer, In-person: please! Please... don't...

[A single gunshot roars through the station]



Action:

- Everyone paints the dot called **FE1D** in their legacy folder.



Umbrasius, Comm: Make no mistake, Commander, we're not in this business to be heroes, we're here to get a job done. This mission requires sacrifices and bold decisions. I expect the consummate professionalism you've just shown to be a hallmark of your operations.

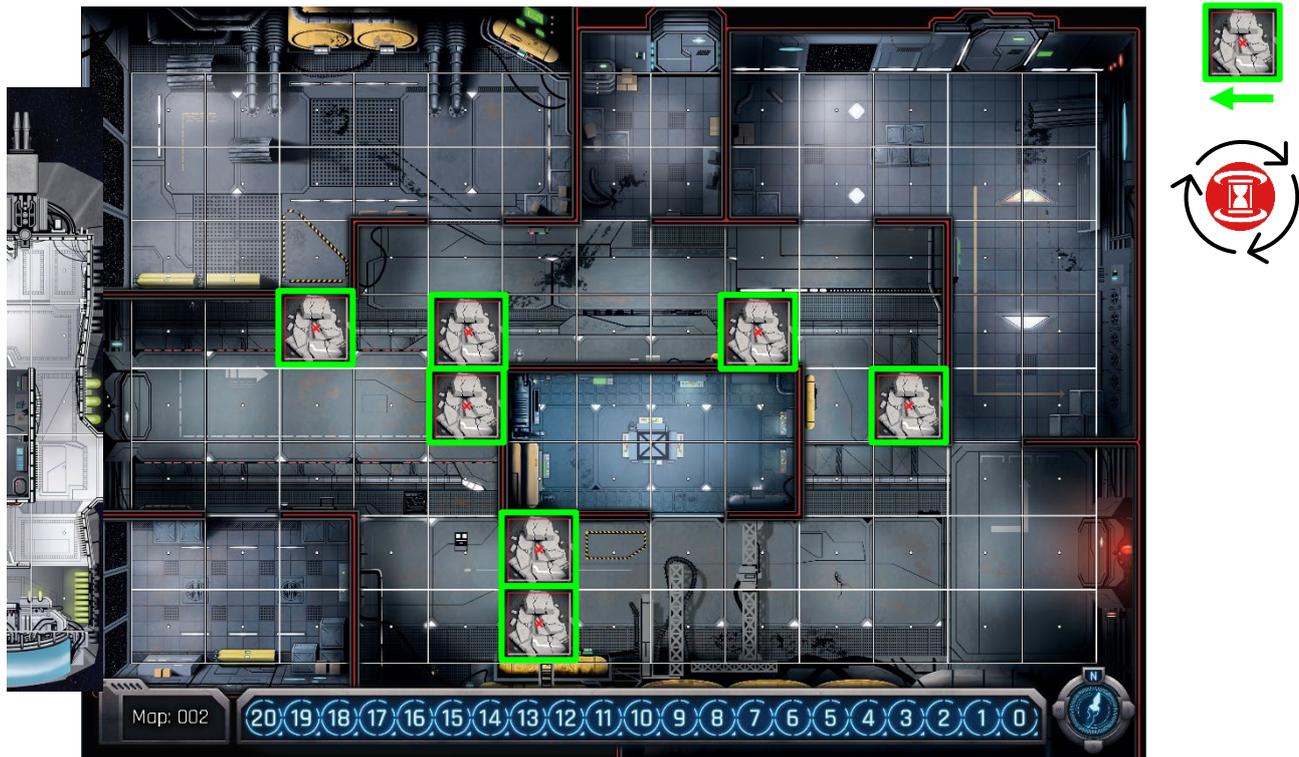


Camreal, Comm (interference): Umbrasius, we have a problem. We are experiencing massive... of interference.... It's a double solar flare... it's breaking up our comm... the station will be hit in...

When ready, continue to C2B – Mission Update #4

C2B – Mission update #4

Place: 7 blocked paths. | EBC: None



Umbrasius, Comm (interference): Commander... come in.. the station is falling apart, get... your team... back.. to the ship!

Mission parameters

Success (turn limit 6/9/12):

- 1) Get all players on board the ship.
 - a. Those not reaching the ship before the turn token reaches 0 will be recovered after the mission (painting 1 scar each).

Triggers/conditions:

- 1) Players take 1 unblockable damage in the beginning of their turn (does not apply while on the ship).

Failure:

- 1) If all players are unconscious, all are recovered after the mission (painting 1 scar each).

When concluded, continue to C2B – Mission update #5

C2B – Mission update #5 – Aftermath



[You sprint towards the exit, and with the last effort from your body, you manage to jump through the hatch as the station disintegrates behind you]



Umbrasius, In-person: *Well, that could have gone more smoothly, couldn't it? But let's try not to worry too much about little details. Get some rest -my crew and I have some analysis to do before we pick our next target.*

[A few hours later]



Umbrasius, In-person: *I hope you all managed to get some sleep. We have a long road ahead of us, and if we're working together, we'll be more effective if we earn each other's trust. To begin with, I'd like to know a bit more about your band of misfits. Care to elaborate on some of your previous exploits?*

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3. If you tell a story of loss, paint 1 personality mark in cautious. 
4. If you tell a story about your own achievements, paint 1 personality mark in dominating. 

When ready, continue to C3 – Towed to Space

C3 – Towed to Space

Location: Vexation, Defense platform orbiting Abbadon

C3 – New mission brief

[Early the following day you meet up with Umbrasius]



Umbrasius, In-person: Our little data raid on the refueling station revealed the locations of several science facilities on the planet Abbadon. Unfortunately, they're protected by an orbital defense platform. We'll need to disable the radar systems in order to slip through undetected. As this ship doesn't have a cloaking device, we'll have to be creative.

There are two abandoned pirate tugboats in lunar orbit that will allow us to infiltrate the platform. Disguise yourselves as mechanics and you should be able to make your way to the radar room unnoticed.

Once there you'll need two teams. One to create a diversion and lure the guards away, and one to break in and disable the radar. So a tech-savvy infiltration team, and some heavy hitters for the diversion crew. Choose wisely.

Choice: The commander must divide your team into two teams that will be deployed separately on the next mission.

- 1) Who will be on Team 1? (tech)
- 2) Who will be on Team 2? (combat)

When ready, continue below.



Umbrasius, In-person: Obviously, we won't be of much help aboard the ship. But my pilot can perform a few maneuvers in the distance. This may lure some of the Hellfire personnel away in their fighters. It could however also delay your pick-up, and you won't get very far in those tugboats if a firefight starts. I think it'll be wise to consider this among your team. When you're ready, I suggest we get moving.

Choice: Do you want the pilot to lure away some of the Hellfire personnel? Yes or No?

Players may debate, but all are then called to vote simultaneously, with the commander's vote breaking ties.

Once the team has voted, continue to C3 – Mission brief update #1

C3 – Mission brief update #1

Action:

1) **Those who voted yes**, paints 1 personality mark in cautious and receives a token immediately.

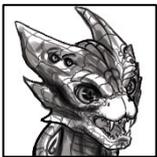


2) **Those who voted no**, paints 1 personality mark in dominating and receives a token immediately.



When ready, continue below according to the team's choice.

If the team voted yes, continue below.



Umbrasius, In-person: *Very well, Commander, I'll order Camreal to get close and try to lure away some of their personnel. Be sure to coordinate your escape so you can hold your ground as long as possible.*

And be aware, the Hellfires have been known to deploy special changeling commando groups called Nightbanes on high-value jobs. It seems only logical that there might be a few such squads operating from a station like this. These are valuable customers they're protecting, after all. Stay sharp.

When ready, continue to mission C3A – Mission layout

If the team voted no, continue below.



Umbrasius, In-person: *I don't give bonuses for bravery, although I do admire it. Make sure your entire team is on high alert, as there will no doubt be numerous enemies to deal with.*

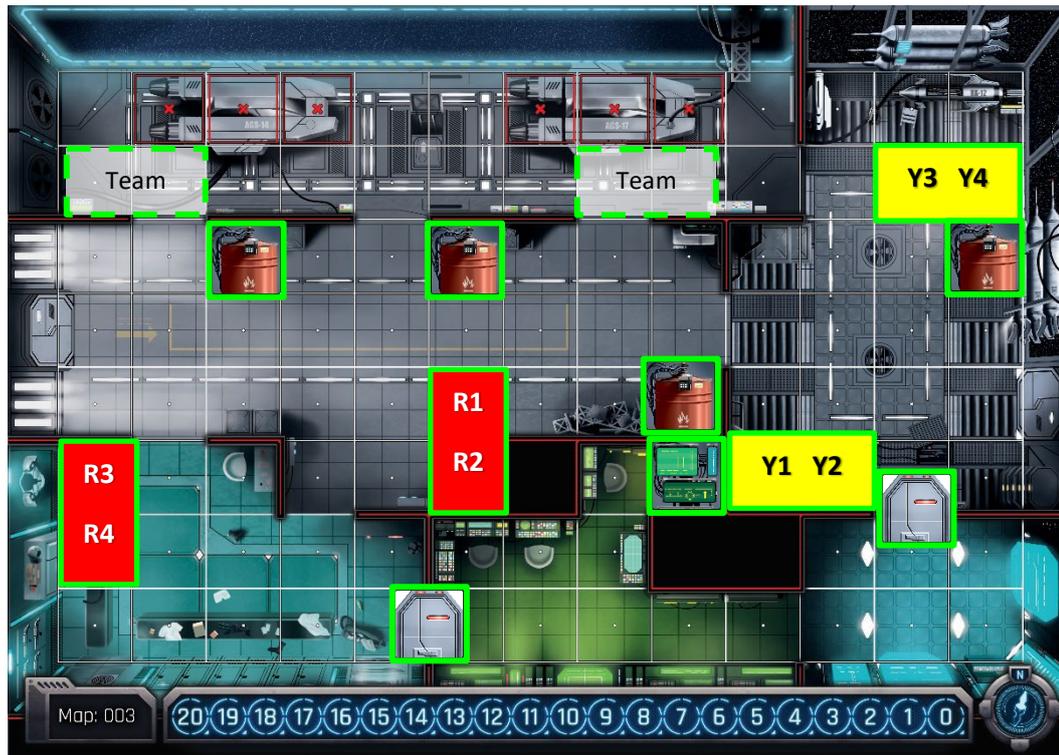
Speaking of which, I've heard the Hellfires tend to deploy special changeling commando units called Nightbanes on high-value jobs. You should expect to encounter some here, since they're protecting such valuable customers.

When ready, continue to mission C3B – Mission layout

C3A – Mission layout – Map 003

Place: 2 doors, 1 console, 4 fuel barrels, (TS) Nightbanes in R1-4, (TS) Thugs in Y1-4 | The Commander decides which team starts on what spot | EBC: None

- Remember: (TS) = Team size.



Camreal, Comm: Commander, I've initiated my fly-by. Several fighters have just launched. Get to the control room and disable the radar, then alert me when you're ready for extraction.

Remember that you can move around freely as long as you don't engage with anything, but don't overstay your welcome, they are going to figure out that you're not mechanics at some point. Good luck.

Mission parameters

Success (**turn limit 9/11/13**):

- 1) Disable the console.

Triggers/conditions:

- 1) **Disguised:** A team will stay disguised if no one on the team interacts with objects/enemies.
 - a. Once a player from a team interacts with an object/enemy, that specific team is revealed, and the EBC will change to Chaotic attack (R) towards them.
- 2) **Fuel barrel:** Has 1 health. Can be attacked by players. When exploding, it deals 4 damage to all objects within 2 squares (explosion only limited by walls).

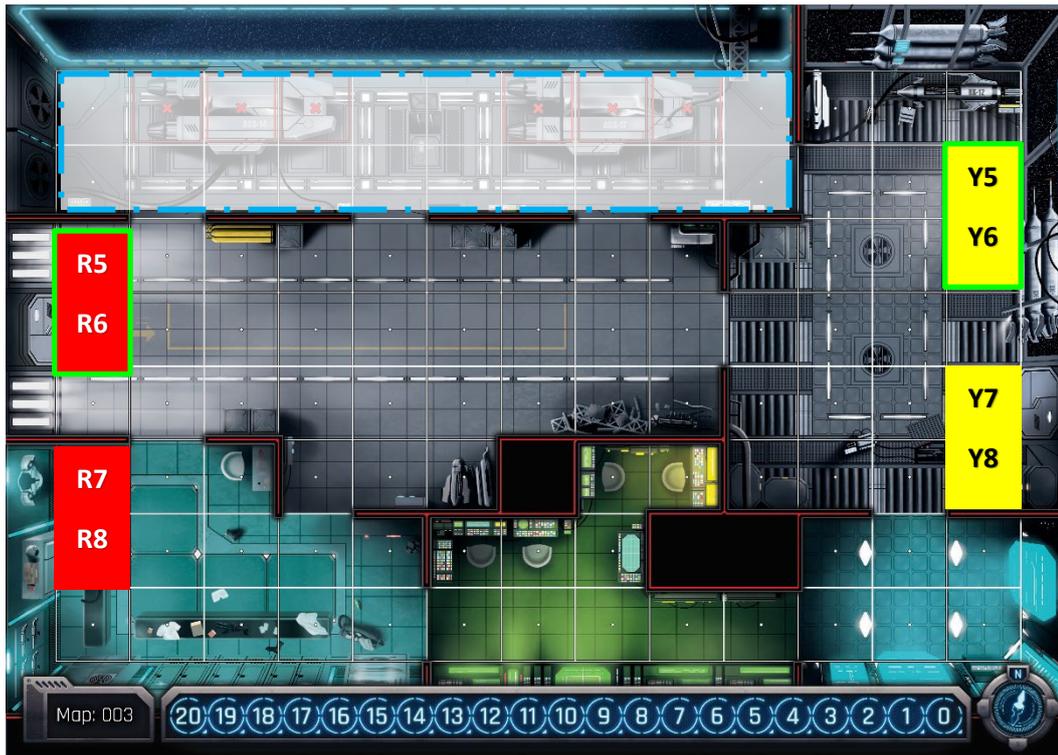
Failure:

- 1) If the turn token reaches 0 or all players are unconscious, restart the mission.

If success, continue to C3A – Mission update #1

C3A – Mission update #1

Place: (TS) Guards in R5-Y6 | EBC: Advancing attack (R)



Camreal, Comm: Commander, get to the hangar and I'll pick you up. I still have those fighters on my tail, so stay alert; you'll have to wait until I've shaken them off.



Aaron, Comm: You again! First you steal from us while you're our guests, and now you're openly attacking our outposts? You've got some nerve!
Hellfires! Bring me those bastards, so I can crucify them from here to Kyzar!

Mission parameters

Success (turn limit 9/11/13):

- 1) When the turn token reaches 0, have all players in the hangar.
 - a. Those not in the hangar and those unconscious when the turn token reaches 0 will be recovered after the mission (painting 1 scar each).

Triggers/conditions:

- 1) **Reinforcements (!):** When the turn token reaches (5/7/9), spawn (TS) Enforcers in area R7-Y8.
- 2) **Fuel barrel:** Has 1 health. Can be attacked by players. When exploding, it deals 4 damage to all objects within 2 squares (explosion only limited by walls).

Failure:

- 1) If all players are unconscious, all are recovered after the mission (painting 1 scar each).

If success, continue to C3 – Mission update #2A

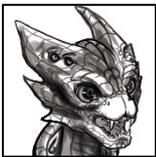
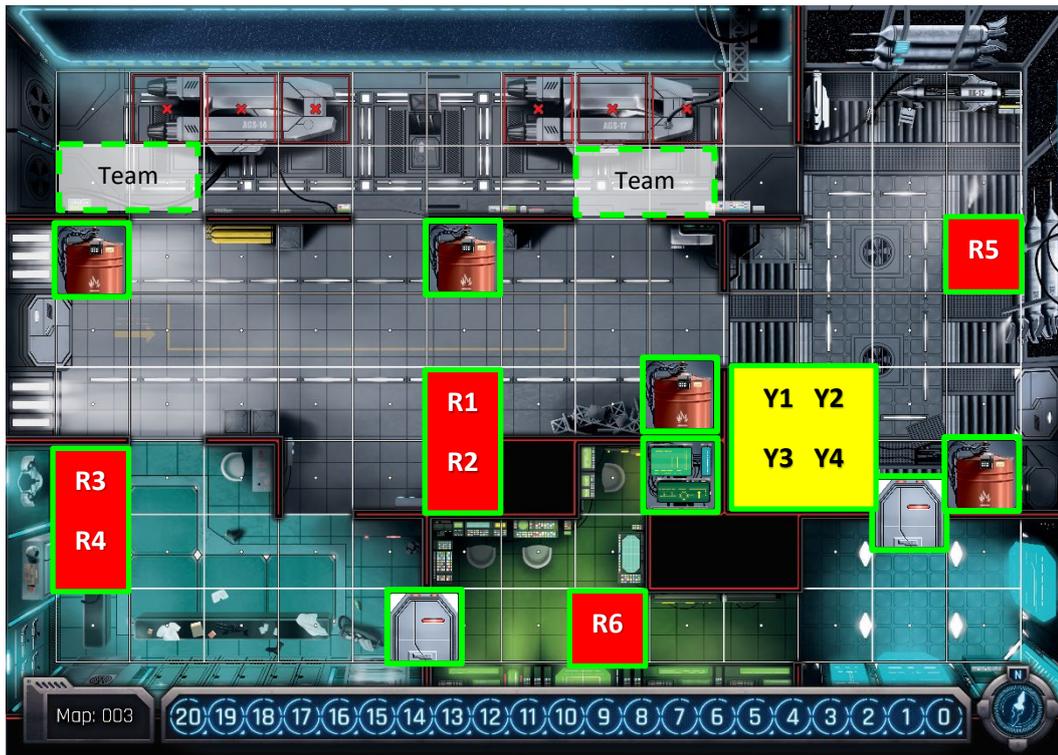
If failure, continue to C3 – Mission update #2B

C3B – Mission layout – Map 003

Place: 2 doors, 1 console, 4 fuel barrels, (TS) Nightbanes in R1-4, (TS) Guards in Y1-4, 2 Enforcers in R5-6

| The Commander decides which team starts on what spot | EBC: None

- Remember: (TS) = Team size.



Umbrasius, Comm: Commander, get to the control room and disable the radar. Alert Camreal when you're ready to be extracted. Remember, you can move around freely as long as you don't engage with anything, but don't overstay your welcome. They're going to figure out that you're not mechanics at some point.

Mission parameters

Success (turn limit 11/13/15):

- 1) Disable the console.

Triggers/conditions:

- 1) **Disguised:** A team will stay disguised if no one on the team interacts with objects/enemies.
 - a. Once a player from a team interacts with an object/enemy, that specific team is revealed, and the EBC will change to Chaotic attack (R) towards them.
- 2) **Fuel barrel:** Has 1 health. Can be attacked by players. When exploding, it deals 4 damage to all objects within 2 squares (explosion only limited by walls).

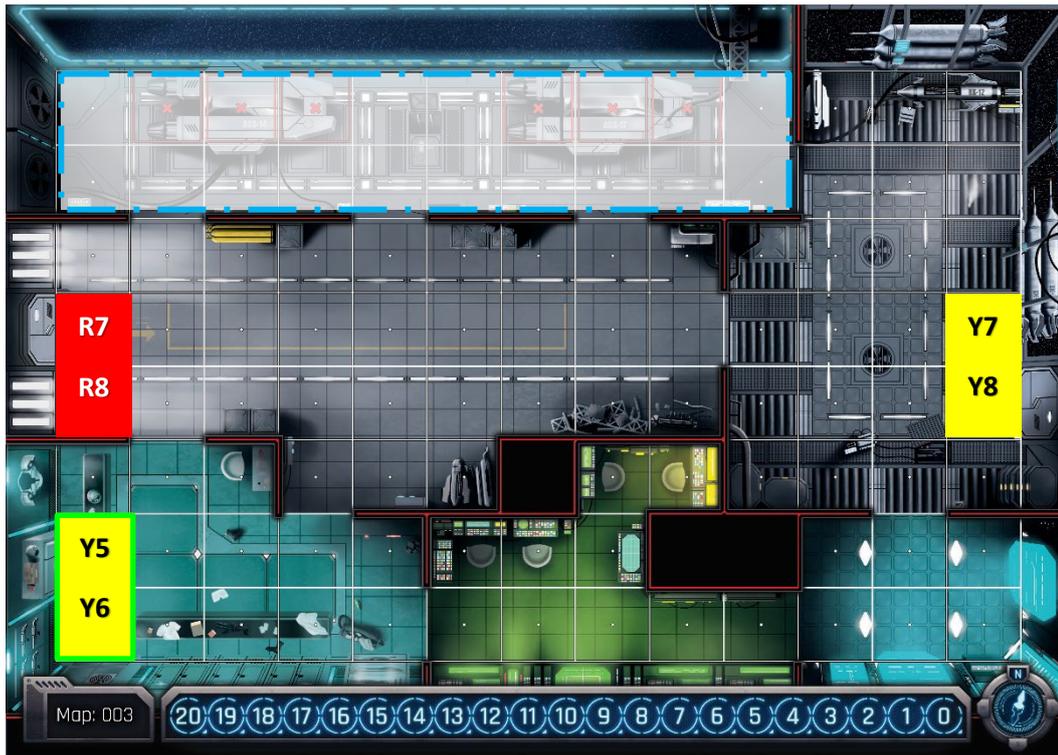
Failure:

- 1) If the turn token reaches 0 or all players are unconscious, restart the mission.

If success, continue to C3B – Mission update #1

C3B – Mission update #1

Place: 2 Thugs in Y5-6 | EBC: Advancing attack (R)



Umbrasius, Comm: Commander, get to the hangar for pickup.
Oh, and should you feel so inclined, you could always deal a crippling blow to the station by detonating all those fuel barrels.



Aaron, Comm: You again! First you steal from us while you're our guests, and now you're openly attacking our outposts? You've got some nerve!
Hellfires! Bring me those bastards, so I can crucify them from here to Kyzar!

Mission parameters

Success (turn limit 6/8/10):

- 1) When the turn token reaches 0, have all players in the hangar.
 - a. Those not in the hangar and those unconscious when the turn token reaches 0 will be recovered after the mission (painting 1 scar each).

Triggers/conditions:

- 1) **Reinforcements (!):** When the turn token reaches (4/6/8), spawn (TS) Guards in R7-Y8.
- 2) **Fuel barrel:** Has 1 health. Can be attacked by players. When exploding, it deals 4 damage to all objects within 2 squares (explosion only limited by walls).

Failure:

- 1) If all players are unconscious, all are recovered after the mission (painting 1 scar each).

If success, continue to C3 – Mission update #2A

If failure, continue to C3 – Mission update #2B

C3 – Mission update #2A – Aftermath

[Back on the ship you meet Umbrasius with what you would almost describe as a smile on his face]



Umbrasius, In-person: Good job. That should let us land and take a look around without any interference. Personally, I also found it quite satisfying to give a little payback to the pirates for confiscating my boat.

Question: Did the team blow up all the fuel barrels?

- 1) **If yes**, everyone paints 2 🚫 in their legacy folder next to **Hellfires**.
- 2) **If no**, everyone paints 1 🚫 in their legacy folder next to **Hellfires**.

When ready, continue below.

[While the pilot, Camreal, slowly starts the ship's decent towards Abbadon you are briefed on Umbrasius' findings]



Umbrasius, In-person: The facilities shouldn't be able to call for help at the moment with the defense platform in disarray, so we should be at liberty to take our time. We need to decide which facility to investigate first. Here's our current data.

Site 1 is a small, heavily guarded facility. The data indicates it's focused on developing and testing weapons technology. We'll have to land quite far south of its location and make our way through the forest.

Site 2 is a larger complex that is specializing in high-efficiency tool technology. It doesn't appear to be as heavily guarded as site 1, which means we'll be able to land much closer to the facility.

It's difficult to say precisely what technology we might come across, but we must assume that site 1 could contain usable weapons for your team where site 2 might provide more tech orientated tools. So, I can understand if your decision is swayed by what your team needs more of.

Choice: The commander must decide which of the testing sites to visit on next mission.

If you choose site 1, continue to C4A – Alone in the Park

If you choose site 2, continue to C4B – Close Enough

C3 – Mission update #2B – Aftermath

[A barrage of fire is chasing you as you reach the hangar again. Backed into a corner you desperately jump back into the tiny towing boats and launch into space. With the enemy still in control of a gun turret they manage to damage both boats. Knocked unconscious by the severe hits, you find yourself waking up in the cargo bay of Umbrasius' ship]



Umbrasius, In-person: *It is unfortunate that my team had to drag out your bodies like this, but you still managed to disable the radar and cause a lot of trouble for the Hellfires. That should let us land and take a look around without any interference. Personally, I also found it quite satisfying to give a little payback to the pirates for confiscating my boat.*

Question: Did the team blow up all the fuel barrels?

- 1) **If yes**, everyone paints 1  in their legacy folder next to Hellfires.
- 2) **If no**, do nothing.

When ready, continue below.

[After getting on your feet again, you can sense the ship's slow decent towards Abbadon]



Umbrasius, In-person: *The facilities shouldn't be able to call for help at the moment with the defense platform in disarray, so we should be at liberty to take our time. We need to decide which facility to investigate first. Here's our current data.*

Site 1 is a small, heavily guarded facility. The data indicates it's focused on developing and testing weapons technology. We'll have to land quite far south of its location and make our way through the forest.

Site 2 is a larger complex that is specializing in high-efficiency tool technology. It doesn't appear to be as heavily guarded as site 1, which means we'll be able to land much closer to the facility.

It's difficult to say precisely what technology we might come across, but we must assume that site 1 could contain usable weapons for your team where site 2 might provide more tech orientated tools. So, I can understand if your decision is swayed by what your team needs more of.

Choice: The commander must decide which of the testing sites to visit on next mission.

If you choose site 1, continue to C4A – Alone in the Park

If you choose site 2, continue to C4B – Close Enough

C4A – Alone in the Park

Location: Vexation, Abbadon, Site 1, Forest south of weapon facility

C4 – Mission brief

[Looking out the canopy you can see how the yellow and orange light slowly dies off as the ship makes it through the atmosphere of Abbadon. You turn to Umbrasius]



Umbrasius, In-person: *As I said, we'll have to drop you and your team off south of the facility. From there you can make your way through the forest to the southern entrance.*

Let me introduce you to our ship's medic, Gwendar, who'll brief you on the planetary environment.



Gwendar, In-person: *Hey, Commander, nice to finally meet you. Like Umbrasius said, I'm the ship's medic, cook, and occasional rear gunner, depending on the situation. Just like the rest of the crew I'm here to help whenever you need it.*

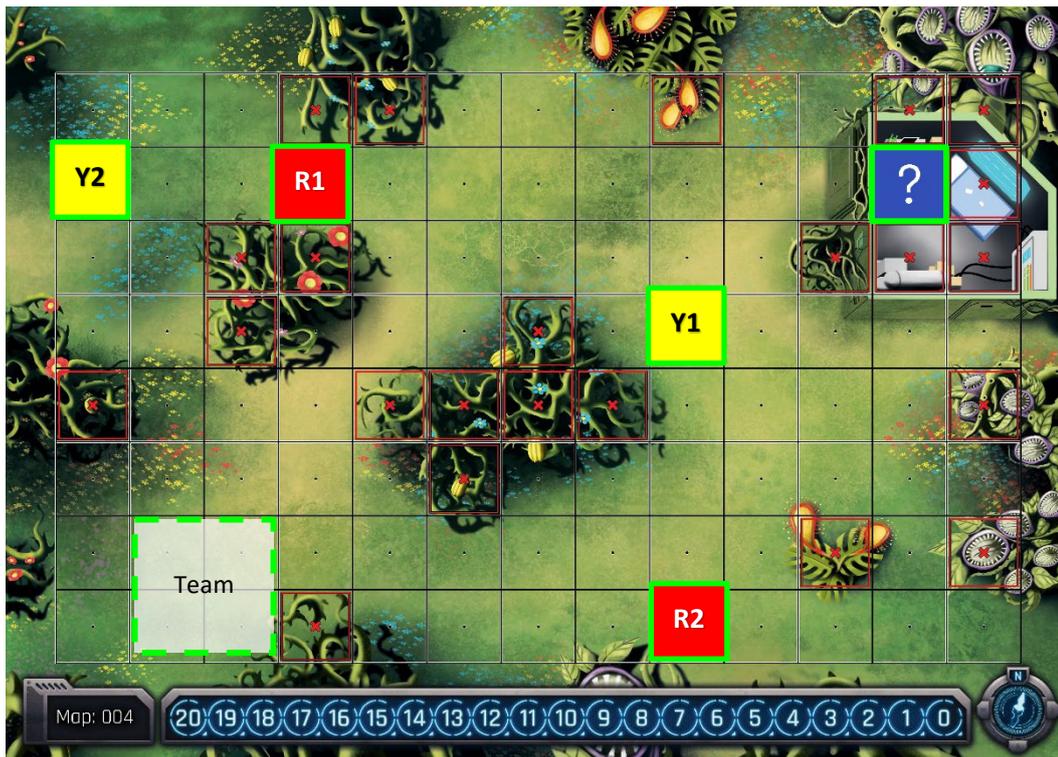
I've gone through the available environment records for both Vexation and Abbadon, which isn't a lot. Keeping it simple, the air is breathable - pretty miraculous in this system - and the climate in this region is stable. Standard planetary drop protocols should work fine; take anti-allergy meds, don't eat the vegetation, and don't provoke any lifeforms you encounter. Except the Hellfires, of course. Best of luck!

[The ship comes to a halt. As you open the hatch you are greeted by a lush and vividly green forest. A wonderous and almost disorientating mix of large plants, roots, flowers, and exotic insects surrounds the ship]

When ready, continue to C4A – Mission layout

C4A – Mission layout – Map 004

Place: 1 POI, 4 Forest Fiends in R1-Y2 | EBC: Idle occupation (R)



Camreal, Comm: *Commander, there's a small energy signature up ahead, perhaps a camp of some sort. Check it out before you reach the facility in order to avoid a potential ambush. And be wary of the wildlife. It is said that the radiation in Vexation causes spectacular mutations, quite unlike anything seen in Assembly space.*

Mission parameters

Success (turn limit 5/7/9):

- 1) Get the commander adjacent to the POI.

Failure:

- 1) If the turn token reaches 0 or all players are unconscious, restart the mission.

If success, continue to C4A – Mission update #1

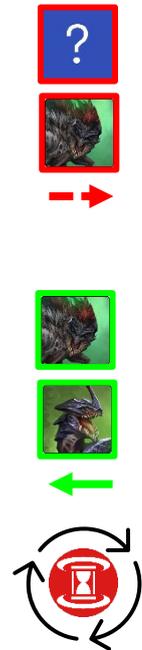
C4A – Mission update #1

Question: If any, who attacked the forest creatures first?

- That player paints 1 personality mark in dominating and receives a token immediately.



Remove: 1 POI, all enemies | **Place:** (TS) Howling Spineheads in R1-4, (TS) Forest Fiends in Y1-4 | **EBC:** Vicious attack (R)



Camreal, Comm: *Anyone there, Commander? Our scanner isn't picking anything up. Wait... a large group of creatures are stampeding towards your position. They might attack if you don't get out of their way.*

Move north to avoid them, if you can.

Mission parameters

Success (turn limit 8/10/12):

- 1) Have at least 1 conscious player, when the turn token reaches 0.
 - a. Those not conscious when the turn token reaches 0 will be recovered after the mission (painting 1 scar each).

Triggers/conditions:

- 1) Place killed enemies next to the map. **When you reach (TS) killed enemies, have them respawn in their original spawn area before the enemies' next turn.**
 - a. **Reminder:** *When enemies appear they always go first after the mission has been updated.*

Failure:

- 1) If all players are unconscious, all are recovered after the mission (painting 1 scar each).

When concluded, continue to C4A – Mission update #2

C4A – Mission update #2

[Another couple of large animals knocks you onto the ground as they run past you. Two voracious Spineheads spot their potential meal and are just about to jump you, as a couple of canisters drop in front of them]



Camreal, Comm: *Commander, are you still there? We can see smoke. What's going on? The creatures are running away from your position, as if something has scared them off. Can you see anything?*



Changeling, In-person: *That gas won't keep them away forever. You can regroup at my camp, but you need to hurry!*

[You follow the nimble changeling into their hidden cabin]



Changeling, In-person: *Please don't touch any of my stuff! Sorry... where are my manners. My name is Ayeni Inaru. I'm a radiobiologist. I'm on an expedition from the University of Amaris to study the ecosystems in Vexation, to see how the Suns' radiation affects both the living and the machines.*



Umbrasius, Comm: *Yes, yes, I'm sure that's fascinating. Commander, I need you to proceed with our plans right away. We don't have time to get acquainted with everyone in our path. Let them go about their business, and move on.*



Ayeni Inaru, In-person: *Are you heading to that facility south of here? I've been watching it since I got here - the Hellfires upset the wildlife when they go on patrol. All the noise causes stampedes like the one you just experienced. I could guide you in, if you like? I know their patrol route, and where the local wildlife tends to congregate, not to mention where most of the booby traps protecting the facility are. I won't get in your way.*



Umbrasius, Comm: *It seems we're disagreeing again, Commander. I really don't appreciate you making a habit out of this. Why this is even a discussion I don't know, but hopefully I can have faith you'll do the right thing?*

Choice: Will you let the Ayeni Inaru join your team as a companion? Yes or No?

All players vote, with the Commander breaking ties.

If the team voted yes, continue to C4A – Mission update #3A

If the team voted no, continue to C4A – Mission update #3B

C4A – Mission update #3A – Aftermath



***Changeling, In-person:** I'm very happy that you would like me around for now. Don't worry I won't get in your way and I'm sure I can help you out. Thanks again for trusting me.*



***Umbrasius, Comm:** Commander, are we going to trust everyone we come across? I have a feeling you'll be sorely disappointed down the line. But I won't spoil it for you. Just keep your mind focused on the mission and I'm sure we can all benefit from this, perhaps even the new intern you have on your team... if... you don't let it get in your way.*

Action:

- 1) Those who voted yes, paints 1  in their legacy folder next to **Umbrasius**.
- 2) Those who voted no, do nothing.

Action: Ayeni Inaru has joined your team as a companion.

When ready, continue below.

[The time you have spent on the ground fighting and running have paid off on your skills, and you have been able to optimize and hone your own basic abilities]

Action:

- Every player must upgrade 1 of their own character's 2 basic action cards with 1 sticker of their choice from their character's legacy sticker sheet.

When ready, continue to C5A – The Site

C4A – Mission update #3B – Aftermath



Changeling, In-person: I'm sorry to hear that. But I'll not stand in your way. Perhaps we'll meet again in the future where you'll be up for reconsidering it?



Umbrasius, Comm: Don't count on it, changeling. We are pretty full when it comes to crew members and the last thing I need, is a chatty little shapeshifter.

Commander, I appreciate that you understand how to follow intentions above simple orders. We are not here to gain friends or go on sightseeing. Speaking of which, I suggest that you start packing your gear and get ready to move out towards the facility.

Action, players:

- 1) Those who voted yes, paints 1  in their legacy folder next to **Umbrasius**.
- 2) Those who voted no, do nothing.

When ready, continue below.

[The time you have spent on the ground fighting and running have paid off, and you have been able to optimize and hone your own basic skills]

Action:

- Every player must upgrade 1 of their own character's 2 basic action cards with 1 sticker of their choice from their character's legacy sticker sheet.

When ready, continue to C5A – The Site

C5A – The Site

Location: Vexation, Abbadon, Site 1, Weapon facility

C5A – Mission brief



Umbrasius, Comm: *We couldn't extract a lot of information on this weapons testing facility. What we do know is that it's run by a group of scientists focused on developing new firearms for ground personnel. If you get the chance, try to obtain some of the prototypes.*

As I mentioned, this place is heavily guarded, so expect some fierce resistance once you make contact with any of the guards.

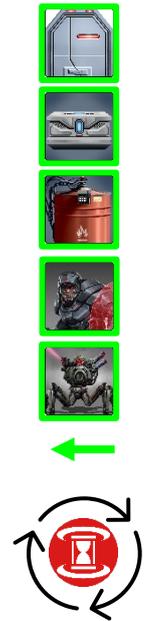
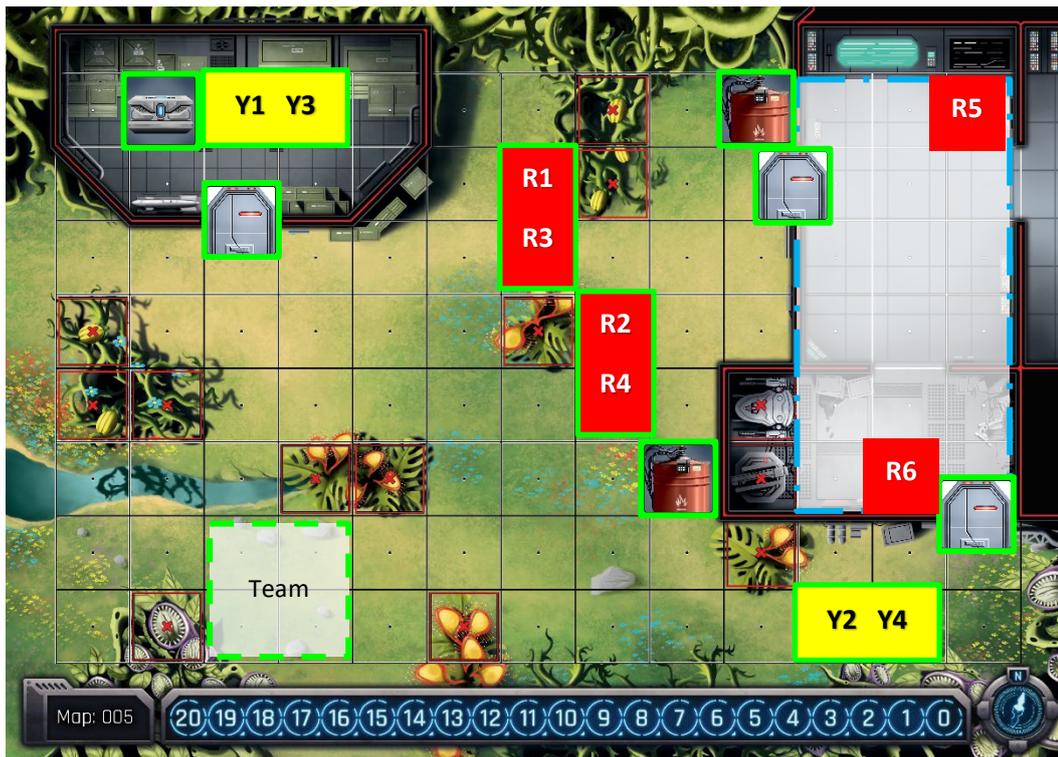
Question: Is Ayeni Inaru a companion? **Yes** or **No**?

- **If yes**, the team's **turn limit will be -1** at the mission layout.
- **If no**, all players take 1 unblockable damage at the start of this mission. Trigger 1 of the mission layout will already be active.

When ready, continue to C5A – Mission layout

C5A – Mission layout – Map 005

Place: 3 doors, 1 crate, 2 fuel barrels, (TS) Guards in Y1-4, (TS) Patrol Droids in R1-4, | EBC: None



Umbrasius, Comm: Our scans have picked up a small bunker in front of the weapons lab. It's heavily guarded and may contain something of value. I suggest you take a look. My people are willing to pay good money for technologies that can help us claim a larger territory in the galaxy.

Mission parameters

Success (turn limit for both, in order, 13/15/17):

- 1) Open the crate in the bunker (north).
- 2) Get all players into the facility (east)

Triggers/conditions:

- 1) If players find themselves within the range and line of sight (LOS) of the enemies at the end of a player turn, or if they attack an enemy/object, change the EBC to Coordinated defense (R) for all enemies.
- 2) **Crate:** Once opened, put the **Weapon Crate #1** card pack in the ship for opening after the mission ends.
 - a. Hereafter remove both doors to the facility (east) and spawn 2 Enforcers in R5-6.
- 3) **Fuel barrel:** Has 1 health. Can be attacked by players. When exploding, it deals 4 damage to all objects within 2 squares (explosion only limited by walls).

Failure:

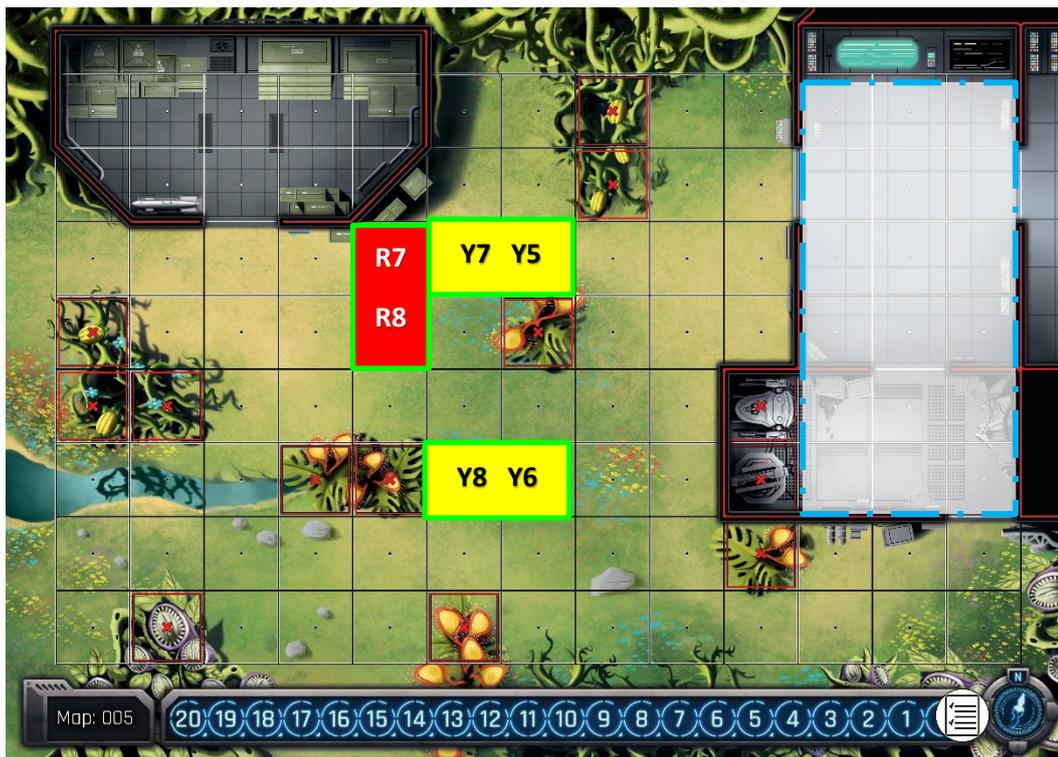
- 1) If the turn token reaches 0 or all players are unconscious, restart the mission.

If success, continue to C5A – Mission update #1

C5A – Mission update #1

Place: 2 Thugs in R7-8, (TS) Nightbanes in Y5-8 | EBC: Advancing attack (Y)

- **Remember:** Enemies always go first after the mission has been updated.



Umbrasius, Comm: Good. Now make sure to sweep the area of any valuable information. I need you to upload all the data to the ship.



Camreal, Comm: Commander, I'm intercepting Hellfire communications; a Nightbane hunter squad is approaching the facility. They have been alerted to your presence.

Mission parameters

Success (turn limit for both, no order, 9/11/13):

- 1) Perform (2x TS) basic interact actions while standing **inside the facility**.
 - a. These basic interactions must have no targets and you do not roll any dice with them.
 - b. Track the number of actions done with the item token on the map's track.
- 2) Eliminate all enemies.

Triggers/conditions:

- 1) **Fuel barrel:** Has 1 health. Can be attacked by players. When exploding, it deals 4 damage to all objects within 2 squares (explosion only limited by walls).

Failure:

- 1) If the turn token reaches 0 or all players are unconscious.

When concluded, continue to C5A – Mission update #2

C5A – Mission update #2 – Aftermath

If the team succeeded, continue below.

[After disposing of the last Nightbane, you close the door to the facility behind you and establish a connection to the ship]



Camreal, Comm: Good work Commander. We're analyzing the data now. Make sure you secure the area while Umbrasius confirms our next step.

Action:

- 1) Everyone paints 1  in their legacy folder next to **Hellfires**.
- 2) You may now open and inspect the cards from the crate. These shared action cards are now part of the ships armory and can be handed out to players during future mission briefs.

When ready, continue to C6A – Crawling Inside

If the team failed, continue below.

[You dodge the Nightbane's blade again and again, a third strike hits your upper body, and you are thrown to the ground. Just before the Nightbane can charge you for a final blow your teammate manages to get behind the Changeling commando and perform a chokehold. After a minute of struggling the Nightbane finally drops to the floor]



Umbrasius, Comm: Commander, you need to step up your game now. There's no time to mess around like this. Make sure you complete this next stage. We won't be able to assist you from the ship.

Action:

- 1) If the team failed to complete success 1, everyone paints 1  in their legacy folder next to **Umbrasius**.
- 2) If the team failed to complete success 2, everyone paints 1 scar.
- 3) You may now open and inspect the cards from the crate. These shared action cards are now part of the ships armory and can be handed out to players during future mission briefs.

When ready, continue to C6A – Crawling Inside

C6A – Crawling Inside

Location: Vexation, Abbadon, Site 1, Weapon facility

C6A – Mission brief

[As you enter further into the facility you reopen the channel to Camreal and Umbrasius]



Camreal, Comm: *These data look strange. It's as if everything was routine in the eastern section of the facility until a power shortage two hours ago. It has completely blocked all communications.*



Umbrasius, Comm: *It looks like most of the facility has already been scrubbed of vital information. There are almost no trace of their antimatter technology experiments.*

Commander, I need you and your team to sweep the rest of the facility. Move east and hack all possible devices.



Camreal, Comm: *Umbrasius, is that a good idea? This doesn't feel safe. We have no idea what caused the power shortage. May I suggest that the team secures the nearest exit for immediate extraction?*



Umbrasius, Comm: *I'm not abandoning the mission because a bit of data has your feathers all ruffled. This is my operation, and I don't settle for scraps. You were hired to pilot the ship - question my orders again and we'll find just how far you can fly in a vacuum.*

Commander, ready your men. You move out ASAP.

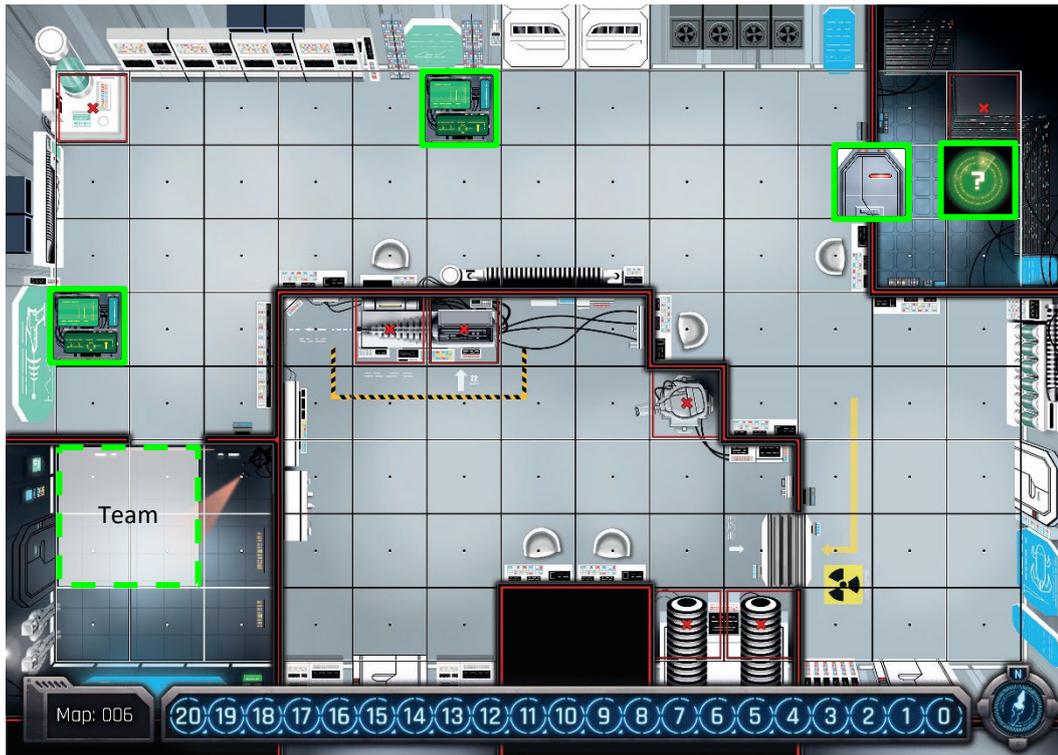
Question: Is Ayeni Inaru a companion? Yes or No?

If yes, continue to C6AA – Mission layout

If no, continue to C6AB – Mission layout

C6AA – Mission layout – Map 006

Place: 2 consoles, 1 door, 1 POI | EBC: None



Umbrasius, Comm: Commander, the rest of the facility looks abandoned. Make sure you check any consoles for valuable information on your way. There's a locked server room up ahead, that might be our best bet. Get moving.

Mission parameters

Success (turn limit for both, in order, 7/9/11):

- 1) Disable the 2 consoles.
- 2) Get the commander adjacent to the POI.

Triggers/conditions:

- 1) Turns spend after the turn token reaches 0 results in every player losing 1 focus in the beginning of every turn.

If success, continue to C6AA – Mission update #1

C6AA – Mission update #1



Ayeni Inaru, In-person: The servers are empty. There's no data left. It was all deleted by some brute force infiltration code. Crude, but extremely efficient. Wait, what was that?

Commander, there are some civilians and pirate goons hiding out in here. They're... terrified.



Civilians, In-person: Don't shoot! Please don't hurt us.

We just wanted to hide... the.. they're... coming. They... took... they took everyone. They process them, reanimate them. The Reavers. They'll take us all if they find us..



Ayeni Inaru, In-person: Easy... we're not going to hurt you. Who's been processed? And who's doing what? Reavers? The Reavers are here? But the Templars and the Assembly defeated them at Ice Serpent. I thought they'd fled the galaxy?



Umbrasius, Comm: It's always amusing to see how people suddenly beg for their lives when they realize their allegiance is misplaced. Picking the wrong side will be their last mistake. Kill them all, Commander, and let's move on.



Ayeni Inaru, In-person: Wait what? Commander... Umbrasius can't be serious. You wouldn't do that, right? They're afraid. Let them go. I can get them out of here, they aren't jeopardizing your mission. I don't see how killing inno....



Umbrasius, Comm: THAT'S ENOUGH! I'm in charge here! Commander, dispose of these filthy pirate rats and continue with the mission. And if the changeling doesn't like it, she can leave anytime she likes.

Choice: Will you kill the survivors? Yes or No?

Players may debate, but all are then called to vote simultaneously, with the commander's vote breaking ties.

Once the team has voted, continue to C6AA – Mission update #2

C6AA – Mission update #2

If the team voted yes, continue below.

[You fire a precise volley of shots at the hiding individuals. After a few seconds of screams and deathrattles it is quiet again]



Umbrasius, Comm: *I admire you for doing the right thing, Commander. I know I can count on you to make the hard calls. I know that some will consider me as butcher, but when the success of each mission brings me closer to securing my species' future, I will not jeopardize that with useless emotion.*



Ayeni Inaru, In-person: *How could you, Commander? Why did they have to die? I know it's difficult to disobey orders, but... I don't believe this is the right thing.*

Action:

- 1) Those who voted yes, paints 2  in their legacy folder next to **Ayeni Inaru**, and paints 1  next to **Umbrasius**.
- 2) Those who voted no, paints 1  in their legacy folder next to **Umbrasius**.
- 3) Every Neomorph and Champion player gains 2 temporary Dominant tokens for this mission. 
- 4) The player having Ayeni Inaru as companion loses 2 focus.
- 5) Ayeni Inaru's abilities will not be available for the rest of the mission.

When ready, continue to mission C6AA – Mission update #3

If the team voted no, continue below.

[You close the comm for a few seconds and signals to Ayeni that you will just quietly start looking around]



Ayeni Inaru, In-person: *Thank you, Commander, for considering the lives of others. Taking lives should always be your last resort, not a matter of convenience. Your compassion is much appreciated and will be remembered.*

Please, listen up people. Let me give you all a quick check-up and I will help you towards the exit.

Action:

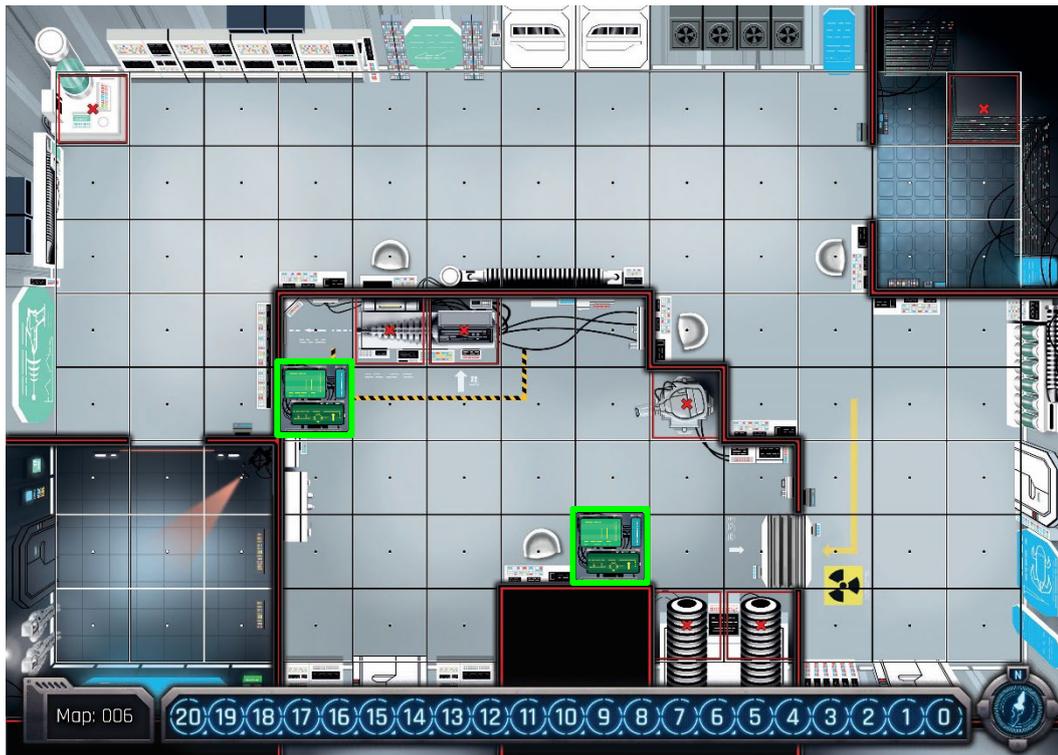
- Those who voted yes, paints 2  in their legacy folder next to **Ayeni Inaru**, and paints 1  next to **Umbrasius**.
- Those who voted no, paints 1  in their legacy folder next to **Umbrasius**.
- All players gain 1 temporary Inspiring token for this mission. 

When ready, continue to mission C6AA – Mission update #3

C6AA – Mission update #3

Remove: 1 POI | Place: 2 consoles | EBC: None

- Remember: Enemies always go first after the mission has been updated.



Umbrasius, Comm: Our last hope for this facility is the test room. It's been abandoned like everything else here. Move in and secure whatever you can find.



Camreal, Comm: Umbrasius, this doesn't feel right. Something is very wrong. I'll warm up the engines so we can pick our team up fast if things get ugly.



Umbrasius, Comm: You'll do no such thing unless I tell you to! Commander, I have complete confidence in your abilities, so get this done and head back to the landing zone.

Mission parameters

Success (**turn limit, 6/8/10**):

- 1) Disable the 2 consoles.

Triggers/conditions:

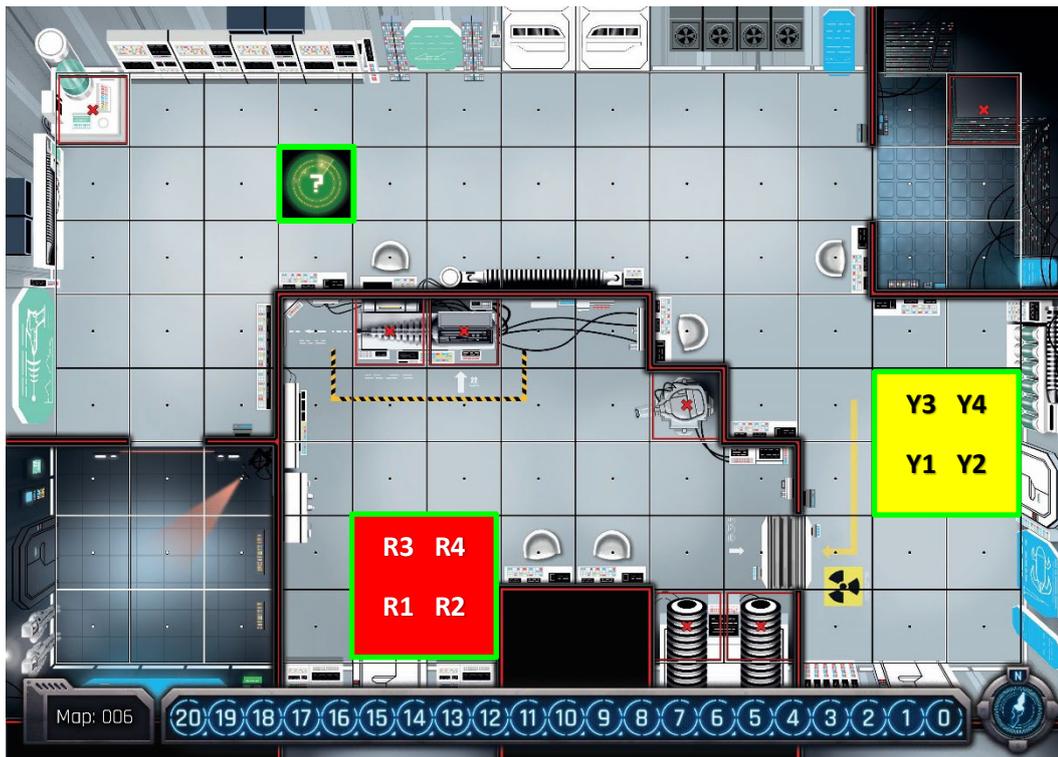
- 1) Turns spend after the turn token reaches 0 results in every player losing 2 focus in the beginning of every turn.

If success, continue to C6AA – Mission update #4

C6AA – Mission update #4

Place: (TS) Reaver Scavengers in Y1-4, (TS) Reaver Hunter Drones in R1-4 | EBC: Systematic hunting (R)

- **Remember:** Enemies always go first after the mission has been updated.



Reaver scavenger, In-person: Block all communications. Eliminate all foes. Send in the hunter drones and collect the bodies for processing.



Ayeni Inaru, In-person: Oh no... reavers are pouring through the building. We need to get out of here... run... back to the entrance... RUN!

Mission parameters

Success (turn limit 6/8/10):

- 1) Get all players adjacent to the POI.

Triggers/conditions:

- 1) Turns spend after the turn token reaches 0 results in every player receiving 1 unblockable damage in the beginning of every turn.

Failure:

- 1) If all players are unconscious.

If success, continue to C6AA – Mission update #5

If failure, continue to C6AA – Mission update #4A

C6AA – Mission update #4A

[A laser shot hits the frame of the door as you tumble through it. A scavenger jumps you and thrusts its claw-like hand into your side, just before the pain hits your system you manage to blow off its head making it collapse on top of you]



Ayeni Inaru, In-person: *Commander, get up! Get up... I can't do this alone..*

*I've given you all a stim shot. They won't last forever, but the adrenaline should dull the pain for a while.
Try to focus...*

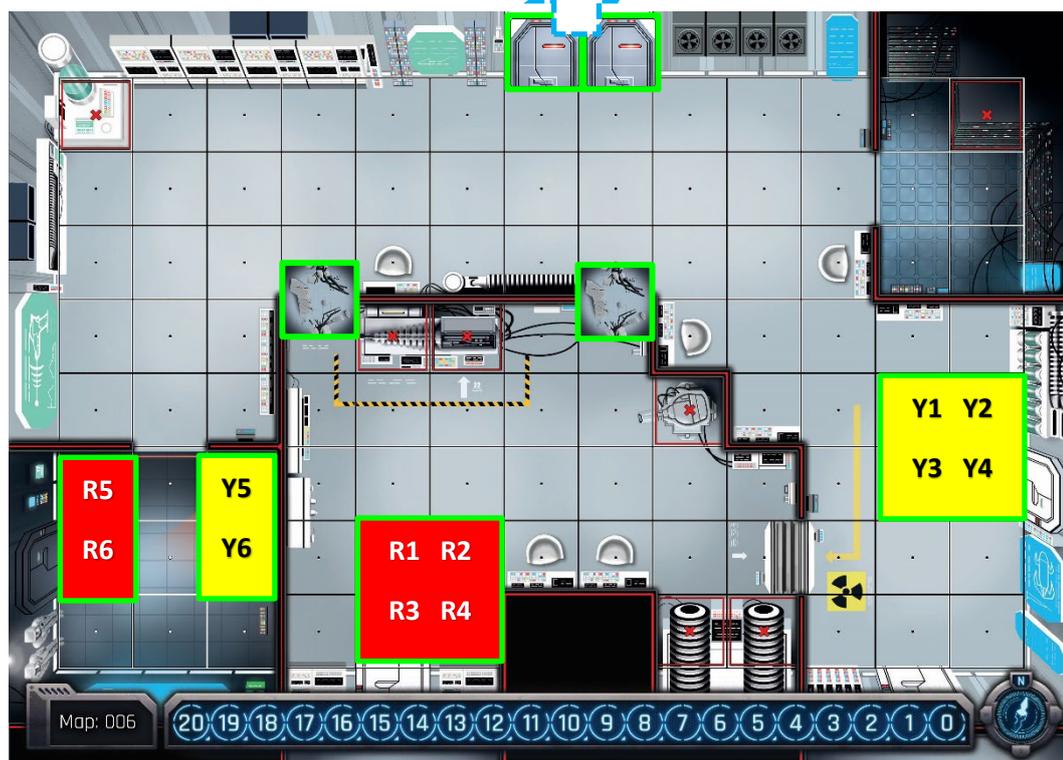
Action:

- 1) All players remove 2 damage cards of their choice, no discard effect triggers.
- 2) All players lose all focus.
- 3) Ayeni Inaru's abilities will not be available for the rest of the mission.
 - a. If Ayeni Inaru was already unavailable, the team's **turn limit will be -1/-1/-1** on the following mission update.

When ready, continue to C6AA – Mission update #5

C6AA – Mission update #5

Remove: 1 POI | **Respawn:** All killed enemies in their original areas | **Place:** 2 doors, 2 crumbling walls, (TS) Reaver crawlers in R5-Y6 | **EBC:** Systematic hunting (R)



Camreal, Comm: You've been cut off.. #x%" reavers are swarming the building.. &&%" structure is falling apart... "x!"# we're on our way!



Ayeni Inaru, In-person: This blast door leads to the north side of the facility - there's enough room there for a ship to land.

Oh no, the door's stuck. Must be the power shortage. Wait, there's a maintenance hatch. I'll crawl out and try to find the emergency release. When I give you a signal, try to force open the door from the inside.

Mission parameters

Success (turn limit 9/12/14):

- 1) Get as many players as possible out through the blast door before the turn token reaches 0.
 - a. Players left behind will be recovered after the mission (painting 1 scar each).

Triggers/conditions:

- 1) **Blast door:** Once the turn token reaches 7/10/12 (!) you can start interacting with the door. Both parts of the door must be opened for the players to get through.
- 2) **Crumbling wall:** Acts as completely passable area.

Failure:

- 1) If all players are unconscious, all are recovered after the mission (painting 1 scar each).

When concluded, continue to C6AA – Mission update #6

C6AA – Mission update #6 – Aftermath

If the team succeeded, continue below.

[You jump through the door as reavers are just about to catch you. Once through, Ayeni quick shuts it and blasts the controls]



Ayeni Inaru, In-person: Thank the Creators we made it out alive. Let's move north, there's a bunker complex where we can sit tight until your friends arrive.



Camreal, Comm: ... signal is still weak. !"# Prepare for pick-up in..... -. "40 min.... Secure a landing zone for us... #!"

Question: Did any player heal other players more than once during the last mission?

- If yes, that player (or those players) paints 1 personality mark in supportive.



Question: Did any player stay behind on purpose and got a scar?

- If yes, that player (or those players) paints 1 personality mark in inspiring.



When ready, continue to C7A – Waiting for the Lift

If the team failed, continue below.

[The chaos and firefight engulf you completely as you try to fend off the encroaching reavers. Suddenly you see a series of grenades being thrown into no-man's-land between you and the reavers. While the ceiling collapses separating you, Ayeni manages to jump in and guide you through the half-opened door]



Ayeni Inaru, In-person: Commander, I hope this won't be the norm. I don't mind trying to keep you guys out of harm's way, but I am more useful when you stay conscious. Let us hope your friends won't take too long to pick us up.



Camreal, Comm: Your signal is still weak. !"# You must prepare #"%! for pick-up..... Secure the area... #!" so I can put her down.. #"%=

Action:

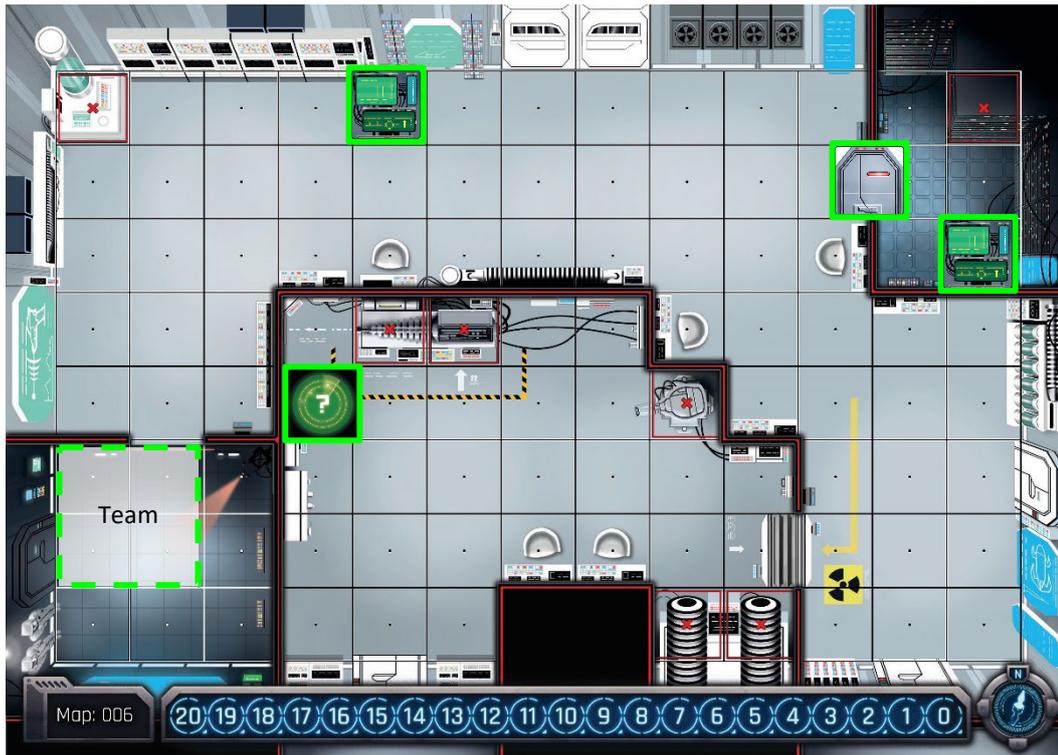
- The last player to go unconscious paints 1 personality mark in inspiring.



When ready, continue to C7A – Waiting for the Lift

C6AB – Mission layout – Map 006

Place: 2 consoles, 1 door, 1 POI | EBC: None



Umbrasius, Comm: Commander, most of the facility seems abandoned, but there are heat signatures coming from inside the lab area. There's also a locked server room up ahead, that might be our best bet for getting some valuable data. Get moving.

Mission parameters

Success (turn limit for both, in order, 8/10/12):

- 1) Disable the 2 consoles.
- 2) Get the commander adjacent to the POI.

Triggers/conditions:

- 1) Turns spend after the turn token reaches 0 results in every player losing 1 focus in the beginning of every turn.

If success, continue to C6AB – Mission update #1

C6AB – Mission update #1

[As you enter the lab area, you find several civilians huddled together in fear]



Civilians, In-person: Help... help us.. we don't know what to do. They just attacked without warning. They took everyone.

They processed them all.. Reanimated them to do their will. We're next... the Reavers are going to take us all.



Camreal, Comm: Commander are you there? "#% Do you read this? We're being jammed. "#% get out.....



Civilians, In-person: Oh no.. they are here. We're done for. We won't make it. They won't show mercy or...

[Loud metal noises penetrate the room as the doors and wall plates to the lab are being ripped apart by reavers]



Reaver hunter drone, In-person: Targets acquired. Signal jamming enabled. Proceeding with elimination and processing.



Civilians, In-person: Please... help us...

Choice: Will you try to help the civilians? Yes or No?

All players must decide individually.

Once all players have decided, continue to C6AB – Mission update #2

C6AB – Mission update #2

Action:

- 1) **Those who voted yes**, paints 1 personality mark in inspiring and receives a token immediately. They also receive 2 unblockable damage in the beginning of the next mission update. 
- 2) **Those who voted no**, do nothing.

When ready, continue below.

[You position yourself ready to engage the reavers digging and clawing their way through the walls. Suddenly a weak signal reaches your comm. device]



Ayeni Inaru, Comm: Commander... “ꝛ%!& Commander... do you copy? !”ꝛ&! I’m at the exit to the lab.
“#ꝛ” I have a way out ... !#%! ... get over here &%!”ꝛ! now...

When ready, continue to C6AB – Mission update #2

C6AB – Mission update #3A

[More scavengers lunge at you, tearing through your suit. In a last effort you manage to push them between you and a Hunter Drone's deadly laser shot, cutting them in half. Ayeni sees the opportunity and takes out the distracted drone just before your body collapses on the floor]



Ayeni Inaru, In-person: *Get up! Get up... we're all going to die here if you don't get up!*

*I've given you all a stim shot. They won't last forever, but the adrenaline should dull the pain for a while.
Try to focus...*

Action:

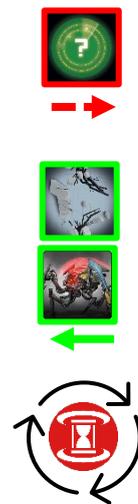
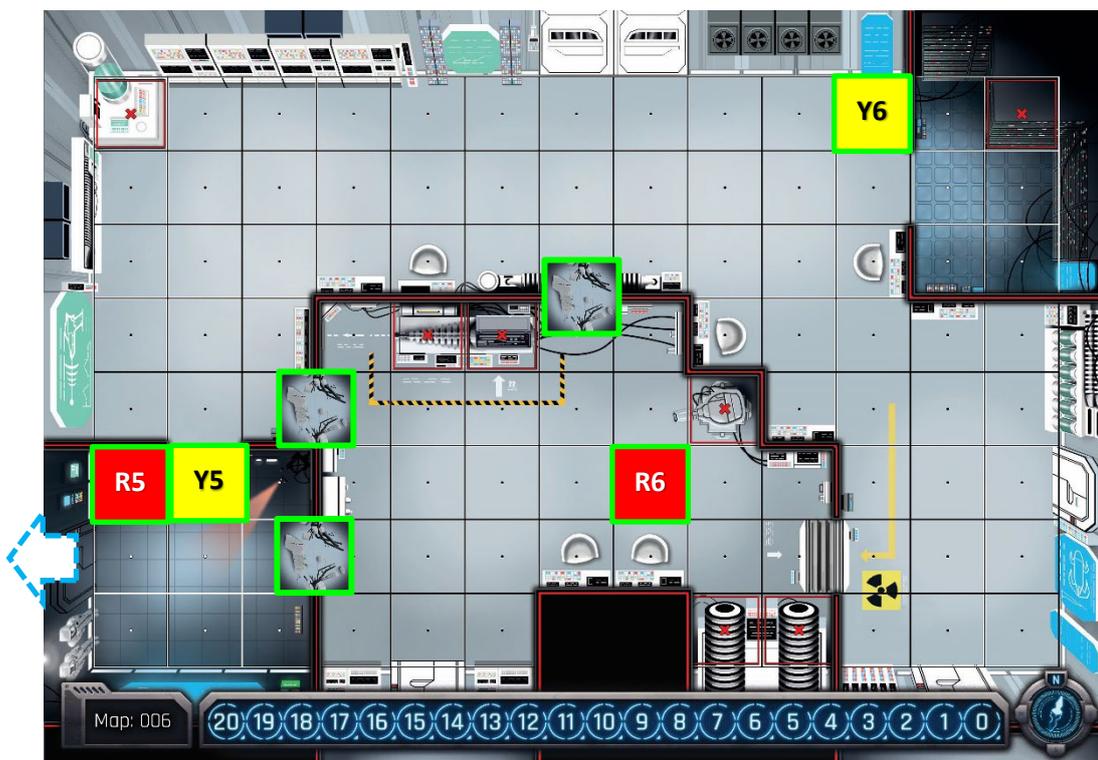
- 1) All players remove 2 damage cards of their choice, no discard effect triggers.
- 2) All players losses all focus.
- 3) The team's **turn limit will be -1/-1/-1** on the following mission update.

When ready, continue to C6AB – Mission update #4

C6AB – Mission update #4

Remove: 1 POI | **Advance:** All existing enemies 2 squares to the left if possible | **Place: 3 crumbling walls, (TS) Reaver Crawlers in R5-Y6** | **EBC: Systematic hunting (R)**

- **Remember:** Enemies always go first after the mission has been updated.



Reaver hunter drone, In-person: New targets confirmed. Eliminate all foes. Collect their remains for processing.



Ayeni Inaru, In-person: COMMANDER! You can get your team through here! I've opened the door, just keep those things off our backs. We can take cover in the bunker complex outside the facility. HURRY!

Mission parameters

Success (turn limit 7/10/13):

- 1) Get as many players as possible through the door opening to the west.
 - a. Players left behind, will be recovered after the mission (painting 1 scar each).

Triggers/conditions:

- 1) **Crumbling wall:** Acts as completely passable area.

Failure:

- 1) If all players are unconscious, all are recovered after the mission (painting 1 scar each).

When concluded, continue to C6AB – Mission update #5

C6AB – Mission update #5 – Aftermath

Question: Who was the first player to leave the map?

- That player paints 1 personality mark in cautious.



Action: Ayeni Inaru has joined your team as a companion.

- Available companions are handed out to players during mission briefs and are then accompanying the player for the rest of that mission.

When ready, continue below.

If the team succeeded, continue below.

[As you exit the facility you briefly stop to catch your breath]



Ayeni Inaru, In-person: We made it this far. Let's move north, there's a bunker complex where we can sit tight. You have someone coming for you right?



Camreal, Comm: Commander... signal still weak !"# Prepare for pick-up... in 40 min.... Secure... the area... #"\$ get moving..

When ready, continue to C7A – Waiting for the Lift

If the team failed, continue below.

[The reavers are almost on top of you, as you suddenly see a series of familiar smoke grenades being thrown next to you and the reavers. In the ensuing chaos, Ayeni manages to jump in, and half guide half carry you through the facility's exit]



Ayeni Inaru, In-person: Phew, Commander. I am pleased to be at your service for now. But that was a little too spicy for my liking. I hope you have a fast ship ready to pick you up, because I sense this is not the last time we are going to need luck to be on our side.



Camreal, Comm: We are #! ... still being jammed... !"# You must move #!" north of the facility... #"\$... 40 min.... to pick-up #"\$

When ready, continue to C7A – Waiting for the Lift

C7A – Waiting for the Lift

Location: Vexation, Abbadon, Site 1, Bunkers north of weapon facility

C7A – Mission brief

[You reach the bunkers and start looking around, combatting the pain running through your legs and lungs]



Ayeni Inaru, In-person: *I scouted the area around the bunkers. All I found was a few old barrels of fuel, but maybe you can use them?*



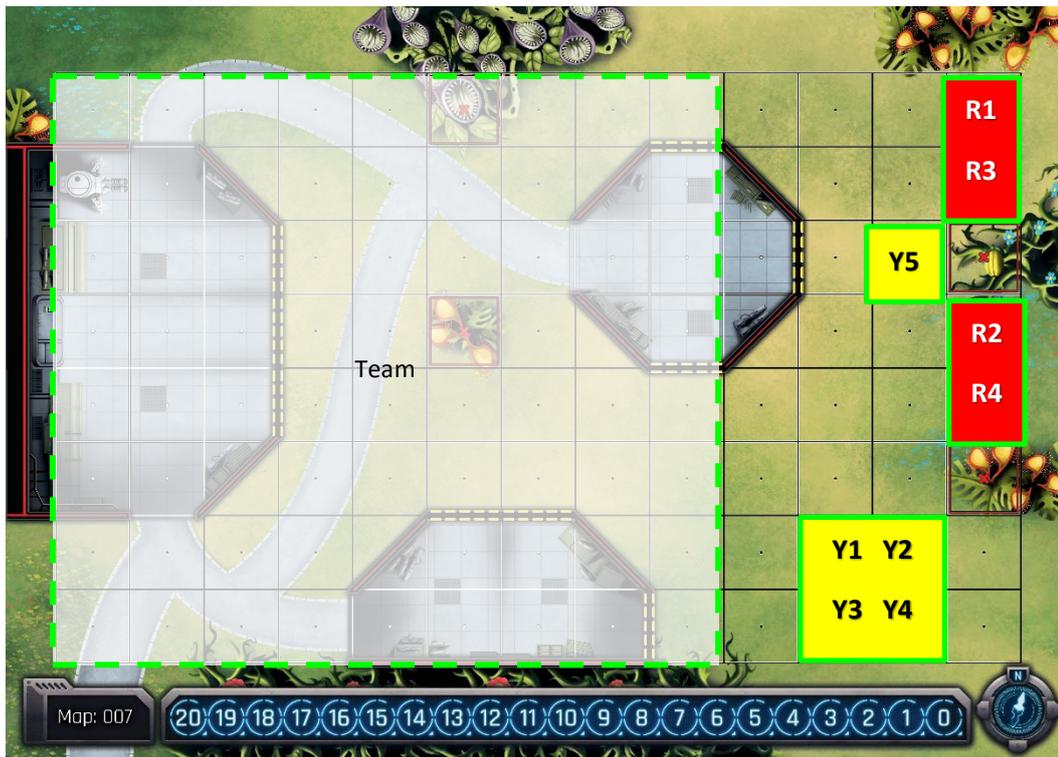
Camreal, Comm: *Commander, for us to land... #”x%!x#... keep those hunter drones away from the ship. “x%”#x pick-up behind the large bunker... #x!%#”x*

[You glance one extra time at your teammates, everyone is readying themselves]

When ready, continue to C7A – Mission layout

C7A – Mission layout – Map 007

Place: (TS) Reaver Hunter Drones in R1-4, (TS) Reaver Scavengers in Y1-4, 1 Reaver Crawler in Y5 |
Players may place up to 3 old fuel barrels in deployment zone (not adjacent to each other) | **EBC:**
Swarming attack (R)



Ayeni Inaru, In-person: *Guys? Guys... they're here, I... aauww! Bloody beasts ... Get to cover!*

Mission parameters

Success (turn limit 9/10/11):

- 1) Destroy at least (TS) Reaver Hunter Drones before the turn token reaches 0.

Triggers/conditions:

- 1) **Bunker window:** Characters can interact through a window with regular LOS, but they cannot move through a window. When a character inside a bunker is hit through the bunker window by damage from outside, they take 1 less damage.
- 2) **Old fuel barrel:** Has 1 health. Can be attacked by players. When exploding, it deals 3 damage to all adjacent objects (explosion only limited by walls).

Failure:

- 1) If the turn token reaches 0 or all players are unconscious, restart the mission.

When goal is achieved, continue to C7A – Mission update #1

C7A – Mission update #2

If the team succeeded, continue below.

[You strap yourself into your seat as you observe reaver shots getting absorbed by the ship's shields. The ship quickly pulls off the ground and continues a steep climb towards the edges of the atmosphere]



Camreal, In-person: Attention everyone, please stay alert until we are clear of the atmosphere. No pursuers for now.



Ayeni Inaru, In-person: Creators showed us mercy, we actually made it through that hell. I am truly thankful for being able to hitch a ride with you and your team, Commander.

When ready, continue to C7A – Mission update #3

If the team failed, continue below.

[As you are just about to pass out from exhaustion you see the weapons of the ship being brought to bear on the reavers surrounding the bunker. Umbrasius appears in the doorway as the ship hovers right next to the bunker]



Umbrasius, In-person: Commander, get up now! Camreal has the reavers pinned for now, you must move quickly! Gwendar, help the Commander get his team on board.



Gwendar, In-person: Aye aye, boss.
Commander, take my hand and let us get you off the ground.

[You enter the ship with blaster shots flying around you. You hear the hatch close behind you as Gwendar pushes you onwards to the med-bay for immediate recovery]



Camreal, Comm: Everyone stay put or hang on to something, we are moving out, full throttle.

When ready, continue to C7A – Mission update #3

C7A – Mission update #3 – Aftermath

[As the ship leaves the atmosphere of Abbadon things settle down. After a while you all meet up on the bridge]



Ayeni Inaru, In-person: *So, what do we do now? Seems like the reavers are moving in on the system. Your scanners are showing a lot of reaver transponders advancing from the system boundary closest to the Suns. I think we should...*



Umbrasius, In-person: *I think this is where you sit down, stay quiet and let the grownups talk, changeling. Commander, I appreciate your breadth of skills, not to mention your ability to get out of sticky situations, but I think we should avoid making more acquaintances than necessary, particularly if they're this chatty.*

We need to locate a new target. We still have very little data and my people's future still needs to be secured. This antimatter technology represents our best shot at maintaining our foothold in this galaxy.



Ayeni Inaru, In-person: *What are you talking about? People were abducted and murdered right in front of us, and all you can think of are your petty colonialist plans? The reavers are all over this system, and you want to stick around and give them more cannon fodder? We need to get out of here... and we need to go to Brimstone to warn everyone.*



Umbrasius, In-person: *Petty? Now listen here, you shapeshifting little shit, my species hasn't had anything they could call home for over a millennium, and I would rather die than give up on my goal. To say nothing of the fact the reason we're at war in the first place is because of you damn shapeshifters murdering our ambassadors and interfering in our affairs. So, you'll understand that I'm not inclined to tolerate your presence one second longer than I have to.*

Gwendar, escort our "guest" to her temporary quarters before I lose it.

Commander, we do indeed need to go to Brimstone, not to warn anyone, but to rifle through the Hellfires' pockets. They must have more information on this new technology and weaponry.

When ready, continue to C8 – A warm welcome

C4B – Close Enough

Location: Vexation, Abbadon, Site 2, Science facility

C4B – Mission brief

[You enter the bridge just as Camreal begins the descent towards your target]



Gwendar, In-person: Hey, Commander, nice to finally meet you. My name is Gwendar and I'm the ship's medic, cook and occasional rear gunner, depending on the situation, you might say. I'm really looking forward to following your missions.

Umbrasius hired me a few weeks back when I was... well, it doesn't really matter, but to finally get going with some missions and such a capable Commander is exciting and...



Umbrasius, In-person: There's no need to fawn over the commander quite so brazenly, lieutenant.

Now, back to business, Commander. As I pointed out earlier, site 2 is reliant on security surveillance from the orbital platform, meaning that it's currently completely blind except for the pirate guards patrolling the surrounding area. I've ordered Camreal to drop you off right next to the facility's west entrance.



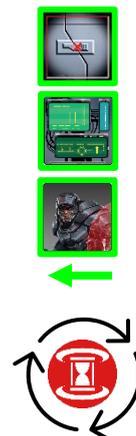
Camreal, Comm: Please ready your team, Commander. We'll be ready for drop in 15 min.

[You open the hatch just before the ship touches the ground and a whirlwind of pollen, bugs, and flowers surrounds the ship. Through the now airborne flora you can see the facility, it is much closer than expected]

When ready, continue to C4B – Mission layout

C4B – Mission layout – Map 008

Place: 2 blocked paths, 1 console, 2 Guards in R1-2 | EBC: None



Guard, In-person: *What the hell? Shit... It's a raid. Control, this is... Control? Dammit, the comms are out, get to the alarm override!*



Umbrasius, Comm: *Hmm, maybe we dropped you guys off too close to the facility. Don't you dare judge me, it's not like you never make mistakes. But kill those telltales before they can alert their superiors, then proceed with your mission.*

Mission parameters

Success (**no turn limit**):

- 1) Eliminate the enemies before they get adjacent to the console.

Triggers/conditions:

- 1) **Enemies' turn:** All enemies move 2 squares towards the console, always taking the shortest route.

Failure:

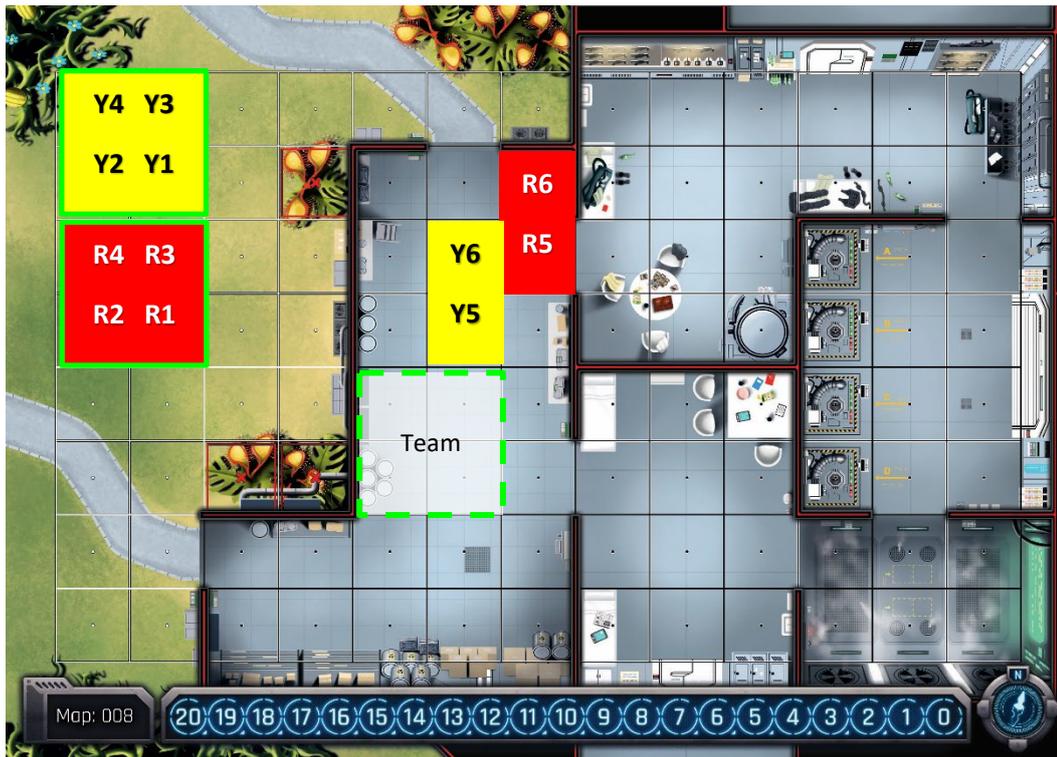
- 1) If an enemy is adjacent to the console in the end of a player's turn, restart the mission.

If success, continue to C4B – Mission update #1

C4B – Mission update #1

Place: (TS) Thugs in Y1-4, (TS) Guards in R1-4 | Redeploy team | EBC: None

- Remember: Enemies always go first after the mission has been updated.



Camreal, Comm: Commander, I believe this facility may be more heavily defended than we assumed. A large patrol has just returned and is heading your way. Maybe you can ambush them and get their ID cards in order to disable the alarm system? Just make sure they don't reach the alarm.

Mission parameters

Success (turn limit, in order, 8/10/12):

- 1) Eliminate the enemies.
- 2) Disable the console.

Triggers/conditions:

- 1) **Enemies' turn:** All enemies move 1 square towards the console, always taking the shortest route.
 - a. **Reminder:** When enemies appear they always go first after the mission has been updated.
- 2) If players find themselves within the range and LOS of the enemies at the end of a player turn, or if they attack an enemy, change the EBC to Coordinated attack (R)
 - a. All enemies will continue to move 1 square towards the console at the end of the enemies' turn.
- 3) If an enemy is adjacent to the console in the end of a player's turn, spawn (TS) Nightbanes in R5-Y6.

Failure:

- 1) If the order of successes is not followed, if the turn token reaches 0 or all players are unconscious.

If success, continue to C4B – Mission update #2A

If failure, continue to C4B – Mission update #2B

C4B – Mission update #2A

[As the last guard hits the floor, you open the comm channel again]



Camreal, Comm: *Commander, we've been able to download the schematics for the rest of the facility. It seems that there are two ways into the main research area. The north approach leads through the guard quarters and the south through the scientist/civilian quarters.*

The security system and containment procedures only allow us to open one hallway at a time. The other hallway will remain locked. If you hurry, we'll be able to emulate standard access procedures and you'll get in unnoticed.

Which one of the quarters would you want to go through?



Umbrasius, Comm: *Well, thank you for the presentation, Camreal, but I have a few suggestions. Or orders, since I'm in command.*

I don't see the need to take unnecessary risks. Take the south route through the civilian quarters. It'll be easier to eliminate unarmed scientists if you should be spotted - you know how I feel about witnesses.

Choice: Will you go through the guard or civilian quarter?

Players may debate, but all are then called to vote simultaneously, with the commander's vote breaking ties.

Once the team has decided, continue to C4B – Mission update #3

C4B – Mission update #2B

If the success order was not followed or if the turn token reached 0, continue below.



Umbrasius, Comm: *Commander, get your act together, there's no time for this! The guards have been alerted to your presence. They've reset their security systems and now you'll have to clear the guard quarters to eliminate them. The time for sneaking around is past. Get going and hit them hard, so you can proceed without any more trouble.*

Action:

1. All interaction tokens previously used are put back in the bag.
2. Players without any personality marks in dominating losses all focus.

When ready, continue to C4BA – Mission update #4

If all players are unconscious, continue below.



Gwendar, In-person: *Commander, wake up... Commander?*

These stims should help.

It's a bit early for me to be joining the fray, isn't it? Well...Of course, I'm happy to be here and have your back... not that I think you really need me that much.. but.. anyway.. maybe we should just get going? I'll head back to the ship once the coast is clear.

Seems like the Hellfires know we're here. They've unscrambled their security systems. We're going to have to go through the guard quarters to reach the target.

Action:

1. All interaction tokens previously used are put back in the bag.
2. All players remove 2 damage cards of their choice, no discard effect triggers.
3. All players losses all focus.

Action: Gwendar has joined your team as a companion for the rest of this mission only.

When ready, continue to C4BA – Mission update #4

C4B – Mission update #3

Action:

- 1) Those who voted guard quarters, paints 1  in their legacy folder next to **Umbrasius**.
- 2) Those who voted civilian quarters, paint 1 personality mark in cautious. 

When ready, continue below.

If the team chose guard quarters, continue below.



Umbrasius, Comm: *Commander, you disappoint me. Are you ready to do what it takes to finish the job? It seems like you have a soft spot for those who can't defend themselves. But is that wise I wonder? Sooner or later, you will be forced to make hard decisions. We are here to win the long game of my species existence in this galaxy.*

[As you see the code loading on the screen, you promptly shift focus towards the door as it slides open exposing you to anyone and anything in the guard quarters]

When ready, continue to C4BA – Mission update #4

If the team chose civilian quarters, continue below.

[You type the commands into the console and carefully watches as the door for the civilian quarters slide open]

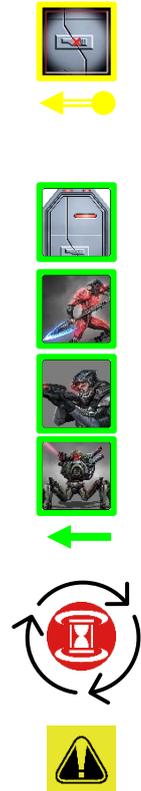
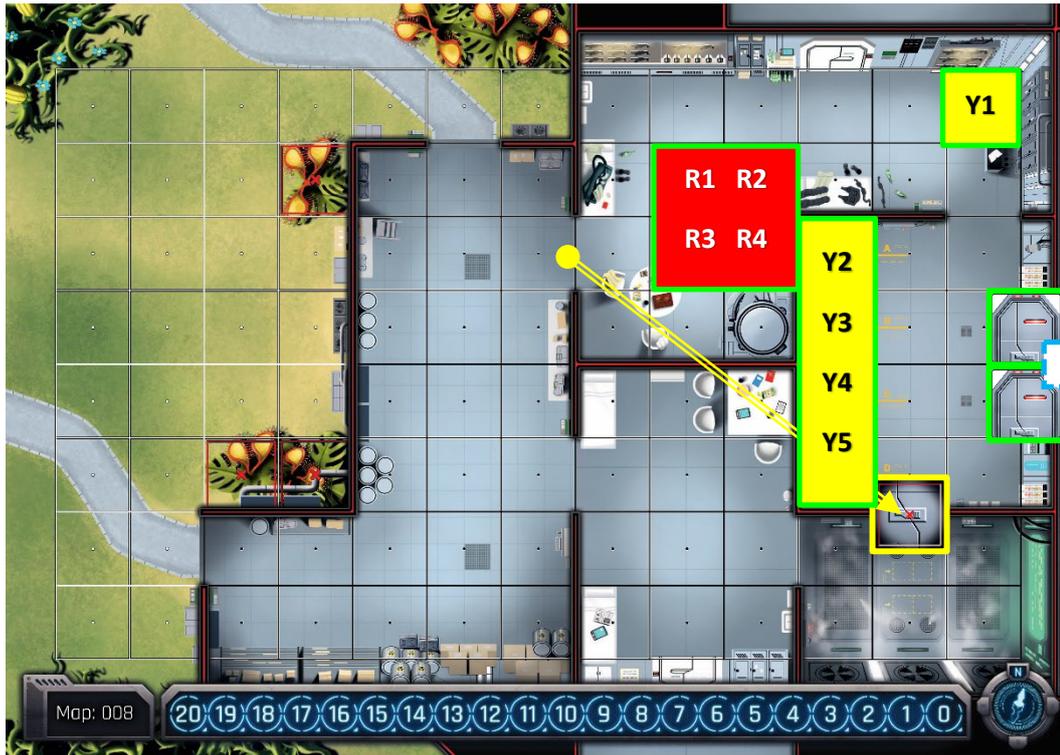


Umbrasius, Comm: *Aah, I am happy to see that my orders are being followed. Not so many questions asked. I have a sense that you will make a name for yourself in the business of hired muscles, Commander. Get moving and don't delay.*

When ready, continue to C4BB – Mission update #4

C4BA – Mission update #4

Move: 1 blocked path | **Place:** 2 doors, (TS) Nightbanes in R1-4, 1 Enforcer in Y1, (TS) Patrol Droids in Y2-5 | **EBC:** Disorganized defense (R)



Camreal, Comm: There, the doors are open. Make sure you get through in time or the whole facility will be alerted to our presence.

Mission parameters

Success (turn limit 11/13/15):

- 1) Get through the blast door to the east.
 - a. Unconscious players left behind will be recovered after the mission (painting 1 scar each).

Triggers/conditions:

- 1) **Blast door:** Both parts of the door must be opened for the players to get through.
- 2) **Patrol Droid:** Is inactive until the turn token reaches 2/2/2 (!), or until attacked by players.
 - a. Once the Patrol Droids become active, change the EBC to Automated attack (Y).

Failure:

- 1) If the turn token reaches 0 or all players are unconscious, all are recovered after the mission (painting 1 scar each).

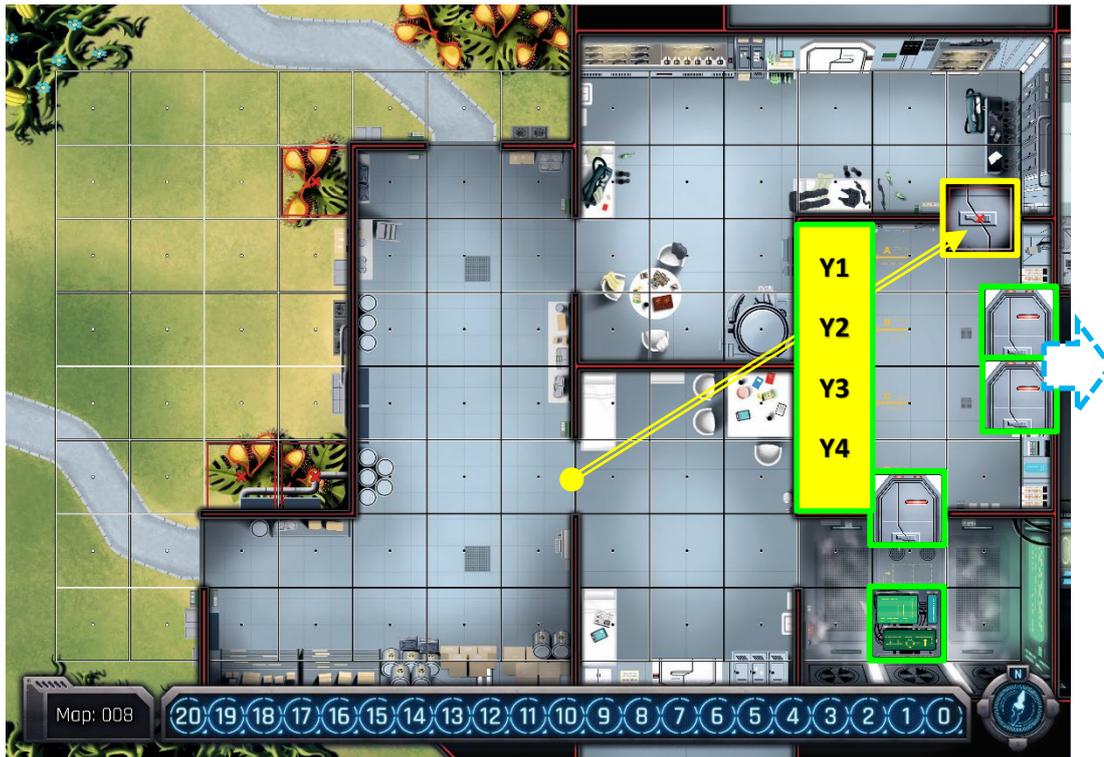
If success without trigger 2, continue to C4B – Mission update #5A

If success with trigger 2 active, continue to C4B – Mission update #5B

If failure, continue to C4B – Mission update #5B

C4BB – Mission update #4

Move: 1 blocked path | Place: 3 doors, 1 console, (TS) Patrol Droids in Y1-4 | EBC: None



Camreal, Comm: Commander, the doors are open. Make sure you get through in time, or the whole facility will be alerted to our presence. Be advised, the entrance from these quarters requires you to identify yourself at the console before going in. Be sure to hack that console first.

Mission parameters

Success (turn limit, in order, 10/12/14):

- 1) Disable the console before entering the last room.
- 2) Get through the doors to the east.
 - a. Unconscious players left behind will be recovered after the mission (painting 1 scar each).

Triggers/conditions:

- 1) **Blast door:** Both parts of the door must be opened for the players to get through.
- 2) **Patrol Droid:** Is inactive until the turn token reaches 2/2/2 (!) or players enter the last room before disabling the console, or they attack the Patrol Droids.
 - a. Once the Patrol Droids become active, change the EBC to Automated attack (Y).

Failure:

- 1) If the turn token reaches 0 or all players are unconscious, all are recovered after the mission (painting 1 scar each).

If success without trigger 2, continue to C4B – Mission update #5A

If success with trigger 2 active, continue to C4B – Mission update #5B

If failure, continue to C4B – Mission update #5B

C4B – Mission update #5A – Aftermath

[You doublecheck that nothing is following you. The large door closes behind you, and you glance a second time at the console, making sure it locks]



Umbrassius, Comm: Glad to see you all made it through the first part of the complex. Now we need to check out the eastern wing.

You won't have much time, as the Hellfires will soon notice their missing patrols. We'll monitor the situation and keep you informed from here.

Keep an eye out for valuables like schematics and blueprints. Many Assembly species have been busy experimenting here, trying to find alternatives to the energy technology provided by the Templars. Throughout most of the Assembly's existence the Templars have kept the other species in a diplomatic headlock by providing their superior technology without allowing access to the knowledge to replicate or alter it.

[Your activities on these missions have started to pay off. Your basic abilities have definitely grown]

Action:

- Every player must upgrade 1 of their own character's 2 basic action cards with 1 sticker of their choice from their character's legacy sticker sheet.

When ready, continue to C5B – Scientific Breakthrough

C4B – Mission update #5B – Aftermath

[The missions have certainly pushed you beyond your basic abilities. Adapt and overcome is the only way to ensure success in the future]

Action:

- Every player must upgrade 1 of their own character's 2 basic action cards with 1 sticker of their choice from their character's legacy sticker sheet.

When ready, continue below.

If the team succeeded with trigger 2 active, continue below.

[You can hear the droids behind you as you hurry through the door, a few shots also manage to hit the doorframe. You quickly close the door and type in a code to lock it]



Umbrassius, Comm: Cutting it a bit close wouldn't you say, Commander? Don't delay any longer, we're getting close. Unfortunately, it seems that the whole facility knows you're coming.

We'll try to disable the system controlling the Patrol Droids using our remote connection, otherwise they might cut off your escape route.

When ready, continue to C5B – Scientific Breakthrough

If the team failed, continue below.

[You know it will turn into a shooting gallery, but there is no other way. You sprint towards the door. As you jump through it you quickly tap the controls to close it again. Before you can get out of harms way, you are hit by a series of bolts from the nearest droid. You try to keep pressure on your wound while looking at the door engaging its locking mechanism. You then inject yourself with a stim boost before opening the comm channel]



Umbrassius, Comm: Come in, Commander. Commander... are you still there? You must hurry and continue to the eastern part of the facility. We've managed to temporarily hack their energy supply, so the doors are jammed, and lights are off. That should give you time to regroup and get some stims and meds going.

We don't have much time, the Hellfires have been alerted to your presence.

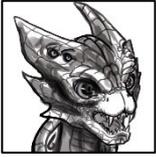
We'll try to disable the system controlling the Patrol Droids using our remote connection, otherwise they might cut off your escape route.

When ready, continue to C5B – Scientific Breakthrough

C5B – Scientific Breakthrough

Location: Vexation, Abbadon, Site 2, Science facility

C5B – Mission brief



Umbrassius, Comm: *You have now entered the larger part of the facility. Like I've said before, keep an eye out for valuables like schematics and blueprints.*

The Neomorph Polity will reward you amply for any technology that could be in competition with or a direct threat to the Templars' stranglehold on this galaxy. The Assembly may not want to force their will upon the Templars, shattering the hopes of a peaceful solution to this mess. The Polity sees through the weak politics of The Assembly members. It is no longer capable of protecting us, we must take a place among the strongest civilizations in this galaxy, if we are to survive this escalating conflict.



Camreal, Comm: *We're still on standby here, so let me know if there's anything out of the ordinary, and I'll start up the engines.*



Umbrassius, Comm: *Relax, Camreal! There's no need to share your jitters with the whole team. Commander, you need to scan their entire research server setup. There must be some relevant and valuable data on their antimatter experiments and whatever else they've been up to.*

When you're done, I'd prefer you to destroy the server room - I don't want anyone else getting their hands on anything that might be useful.

Question: Did you manage to get through the doors without activating the Patrol droids on the last mission?

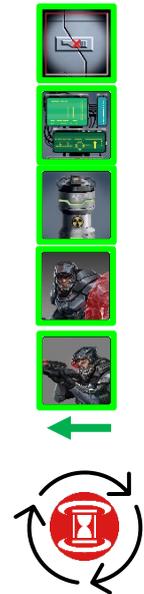
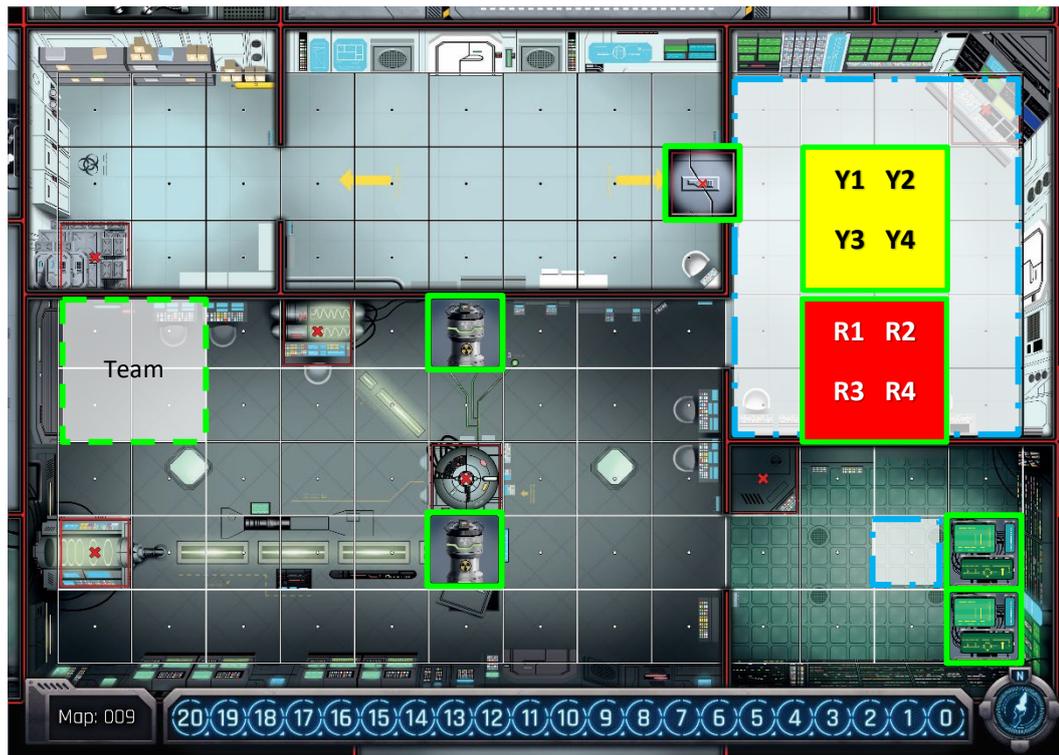
If yes, *continue to C5BA – Mission layout*

If no, *continue to C5BB – Mission layout*

C5BA – Mission layout – Map 009

Place: 1 blocked path, 2 consoles, 2 canisters, (TS) Guards in R1-4, (TS) Enforcers in Y1-4 | EBC:

Disorganized attack (Y)



Umbrasius, Comm: Commander, search the server room for any useful data. Once you're done, feel free to indulge yourself with any explosives you might have found. We don't want to leave any physical or digital traces if we can avoid it.

It seems that the guards in the command room have finally been alerted to your presence, stay sharp!

Mission parameters

Success (turn limit, in order, 13/14/15):

- 1) Disable the 2 consoles in the east server room.
- 2) (optional) Move a canister to the marked area (blue) adjacent to the consoles and detonate it.
- 3) Get all players into the command room (north-east).

Triggers/conditions:

- 1) **Canister:** Can be moved by players shoving it in front of them. Can be attacked, has 2 shields and 1 health. Deals 3 damage to all objects within 3 squares (explosion only limited by walls). Can also be detonated through regular interaction, with the same rules as doors/consoles, and the explosion will be delayed until the end of the following player's turn.

Failure:

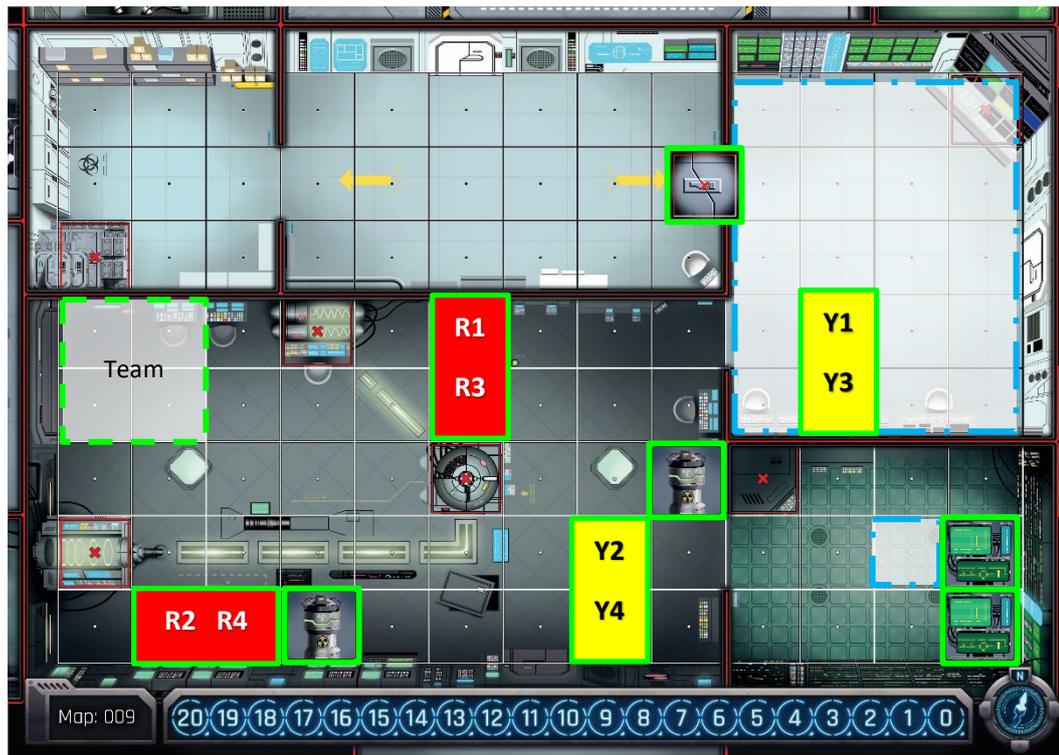
- 1) If the turn token reaches 0 or all players are unconscious, restart the mission.

If success, continue to C5B – Mission update #1

C5BB – Mission layout – Map 009

Place: 1 blocked path, 2 consoles, 2 canisters, (TS) Guards in R1-4, (TS) Enforcers in Y1-4 | EBC:

Coordinated attack (R)



Umbrasius, Comm: You lumbering along like a leviathan out of water means the facility is already on lockdown. The Hellfires have taken up defensive positions in the lab and they have the doors covered.

If you manage to deal with the guards and strip the servers of any useful intel, I'd like the room destroyed to cover our trail. Provided it won't take all day, of course.

Mission parameters

Success (turn limit, in order, 13/14/15):

- 1) Disable the 2 consoles in the server room (east).
- 2) (optional) Move a canister to the marked area (blue) adjacent to the consoles and detonate it.
- 3) Get all players into the command room (north-east).

Triggers/conditions:

- 1) **Canister:** Can be moved by players shoving it in front of them. Can be attacked, has 2 shields and 1 health. Deals 3 damage to all objects within 3 squares (explosion only limited by walls). Can also be detonated through regular interaction, with the same rules as doors/consoles, and the explosion will be delayed until the end of the following player's turn.

Failure:

- 1) If the turn token reaches 0 or all players are unconscious, restart the mission.

If success, continue to C5B – Mission update #1

C5B – Mission update #1A

If the turn token reached 0, continue below.



Umbrasius, Comm: *May I remind you, Commander, that we are pressed for time. We can't stall them much longer. This isn't sustainable, you can't keep pushing your team into these hazardous situations.*

Action:

- 1) Each player must draw and resolve 2 damage cards per success not completed.
 - If a damage card would make a player unconscious, discard it without resolving it.
- 2) All players losses 2 focus.
- 3) Put the **Tech Crate #1** in the ship for opening after the mission.

When ready, continue to C5B – Mission update #2

If all players are unconscious, continue below.

[Another squad of enemies appear in the nearby room. Before you can react you one at your throat. In a last effort you manage to throw the enemy into the rest of the squad. The enforcer looks down in panic as he sees you have the safety clip of his grenade. A second later they blow up. As you regain your hearing you see your comm device buzzing]



Umbrasius, Comm: *Come in... Commander... what is happening?*

Commander... you'd better get on your feet quickly. We can't send any backup, but we've blocked the Hellfires' internal communications, so I suggest you get moving while they're trying to get back online.

Action:

- 1) All players remove 2 damage cards of their choice, no discard effect triggers.
- 2) All players paint 1 scar each.
- 3) Put the **Tech Crate #1** in the ship for opening after the mission.

When ready, continue to C5B – Mission update #2

C5B – Mission update #2

Question: Did you destroy the research server room?

- 1) If yes, every player paint 1  in their legacy folder next to **Hellfires**.
- 2) If no, every player paint 1  in their legacy folder next to **Umbrasius**.

When ready, continue below.

[Suddenly you hear a communication on your open emergency channel]



Changeling, Comm: Can anyone read me? *Ꝁ!ꝀꝀ* I'm being chased... *ꝀꝀ"/ꝀꝀ* by reaver fighters. *ꝀꝀꝀꝀ* I'm approaching your landing zone. Please *ꝀꝀꝀ!* don't fire *ꝀꝀꝀꝀ* My comm.. is being jam.... *ꝀꝀꝀꝀꝀꝀ*



Camreal, Comm: Commander, are you picking up that signal? Telemetry shows a small research shuttle heading towards the facility's hangar. It's being pursued by a squadron of fighters that look like Reaver raiders... how is that possible?



Changeling, Comm: Somebody please respond! *ꝀꝀꝀꝀ* My shuttle *ꝀꝀꝀꝀ* has taken severe damage! *ꝀꝀꝀꝀ* & deploying landing gear *ꝀꝀꝀꝀ* I'm coming in hot.



Camreal, Comm: The shuttle is on fire, it's heading straight for the hangar...

Oh my! Universe be merciful, it has crash landed. The pursuit has broken off. You should check it out, but be careful.

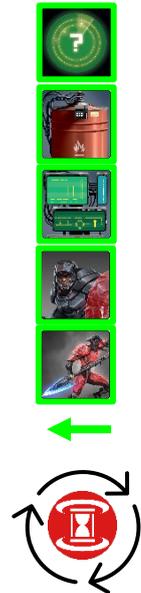
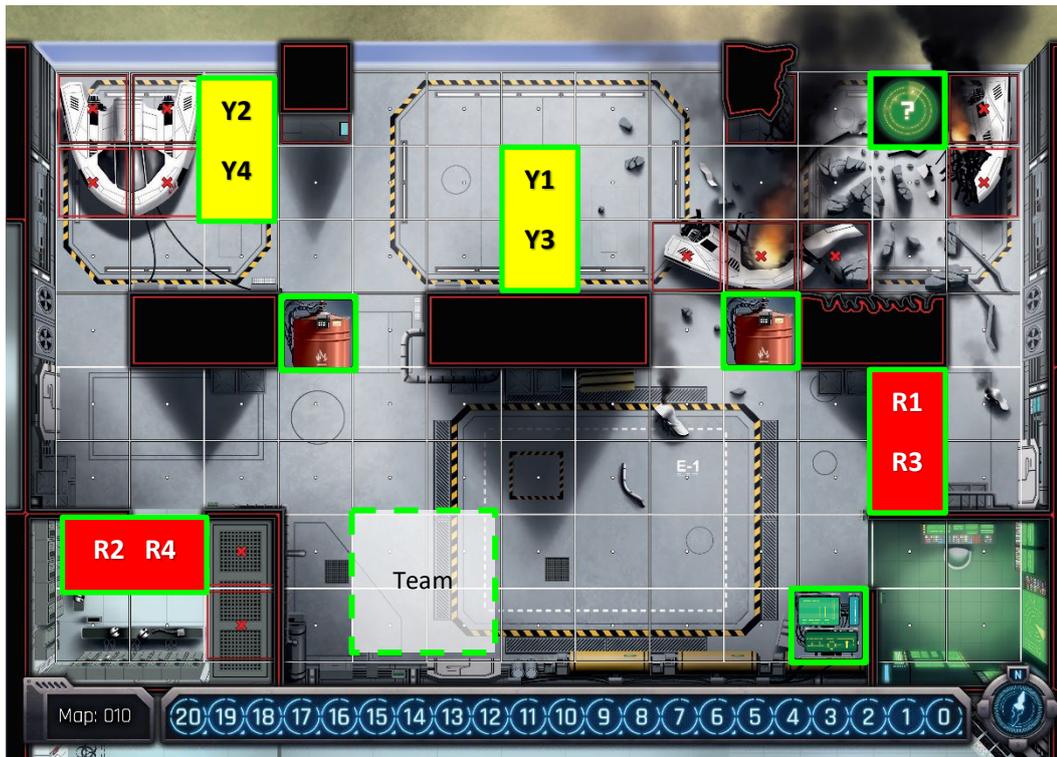
[The huge explosion shakes the building]

When ready, continue to C5B – Mission update #3

C5B – Mission update #3 – Map 010

Change: Map | Place: 1 POI, 2 fuel barrels, 1 console, (TS) Guards R1-4, (TS) Nightbanes in Y1-4 | EBC: Chaotic attack (R)

- Remember: Enemies always go first after the mission has been updated.



Camreal, Comm: Commander, the shuttle crashed into the northeast corner of the hanger. It looks like the hangar is in chaos. The Hellfires have no idea what hit them. Engage the safety and firefighting protocols at any terminal you can find. Then make your way to the crashed shuttle and inspect it.

Mission parameters

Success (turn limit, no order, 9/10/11):

- 1) Turn on the console.
- 2) Eliminate all enemies.
- 3) Get the commander adjacent to the POI.
 - a. Unconscious players will be recovered after the mission (painting 1 scar each).

Triggers/conditions:

- 1) **Fuel barrel:** Has 1 health. Can be attacked by players. When exploding, it deals 4 damage to all objects within 2 squares (explosion only limited by walls).

Failure:

- 1) If the turn token reaches 0 or all players are unconscious, all are recovered after the mission (painting 1 scar each).

If success, continue to C5B – Mission update #4A

If failure, continue to C5B – Mission update #4B

C5B – Mission update #4A – Aftermath

[You approach the wreckage and sees a changeling step out of it]



Changeling, In-person: *Oh, thank the Creators you were here. I'm not sure what the pirates would have done to me, if not for your intervention.*

My name is Ayeni Inaru. I'm a radiobiologist. I don't work at this facility, before you ask. I'm on an expedition for the University of Amaris, studying the ecosystem of Vexation and how radiation affects both the lifeforms and machines.

I was heading back to my camp, about 20 clicks from here, when I was ambushed by the reavers.



Camreal, Comm: *I was under the impression that the reavers were all but destroyed by the Templars in the battle of Ice Serpent. How did they get here... and what are they doing here?*



Ayeni Inaru, In-person: *I don't know how they survived or how they got here, but as to what they're doing... when I saw their dropships I went and checked out another facility close to my camp. They were stripping it bare of everything, including people. I guess they're collecting "resources". That's when I decided getting out of here might be a good idea.*

I don't suppose you have room for an extra two pairs of pincers?

Action: Ayeni Inaru has joined your team as a companion.

- Available companions are handed out to players during mission briefs and are then accompanying the player for the rest of that mission.

Action:

- You may now open and inspect the cards from the crate. These shared action cards are now part of the ships armory and can be handed out to players during future mission briefs.

When ready, continue to C6B – Like the Wind

C5B – Mission update #4B – Aftermath

[After a while you come to your senses again. Dust and smoke clouding your vision]



Changeling, In-person: *I'm not sure how you pulled it off, but the pirates got so distracted by you guys that I managed to escape the shuttle wreckage and eliminate a couple of them before the rest of them fled.*

Oh, and I'm Ayeni, Ayeni Inaru. I'm a radiobiologist. I don't work at this facility, before you ask. I'm on an expedition for the University of Amaris, studying the ecosystem of Vexation and how radiation affects both the lifeforms and machines.

I was heading to my camp, about 20 clicks from here, when I was ambushed by the reavers.



Camreal, Comm: *I was under the impression that the reavers were all but destroyed. How did they get here...?*



Ayeni Inaru, In-person: *I don't know how they survived or how they got here, but as to what they're doing... when I saw their dropships I went and checked out another facility near my camp. They were stripping it for resources, including people. I guess they need new soldiers or something. That's when I decided I was getting out of here.*

Judging from before, perhaps you could use an extra pair of pincers?

Action: Ayeni Inaru has joined your team as a companion.

- Available companions are handed out to players during mission briefs and are then accompanying the player for the rest of that mission.

Action:

- You may now open and inspect the cards from the crate. These shared action cards are now part of the ships armory and can be handed out to players during future mission briefs.

When ready, continue to C6B – Like the Wind

C6B – Like the Wind

Location: Vexation, Abbadon, Site 2, Science facility

C6B – Mission brief



Ayeni Inaru, In-person: Well, all right! Thank you so much. I don't know what you were planning to do next, but I think it'd be best if we got off this planet, and preferably out of this system. I'd suggest we...



Umbrasius, Comm: Did I miss the meeting where someone decided little miss radiobiologist was taking command?

Commander, I need you to go back into the facility's vaults and see if there's anything else of value. The Hellfires are in complete disarray and fleeing the facility.



Camreal, Comm: Ehm... boss.. far from me to interrupt, but I think the Hellfires are fleeing with good reason... "x#%# there's a huge... reaver force coming #"% your way. You should run... "#x%"



Ayeni Inaru, In-person: The reavers are jamming your ship's comms. I have heard about this. It's a common strateg...

[Shrieking noises of metal breaking claws fill the hangar as Reavers force their way through doors and walls]



Reaver hunter drone, In-person: You have been selected to serve the Evolution. Lay down your weapons and do not resist. There is no escaping the coming storm. The galaxy must be prepared.



Ayeni Inaru, In-person: ...oh my Creators... we have to move! Now now now...

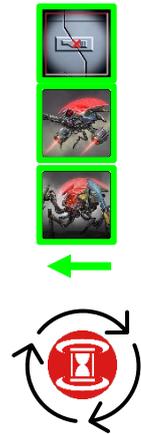
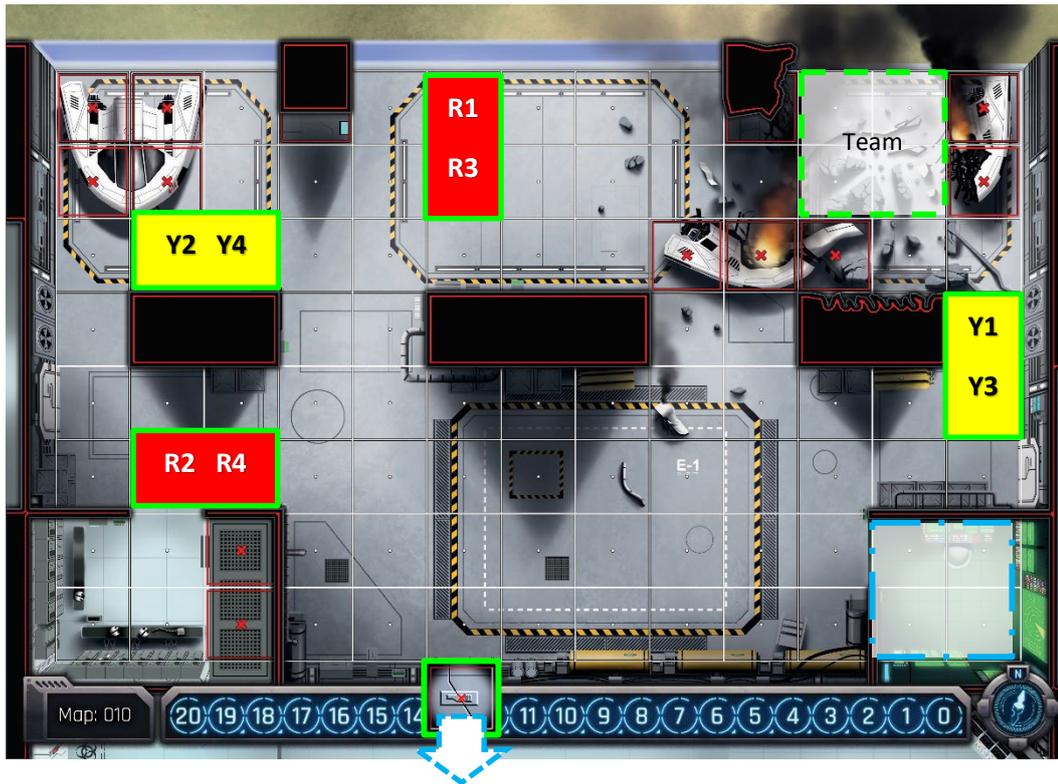
Action:

- All players start the mission with 1 focus and 1 shield less.

When ready, continue to C6B – Mission layout

C6B – Mission layout – Map 010

Place: Place 1 blocked path, (TS) Reaver Hunter Drones in R1-4, (TS) Reaver Crawlers in Y1-4 | EBC: Swarming attack (R)



Ayeni Inaru, In-person: I think the safety override you executed earlier has locked the blast doors. Escort me to the docking control room and I'll try to find a way to overwrite the lock protocols. You'll need to cover me while I do that.

Mission parameters

Success (turn limit, in order, 8/10/12):

- 1) The player with Ayeni Inaru as companion must end one of their turns inside the control room.
- 2) Get all players out of the hangar to the south.

Triggers/conditions:

- 1) **Blocked path:** Once success 1 has been completed, remove the blocked path to the south and move the turn token down by 1.
- 2) **Leaving:** Players who have left the map are not targeted by the enemy. Players may go back if necessary.

Failure:

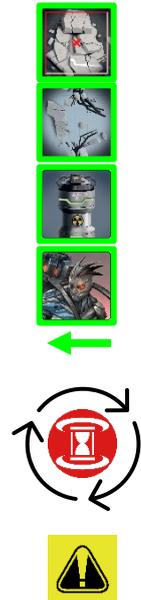
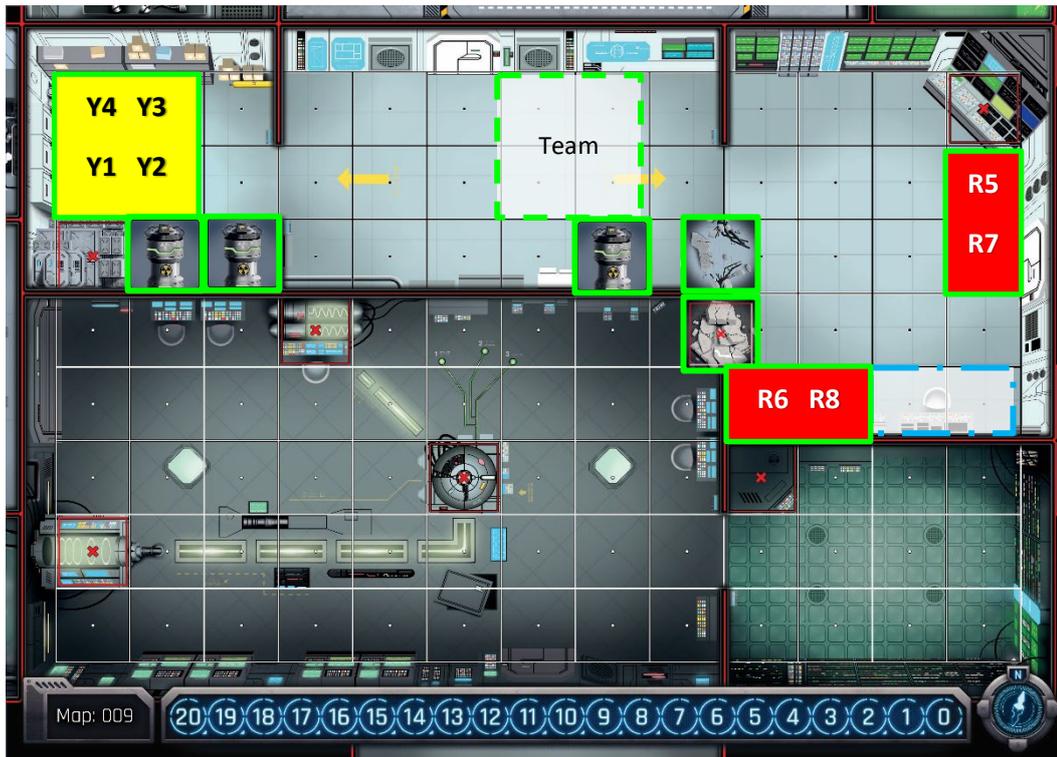
- 1) If the turn token reaches 0 or all players are unconscious, restart the mission.

If success, continue to C6B – Mission update #1

C6B – Mission update #1 – Map 009

Change: Map | Place: 1 blocked path, 1 crumbling wall, 3 canisters, (TS) Reaver Scavengers in R5-8, (TS) Reaver Crawlers in Y1-4 | EBC: Systematic hunting (R)

- Remember: Enemies always go first after the mission has been updated.



Ayeni Inaru, In-person: Oh no, the entire complex is collapsing... the doors are blocked by debris. We need to get through to the lab somehow. Maybe we can use those pressurized gas canisters to blow a hole in the wall? The walls in the control room should be the thinnest. Hurry up Commander, we're running out of time.

Mission parameters

Success (turn limit 8/10/12):

- 1) Move 1 of the canisters to the marked area (blue) against the wall and detonate it.

Triggers/conditions:

- 1) **Canister:** Can be moved by players pushing it in front of them. Can be attacked, has 2 shields and 1 health. Deals 3 damage to all objects within 3 squares (explosion only limited by walls). Can also be detonated through regular interaction, with the same rules as doors/panels, and the explosion will be delayed until the end of the following player's turn.
- 2) **Crumbling wall:** Acts as completely passable area.

Failure:

- 1) If the turn token reaches 0 or all players are unconscious.

If success, continue to C6B – Mission update #2A

If failure, continue to C6B – Mission update #1A

C6B – Mission update #1A

If the turn token reached 0, continue below.



Ayeni Inaru, In-person: *This is not really what I had in mind... I think we must stay close together if we are to make it out alive.*

I managed to hack the door controls, it won't open completely, but we can make it through. let's get out of here.

Action:

- 1) Each player must draw and resolve 2 damage cards.
 - If a damage card would make a player unconscious, discard it without resolving it.
- 2) All players losses 2 focusses and 2 shields.
- 3) Ayeni Inaru's abilities will not be available for the rest of the mission.

When ready, continue to C6B – Mission update #2B

If all players are unconscious, continue below.

[A scavenger step over you just as you try to get on your feet again. Distracted by its fallen prey, Ayeni manages to take it out in the chaos. She steps in close and presses a hand on your fresh wound with a worried gaze]



Ayeni Inaru, In-person: *Commander, get up! Get up... I can't do this alone..*

I've given you all a stim shot. They won't last forever, but the adrenaline should dull the pain for a while. Try to focus...

I'm not the best hacker, but I managed to open the lab door instead, so let's get going.

Action:

- 1) All players remove 2 damage cards of their choice, no discard effect triggers.
- 2) All players losses all focus.
- 3) Ayeni Inaru's abilities will not be available for the rest of the mission.

When ready, continue to C6B – Mission update #2B

C6B – Mission update #2A

Remove: Any canisters | **Respawn:** Any killed Reaver Crawlers in Y1-4 | **Place:** 2 crumbling walls, (TS)
Reaver Hunter Drones in R1-4 | **EBC:** Systematic hunting (Y)

- **Remember:** Enemies always go first after the mission has been updated.



Ayeni Inaru, In-person: More reavers in front of us! They're blocking our only escape route. What do we do, Commander?

Mission parameters

Success (turn limit 8/10/12):

- 1) Get as many players as possible out of the lab through the entrance to the west.
 - a. Players left behind when the turn token reaches 0 will be recovered after the mission (painting 1 scar each).

Triggers/conditions:

- 1) **Crumbling wall:** Acts as completely passable area.
- 2) **Leaving:** Players who have left the map are not targeted by the enemy. Players may go back if necessary.

Failure:

- 1) If all players are unconscious, all are recovered after the mission (painting 1 scar each).

If success, continue to C6B – Mission update #3A

If failure, continue to C6B – Mission update #3A

C6B – Mission update #2B

Remove: Any canisters, 1 blocked path | **Respawn:** Any killed Reaver Scavengers in R5-8, any killed Reaver Crawlers in Y1-4 | **Place:** (TS) Reaver Hunter Drones in R1-4 | **EBC:** Systematic hunting (Y)

- **Remember:** Enemies always go first after the mission has been updated.



Ayeni Inaru, In-person: Oh, not good. This has taken too long. The reavers have cut us off. We need to make a run for it now. Commander... it is time to get us out of here.

Mission parameters

Success (turn limit 8/10/12):

- 1) Get as many players as possible out of the lab through the entrance to the west.
 - a. Players left behind when the turn token reaches 0 will be recovered after the mission (painting 1 scar each).

Triggers/conditions:

- 1) **Crumbling wall:** Acts as completely passable area.
- 2) **Leaving:** Players who have left the map are not targeted by the enemy. Players may go back if necessary.

Failure:

- 1) If all players are unconscious, all are recovered after the mission (painting 1 scar each).

If success, continue to C6B – Mission update #3A

If failure, continue to C6B – Mission update #3A

C6B – Mission update #3A – Aftermath

Question: Who was the last player to leave the map (not unconscious)?

That player paints 1 personality mark in inspiring.



When ready, continue below.

[The shots barely miss you as you storm out of the testing lab, Ayeni quickly shuts and jams the door behind you]



Ayeni Inaru, In-person: *Creators... we made it, although that was far closer than I'm really comfortable with, and I doubt the reavers will just give up. We need to get to your friend's ship.*



Camreal, Comm: *"#x%! ... get back to LZ asap... We'll be there soon %!&"x ... we won't be able to wait for long... #"x!*

To your stations! x&&x#! Man the guns and #"x&%... keep those fighters off our tail! #"x%

When ready, continue to C7B – Desperate Pick-up

C6B – Mission update #3B – Aftermath

Question: Who was the last conscious player?

That player paints 1 personality mark in dominating.



When ready, continue below.

[Blaster shots, explosions, and metal claws are everywhere. You see the encroaching reavers slowly trapping you in the lap. Just as they are about to strike the lights in the entire lab are shut off allowing you a short-lived breather. The reavers quickly adjust their sensors to the dark environment]



Ayeni Inaru, In-person: Commander, cover your eyes and ears, fire in the hole!

[The changeling throws a series of flashbangs into the crowd of now light sensitive reavers. You feel the many small explosions going off around you as you try to protect your senses. The reavers clearly disorientated by the tactic start to spread out, but at that point Ayeni grabs your hand and pulls you through the corridors and out of the lab area]



Ayeni Inaru, In-person: ... phhheew... I don't like to cut it this close. But I hope my companionship is appreciated under these circumstances.

I have a feeling that the reavers will be on our tail in a few minutes, we better get moving. I hope your pick-up will be ready once we are out of here.



Camreal, Comm: Commander, do you "copy? ... you better get out of there now... We'll be ready to touch down in the LZ in 10 mike! We won't be able to wait for long.

Action ... stations! ... Keep those fighters away from us!

When ready, continue to C7B – Desperate Pick-up

C7B – Desperate Pick-up

Location: Vexation, Abbadon, Site 2, Science facility

C7B – Mission brief

[As you move backwards through the facility Ayeni turns to you]



Ayeni Inaru, In-person: *Commander, my bioscanner is picking up several lifeforms in this part of the facility. Let me just check it out...*

Commander, in here!

[Ayeni appears from a small room down the hallway. As you approach it, you can see several civilians hiding in the shadows of the room]



Civilians, In-person: *Please don't shoot! Who are you? Are the reavers following you? Can you get us out of here? We have wounded.*



Ayeni Inaru, In-person: *Easy, one at a time. We're not going to shoot you, and we're just as eager to get out of here as you.*

Commander, we can't leave these people to the Reavers. I'll escort them to the LZ. Maybe you guys can hold here for a few minutes and give us a head start?

Action: Ayeni Inaru has left your team for this mission only.

Choice: Will you support Ayeni Inaru and stay back to cover their escape? **Yes** or **No?**

All players must decide individually.

Once all players have decided, continue to C7B – Mission brief #1

C7B – Mission brief #1

- 1) **Those who chose yes**, paint 1 personality mark in supportive and receive the token and lose all shields immediately.
 - a. These players must start in deployment zone 1 in the mission layout. 
- 2) **Those who chose no**, do nothing.
 - a. These players must start in deployment zone 2 in the mission layout.

When ready, continue below.

[You see Ayeni head towards the exit. Just as you start to follow her you hear the metal claws of the reavers prying open the doors and walls behind you]



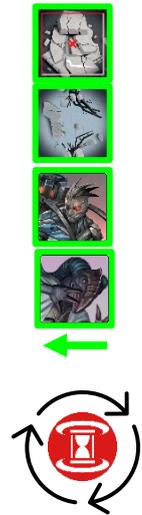
Reaver Scavenger, In-person: *The time has come. Join our forces and prepare the galaxy for the greatest threat to all living beings.*

Commence with the processing, leave nothing untouched.

When ready, continue to C7B – Mission layout

C7B – Mission layout – Map 008

Place: 2 blocked paths, 2 crumbling walls, (TS) Reaver Scavengers in R5-8, (TS) Reaver Hunter Drones in Y1-4, (TS) Civilians in O1-4 | EBC: Swarming attack (R)



Ayeni Inaru, In-person: The reavers are wrecking the building as they go. They must really want to catch us. Get moving people, take the exit to the west.
Commander, watch yourself, see you in the LZ.

Mission parameters

Success (**turn limit 7/9/11**):

- 1) Have at least 1 player within the LZ when the turn token reaches 0.
 - a. Civilians still on the map when goal 1 is achieved will be killed and removed from the map.

Triggers/conditions:

- 1) **Civilian:** Moves 2 squares towards the LZ right after the enemies' turn, always taking the shortest route. Once a civilian enters the LZ it is saved and removed from the map.
- 2) **Civilian:** Will be targeted by the activated enemy if that enemy has no LOS to a player when trying to deal damage.
- 3) **Crumbling wall:** Acts as completely passable area.

Failure:

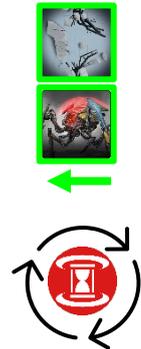
- 1) If the turn token reaches 0 or all players are unconscious, restart the mission.

If success, continue to C7B – Mission update #1

C7B – Mission update #1

Respawn: All killed Reaver Hunter Drones in Y1-4 | **Place:** 2 crumbling walls, (TS) Reaver Crawlers in R1-4 | **EBC:** Systematic hunting (R)

- **Remember:** Enemies always go first after the mission has been updated.



Camreal, Comm: Get out of the #α! building Commander, it may collapse at any #"%α moment. Prepare for pick-up %!"#α&" Keep those reavers out of the LZ "#α!% or they will tear the ship apart.

Mission parameters

Success (turn limit 8/10/12):

- 1) When the turn token reaches 0, have as many players as possible within the LZ.
 - a. Unconscious players or players outside the LZ will be recovered after the mission (painting 1 scar each).

Triggers/conditions:

- 1) **Crumbling wall:** Acts as completely passable area.
- 2) **LZ:** Whenever an enemy enters the LZ increase the turn token by 2, every player receives 2 damage.

Failure:

- 1) If all players are unconscious, all are recovered after the mission (painting 1 scar each).

When concluded and 1+ civilians saved, continue to C7B – Mission update #2A

When concluded and 0 civilians saved, continue to C7B – Mission update #2B

C7B – Mission update #2A – Aftermath

[Finally on board, you can catch your breath. With the adrenaline gone, your body starts to ache as the ship rumbles through the upper atmosphere]



Camreal, Comm: All aboard, stand down from action stations. We are free of Abbedon's atmosphere and with no reavers in pursuit for now. We'll cruise in the shadow of the nearby moon for the next few hours while plotting our next course.



Ayeni Inaru, In-person: We made it. Thank you so much for saving me, and for agreeing to rescue these people. I'm beyond grateful, and I hope I can pay you back somehow.

Action:

- Everyone paints 1  in their legacy folder next to **Ayeni Inaru**.

When ready, continue below

[After a short while you meet with Umbrasius on the bridge]



Umbrasius, In-person: I see you've picked up more than data on this mission, Commander. If we hadn't been in the middle of combat zone, I would have asked Camreal to dump the trash before we left, but here we are. Care to explain yourself, changeling?



Ayeni Inaru, In-person: Ahem, ah, you're in charge? Right. I'm sorry this has upset your plans, but the reavers have pretty much thrown everyone's plans into chaos. For now, I'd like to discuss getting these civilians to safety before reporting these events to the Assembly Council. I suggest we take them to Brimstone, where they can get a ride out of the system. What do you think, Commander?



Umbrasius, In-person: Safety? Perhaps, shapeshifter, you should consider your own safety before making decisions you're not entitled to make about what MY team will be doing. I don't give a damn about the safety of these civilians or what you'd like to do about it. Keep your mouth shut and you might live long enough to disembark with them. My priority is our mission.

Commander, prepare your team. We're returning to Brimstone, not for these civilians, but to try to find more leads on tech research. We need more information on the weapons and technologies they've been developing here. Don't forget, my government will pay handsome sums for each technological advance we gain over the other species. I hope I can continue to count on you.

When ready, continue to C8 – A Warm Welcome

C7B – Mission update #2B – Aftermath

[You breath a sigh of relief as you half sit down half collapse near the armoury of the ship]

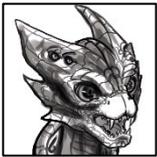


Camreal, Comm: Attention, you may all step down from your action stations. We are free of Abbedon's gravity and no reavers in pursuit. I'll keep the ship in the shadow of the nearby moon for the next couple of hours while awaiting our next move.

[After a few moments you meet up with everybody on the bridge]



Ayeni Inaru, In-person: Thank you for helping me, Commander. It saddens me that none of the civilians made it out. I know the reality, but I hate being reminded that the galaxy isn't a fair place... So, what are your plans now?



Umbrasius, In-person: Yea, it sure is a shocking revelation that the galaxy is a brutal place, little changeling. Nonetheless, we're all still alive, and you, Commander, managed to pull your team through somehow. Unfortunately, we still have a long way to go, as we need more information about the many new technologies being illegally researched in this system.

We'll head back to Brimstone to try and obtain some more targets.



Ayeni Inaru, In-person: Are you serious? Abbadon is being raided by reavers, we have no eyes or ears in the system, and we have no idea how many are out there waiting for us. They might be taking over the whole system, and you want to focus on stealing research? We need to warn the authorities!

Commander, please consider warning anyone at Brimstone who can relay this information back to the Assembly. Or heading to Kyzar ourselves.



Umbrasius, In-person: Well, isn't this precious. The mangy stray we've picked up is trying to issue orders. Do you need a little reminder, changeling, of just how far down the galactic food chain you are right now?

Gwendar, please make sure that our "guest" finds everything she needs in her temporary quarters in the cargo bay before I do something she'll regret. Commander, get some rest. We'll return to this matter once we arrive.

When ready, continue to C8 – A Warm Welcome

C8 – A Warm Welcome

Location: Vexation, Fury's Fall, Approach vector to Brimstone Base

C8 – Mission brief

[A few hours of rest passes before Umbrasius calls you to the armory]



Umbrasius, In-person: *Commander, I believe this next mission has a high-risk factor, as the Hellfires will no doubt be eager to pay us back should they at any point recognize us. So, allow me to officially introduce you to my trusted mechanic and armourer, Paradus. Paradus can instruct you all in how to upgrade and refine your weapons and gear between missions. Let me know when you're ready. It won't be long before we arrive at Brimstone.*



Paradus, In-person: *Good to finally touch base with you all. I know we've been sliding past each other for a few days now, but these missions have really been beating up our precious ship, leaving me with a hefty to-do list. As Umbrasius mentioned, I can help you with some upgrades here and there whenever I have spare parts and time. Sound good? Then let's get to it.*

Action:

- Every player must upgrade 1 of their own character's 7 action cards with 1 sticker of their choice from their character's legacy sticker sheet.

When ready, continue to C8 – Mission brief update #1

C8 – Mission brief update #1

[As you look out the canopy of the bridge you see the familiar red and orange planet in the distance]



Camreal, In-person: Prepare for docking. We're arriving at Fury's Fall in just 20 minutes.

Judging from the Hellfires' mood when we left Brimstone last time, it's clear they won't let us in the regular way. I have written a fake ID to our ship's transponder, which should keep them at bay for at least an hour, especially considering all the chatter going through their comm channels at the moment. The reavers are really riling up everyone in the system. Keep your stay short and don't interact with anyone. I'll keep the engines running.



Ayeni Inaru, In-person: Even the pirates are nervous, in their own fortress. Something isn't right. Commander, we need to warn people, tell them what we've seen. If you let me come with you, I can...



Umbrasius, In-person: Damn straight something isn't right here. You keep asking MY team to do your bidding. That's not going to happen, and this is your last warning. Commander, we need to get our hands on some more intel on the Hellfires' research locations. This is our top priority.



Ayeni Inaru, In-person: Commander, it doesn't have to be either or. Just consider doing the right thing while we're here. Afterwards, I can be on my way, and you can move on with your missions. Please... think about it?

Choice: Whose objective will you tend to first? Ayeni's or Umbrasius'?

Players may debate, but all are then called to vote simultaneously, with the commander's vote breaking ties.

Continue once the team has voted.

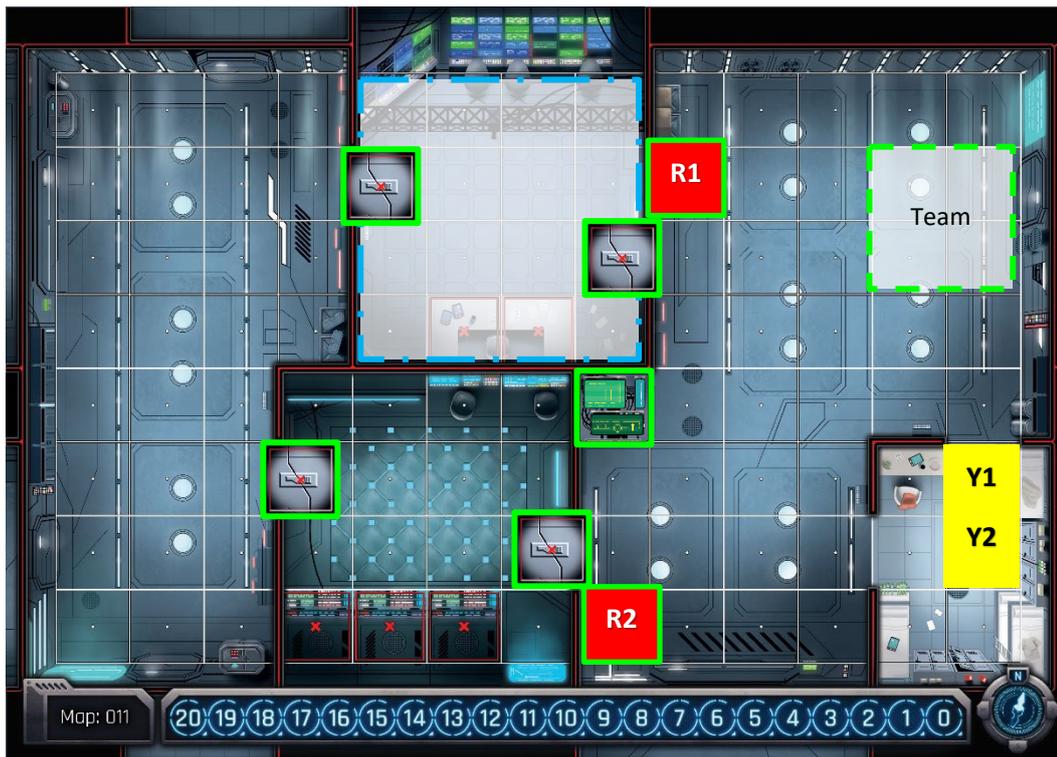
1. Those who voted for Ayeni, paints 1 **D** in their legacy folder next to **Ayeni Inaru**.
2. Those who voted for Umbrasius, paints 1 **D** in their legacy folder next to **Umbrasius**.

If the team chose Ayeni's objective, go to C8A – Mission layout

If the team chose Umbrasius' objective, continue to C8B – Mission layout

C8A – Mission layout – Map 011

Place: 4 blocked paths, 1 console, 2 Thugs in R1-2 | EBC: None



Umbrasius, In-person: Very well, Commander. Have it your way, or rather the changeling's way. Now let's hurry up, so we don't get noticed. After we've dealt with these civil matters, we can try to access their data network for a fresh hack. But please try not to get distracted by any more radiobiologists in need of rescue.

Mission parameters

Success (turn limit, in order, 6/7/8):

- 1) Eliminate all enemies.
- 2) Disable the console.
- 3) Get the team inside the broadcast room (north).

Triggers/conditions:

- 1) **Silent takeout:** The team starts out disguised and will stay disguised if current enemies are all eliminated during a single player's turn.
 - a. If that fails, change the EBC to Disorganized attack (R) and spawn 2 Thugs in Y1-2.
- 2) **Console:** Once disabled, remove the blocked path (north-east) to the broadcast room (north).

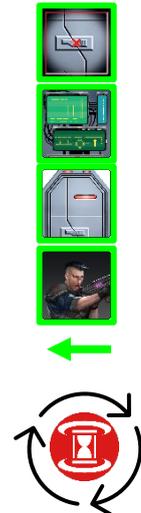
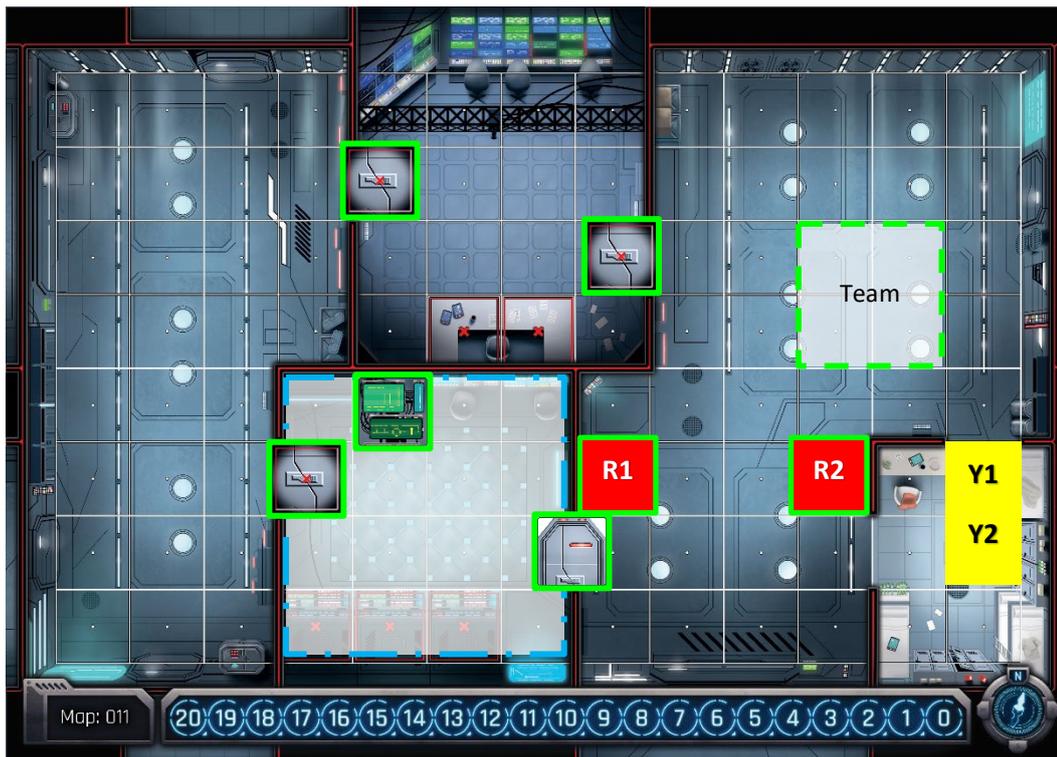
Failure:

- 1) If the order of successes is not followed, if the turn token reaches 0 or all players are unconscious, restart the mission.

If success, continue to C8 – Mission update #1

C8B – Mission layout – Map 011

Place: 3 blocked paths, 1 console, 1 door, 2 Thugs in R1-2 | EBC: None



Umbrasius, In-person: Let's get a move on. The sooner we get the details from the pirate mainframe, the sooner we can dump the changeling, and the sooner we can be on our way to acquire new technologies.

Mission parameters

Success (turn limit, in order, 7/8/9):

- 1) Eliminate all enemies.
- 2) Open the door.
- 3) Get the team inside the server room (south).
- 4) Disable the console.

Triggers/conditions:

- 1) **Silent takeout:** The team starts out disguised and will stay disguised if current enemies are all eliminated during a single player's turn.
 - a. If that fails, change the EBC to Disorganized attack (R) and spawn 2 Thugs in Y1-2.
- 2) If a player starts hacking the door before the enemies are taken out, condition 1a is triggered.

Failure:

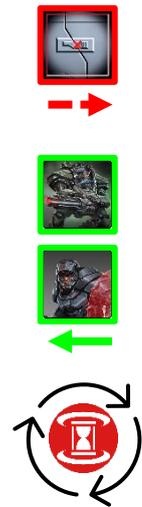
- 1) If the order of successes is not followed, if the turn token reaches 0 or all players are unconscious, restart the mission.

If success, continue to C8 – Mission update #1

C8 – Mission update #1

Remove: All blocked paths | **Place:** (TS) Mechs in R1-4, (TS) Guards in Y1-4 | **EBC:** Planned attack (R)

- **Remember:** Enemies always go first after the mission has been updated.



Aaron, In-person: *I gotta admit, I really didn't believe you'd have the nerve to come back here. Incredible. You and that snake must have balls the size of planets. Fortunately, I've been preparing for your arrival, just in case, and hired some more muscle. and you're not going to be able to hide from me this time around.*

Fire up the cloaking jammers and get them!

Mission parameters

Success (**turn limit, for either, 9/11/13**):

- 1) When the turn token reaches 0, have at least 1 conscious player.
- or
- 2) Eliminate all enemies.

Failure:

- 1) If all players are unconscious, all are recovered after the mission (painting 1 scar each)

If success, continue to C8 – Mission update #2A

If failure, continue to C8 – Mission update #2B

C8 – Mission update #2A



Aaron, In-person: Stop... stop, hold your fire!

Impressive, most impressive. You and your team are quite a bit harder to eliminate than first expected, I must give you that.

However, it still seems that I ended up with the upper hand, doesn't it? Bring the snake in here.

[A couple of thugs escort Umbrasius into the room]



Umbrasius, In-person: Urgh.. Commander.. help.. they.. have me. Argh.



Aaron, In-person: So, Commander, we'll be dealing on my terms now. Here's the thing: you've caused me a great deal of trouble over the last few days. As I see it, there are a few different ways you can make that up me. So, what can you offer me in recompense for my losses? Other than your lives, that is...

Choice: What will your team offer Aaron and his Hellfires?

The team must find a common answer.

1) **Offer them nothing, you will fight any Hellfires.**

or

2) **Threaten the Hellfires to stand down and leave you all alone.**

a. Only possible if the team has a total amount of at least (3x TS) painted  marks next to **Hellfires**.

or

3) **Offer them to keep Umbrasius as a hostage and let you go.**

a. Only possible if the team has a total amount of at least (3x TS) painted  marks next to **Umbrasius**.

If the team chose to fight, continue to C8A – Mission update #3

If the team chose to use threats, continue to C8B – Mission update #3

If the team chose the offer, continue to C8C – Mission update #3

C8 – Mission update #2B



Aaron, In-person: Cease fire!

Well, well, it seems to me your team ain't as resilient as I first thought. Such a shame. If you'd been a bit tougher, I'd have considered hiring you myself. At any rate, it seems that I've ended up with the upper hand. Bring the snake in here.

[A couple of guards escort Umbrasius into the room]



Umbrasius, In-person: Urgh.. Commander.. help.. they.. have me.



Aaron, In-person: Now I'm feeling more well-disposed towards the situation, I feel like we can strike a deal. Here's the thing. You've caused me a lot of trouble over the past few days. So, as I see it, you have to make up for that somehow. But, all beaten up as you are, you're not exactly in a great bargaining position. So how can you be of any value to me?

Choice: What will you offer Aaron and his Hellfires?

The team must find a common answer.

- 1) Offer them nothing, you will rather be taken captives.

or

- 2) Offer them to keep Umbrasius as a hostage and let you go.

a. Only possible if the team has a total amount of at least (3x TS) painted  marks next to **Umbrasius**.

If the team chose prison, continue to C8D – Mission update #3

If the team chose the offer, continue to C8C – Mission update #3

C8A – Mission update #3



Aaron, In-person: *Very well Commander, I respect your choice and your guts, so I'll give you a quick and painless death.*

Bring in some more mechs and dump that filthy snake in a cage.



Umbrasius, In-person: *Aaron, you are going to die... aaargh, with my tail around your neck.. argh.*



Aaron, In-person: *I don't think so, snake. I will take pleasure in gutting you personally afterwards. Let's settle this score.*

Action:

- 1) Everyone paints 3  in their legacy folder next to **Umbrasius**.
- 2) All players gain 2 temporary Inspiring tokens for the rest of this mission.



When ready, continue to C8A – Mission update #4

C8B – Mission update #3 – Aftermath



Aaron, In-person: All right, all right, you made your point, no need to be so touchy. I hadn't considered all the angles, but I see that now. I guess we can make a simpler arrangement that would benefit us all without any more bloodshed.



Ayeni Inaru, In-person: How about you and your gang just leave us alone and let us go on our way? No strings, no conditions. Everyone gets paid, nobody ends up in the reclamation system.



Aaron, In-person: The reclamation system is pretty overloaded right now. It wouldn't be wise to stress it any further.

All right, Commander. I hope you understand, though, that we have a reputation to maintain. So, make sure that you take that snake back to your ship immediately and keep him there until you leave. You have 4 hours to get off the base, and nobody will follow you. My men will have your ship refueled by that time.

Guards! Release the snake, clean up this mess, and go back to your posts.

[Aaron and his remaining Hellfires leave the room]



Umbrasius, In-person: Thank you, Commander. Much appreciated. As much as I wanted to strangle Aaron myself, I did enjoy watching him break under your threats.

We must reevaluate our situation. I'll head back to the ship and brief Camreal, see you shortly.

Action:

- Everyone paints 1  in their legacy folder next to **Umbrasius**.

When ready, continue to C9B – A Proper Goodbye

C8C – Mission update #3 – Aftermath



Aaron, In-person: Ah, I see you're an entrepreneur with an eye for a good investment, Commander, much like myself. I'm certain your business skills will prove valuable to you in the future as well. Guards, take that slimy snake out of my sight. Put him in a cage someplace and lose the key.



Umbrasius, In-person: Commander? You can't do this! Urgh.. How can you betray me like this? Arh.. Commander.. you are making a big mistake. Urh.. I won't forget this! You hear me! Argh... I won't forget..

[The now struggling and combative Umbrasius is escorted out of the room by several guards]



Aaron, In-person: I hope you understand Commander, the Hellfires have a reputation to protect. I must therefore ask you to leave my base and Vexation by dawn. That gives you 6 hours to finish your business here. Nobody will pursue you, but I can't give you or your team any more leeway, so make sure you're out of here by then.

Action:

1. Everyone paints the dot called **UTAH** in their legacy folder.
2. Everyone paints 1  in their legacy folder next to **Hellfires**.
3. Everyone paints 3  in their legacy folder next to **Umbrasius**.

When ready, continue to C9C – Unknown Future

C8D – Mission update #3 – Aftermath



Aaron, In-person: *Surrender? That's unexpected. I'd hoped you'd be a little more entertaining, Commander. But as you wish. I'll keep you confined until I have a use for you or you see the world differently.*



Ayeni Inaru, In-person: *What are you going to do to us? and.. hey, ow! Argh. What about the reavers?*



Aaron, In-person: *You don't need to worry about them anymore, shifty. As for what I do with you? Well, you I might have shipped off to a working colony, or maybe to one of the exotic markets in Asgard. I'm sure you'd fetch a good price, being in your prime, hah. But let's not get ahead of ourselves, you still have a debt to settle for all the destruction you've caused.*



Umbrasius, In-person: *Argh, I'll enjoy strangling you with my own tail Aaron, you pirate scum.*



Aaron, In-person: *Oh, I'm sure you would, snake. But that's not really how the situation has played out, is it? But since you're so keen to behave like the animal you are, I'll keep you in mind when our collaborators ask for new subjects for the vivisection labs. Guards! Take them away.*

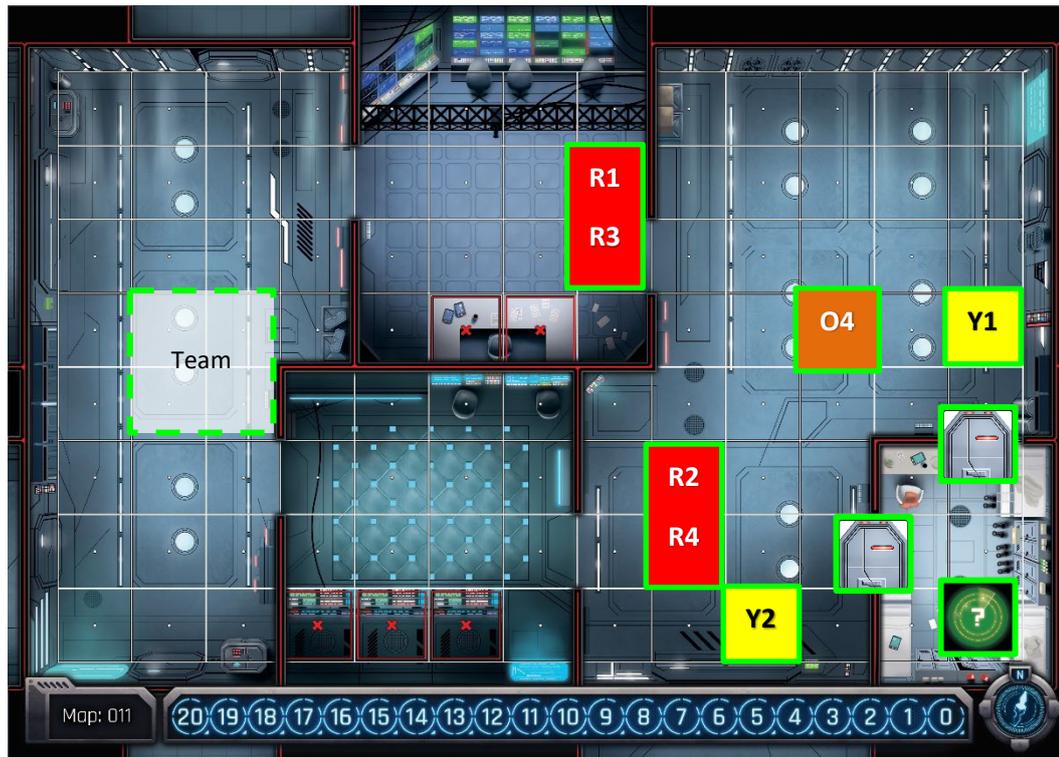
When ready, continue to C9C – Prison Break

C8A – Mission update #4

Remove: All existing enemies | **Place:** 1 POI, 2 doors, (TS) Mechs in R1-4, 2 Thugs in Y1-2, Aaron in O4 |

EBC: Planned attack (R) | Relocate team

- **Remember:** Enemies always go first after the mission has been updated.



Aaron, In-person: You could have profited from our encounters, Commander. But you decided that your mission was worth more. Now you will get the opportunity to die for it.

Mission parameters

Success (turn limit, no order, 10/11/12):

- 1) Eliminate all enemies.
- 2) Free Umbrasius by getting the commander adjacent to the POI.

Triggers/conditions:

- 1) **Aaron (orange base):** Will activate on both red and yellow whenever his initiative allows him to. He heals himself for 2 damage after having activated.

Failure:

- 1) If the turn token reaches 0, or all players are unconscious, all are recovered after the mission (painting 1 scar each).

If success, continue to C8A – Mission update #5A

If failure, continue to C8A – Mission update #5B

C8A – Mission update #5A – Aftermath



Aaron, In-person: Aargh...
Blast it! How can you keep prevailing?
You're forcing my hand, all of you. You'll never...



Enforcer, Comm: Boss? Boss, come in, dammit! We have a problem! It's the reavers... they are...
aaaargh...



Guard, Comm: We can't hold them... we must evacuate... aargh...



Ayeni Inaru, In-person: Creators, they're already here...



Aaron, In-person: Death and devastation truly follows in your footsteps. I promise you that you haven't seen the last of me, but hopefully the reavers can do what my goons have failed to. Fall back to the hangars for immediate evac. Fall back!

[Aaron and the battered Hellfires retreat out of the room as the doors start to lock down. A few moments later you can hear a broadcast throughout the halls]



Reaver scavenger, Comm: You have been selected to serve the Evolution. Lay down your weapons and do not resist. There is no escaping the coming storm. The galaxy must be prepared.

Action:

- Everyone paints 2  in their legacy folder next to **Hellfires**.

When ready, continue to C9AA – All Your Bases

C8A – Mission update #5B – Aftermath



Aaron, In-person: *Seems like I finally managed to break you and your team, Commander. But it has been at a hefty price, something I'm afraid you and that wretched snake will never be able to repay. To limit any further losses, I see no other option than to dispose of you, starting with you, neomorph. Kill him.*



Umbrasius, In-person: *Urgh.. you.... aarrgh.*

Action:

- Everyone must cross out the portrait of **Umbrasius** in their legacy folder.

When ready, continue.

[Everyone looks on in silence as the last sign of life leaves Umbrasius' body]



Aaron, In-person: *Get that corpse out of here*

And now, Commander, it's your turn. I'd ask if you had a last request, but I don't...



Guard, Comm: *We are being overrun... aargh... sound the alarm! Uurgahh.*



Reaver hunter drone, Comm: *The Evolution has taken control of this facility. We are here to prepare you all for the coming storm. Your scaffolds will be reshaped to serve the Exemplar's will. Do not resist. Lay down your arms and submit.*



Aaron, In-person: *Death and devastation truly follow in your footsteps, Commander. Perhaps it's fitting that I leave you to the reavers. Guards, seal off the area and get out of here. Fall back to hangars for evac.*

[Aaron and his Hellfires fall back out of the room sealing off the doors behind them]

When ready, continue to C9AB – Saved by the Bell

C9AA – All Your Bases

Location: Vexation, Fury's Fall, Brimstone Base

C9AA – Mission brief



Speaker system: Warning, warning, hostile forces have entered the base. All Hellfires must arm and defend themselves. Base lockdown in progress.



Ayeni Inaru, In-person: Commander, we must get out of here, where's Camreal?



Camreal, Comm: Get to the docking bay #”¤!% now. I don't know how long we can keep them off the ship! “#¤% You must find a way to the hangar... #”¤!§ scanning...



Ayeni Inaru, In-person: The Hellfires are scrambling to flee the base and trying to slow down the reavers by blocking all access to the hangar areas. We would need high level access to override this. I am not sure that is possible here?



Camreal, Comm: Commander #”!@£% I have an idea... [“#]/¤ The mainframe on your floor has a lot of cables running through the station #”¤!§ it is the weakest part of the... !#”%!(

[Claws rip open a door close to the team]

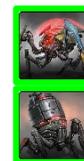


Reaver crawler, In-person: The galaxy must be prepared. Your scaffolds will serve the Evolution, your scaffolds will serve and protect the galaxy. Do not resist.

When ready, continue to C9AA – Mission layout

C9AA – Mission layout – Map 011

Place: (TS) Reaver Crawlers in R1-4, (TS) Reaver Siege Breakers in Y1-4 | EBC: Jamming attack (R)



Camreal, Comm: The pirate's mainframe "α"#!... is located right above the server room next to the hangar "α/!.. on the level below you. "#!α&€. Maybe you can find a way ..;S"α!% to destabilize the whole "α&! room?

Mission parameters

Success (turn limit, in order, 11/13/15):

- 1) (TS) Reaver Siege Breakers must explode inside the server room to the south.
- 2) Get all players inside the server room to the south.

Triggers/conditions:

- 1) **Reaver Siege Breaker (explode):** Will explode if it ever ends a move action without having moved at all, or when it is destroyed. The explosion deals 3 damage to all objects within 2 squares (explosion only limited by walls).
- 2) **Reaver Siege Breaker (respawn):** When this enemy is destroyed, it will immediately respawn 1 time on its original spot with the next yellow number in line.

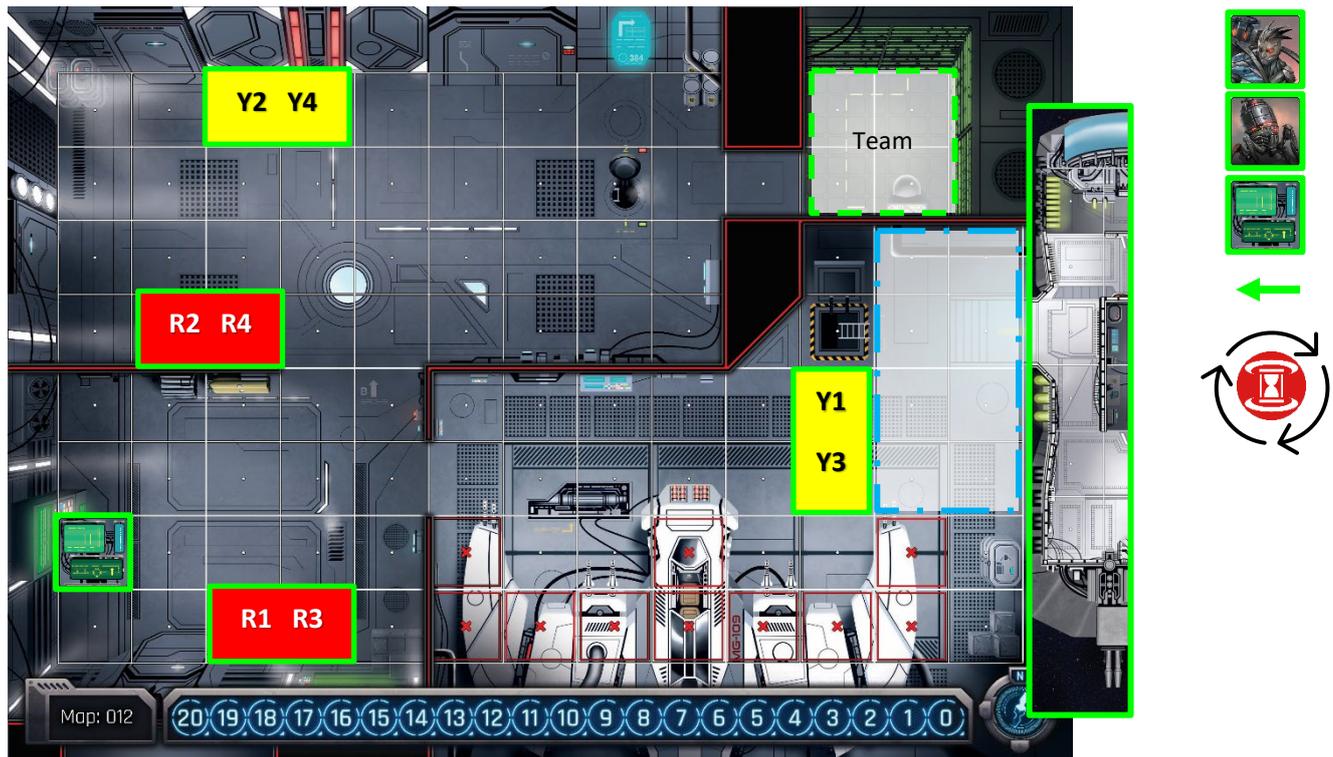
Failure:

- 1) If you can no longer fulfill success 1, if the turn token reaches 0, or all players are unconscious, restart the mission.

If success, continue to C9AA – Mission update #1

C9AA – Mission update #1 – Map 012

Change: Map | Place: The ship, 1 console, (TS) Reaver Scavengers in R1-4, (TS) Reaver Siege Breakers in Y1-4 | EBC: Jamming attack (R)



Camreal, Comm: Commander !"/%& Commander... we are "#?!? Pinned down. Unlock the tractor beam "#?!\$ at the console. Get #"/%€@ to the ship and help us. Watch your fire "#!€\$ the docked bomber next to us is fully armed.

Mission parameters

Success (turn limit, in order, 11/13/15):

- 1) Disable the console.
- 2) Get all players next to the ship.
 - a. Those not reaching the ship before the turn token reaches 0 will be recovered after the mission (1 scar).

Triggers/conditions:

- 1) **Reaver Siege Breaker (explode):** Will explode if it ever ends a move action without having moved at all, or when it is destroyed. The explosion deals 3 damage to all objects within 2 squares (explosion only limited by walls).
- 2) **All enemies (respawn):** When an enemy is destroyed, it will immediately respawn 1 time on its original spot with the next red/yellow number in line.
- 3) **Chain reaction:** If an explosion from a weapon or enemy reaches into a square (X) overlapping the bomber, the hangar explodes and renders every player on map unconscious.
- 4) **Ship:** Is not part of the mission board.

Failure:

- 1) If all players are unconscious, all are recovered after the mission (1 scar).

If success, continue to C9AA – Mission update #2A

If failure, continue to C9AA – Mission update #2B

C9AA – Mission update #2A – Aftermath

[As the ship starts moving you hear sounds of shots hitting the shields and hull]



Camreal, In-person: Action stations, action stations, we have bandits on our tail. Hang on people this is going to be a rough ride.



Gwendar, In-person: Commander, get your team to their seats. Ayeni go to the weapon systems and assist our Insectoid.



Ayeni Inaru, In-person: Your what now? You have an insectoid here too? ... I... right away, of course.



Umbrasius, In-person: Just get moving changeling... so we won't get shot down! Camreal, when can you jump to FTL?

[As Camreal sends the ship into a few spins to avoid enemy fire you hear a bunch of hollow metal against metal noises]



Camreal, In-person: Oh no.. Attention everyone, stay alert, we have reavers trying to board the ship. Get ready to seal off any compromised rooms and fight off the invaders.

When ready, continue to C10AA – Unwanted Guests

C9AA – Mission update #2B – Aftermath

[In the mist of battle Gwendar and Paradus appear and helps fight off the nearby reavers]



Gwendar, In-person: Paradus, help me get the team on board the ship. We do not have much time before more reavers arrive. I have applied several stims, they should be back on their feet soon.



Paradus, In-person: Affirmative Lieutenant. The ship has already taken a severe beating, we must get off the base now.

Ayeni, tell our Insectoid to keep the reavers off our backs with the ship's turrets.



Ayeni Inaru, In-person: Sure thing, Paradus, on my way.



Umbrasius, In-person: Get moving Camreal.. before more reavers arrive.

[A few minutes later the ship's door closes behind everyone, and the ship accelerates out of the hangar]



Camreal, In-person: Get to your action stations, we have reavers everywhere and on our six. Hang on people this is going to be a bumpy ride.

[As Camreal sends the ship into a few spins you start hearing metal claws on the outside of the hull]



Umbrasius, In-person: No! Damn cyborg scum... they have latched on to the ship's hull. Commander, get your team ready to repel any attempts at boarding the ship.



Camreal, In-person: Crew stay alert and get ready to seal off any compromised rooms.

When ready, continue to C10AB – Unwanted Guests

C9AB – Saved by the Bell

Location: Vexation, Fury's Fall, Brimstone Base

C9AB – Mission brief



Speaker system: Intruder alert. Hostile forces are breaching the outer perimeters. All Hellfires must fall back and defend the strong points. All must be armed and ready. Intruder alert.



Ayeni Inaru, In-person: Camreal, can you hear us? Umbrasius is dead. We must get out of here before it's too late. Reavers have...

[Metal claws pry open the doors around you]



Reaver hunter drone, In-person: There is no escape from the coming storm. You must be prepared. We will make you ready. You will evolve to serve the Exemplar, just like we evolved to serve the galaxy. Stand down.



Camreal, Comm: Commander, you must get to the docking bay now. We can't hold on for much longer! You must find a way here... We are scanning the schematics of the base...



Ayeni Inaru, In-person: We must not fall prey to these metal creatures. Camreal, do you have any ideas? Come in Camreal... we are in a really bad spot.



Camreal, Comm: Perhaps, it's a long shot.. but... The mainframe on your floor has a lot of cables running through its structure it is the weakest part of the station...

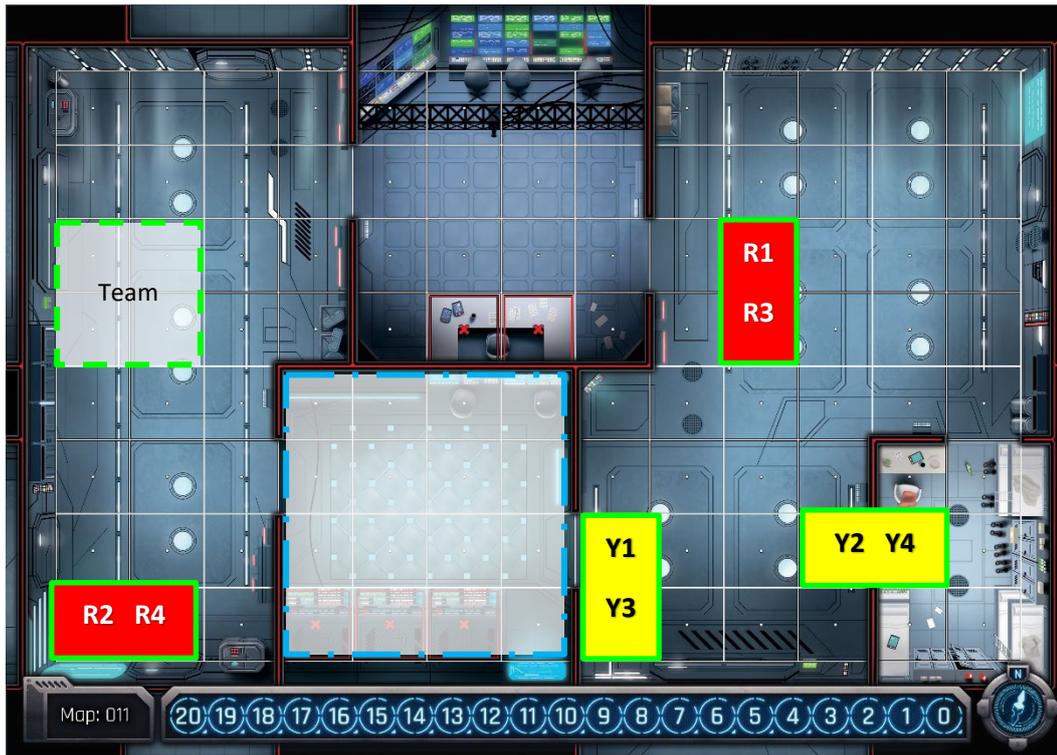
Action:

- 1) All players start with 2 less shields and 2 less focus.
- 2) Ayeni Inaru's ability: Rational behavior is not available for this mission.

When ready, continue to C9AB – Mission layout

C9AB – Mission layout – Map 011

Place: (TS) Reaver Hunter Drones in R1-4, (TS) Reaver Siege Breakers in Y1-4 | EBC: Jamming attack (R)



Camreal, Comm: The mainframe on your level “x”#x%!... is located right above the server room next to the hangar “#x/!.. on the level below you. “#!x&€. Perhaps you can find a way ..;S#”x!% to destabilize the whole “#x&! room?

Mission parameters

Success (turn limit, in order, 10/12/14):

- 1) (TS) Reaver Siege Breakers must explode inside the server room to the south.
- 2) Get all players inside the server room to the south.

Triggers/conditions:

- 1) **Reaver Siege Breaker (explode):** Will explode if it ever ends a move action without having moved at all, or when it is destroyed. The explosion deals 3 damage to all objects within 2 squares (explosion only limited by walls).
- 2) **Reaver Siege Breaker (respawn):** When this enemy is destroyed, it will immediately respawn 1 time on its original spot with the next yellow number in line.

Failure:

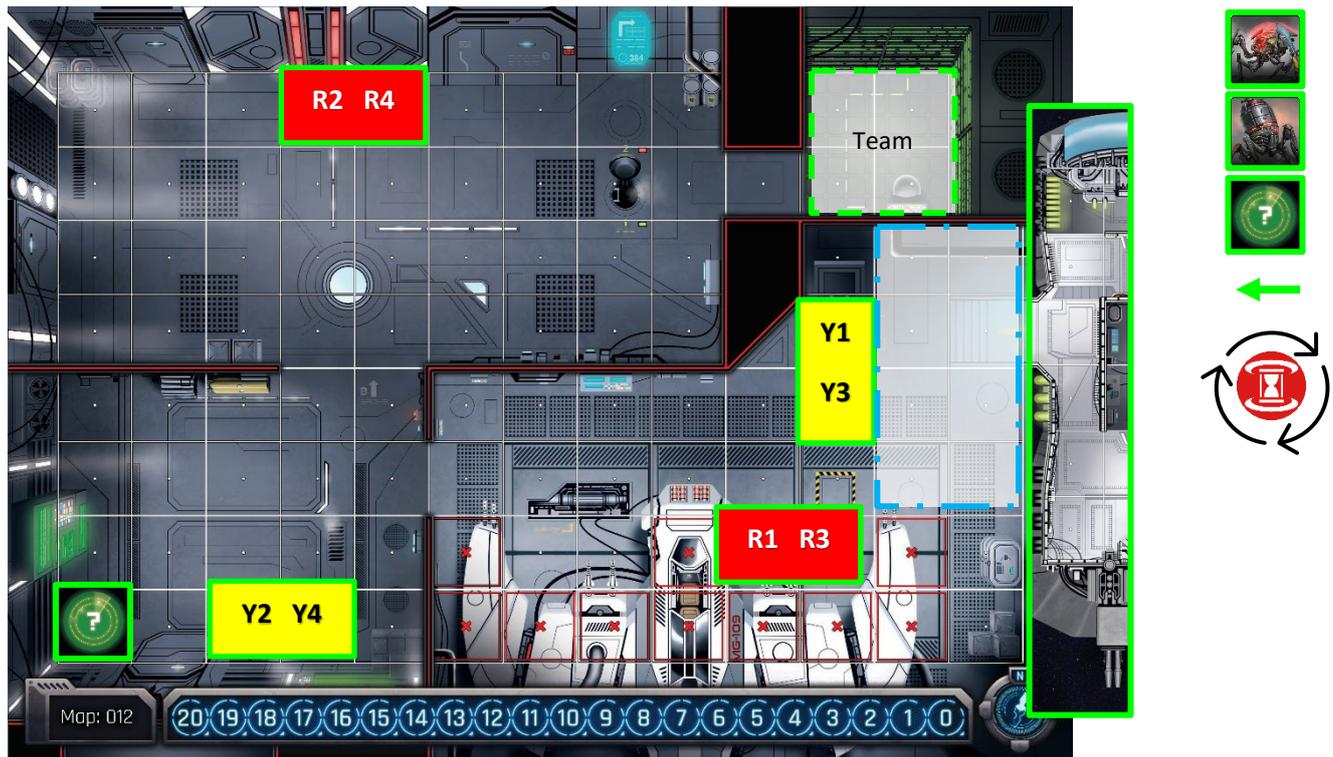
- 1) If you can no longer fulfill success 1, if the turn token reaches 0, or all players are unconscious, restart the mission.

If success, continue to C9AB – Mission update #1

C9AB – Mission update #1 – Map 012

Change: Map | Place: The ship, 1 POI, (TS) Reaver Crawlers in R1-4, (TS) Reaver Siege Breakers in Y1-4 |

EBC: Jamming attack (R)



Camreal, Comm: Commander !"/%& Are you there?... Paradus managed to unlock the tractor beam but was knocked unconscious "#!?! We are pinned down. Get Paradus #"€@ to the ship and help us take off. Watch your fire "#!€\$ the docked bomber next to us is fully armed.

Mission parameters

Success (turn limit, in order, 10/12/14):

- 1) Get a team member adjacent to the POI.
- 2) A team member must spend 1 basic interact action on the POI.
- 3) Get all players next to the ship.
 - a. Those not reaching the ship before the turn token reaches 0 will be recovered after the mission (1 scar).

Triggers/conditions:

- 1) **Reaver Siege Breaker (explode):** Will explode if it ever ends a move action without having moved at all, or when it is destroyed. The explosion deals 3 damage to all objects within 2 squares (explosion only limited by walls).
- 2) **Chain reaction:** If an explosion from a weapon or enemy reaches into a square (X) overlapping the bomber, the hangar explodes and renders every player on map unconscious.
- 3) **Ship:** Is not part of the mission board.

Failure:

- 1) If all players are unconscious, all are recovered after the mission (1 scar).

If success, continue to C9AB – Mission update #2A

If failure, continue to C9AB – Mission update #2B

C9AB – Mission update #2A – Aftermath

[As you come on board the ship you hand over the wounded neomorph]



Paradus, In-person: Thanks Commander, I thought for a moment there that I was a goner. ... Argh... Tell me Lieutenant, is it bad?



Gwendar, In-person: Easy Paradus, you will live.
Commander, get your team to their stations and start returning fire. Ayeni go to the weapon systems and assist our Insectoid.



Ayeni Inaru, In-person: Of course, Lieutenant, mam, ... I... did you say Insectoid?

[As the ship engine starts to kick in the sounds of shots hitting the shields and hull intensifies]



Camreal, In-person: Action stations, action stations, we have a barrage of enemy fire from a nearby cruiser. Hold on to your butts this is going to be a most unpleasant ride.

[Camreal sends the ship into a series of spins while more red dots are closing in on the radar]



Camreal, In-person: The reavers are encircling us. Boarding pods have just been launched from the nearest cruiser. Prepare for impact.

When ready, continue to C10BA – Close Encounter

C9AB – Mission update #2B – Aftermath

[The ship's turrets open fire on the reavers surrounding the team]



Gwendar, In-person: Gunner, keep firing, keep the perimeter clear of reavers while I evacuate the wounded.

Commander, get on your feet. We do not have much time. The stims I gave you should keep you standing for a few hours.



Gunner, Comm: !”ꝰ#”%& [translator]: Affirmative, suppressive fire engaged.



Paradus, In-person: Argh... hmpf.. I.. the ship is in really bad condition right now. Aarck, but we cannot wait any longer. Arh, we must... Camreal take the ship out. I can't... the engines must hold together.



Gwendar, In-person: Take it easy Paradus, we will handle the ship now. She will hold together. You on the other hand are in for a couple of days in hell. Get to the automedic and have it patch you up.

Commander, follow Paradus to the medbay and get a few more shots, I have a feeling this is not the end of it all.

[After a few minutes the ship starts to move]



Camreal, In-person: Action stations, action stations, we have reaver ships everywhere. Strap in and get ready to return fire. Hang on everyone!

[After a long moment a series of metal claw-like sounds echoes through the ship as several reavers latches on to the ship]



Camreal, In-person: Alert. We have reavers on the hull. They are trying to pry their way through the ship's airlocks, get ready to defend the ship and seal any breaches.

When ready, continue to C10BB – Close Encounter

C9B – A Proper Goodbye

Location: Vexation, Fury's Fall, Brimstone Base

C9B – Mission brief

[Your team settles down with Ayeni among the other bar guests as the waiter brings you your drinks. A last conversation before takeoff.]



Ayeni Inaru, In-person: Thank you again, Commander, I really appreciate the way you handled the situation with the Hellfires. It is inspiring that you could avoid more bloodshed.

If it wasn't obvious from our previous encounters, I am not a fan of Umbrasius. I think you could be so much more than him. It is a shame you are fighting his fight.

Perhaps you would consider going with me to the Assembly to report on the reavers?

If you and I could... I mean... your team and I could... could... what the...?

[As you look around you can see panic starts spreading among the other guests]



Speaker system: The base is under siege. All Hellfires must fall back and secure the strong points. Hostile forces are breaching our outer perimeters. I repeat, the base is under siege, leave now.



Umbrasius, Comm: Commander, reavers are entering the base... "#x%! they are blocking our signal. !"#x\$ they have swarmed parts of the hangar, get \$"#x&! to the ship now!



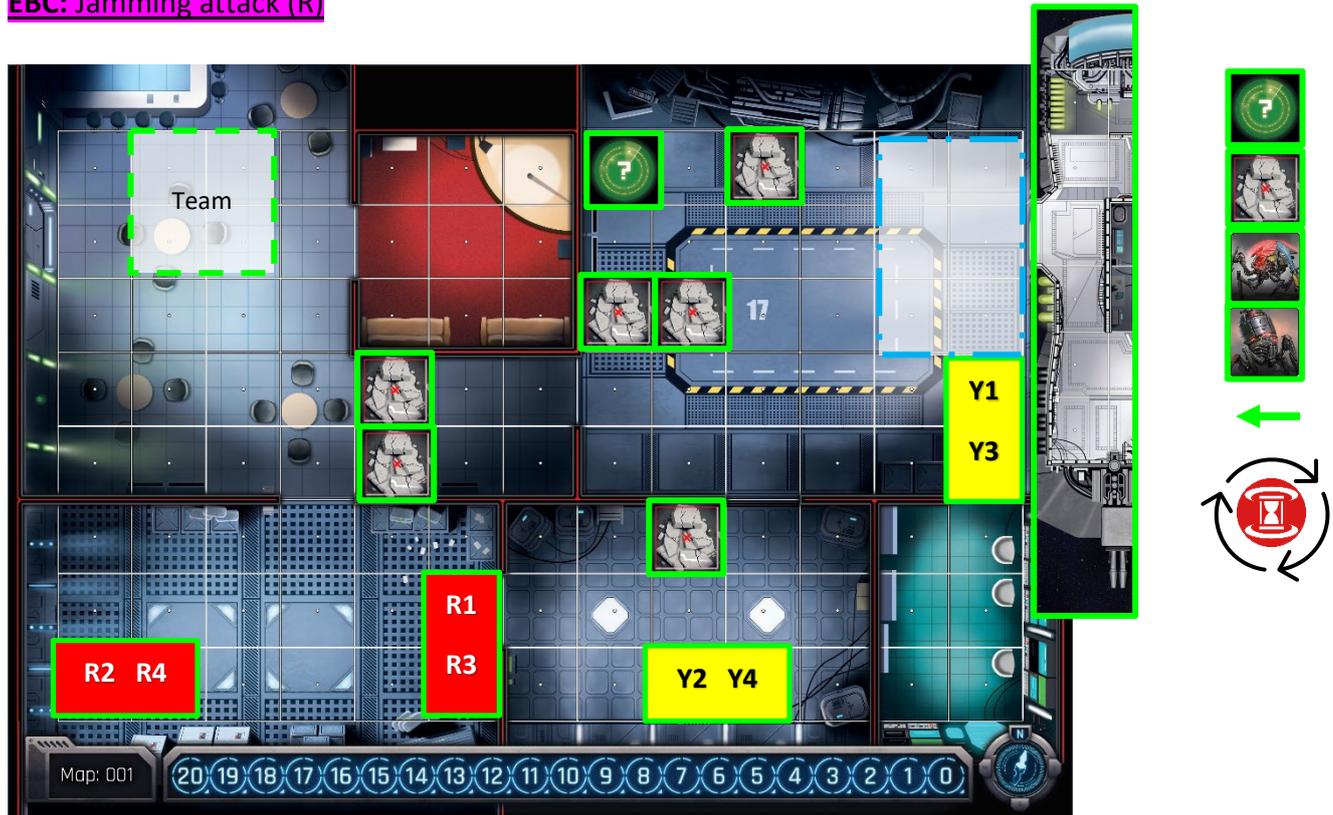
Ayeni Inaru, In-person: Perhaps this is not the time for goodbyes? We must get out of here right away before the base is overrun by reavers.

When ready, continue to C9B – Mission layout

C9B – Mission layout – Map 001

Place: The ship, 1 POI, 6 blocked paths, (TS) Reaver Crawlers in R1-4, (TS) Reaver Siege Breakers in Y1-4 |

EBC: Jamming attack (R)



Umbrasius, Comm: Commander... ɹ"#!# I can't get Paradus on the comm. His last ping was in the hallway &%#ɹ!] locate him and get him to the ship. "ɹ"#!%!... be careful, the whole place is falling apart "#ɹ/!..

Mission parameters

Success (turn limit, in order, 10/12/14):

- 1) Get a team member adjacent to the POI.
- 2) A team member must spend 1 basic interact action on the POI.
- 3) Get all players next to the ship.

Triggers/conditions:

- 1) **Reaver Siege Breaker (explode):** Will explode if it ever ends a move action without having moved at all, or when it is destroyed. The explosion deals 3 damage to all objects within 2 squares (explosion only limited by walls).
- 2) **Reaver Siege Breaker (respawn):** When this enemy is destroyed, it will immediately respawn 1 time on its original spot with the next yellow number in line.
- 3) **Ship:** Is not part of the mission board.

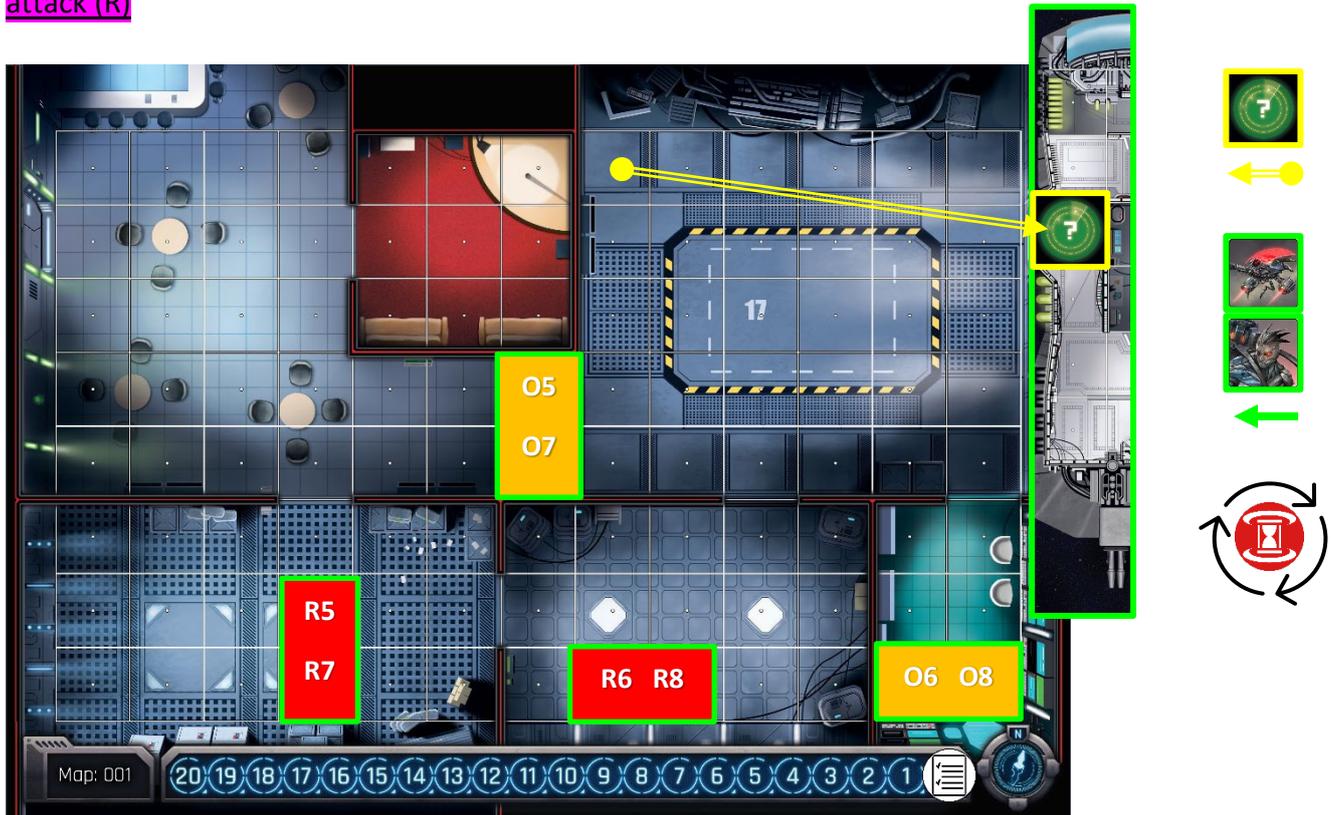
Failure:

- 1) If the turn token reaches 0, or all players are unconscious, restart the mission.

If success, continue to C9B – Mission update #1

C9B – Mission update #1

Move: 1 PIO | **Place:** (TS) Reaver Hunter Drones in R5-8, (TS) Reaver Scavengers in O5-8 | **EBC:** Jamming attack (R)



Paradus, In-person: Argh... Commander, thank you for reaching me. I was trying to overwrite the docking procedures when an explosion knocked me out.

Keep the reavers from attacking the ship until I have the auxiliary power back online. Our shields and turrets are currently offline.

Mission parameters

Success (**turn limit, for either, 10/12/14**):

- 1) Avoid that the ship's hull takes 6 or more damage before the time token reaches 0.
 - a. Track the damage taken with the item token on the turn track, starting on 0.
 - b. Those not conscious when the turn token reaches 0 will be recovered after the mission (1 scar).

or

- 2) Eliminate all enemies.

Triggers/conditions:

- 1) **Reaver Siege Breaker (explode):** Will explode if it ever ends a move action without having moved at all, or when it is destroyed. The explosion deals 3 damage to all objects within 2 squares (explosion only limited by walls).
- 2) **Ship:** Is not part of the mission board.
- 3) **POI:** Whenever an enemy ends its turn within range and LOS of the POI, it will deal 1 damage to the ship (use track).

Failure:

- 1) If the ship takes 6 or more damage, or all players are unconscious, all are recovered after the mission (1 scar).

If success, continue to C9B – Mission update #2A

If failure, continue to C9B – Mission update #2B

C9B – Mission update #2A – Aftermath

[The team jumps onboard as more reavers pour into the hangar]



Paradus, In-person: Thanks again Commander, that was... argh... close... urgh.. Lieutenant, how does it look?



Gwendar, In-person: Stay still Paradus, so I can patch you up.
Commander, get your team to their stations and do as Camreal asks, we're in for a hell of a ride.
Gunner.. do you need any help?



Gunner, In-person: ʘ#ʘ%!# [translator]: Follow me to the turret control.



Ayeni Inaru, In-person: ... oh an Insectoid... who would have..... iieek.. woah.. strap in.

[The ship accelerates quickly from the hangar, achieving combat velocity while a hail of lasers impacts the shield]



Camreal, In-person: Get ready! We have a barrage of enemy fire from the nearby cruiser. Hold on to your butts.

[Camreal sends the ship into violent maneuvers to avoid enemy fire as suddenly a loud series of noises spread from the hull]



Umbrasius, In-person: ARGH, blasted cyborg traitors! We have reavers on the hull, they are trying to get in. Prepare to repel any boarding attempts.

When ready, continue to C10AA – Unwanted Guests

C9B – Mission update #2B – Aftermath

[Smoke engulfs the area just as the reavers are closing in for the kill]



Gunner, In-person: #”&!!\$ [translator]: Smoke grenades enabled. Rescue in process.



Gwendar, In-person: Nice shot Gunner, we must move quickly. Keep shooting while I evacuate the team. Commander, get up. The stims should give you enough power for the next couple of hours, let's move before more reavers arrive.
Gunner, cover us.



Gunner, Comm: &#%&”!#& [translator]: Understood.



Paradus, In-person: Sorry.. Lieutenant, argh... uugh. I.. didn't manage to fix everything on the ship, it is not in a good condition... ackh.. but... uphm... we can't wait.. tell Camreal to get going.



Gwendar, In-person: Easy Paradus, you and the ship will live, I am sure. Get to the automedic and have it patch you up, I will keep an eye on the engine.

Commander, follow Paradus to the medbay and get a few more shots, I have a feeling this is not the end of it all.

Camreal, punch it.

[The engine starts roaring as the ship accelerates out of the hangar. It is quickly met with a storm of lasers.]



Camreal, In-person: Get to your stations, strap in, and stay alert. We have fire coming in from every which way! Hang on back there.

[After a brief moment of spins and loops a sudden sound of metal claws on the outer hull can be heard throughout the ship]



Umbrasius, In-person: Blast it! We have reavers on the hull. They are trying to force their way into the ship. Commander, you better get ready to engage those reavers.

When ready, continue to C10AB – Unwanted Guests

C9C – Unknown Future

Location: Vexation, Fury's Fall, Brimstone Base

C9C – Mission brief

[As your team settles down among the other bar guests, you are greeted by the waiter bringing you some refreshments. Ayeni joins in for a last talk before heading to her transport]



Ayeni Inaru, In-person: Thank you for joining me, Commander, I am happy that our encounter with the Hellfires ended without too much bloodshed. As you can probably imagine I was never too fond of Umbrasius and to some extent he got what was coming for him. Perhaps while being locked away, he will repent his evil ways?

But Umbrasius aside, we still have a potential crisis on our hands, as we must expect that the reavers are going to move beyond Vexation at some point. I will have to report all our sightings and proofs to the Assembly... and... I was thinking... perhaps you and your team would join me on this trip now that it is your ship?

No.. actually. You do not have to answer now. Perhaps I could just find you after my trip? What do you plan... to... what is going on?

[As you look around you can see panic starts to spread among the guests in the bar]



Speaker system: Our base is under attack. Attention all Hellfires, fall back and secure the base's strong points. Hostile forces are breaching our perimeter. I repeat, hostile forces are breaching our perimeter, evacuate now.



Camreal, Comm: Commander, we are in the lower hangar. "#x%"!€ you must get down here. !"#x"% We are... "x& we are preparing to leave ... !"#% . #"&x!

[As the comm dies out you look one last time at Ayeni]



Ayeni Inaru, In-person: I am sorry it has to end like this. Always on the run it seems. I wish I could come with you. Take care Commander, and good luck.

[Ayeni runs towards the exit as reavers bursts into the area cleaving their way through panic struck guests, the room start to collapse under the amount of damage caused by the reavers]

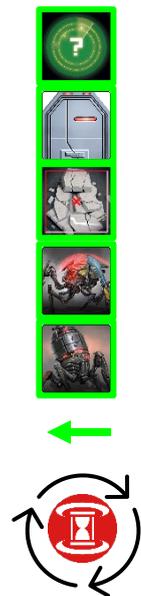
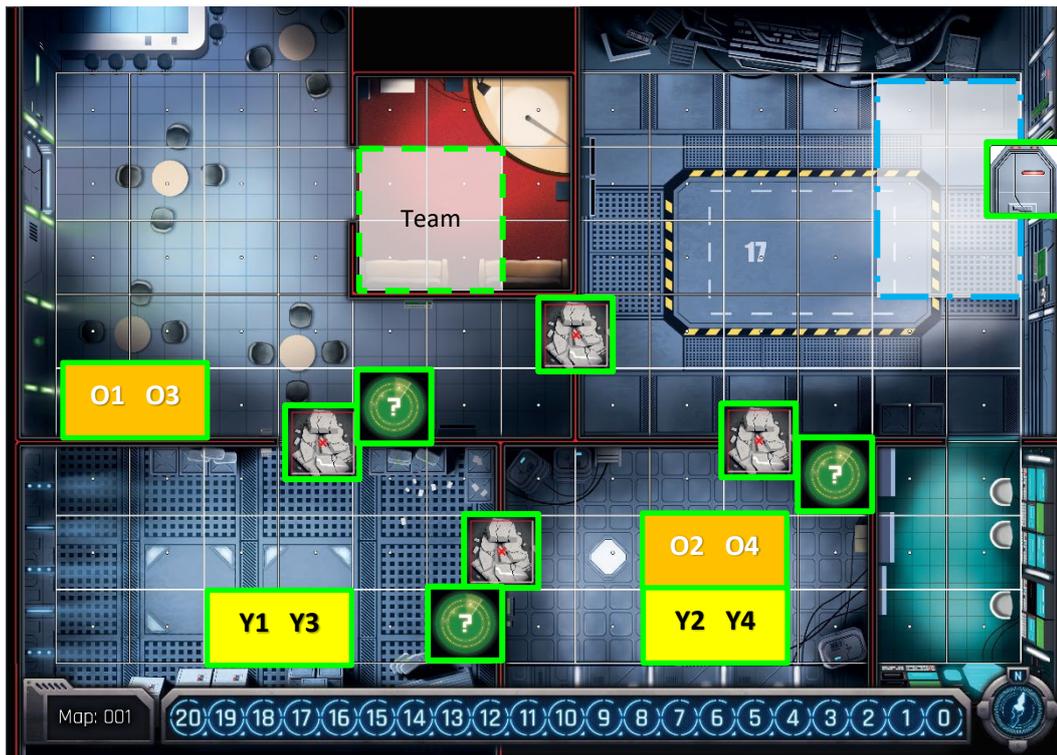
Action: Ayeni Inaru has left your team.

When ready, continue to C9C – Mission layout

C9C – Mission layout – Map 001

Place: 3 POI, 1 door, 4 blocked paths, (TS) Reaver Crawlers in O1-4, (TS) Reaver Siege Breakers in Y1-4 |

EBC: Jamming attack (R)



Camreal, Comm: Commander... we can't locate Gwendar. She is not responding! Try to locate her and get her to the ship. ... be careful, the whole place is falling apart... and the Hellfires have locked all exits to slow the reaver assault. ... we will ready the ship.

Mission parameters

Success (**turn limit, no order, 11/13/15**):

- 1) Open the door to the east.
- 2) Get all players next to the exit.

Triggers/conditions:

- 1) **Reaver Siege Breaker (explode):** Will explode if it ever ends a move action without having moved at all, or when it is destroyed. The explosion deals 3 damage to all objects within 2 squares (explosion only limited by walls).
- 2) **POI:** When a player ends their turn adjacent to a POI, remove the POI and the adjacent blocked path.

Failure:

- 1) If the turn token reaches 0, or all players are unconscious, restart the mission.

If success, continue to C9C – Mission update #1

C9C – Mission update #2A – Aftermath

[You help carry Gwendar onboard the ship as Paradus comes to your aid]



Paradus, In-person: *I got her, Commander, glad to see you are in one piece. Thanks, Ayeni, for sticking around. She would not have made it without your quick response.*



Gwendar, In-person: *... hhmp.. arhh.. thanks. I.. Commander, you better get your team ready and help out Camreal. We must get off Fury's Fall now. Seems like I owe you one, Ayeni, thanks.*



Ayeni Inaru, In-person: *I am just happy I could be there for you, Lieutenant, mam. Seems like fate keeps bringing us together, Commander? Well, my survival rate seems to be better off with you.*

Action: Ayeni Inaru has joined your team as a companion.



Gunner, In-person: *!''x#"%& [translator]: Please strap in, launch imminent.*

[A violent kick propels the ship out of the hangar and straight into a large barrage from the nearest reaver cruiser]



Camreal, In-person: *Hang on, this is not going to be a pleasant ride. Gunner, try to keep those fighters off my six while I prep the ship for FTL. Get ready.*

[Suddenly you hear a high shrieking noise as metal claws latch on to the ships outer hull]



Camreal, In-person: *We have reavers on our hull. You better get ready to fight them off, Commander, they are trying to board the ship. Everyone else stay put.*

When ready, continue to C10BA – Close Encounter

C9C – Mission update #2B – Aftermath

[The ship's turrets open fire on the reavers surrounding the team]



Ayeni Inaru, In-person: *Commander, please get moving. We do not have much time. The stims I gave you should keep you standing for a few hours. Paradus, please help me.*



Paradus, In-person: *Of course, Ayeni. Gunner, keep the ship's turrets aimed at the nearest reavers. I will help getting everyone on board.*



Gunner, Comm: *!"##"%& [translator]: Affirmative, suppressive fire engaged.*

[After a few moments everyone is on board the battered ship]



Gwendar, In-person: *Argh... aa... thanks. I think I owe you one Ayeni. Drinks are on... me... argh.. next time.*



Ayeni Inaru, In-person: *You are welcome, Lieutenant, I am just glad I can help. Fate keeps bringing us back together, Commander. And I can at least improve your survival rate a bit?*

Action: Ayeni Inaru has joined your team as a companion.

[The ship's engines start to roar, pushing the ship out of the hangar and into the firing arc of several reaver cruisers]



Camreal, In-person: *Everyone, stay alert. The ship has already taken a beating. Keep those fighters off my back, so we can jump to FTL.*

[Immediately after you hear a loud metal noise penetrating the outer hull]



Camreal, In-person: *Oh no... we have reavers latching on to the hull. They are trying to make their way into the ship. Commander, you better get your team ready.*

When ready, continue to C10BB – Close Encounter

C9D – Prison Break

Location: Vexation, Fury's Fall, Brimstone Base

C9D – Mission brief

Action:

1. Every player must put aside all their cards with weapon and gear classification. They must not be used for now.
2. Players must put aside all shared action cards. They must not be used for the rest of this mission.

When ready, continue below.

[You settle down on the tiny uncomfortable beds as the guards pull Ayeni aside and locks the door to your cell]



Guard, In-person: *There... in you go. Pathetic thieves. One last warning, no crying at night! Hah. Now it is just a matter of what to do with you, little changeling? Well... I think we might just have a few suggestions before you are shipped out tomorrow.*



Ayeni Inaru, In-person: *Aauwh, let go of me, you slimy piece of trash. Don't you dare touch me, argh.. auw.. stop pulling me. You will regret that you creep.*

Action: Ayeni Inaru has left your team.

[As Ayeni is pulled away from the cell and the guards laughter disappears in the distance you start to look around]



Umbrasius, In-person: *Well, to be honest I will not miss that chatty changeling anytime soon. Commander, I assume that we are all very much in favor of finding a way out of here.*

[You discover a small hatch and after a bit of handywork you are able to dislodge the hatch, albeit only the smallest member of your team is able to crawl through]



Umbrasius, In-person: *Now, I trust that you can find a way out of this. It does not have to be pretty; it just has to work. Perhaps explosives?*

[After some tampering with a canister you manage to place it against the cell wall and set it off. A large explosion shakes the cell's wall. However, it is with a severe blow to your own body as you cannot completely cover yourself from the explosion]

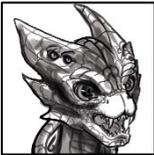
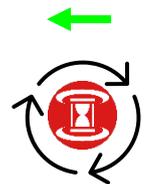
Action:

- The smallest of the team members must start outside the cell with 0 shields and 2 less focus.

When ready, continue to C9D – Mission layout

C9D – Mission layout – Map 013

Place: 2 crumbling walls, 1 door, 1 console, 1 blocked path, (TS) Thugs in O1-4, (TS) Guards in Y1-4, 1 team member is placed in S | EBC: Disorganized attack (R)



Umbrasius, In-person: That worked like a charm, although it did also alert the entire complex of our little affair. We better find our gear in a hurry and make our way into the security room where we can locate the hangar and disrupt their security long enough for us to get away.

Mission parameters

Success (turn limit, no order, 12/14/16):

- 1) Disable the console and have all players obtain their weapons and gear.
- 2) Get all players into the security room.
- 3) Eliminate all enemies.

Triggers/conditions:

- 1) **Crumbling wall:** Acts as completely passable area.
- 2) **Regain weapons and gear:** Once the console has been disabled, every player must touch (step into) the square that the console was located on before they are allowed to use their weapon and gear cards again.

Failure:

- 1) If the turn token reaches 0, or all players are unconscious, restart the mission.

If success, continue to C9D – Mission update #1

C9D – Mission update #1

[As the last guard's body drops to the floor you suddenly hear a familiar voice as a thug appears behind a console with Ayeni as his hostage]



Ayeni Inaru, In-person: mmhmm... “!# Commander, please help me... mmm #”Ꝁ!



Thug, In-person: Don't move! I swear... I'll blast the head of this low-life changeling... Don't fucking move or it'll be the last thing you'll ever do... stay calm... you too. I said don't move.

Choice: The Commander decides how will you deal with the Thug.

1) **Talk the Thug down to release Ayeni and let him run.**

- a. Only possible if the team can spend a total of (TS) supportive tokens (remove for rest of mission).



or

2) **Try to shoot him.**

- a. Roll 1 die for each dominating mark the team has on their characters. Add all +1/+2 results together. You must get a total of (TS)+1 or more to succeed (no rerolls or abilities can be used).
- b. You must try to shoot him if you will not or cannot use supportive tokens, regardless of how many dominating marks you have.



If the team talks the Thug down, continue to C9DA – Mission update #2

If the team tries to shoot the Thug, continue to C9DB – Mission update #2

C9DA – Mission update #2



Thug, In-person: Ookkkay.. okk.. I trust you. We do not hurt each other, right? Okay.. I will put down my gun. Phew... I.. I will just go then.

[As the Thug leaves the room, you free Ayeni from her handcuffs]



Ayeni Inaru, In-person: Thank you, Commander. It was very kind of you to talk my captor down like that. I am alright and in your debt. I will...



Umbrasius, In-person: Yes, yes... very inspiring indeed. When we're done wiping our eyes, may I suggest that we get moving? We are not out yet, and I still do not know what happened to my crew. We must locate them and get out of this wretched hive.

Action:

- Everyone paints 1  in their legacy folder next to **Ayeni Inaru**.

Action: Ayeni Inaru has joined your team as a companion.

When ready, continue to C9D – Mission update #3

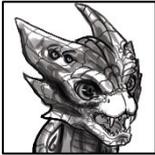
C9DB – Mission update #2

If you got a total of (TS)+1 or more, continue below.

[A single blaster shot finds its target. The Thug slowly collapses behind Ayeni who wrestles free of the now lifeless arms, you free Ayeni from her handcuffs]



Ayeni Inaru, In-person: Thank you, Commander. I'm in your debt.



Umbrasius, In-person: Woah.. as the commander in chief let me just quickly refute that debt. You're free to leave anytime you want.

Well, nice shot Commander. I'll never get tired of such professionalism. But now we must hurry up. We're not out yet, and I still don't know what happened to my crew. We must locate them and get out of this place.

Action: Ayeni Inaru has joined your team as a companion.

When ready, continue to C9D – Mission update #3

If you got less than (TS)+1, continue below.

[As you move for your blaster the Thug starts shooting wildly around himself. Ayeni manages to push the Thug away but not without getting hit in the process. With nothing obstructing the target you make short work of the Thug. After a moment you free Ayeni from her handcuffs and look to her wounds]



Ayeni Inaru, In-person: Argh... auwh... it's not that bad. Thank you, Commander. Got a bit dicey there.



Umbrasius, In-person: Nothing like a gunfight to get your adrenaline pumping. We better get going now. I don't know where my crew is at this moment. We must locate them and get out of this place before more Hellfires arrive.

Action: Ayeni Inaru has joined your team as a companion.

Action:

1. Ayeni Inaru's abilities will not be available for the rest of the mission.
2. All players lose 1 shield.

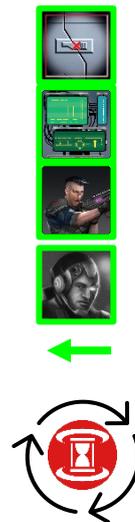
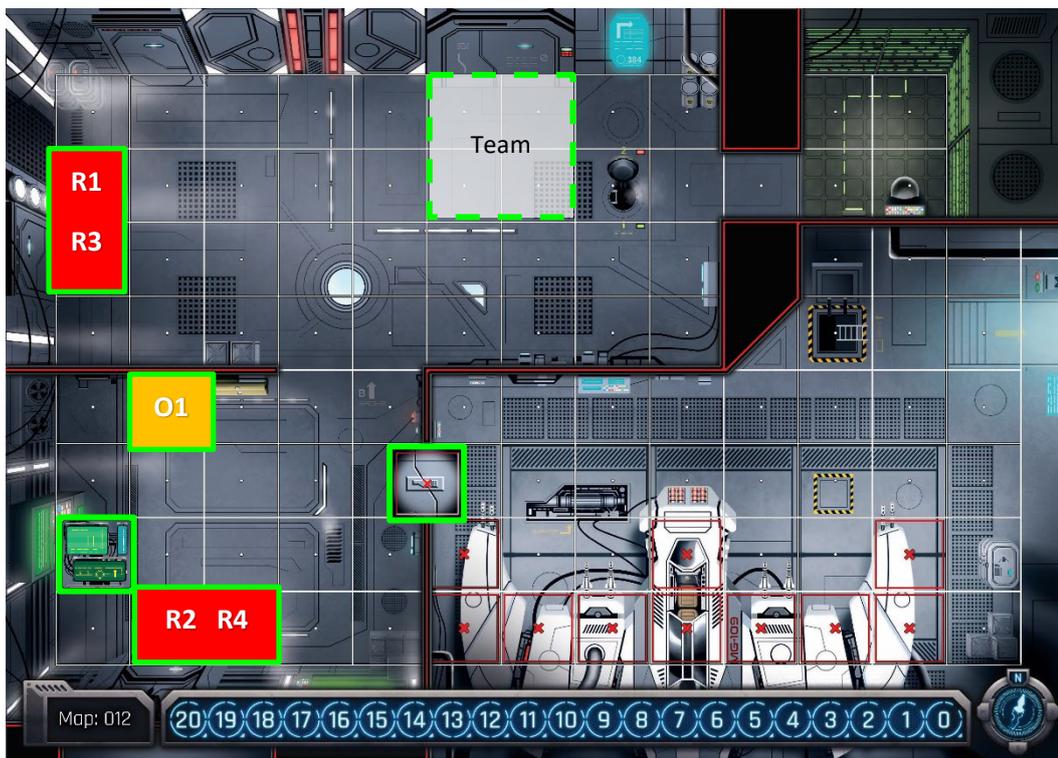
When ready, continue to C9D – Mission update #3

C9D – Mission update #4 – Map 012

Change: Map | Place: 1 blocked path, 1 console, (TS) Thugs in R1-4, Aaron in O1 | EBC: Planned attack

(R)

- **Remember:** Enemies always go first after the mission has been updated.



Aaron, In-person: Now Commander, I've made this a bit more interesting for us. You see that console over there? On my mark I'll have one of my goons vent the entire hangar, expelling your crew in the process, leaving them to float around without their precious ship.

Ah, speaking of suspense. Seems like my new combat suit is fully charged. Let us finish this.

Mission parameters

Success (turn limit, no order, 10/11/12):

- 1) Eliminate all enemies.
- 2) Disable the console.

Triggers/conditions:

- 1) **Aaron's health:** Is equal to the turns spent on previous mission segment. All other stats remain the same.
 - a. Track Aaron's health with the item token placed on the turn track.

Failure:

- 1) If the turn token reaches 0, or all players are unconscious, all are recovered after the mission (1 scar).

If success, continue to C9D – Mission update #5A

If failure, continue to C9D – Mission update #5B

C9D – Mission update #5A – Aftermath



Aaron, In-person: Aaar.. damn you. I seem to have misjudged your capabilities.



Umbrasius, In-person: And this will be your last mistake you pirate scum. My only regret is that I do not have time to make this any slower...



Aaron, In-person: mhhpp... Aaarggh.. gghm...

[As Umbrasius' tail tightens its grip around its victim's neck, you hear a subtle snap as Aaron's body becomes all limp]

Action:

- Everyone paints the dot called **AH1D** in their legacy folder.

When ready, continue below



Ayeni Inaru, In-person: Commander, I think we better leave bef...



Speaker system: Intruder alert, intruder alert. We have reaver forces approaching our perimeter. All Hellfires must arm and ready themselves. Intruder alert.

[As the ship's hatch closes behind you, you start hearing metal claws scratching on the outer hull]



Camreal, In-person: You better strap in, we are getting out of here.

[The engine propels the ship out of the hangar as the metal sounds intensifies]



Camreal, In-person: I will keep the fighters at bay, but it sounds like we will soon have unwanted guests inside the ship. The reavers are prying the hull open. Team, get ready to repel invaders and vent any room necessary.

When ready, continue to C10AA – Unwanted Guests

C9D – Mission update #5B – Aftermath



Aaron, In-person: Well well well.. it seems like you can be broken, twice. While relieved, I'm not amused by the destruction you have caused. I see no other solution than for us to part ways, parting your head from your neck I mean.

Kill that snake!



Umbrasius, In-person: uuagh.. you... aarh.... aaargh...

Action:

- Everyone must cross out the portrait of **Umbrasius** in their legacy folder.

When ready, continue below



Aaron, In-person: Commander, you and your team have cost me a lot. So, I am afraid you will have to join that filthy snake.

Guards, kill the Commander, and vent the hangar... ..



Enforcer, Comm: Boss... it's the reavers, they have entered the base.... We must.... Aaarargh... #x!S"



Aaron, In-person: Seems like you are a magnet to trouble, Commander. Perhaps it will be more fitting to leave you for the reavers?

Guards, seal off this hangar section and fall back to the base's primary defense perimeter. Ready for evac.

[As the doors lock behind the retreating Hellfires you run to meet your crew in the hangar, you quickly untie them all]



Paradus, In-person: Thanks, Commander, happy to see you alive. Let us ready the ship and get out of here.

[As the ship's hatch shuts behind you, you hear metal claws making their way onto the ship as it pulls out of the hangar]



Camreal, In-person: Get ready... I am going to have to do some maneuvering to avoid the reaver cruisers' heavy fire. Commander, you better get ready for some close encounters, the reavers are forcing their way inside the ship.

When ready, continue to C10BA – Close Encounter

C10AA – Unwanted Guests

Location: Vexation, orbiting Fury's Fall, onboard ship

C10AA – Mission brief



Umbrasius, In-person: Gwendar and Paradus take the radiobiologist with you and defend the cargo bay below us. Gunner, help Camreal maintain the ship and keep us away from the cruiser.
Commander, I need you here with your team to defend the bridge and the rest of the ship.



Gwendar, In-person: Roger that, chief. On our way.
Ayeni, let's pick up a larger sidearm for you in the armory first. Hurry up.
Good luck Commander.

[The three crew members disappear down the stairs at the stern of the ship]



Camreal, In-person: Gunner, keep firing at the reaver fighters, I need a clear vector.
Get ready, Commander, I have more alarms on hull breaching. The ship is still holding together though.



Gunner, Comm: !”ㄨ#”%& [translator]: Commence firing. Enemy fighters engaged.

[While collecting your gear and readying your team, you hear metal frames being ripped apart, as the reaver crawlers forces their way into the interior of the ship]

Action: Ayeni Inaru has left your team for this mission only.

Action:

- The ship starts with 17 health (track and adjust the ships health by using the item token on the turn track).

When ready, continue to C10A – Mission layout

C10AB – Unwanted Guests

Location: Vexation, orbiting Fury's Fall, onboard ship

C10AB – Mission brief



Umbrasius, In-person: *Paradus what is the state of the ship?*



Paradus, In-person: *The ship is badly damaged. I am not sure how much longer we can maintain power and control of the ship. We must prepare ourselves for an emergency landing.*



Camreal, In-person: *Chief, we have hull breaching in the cargo bay.*



Umbrasius, In-person: *Paradus, take Gwendar and miss changeling downstairs to defend the cargo bay.*



Gwendar, In-person: *Roger that, chief. On our way.
Ayeni, you need to grab a larger gun in the armory. Hurry up.*

[As the three crew members disappear in the stern you hear more metal being ripped apart]



Camreal, In-person: *Gunner, keep firing, we still have two reaver fighters at five o'clock.
Get ready, Commander, more hull breaching... we are heavily damaged. You must eliminate those reavers quickly.*

Action: Ayeni Inaru has left your team for this mission only.

Action:

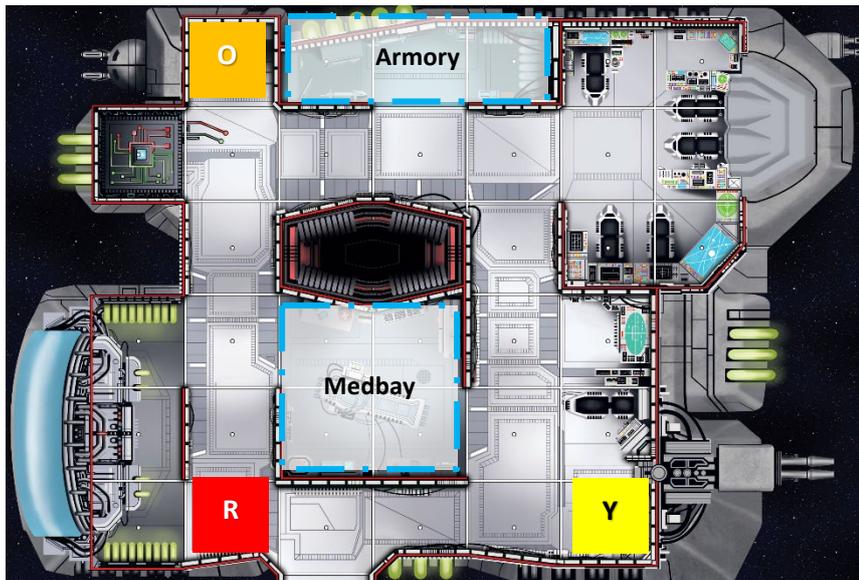
- The ship starts with 14 health (track and adjust the ships health by using the item token on the turn track).

When ready, continue to C10A – Mission layout

C10A – Mission layout – Map 014 + Ship box (on top of)

Players can start anywhere on the ship. | Ready: (TS) Reaver Crawlers with O1-4, (TS) Reaver Scavengers with Y5-8, (TS) Reaver Siege Breakers with R5-8 | EBC: Automated attack (R)

- **Note:** Lock ship box by selecting it and press “I” on keyboard, this allows you to place components inside.



Camreal, In-person: I have initiated the shielding procedures, so we can stay safe as long as the ship remains intact. Remember to utilize our equipment on the ship, and be careful, the signatures indicate that there are Siege Breakers among them.

Mission parameters

Success (no turn limit):

- 1) Have the ship on at least 1 health when the last enemy is destroyed.

Triggers/conditions:

- 1) **Reaver Crawlers (before spawning new enemies):** Each Reaver Crawler on the ship deals 1 damage to the ship.
- 2) **Reaver Siege Breaker:** If the enemy is not killed in 1 action, it will self-detonate after the action damaging it. The explosion deals 2 damage to all objects within 2 squares (explosion only limited by walls), and 6 damage to the ship.
- 3) **Enemy:** Spawn 1 enemy of each color on their respective square every mission check until (TS) has spawned.
- 4) **Explosives:** You cannot use action cards with weapons classified as explosives.
- 5) **Armory (side):** When inside, you may move 1 action card 1 slot to the left after your free rest action.
- 6) **Medbay (middle):** When inside, you may move 1 damage card 1 slot to the left after your free rest action.

Failure:

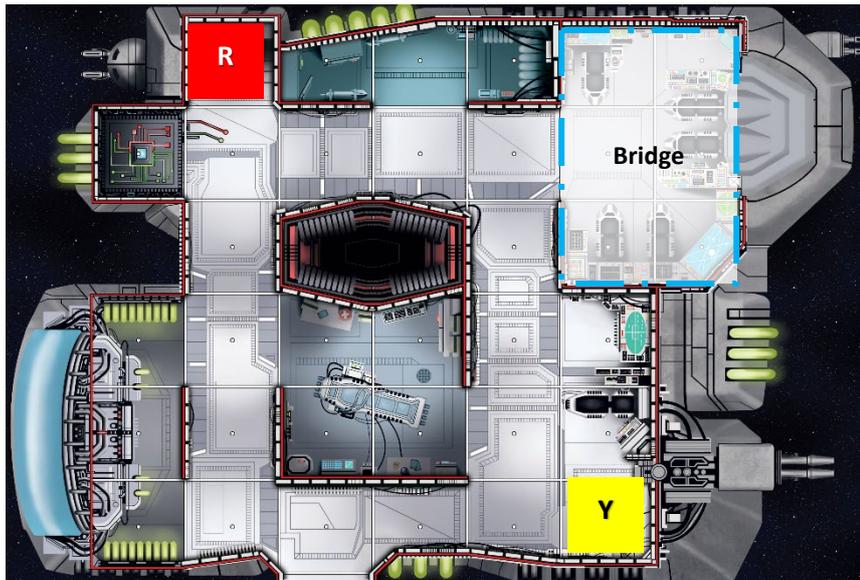
- 1) If the ship reaches 0 health, or all players are unconscious, restart the mission.

If success, continue to C10A – Mission update #1

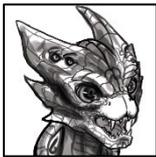
C10A – Mission update #1

Ready: (TS) Reaver Hunter Drones with R1-4, (TS) Reaver Scavengers with Y1-4, | **EBC: Jamming attack**

(R)



Gwendar, In-person: Umbrasius, we cannot handle all reavers down here, some are making it to you upstairs... Watch out Hunter Drones on their way...



Umbrasius, In-person: Commander, we have to divert all auxiliary power from the armory and medbay to the engines. You will no longer be able to use those. We believe the reavers have a complete scan of the ship. They are changing tactics and are heading towards the bridge. Keep them away!

Mission parameters

Success (**no turn limit**):

- 1) Have the ship on at least 1 health when the last enemy is destroyed.
 - a. Unconscious players are recovered after the mission (1 scar).

Triggers/conditions:

- 1) **Reaver Scavenger (before spawning new enemies):** Each Reaver Scavenger on the ship deals 1 damage to the ship.
- 2) **Enemy:** Spawn 1 enemy of each color on their respective square every mission check until (TS) has spawned.
- 3) **Enemy target:** All enemies will continue to move 1 square towards the bridge at the end of the enemies' turn.
- 4) **Explosives:** You cannot use action cards with weapons classified as explosives.

Failure:

- 1) If an enemy **reaches the bridge** (1 scar).
- 2) If the ship reaches 0 health, or all players are unconscious, all are recovered after the mission (1 scar).

If success, continue to C10A – Mission update #2A

If failure, continue to C10A – Mission update #2B

C10A – Mission update #2A – Aftermath



Gwendar, In-person: Chief, we have destroyed the last reaver here. The cargo bay has been sealed off and secured.



Umbrasius, In-person: Good work, Lieutenant. And the same to you, Commander. Seems we are...



Camreal, In-person: #x!%§ more fighters coming in... prepare for...

[A large explosion on the exterior of the ship shakes everyone around]



Camreal, In-person: We are losing power on the engine and the controls, I am forced to find a place to set her down. This is not going to be pretty. Everyone better strap in, I will try to lose the pursuers in the atmosphere of Fury's Fall.

[The ship twirls through the atmosphere, another one of the reaver fighter is taken out by Gunner's turret fire]



Gunner, In-person: !#"%x#4 [translator]: Reaver fighter breaking off. No pursuers.



Camreal, In-person: We are coming in hot. Sit tight... craters on both sides. This is going to be a rough landing. Brace!

[The ship cuts through a few weak rock formations before being brought to an abrupt halt against the rocky surface of a deep crater. Everything goes dark and then red by the dust and debris from the smoldering hot and toxic surface of Fury's Fall]

When ready, continue to C11A – Survival of the Fittest

C10A – Mission update #2B – Aftermath



Gwendar, In-person: Watch out, chief... reavers are approaching...



Reaver Crawler, In-person: Serve the Exemplar.



Umbrasius, In-person: augh... argh... I will never serve you, wretched machines. I will die for my people... and take you with me!

[As the crawler is about to deal the killing blow, Umbrasius' detonates a grenade between him and the crawler sending everyone in the ship's hallway flying. Shortly after the ship starts descending towards the surface of Fury's Fall]



Camreal:



Gwendar, In-person: We have... lost Umbrasius...
Camreal, are you there? Camreal? Talk to me...



Camreal, In-person: ... I'm here. I... argh #x! ... we... are losing altitude. I cannot hold her... prepare for a crash landing. I repeat... prepare...

[The ship starts an uncontrolled spin]



Camreal, In-person: Firing emergency thrusters! ... Brace for...

[The ship manages to level out for a hard touchdown on some loose rock formations, cutting through dirt and vegetation as it decelerates violently. Everything turns to red dust as debris are mixed with the smoldering hot and toxic surface of Fury's Fall]

Action:

1. Everyone must cross out the portrait of **Umbrasius** in their legacy folder.
2. Everyone paints the dot called **CA1W** in their legacy folder.

When ready, continue to C11C – Crash Site

C10BA – Close Encounter

Location: Vexation, orbiting Fury's Fall, onboard ship

C10BA – Mission brief



Gwendar, In-person: *Commander, I suggest that I take Paradus and Ayeni with me to the cargo bay to repel any intruders there. Gunner will help Camreal with the ship. Hopefully we can manage to push all reavers back while Camreal gets us to safety. Good luck.*



Ayeni Inaru, In-person: *Sounds like a plan, Lieutenant. I hope you will manage up here, Commander.*

[The sound of metal claws intensifies as the three crew members disappear in the stern of the ship]



Camreal, In-person: *Commander, it is up to you now, get ready and good luck. Gunner, fire all turrets, keep my trajectory clear.*



Gunner, Comm: *!"@#"%& [translator]: Noted. Firing programs initiated.*

[Just as the ship starts a long series of maneuvers the reavers breach the inner hull]

Action: Ayeni Inaru has left your team for this mission only.

Action:

- The ship starts with 15 health (track and adjust the ships health by using the item token on the turn track).

When ready, continue to C10B – Mission layout

C10BB – Close Encounter

Location: Vexation, orbiting Fury's Fall, onboard ship

C10BB – Mission brief



Paradus, In-person: *Camreal, the ship is heavily damaged, we cannot sustain this for much longer. Commander, I hope you understand just how essential it is that we repel these reavers the moment they appear.*



Gwendar, In-person: *Agreed. We must move quickly and take them out. Paradus, Ayeni and I will go to protect the cargo bay from intruders. You guys stay here and protect Camreal and Gunner. Ayeni, hurry up and follow me. Good luck Commander.*

[The three crew members disappear on the stairs at the stern of the ship as the first few claws penetrate the interior]



Camreal, In-person: *Commander, they are here. You better do what you do best. Gunner, keep firing at the reaver fighters, clear a path for me so I can keep the ship out of harm's way. Hull integrity critical. Stay alert!*



Gunner, Comm: *!''x#''%& [translator]: Reengaging enemy fighters. Turrets at 72%.*

Action: Ayeni Inaru has left your team for this mission only.

Action:

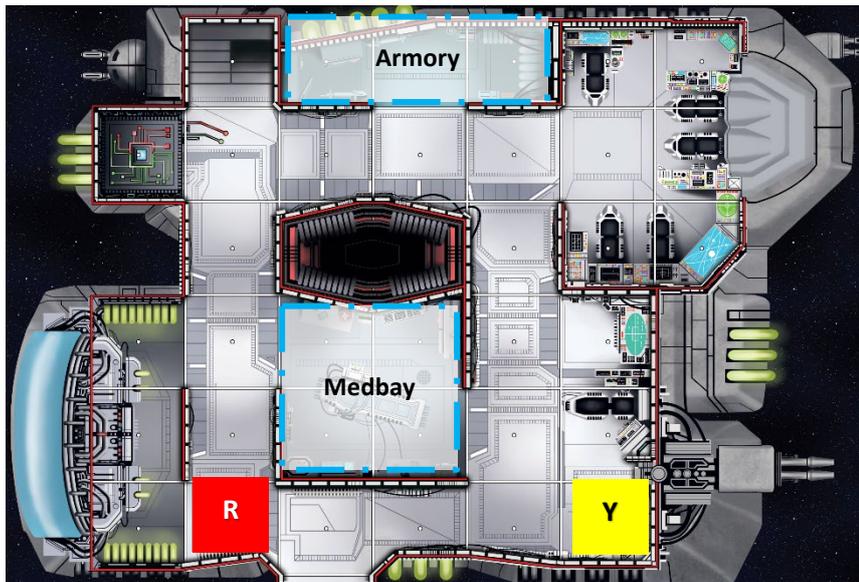
- The ship starts with 12 health (track and adjust the ships health by using the item token on the turn track).

When ready, continue to C10B – Mission layout

C10B – Mission layout – Map 014 + Ship box (on top of)

Players can start anywhere on the ship. | Ready: (TS) Reaver Crawlers with R1-4, (TS) Reaver Hunter Drones with Y1-4 | **EBC: Jamming attack (R)**

3. **Note:** Lock ship box by selecting it and press “I” on keyboard, this allows you to place components inside.



Camreal, In-person: Commander, remember to utilize our equipment on the ship, and be careful, the signatures indicate that we have both crawlers and hunter drones boarding us.

Mission parameters

Success (no turn limit):

- 1) Have the ship on at least 1 health when the last enemy is destroyed.

Triggers/conditions:

- 1) **Reaver Crawlers (before spawning new enemies):** Each Reaver Crawler on the ship deals 1 damage to the ship.
- 2) **Enemy:** Spawn 1 enemy of each color on their respective square every mission check until (TS) has spawned.
- 3) **Explosives:** You cannot use action cards with weapons classified as explosives.
- 4) **Armory (side):** When inside, you may move 1 action card 1 slot to the left after your free rest action.
- 5) **Medbay (middle):** When inside, you may move 1 damage card 1 slot to the left after your free rest action.

Failure:

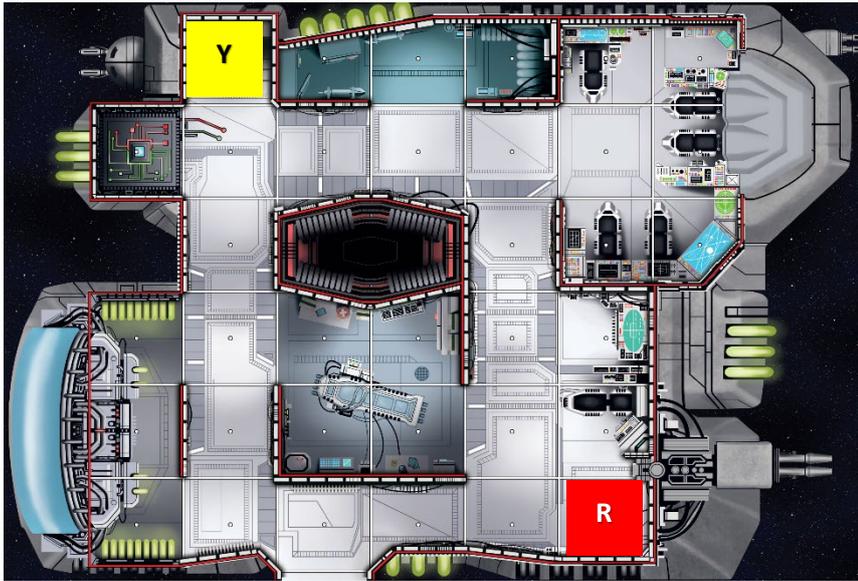
- 1) If the ship reaches 0 health, or all players are unconscious, restart the mission.

If success, continue to C10B – Mission update #1

C10B – Mission update #1

Ready: (TS) Reaver Scavengers with R1-4, (TS) Reaver Siege Breakers with Y1-4 | **EBC: Automated attack**

(R)



Gwendar, In-person: Commander, we can't handle all reavers down here, they are changing tactics, some are making it to you upstairs... Watch out... siege breakers are coming your way.



Camreal, In-person: Attention, our power level is critical, I must divert all auxiliary power from non-essential elements including the medbay and armory to keep the engine and shields running. You can't utilize those anymore.

Mission parameters

Success (**no turn limit**):

- 1) Have the ship on at least 1 health when the last enemy is destroyed.
 - a. Unconscious players are recovered after the mission (1 scar).

Triggers/conditions:

- 1) **Reaver Scavenger (before spawning new enemies):** Each Reaver Scavenger on the ship deals 1 damage to the ship.
- 2) **Reaver Siege Breaker:** If the enemy is not killed in 1 action, it will self-detonate after the action damaging it. The explosion deals 2 damage to all objects within 2 squares (explosion only limited by walls), and 6 damage to the ship.
- 3) **Enemy:** Spawn 1 enemy of each color on their respective square every mission check until (TS) has spawned.
- 4) **Explosives:** You cannot use action cards with weapons classified as explosives.

Failure:

- 1) If the ship reaches 0 health, or all players are unconscious, all are recovered after the mission (1 scar).

If success, continue to C10B – Mission update #2A

If failure, continue to C10B – Mission update #2B

C10B – Mission update #2A – Aftermath



Gwendar, In-person: *Commander, the last reavers have been destroyed in the cargo bay. It has been secured and sealed off.*



Gunner, In-person: *%"!x#4 [translator]: We have a missile lock, be careful.*



Camreal, In-person: *I see it. Get ready to.....*

[A large explosion on the exterior throws everyone around]



Camreal, In-person: *We have lost power in the controls... We are forced to descent into the atmosphere of Fury's Fall. Everyone, strap in. This will be a bumpy entry. Gunner, do we have any pursuers?*

[Everything turns orange and bright as the ship enters the atmosphere]



Gunner, In-person: *!#"%x#4 [translator]: No pursuer. But auxiliary power down to 8%. Shutting down all turrets.*



Camreal, In-person: *I have lost control of the levelling... Prepare for an emergency landing. Brace for impact.*

Igniting landing thrusters at maximum!

[The ship makes a last effort to break its violent reentry and manages to level out before touching the first rocky craters. The ship's landing gear is ripped off as the ship starts its brutal touchdown. Red dust from the hot and toxic surface whirls around the ship as it comes to a complete halt]

When ready, continue to C11B – Stranded

C10B – Mission update #2B – Aftermath



Gwendar, In-person: Watch out... reavers are...



Reaver Crawler, In-person: There is no escape, do not resist.

[A couple of crawlers are forcing their way towards the bridge]



Paradus, In-person: Desperate times and all that... hold on!

[Paradus throws a pulse grenade underneath the crawlers tearing them apart while also causing significant damage to the interior of the ship]



Camreal: Arrgh... I am hit... aarch.

...

I have no control... of the ship... aachh, I cannot hold her. We are dropping towards Fury's Fall. Paradus and Gunner, get ready to manually fire the emergency and landing thrusters on my mark.



Gunner, In-person: !#"% [translator]: Affirmative.

[The ship plunges into the atmosphere]



Camreal, In-person: Now, Gunner, fire emergency thrusters aargh.
Now, Paradus, ignite landing thrusters...

[The ship - now burning hot - manages to level out just before touching the first rock formations on the toxic and hot surface of Fury's Fall. As the ship hits the next series of formations it decelerates violently through the dirt. Cutting down any vegetation on its way while debris and dust whirls around the ship in a smoldering inferno before coming to a halt]

Action:

- Everyone paints the dot called **CA1W** in their legacy folder.

When ready, continue to C11C – Crash Site

C11A – Survival of the Fittest

Location: Vexation, Fury's Fall, Unknown wasteland

C11A – Mission brief

[As light starts to penetrate the clouds of dust surrounding the ship, you regain your senses and start inspecting your crew mates and the ship]



Camreal, In-person: Phew... .. oh my... ..that was a rough landing... Are you guys alright? Umbrasius? Commander? Gwendar? ... Anyone?



Umbrasius, In-person: Metal scumbags... aarg... I would love to reprogram all those bastards to jump off a cliff.

Camreal, Paradus, how's the ship doing?



Paradus, In-person: She is pretty beaten up, but it could have been a lot worse to be honest. I do not think we can get her off the ground without a few spare parts though.

Let me run some diagnostics and see what we need. Commander, you guys better get ready to venture out on the surface.

[After reorganizing yourself you meet on the bridge where Umbrasius has prepared a holographic map of the nearby area]



Umbrasius, In-person: Paradus' analysis tells us we need a new power allocator and other small spare parts. They are pretty common in facilities, vehicles, and other machinery that has more than one purpose.

Fury's Fall has a hostile environment, so it is not surprising that there are very few areas with activities around here. We have found two promising sites.

The closest one is a small resupply station with no more than 50 or so workers. Probably a handful of guards. The other one, a bit further out behind a narrow acid river, is a small mining operation, primarily run by machines, perhaps with a maintenance crew.

Commander, I leave it up to your team to decide where you should try your luck. Take Paradus with you, so he can deal with the technical part. Oh, and also the annoying radiobiologist, as I am not interested in small talk while you guys are gone.

Choice: Which of the sites will you try to reach?

The team must find a common answer.

Action:

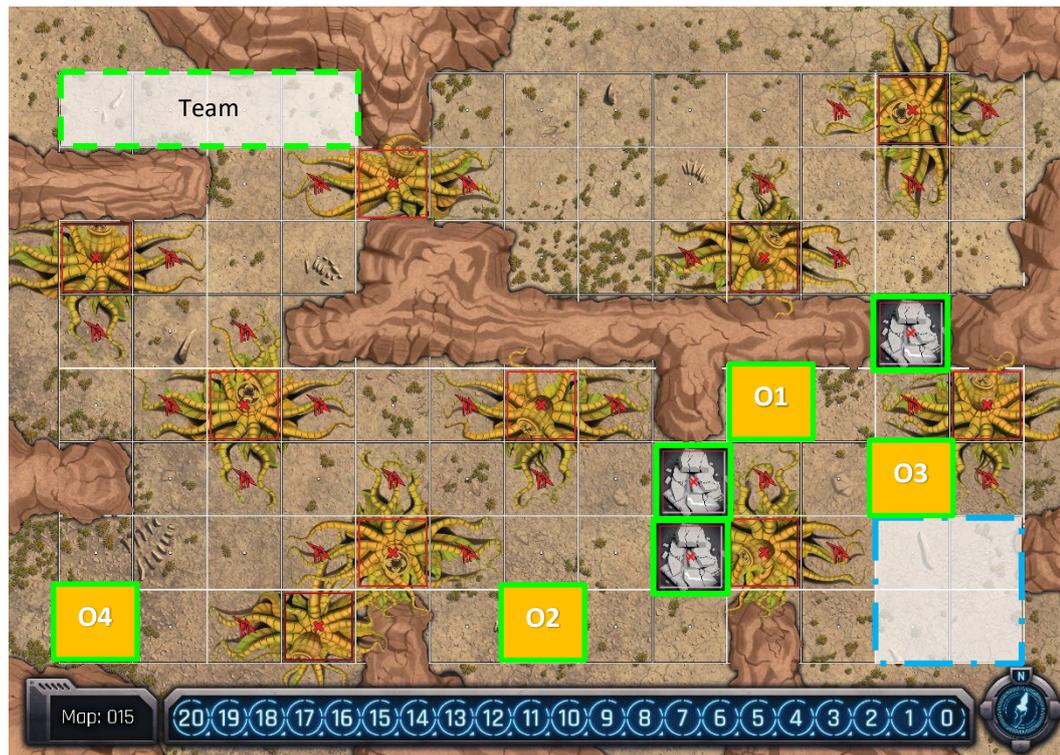
- **Hostile environment:** Everyone starts with 2 less focus and 2 less shields.

If resupply station, continue to C11AA – Mission layout

If mining operation, continue to C11AB – Mission layout

C11AA – Mission layout – Map 015

Place: 3 blocked paths, (TS) Dust Devils in O1-4 | EBC: Idle occupation (R)



Paradus, In-person: Arh.. phew.. the heat is unbearable.



Ayeni Inaru, In-person: Yea, the heat is killing me too, and the dust is jamming my equipment. We better get this over with quickly before we die of heat stroke... or worse.

It seems that there are also lifeforms out here. If they can survive in this harsh environment, they are probably pretty tough creatures. We better keep our distance.

Mission parameters

Success (turn limit, 7/8/10):

- 1) Get all players within the marked area.

Triggers/conditions:

- 1) **Flesh-eating plants:** Players take 1 damage when moving into a square with tentacles. Enemies are not affected.
- 2) **Blocked paths:** Can be targeted individually and destroyed by players, must be dealt 3 damage in 1 action to be destroyed.

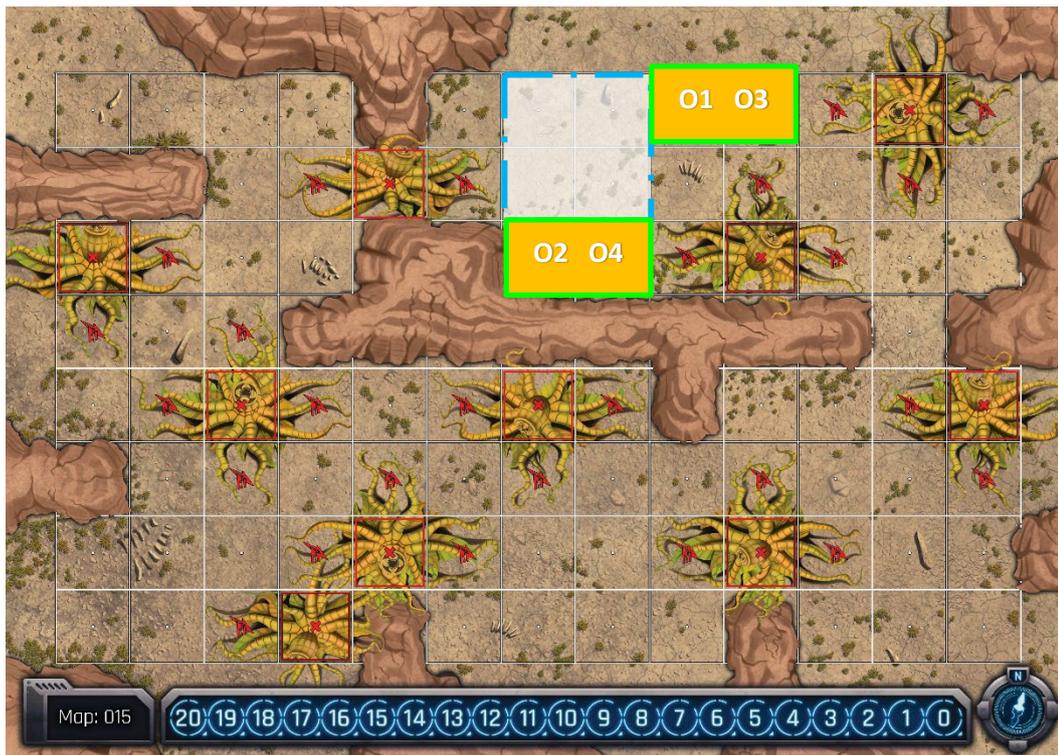
Failure:

- 1) If the turn token reaches 0, or all players are unconscious, restart the mission.

If success, continue to C11AA – Mission update #1

C11AA – Mission update #1

Remove: All enemies | Place: (TS) Dust Devils in O1-4 | EBC: Vicious attack (R)



Ayeni Inaru, In-person: Okay, it seems that we must go through that small passage up ahead. Unfortunately, there is a nest of these creatures in our path. There is no way around it, so we better just expect the worst and hurry up, otherwise we might just pass out from the heat.

Mission parameters

Success (turn limit, 7/8/10):

- 1) Have all players within the marked area when the turn token reaches 0.
 - a. Those not within the area will be recovered (1 scar).

Triggers/conditions:

- 1) **Flesh-eating plants:** Players take 1 damage when moving into a square with tentacles. Enemies are not affected.
- 2) **Blocked paths:** Can be targeted individually and destroyed by players, must be dealt 3 damage in 1 action to be destroyed.
- 3) **Dust Devils:** When this enemy is destroyed, it will immediately respawn 1 time on its original spot.

Failure:

- 1) If none are within the marked area, or all players are unconscious, all will be recovered (1 scar).

If success, continue to C11AA – Mission update #2

If failure, continue to C11AA – Mission update #1A

C11AA – Mission update #1A

[You hear a few blaster shots in the distance, followed by a recognizable human shape]



Gwendar, In-person: *Woah... good thing Umbrasius send me out to check on you guys. Let me just get you patched up and refueled with some water.*

There you go. Well, we better get moving. The resupply station is just up ahead.



Ayeni, In-person: *Thanks, Gwendar, now I owe you one.*



Paradus, In-person: *Not the first time you save my life, Lieutenant. I have grown quite fond of your ability to save me from pain.*

When ready, continue to C11AA – Mission update #2

C11AA – Mission update #2

[You arrive undetected at the resupply station and make your way to the generators and into the machine room]



Paradus, In-person: Here we are. The generators supply the power to all the different facilities of the station's area. Let me just have a look at the allocators and how they are utilized here.



Ayeni, In-person: Okay, according to my schematic and communication reading of the station, no alarms have been triggered, they do not know we are here.

Next supply ship is scheduled to arrive in 7 solar days.

This station has a small crew of 60 individuals. None of their digital correspondence indicates that they know of the reavers yet. They are just going about their supply operation as you would expect.

[You wait several minutes while Paradus tinkers with the power allocators]



Paradus, In-person: Commander, I have a problem. As you know it's a small station, so there are not that many power allocators as they are being used in conjunction. The backup generators are controlled by the same allocators. This means that no matter which one I take out, it comes with a severe detriment to the whole station, as both the living quarters of the maintenance crew and the work areas are served by the same allocators.

If I detach the smaller allocator to the right, section G of the station will immediately stop functioning. If Ayeni's crew reading is correct, it will kill approximately 20 of the crew members.

If I detach the larger allocators to the left, I am not sure the smaller allocator can handle the rewiring, which could mean a complete shutdown, killing everyone on the station. My experience tells me there is a 2/3 risk of a complete failure.

What do you want me to do, Commander?

Choice: The Commander must decide which allocator Paradus should detach.

- 1) **Smaller allocator → It will kill 20 individuals.**
- 2) **Larger allocator → There is a 2/3 risk of killing all individuals and a 1/3 chance of no one dying.**
 - a. Roll 1 die to determine the outcome. If the die lands on a side with a shield, no one will die (no rerolls or abilities can be used).



If Paradus detaches smaller allocator, continue to C11AAA – Mission update #3

If Paradus detaches larger allocator, continue to C11AAB – Mission update #3

C11AAA – Mission update #3 – Aftermath

[As Paradus removes the allocator the screens start to light up as section G shuts down. You see some panic on the communication and video feeds from the station]



Paradus, In-person: *It's done, can you get any readings, Ayeni?*



Ayeni Inaru, In-person: *Ehm.. yea.. I'm trying to figure out... there's a lot of chatter.*

Getting a count. It seems section G was staffed by 18 individuals at the moment. Everything has mechanically switched off. Nobody can get out or get things started in that sector again. Without continued ventilation they'll be dead by... by... Commander... let's get out of here and make sure these people don't die in vain. We must warn The Assembly about the reavers.

[As you leave the resupply station you get a message from Umbrasius]



Umbrasius, Comm: *Commander, are you there? You must return to the ship immediately. We have reavers showing up on the scanner. They're searching the area. We don't have much time.*

When ready, continue to C12AA – Shadows and Dust

C11AAB – Mission update #3 – Aftermath

If you rolled a shield, continue below.

[Paradus carefully removes the allocator from the generator and turns to Ayeni and the screens]



Ayeni Inaru, In-person: I get no disturbance in the readings. Generator and allocator seem to work as intended for now. Phew... great job, Paradus.

I have placed a request on replacement parts in their order book. So hopefully it will arrive with the next shift, and they will check their equipment.

[As you head outside again you receive a communication from Umbrasius]



Umbrasius, Comm: Commander, come in. You must return to the ship. We have intercepted some reaver activities on the comms. They are combing the area of any useful materials. We must leave asap.

When ready, continue to C12AA – Shadows and Dust

If you did not roll a shield, continue below.

[Paradus meticulously remove the allocator from the generator. After a few seconds the screens starts showing different alarms and turning off one by one]



Ayeni Inaru, In-person: Oh god no... The whole system is shutting down. The allocator can't handle the power surge. We have burned the switches, and none of it works now. Water, comm, visuals, and ventilation is all down. Without ventilation... it... they... .. Creators, have mercy on them all.

Commander... all of them... they will die within a few hours. Perhaps we can give them a fighting chance? We can ignite an emergency beacon signal from the tower outside. It should have a manual override to broadcast on all emergency frequencies.



Paradus, In-person: Commander, Ayeni is right. It could give them a fighting chance of being rescued by nearby ships or even outpost patrols. But beacons are also magnets for reavers, so this might as well attract their attention, which is bad news for these people and us if we can't get off fast enough. Speaking of which, I have a message from Umbrasius, urging us to come back.

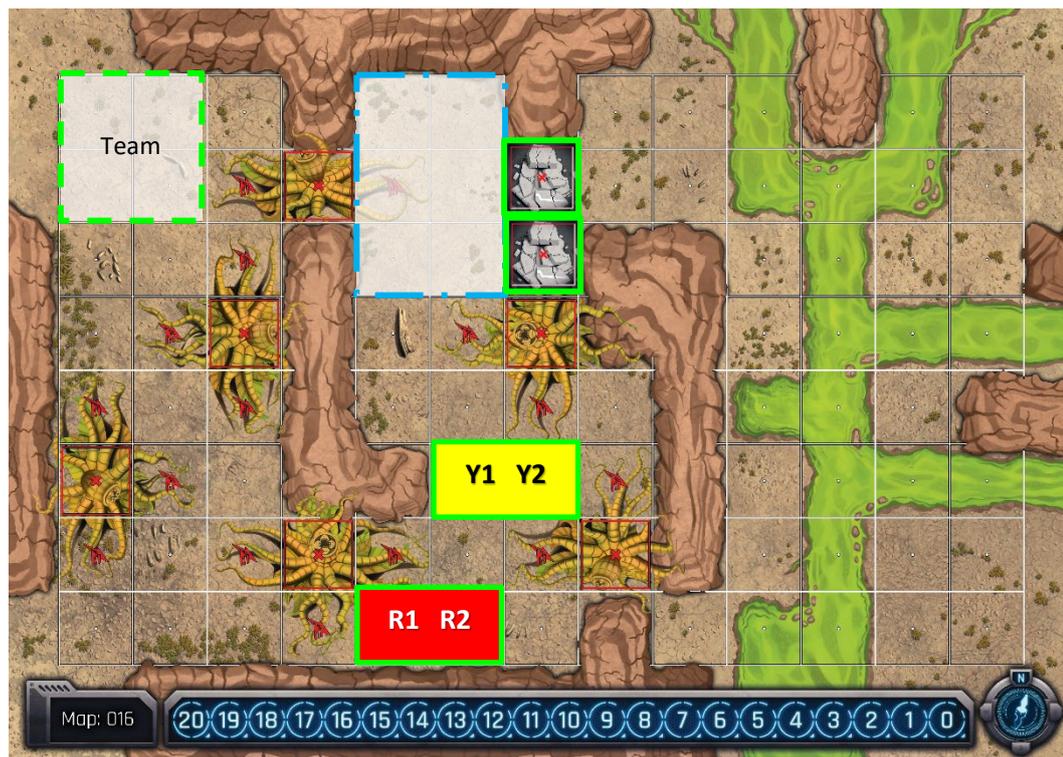
Choice: The Commander must decide if Ayeni should start an emergency broadcast or not.

If you choose to start the broadcast, continue to C12AB – Shadows and Dust

If you choose to leave it as it is, continue to C12AA – Shadows and Dust

C11AB – Mission layout – Map 016

Place: 2 blocked paths, (TS) Dust Devils in R1-Y2 | EBC: Vicious attack (Y)



Ayeni Inaru, In-person: *Oh my, the heat is draining, and the dust particles are jamming my equipment. We must do this quickly if we are to avoid getting heat strokes... or much worse.*

We must make our way through the crater to allow my scanner to pick up anything beyond those rocks. The outpost should be on the other side of that river of acid.

Hhhm... there is definitely some lifeforms out there. Perhaps we are on their territory because they do not look friendly at all.

Mission parameters

Success (turn limit, 7/8/10):

- 1) Get all players within the marked area.

Triggers/conditions:

- 1) **Flesh-eating plants:** Players take 1 damage when moving into a square with tentacles. Enemies are not affected.

Failure:

- 1) If the turn token reaches 0, or all players are unconscious, restart the mission.

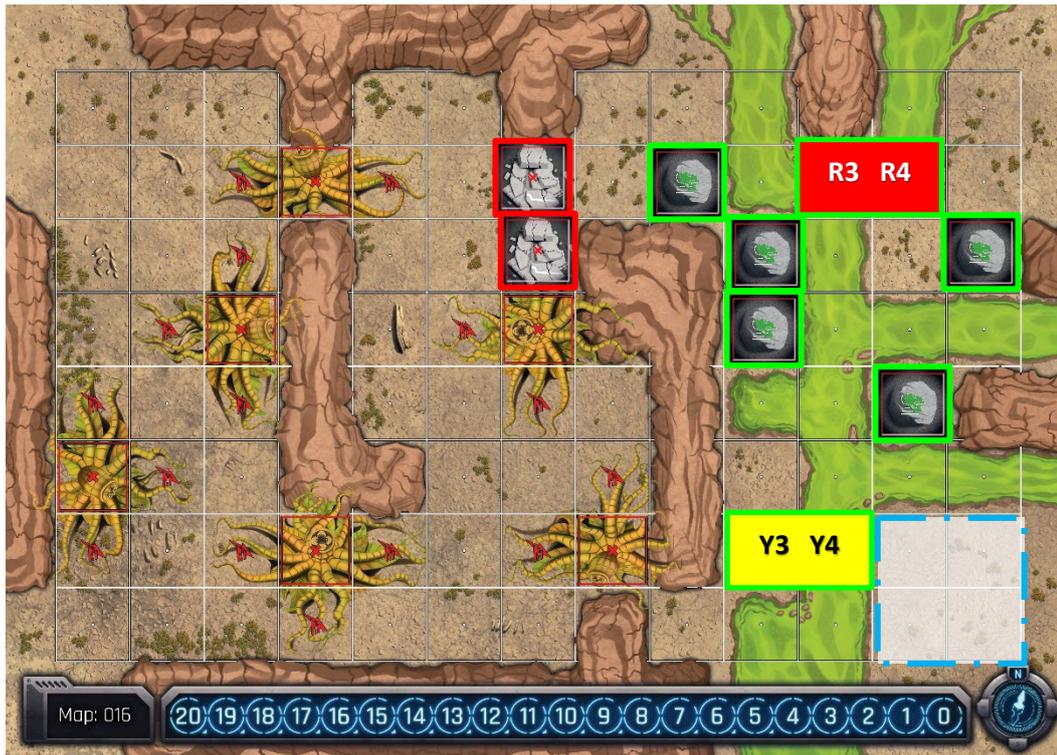
If success, continue to C11AB – Mission update #1

C11AB – Mission update #1

Remove: 2 blocked paths

Place: 5 moveable objects, (TS) Acid Wasps in R3-Y4

EBC: Vicious attack (R)



Ayeni Inaru, In-person: We must find a way to cross the acid river. There is no way we can step into this. I suggest that we try to push those rocks and debris into the river. Perhaps we can create some bridges allowing us to cross the river. Unless of course, you guys think you can jump it all.

Mission parameters

Success (turn limit, no order, 8/9/10):

- 1) Have all players within the marked area when the turn token reaches 0.
 - a. Those not within the area will be recovered (1 scar).

Triggers/conditions:

- 1) **Flesh-eating plants:** Players take 1 damage when moving into a square with tentacles. Enemies are not affected.
- 2) **Acid river:** Cannot be touched by players. Can be jumped. Enemies are not affected.
- 3) **Acid Wasp:** When hit by an attack, roll a die. It dodges the attack completely when rolling a shield or movement.
- 4) **Moveable objects:** Can be pushed 1 at a time in front of a player's movement. When an object lands on an acid river square, it cannot be moved any further, and the square is now considered passable.

Failure:

- 1) If none are within the marked area, or all players are unconscious, all will be recovered (1 scar).

If success, continue to C11AB – Mission update #2A

If failure, continue to C11AB – Mission update #1B

C11AB – Mission update #1B

[The acid fumes make it hard to breath and focus properly, you sense a couple of individuals appear in the distance, shooting their way through a few Acid Wasps]



Gwendar, In-person: *Hey Commander, you okay? Let me just patch you guys up and get you some water. Me and Gunner was getting a bit worried about you, so we tried to catch up with you. Gunner, try to see if you can facilitate a bridge to cross the acid river. More rocks and boulders seem to do the trick.*



Gunner, In-person: *ꠄꠄꠄ! [translator]: I will take care of it.*

[After a little while you are all on your feet again except for Paradus]



Ayeni, In-person: *Thanks, Gwendar, now it seems that I owe you one. I have a feeling there might be plenty of instances with a fair probability of returning the favor.*



Paradus, In-person: *Argh... I am... not feeling... Aarc...*



Gwendar, In-person: *Easy Paradus... let me help you. You really tend to get into trouble, wouldn't you say, friend?*

Commander, I do not think it is wise for us to accompany you right now. Gunner and I will head back to the ship with Paradus and get him on his feet again. You better continue with the mission and make sure we get the parts we need.

Gunner, please help me here.



Gunner, In-person: *ꠄꠄꠄ! [translator]: Affirmative. Commander, remember, we need a power allocator. Good luck.*

[As Gunner and Gwendar heads back to the ship with Paradus, you get ready to continue to the mining outpost just 2 clicks away]

When ready, continue to C11AB – Mission update #2B

C11AB – Mission update #2A

[You manage to arrive at the small mining operation undetected and sneak into the generator area with all the power related machinery. Paradus starts looking into the schematics and setup]



Paradus, In-person: Ah, here we are. Let me just have a look at how the allocators are integrated and utilized.



Ayeni, In-person: I'm looking at the logs and networks here. It seems that there are currently six operators in mech suits in the shaft right now.

If we cannot wire the power around the allocator or if we miss the timing, it could mean that those operators get trapped inside the shaft with no way of escaping.

[After a short while Paradus turns to you]



Paradus, In-person: Okay, Commander, I've analyzed the components and I have two options.

I can either do a quick and dirty rewiring, which with my skills, should not be a big problem. But it does run the risk of a malfunction that could trap and doom those operators. I estimate that risk to be around 10%.

However, if you give me more time, I can rewire this properly. Ensuring that there will be no failures to the power allocation, meaning nobody will be hurt in the process. But this is of course leaving ourselves exposed, not to mention that every hour we stay on this planet the more likely it is that the reavers will find us before we are able to leave.

What are your orders, Commander?

Choice: The Commander must decide which approach Paradus should take.



- 1) **Quick and dirty rewiring → There is an approximate 10% risk of failure.**
 - a. Roll 2 dice to determine the outcome. You must get a total of 1 or more when adding +1/+2 on the dice to avoid a failure (no rerolls or abilities can be used).
- 2) **Long routine rewiring → This will secure that there is no failure, but it also takes a considerable amount of time.**

When ready, continue to C11AB – Mission update #3A

C11AB – Mission update #3A – Aftermath

If you got a total of 1 or more, continue below.

[Paradus removes the allocator with a sigh of relief. No alarms and no sparks usually mean a good job]



Paradus, In-person: Well, that turned out just as well as one could've hoped. We have what we need, so we better get back to the ship, we can't afford to lose more time here.

[You exit the room and head back towards the ship]

When ready, continue to C12AA – Shadows and Dust

If you got a total of 0, continue below.

[As Paradus reengage the power everything shuts off, there are no power in any of the computers or interfaces]



Ayeni Inaru, In-person: Oh no... there is no power in the mining facility here. Nothing. It is complete darkness. I can't get any confirmation on this, so we must assume the worst for those poor souls trapped beneath the surface. Yet another reason why we must get off this ground and warn The Assembly, these people should not die in vain.

[You hurry out and run back towards the ship]

When ready, continue to C12AA – Shadows and Dust

If you chose the long routine rewiring, continue below.

[After more than 2 hours Paradus carefully removes the allocator]



Paradus, In-person: Now I can't say better than new, but it certainly looks so. Everything functions as normal, and nobody will ever miss or notice a thing. We should probably get back to the ship now, our stay is long overdue.

[You suddenly see an emergency flash on your comm. device, something is wrong. You sprint back towards the ship, as fast as you can]

When ready, continue to C12AB – Shadows and Dust

C11AB – Mission update #2B

[You manage to arrive at the small mining operation undetected and sneak into the generator area with all the power related machinery. Ayeni starts looking into the schematics and setup]



Ayeni, In-person: *Hhmm.. well.. let me see.*

I'm not familiar with this system, and much savvier on the digital side, not the mechanical side of this.

Darn, we could really use Paradus' help now.

I need a little more time.

[After a few tense minutes Ayeni turns to you again]



Ayeni, In-person: *Okay here's the thing, Commander. There is no way I can rewiring this without a risk of completely shutting down the system.*

I have not checked just how many operates in this mining shaft, but we must expect there to be someone, meaning those people are at risk if I screw this up. If the system shuts down or malfunctions after I have tampered with it, the entire shaft will be blocked, and people inside will be left for dead.

I do not see any way of out of this. When you are ready, I will attempt to rewire the power allocator.

Action:

- Roll 2 dice to determine the outcome. You must get a total of 3 or more when adding +1/+2 on the dice to avoid a failure (no rerolls or abilities can be used).



When ready, continue to C11AB – Mission update #3B

C11AB – Mission update #3B – Aftermath

If you got a total of 3 or more, continue below.

[Ayeni removes the allocator with an almost shaky hand. After another 30 seconds Ayeni breath out with a sigh]



Ayeni, In-person: Phew... It's not the first time that people's lives have been in my hands, but I'm usually working within my fields of expertise. Well, I guess it all worked out in the end, albeit it took waaaaay longer than it probably should have. We must really head back to the ship now.

[Suddenly your comm. device starts its emergency receiver]



Umbrasius, Comm: Commander... can you hear me? %!"#!!

[You all exit the room in a hurry and sprint back towards the ship]

When ready, continue to C12AB – Shadows and Dust

If you got a total of 2 or less, continue below.

[As Ayeni removes the allocator lights start flickering before going all dark]



Ayeni Inaru, In-person: Oh crap... oh no... I can't get anything back online. Nothing is working, the whole mining complex has been shut down. Chances are that... no... let's not think about that now. Commander, please, get us off this planet and report to the Assembly, so we can minimize the suffering of others.

[Suddenly your comm. device starts its emergency receiver]



Umbrasius, Comm: %!"#&!... are you there? %!"#!!



Ayeni Inaru, In-person: As if things couldn't get any worse. We have spent too much time on this. The ship must have been located by the reavers. We're all sitting ducks out there if we can't get the ship off the ground. We must hurry back.

[You exit the generator room already in sprint, now focused on getting back to the ship]

When ready, continue to C12AB – Shadows and Dust

C11B – Stranded

Location: Vexation, Fury's Fall, Unknown wasteland

C11B – Mission brief

[As the dust settles inside and around the ship you start to sense your surroundings again. After a few minutes you start inspecting the crew and ship]



Ayeni Inaru, In-person: *Auuh... that was one unpleasant ride... Is everyone okay?*



Camreal, In-person: *... Uh, my head. Let us try to avoid more of this. Gunner? Paradus? Gwendar? Are you guys okay?*



Paradus, In-person: *Yea, we are here and still in one piece I believe.*

The ship is pretty beaten up, but it could have been a lot worse. We won't get her off the ground in this condition. I need several hours, and if we work as a team, we should be able to make her able to get off this planet and out of the system.

[After a couple of hours, you pick something up on the scanner]



Ayeni Inaru, In-person: *I believe we'll soon have some company. The signatures indicate that a couple of mech suits and some recovery drones are approaching. Some Hellfire from a nearby outpost perhaps. They could be looking to salvage the ship, and ehm... us perhaps?*



Gunner, In-person: *#”ǻ%!ǻ [translator]: Allow me to suggest. Ambush these hyenas. I will try to bring turrets online again.*



Ayeni Inaru, In-person: *I will join you, Commander. You could divide your team into a front and rear ambush, so we can catch them off guard. But that is your decision to make. Gunner, get ready to jam their communication, so they can't call for backup.*

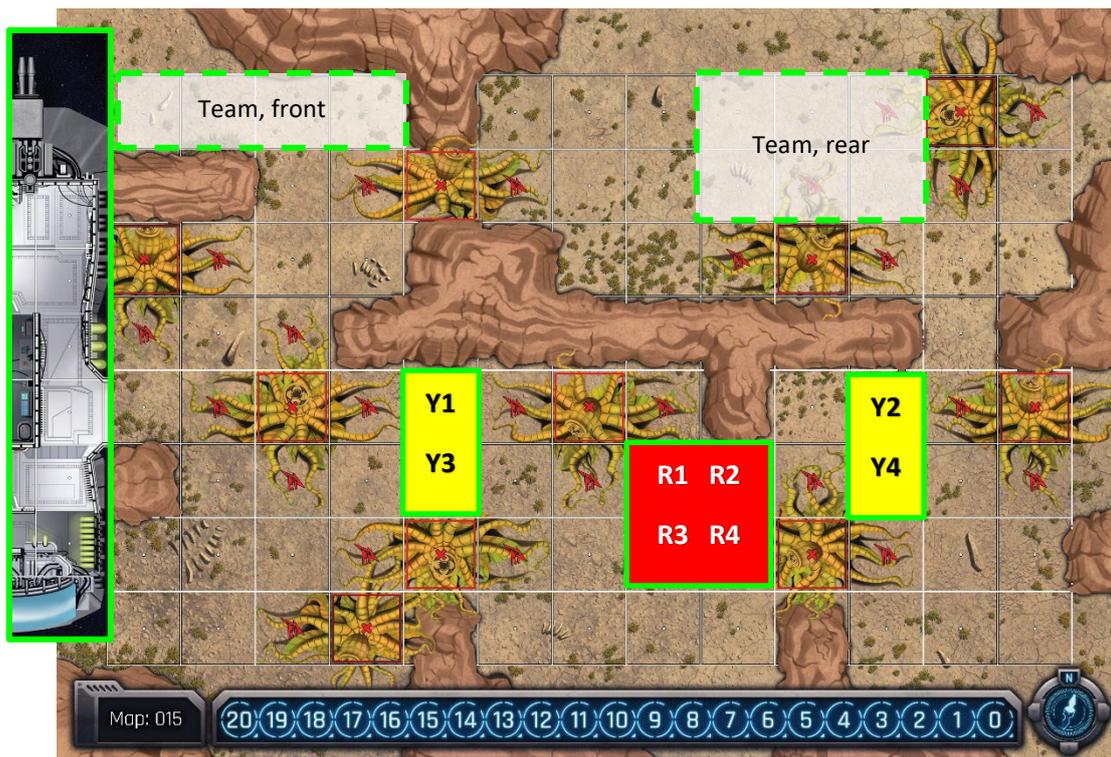
Action:

- **Hostile environment:** Everyone starts with 2 less focus and 2 less shields.

When ready, continue to C11B – Mission layout

C11B – Mission layout – Map 015

Place: (TS) Mechs in R1-4, (TS) Sweeper Drones in Y1-4 | EBC: None | Commander may deploy the team as they see fit.



Mech-operator, In-person: Wow, look at this, boys. A crashed ship. It is payday after all. Let's sweep the area so that we can salvage this in peace. This is too big a price to share. Outpost 721, this is... #''! My comm is down. Anyway, let's continue as planned.

Mission parameters

Success (turn limit, 8/9/10):

- 1) Eliminate all enemies.

Triggers/conditions:

- 1) **Flesh-eating plants:** Players take 1 damage when moving into a square with tentacles. Enemies are not affected.
- 2) **Approach:** While there are no EBC, all enemies move 1 square towards the ship in order of initiative on their turn.
- 3) **Ambush:** Players start out undetected. If a player finds themselves within the range and line of sight (LOS) of the enemies at the end of that player's turn, or if they attack an enemy, change the EBC to Disorganized defense (R) for all enemies towards the specific team of which the player is part of.

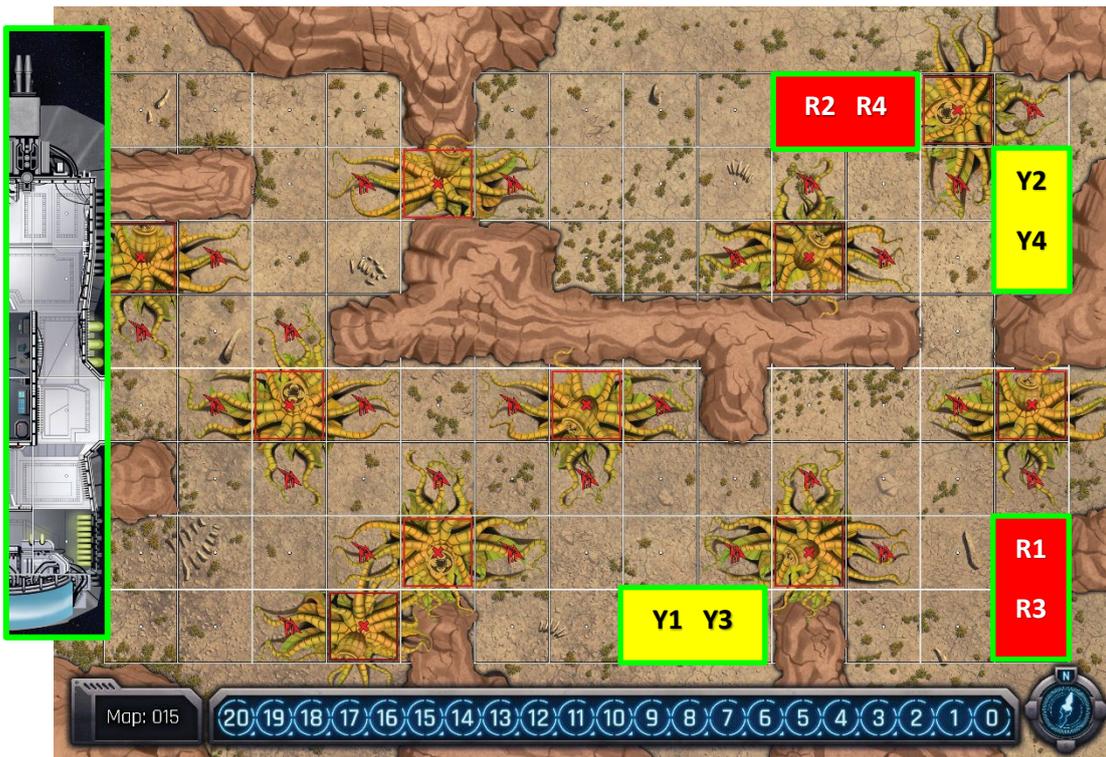
Failure:

- 1) If the turn token reaches 0, or all players are unconscious, restart the mission.

If success, continue to C11B – Mission update #1

C11B – Mission update #1

Place: (TS) Mechs in R1-4, (TS) Sweeper Drones in Y1-4 | **EBC:** Automated attack (R) | Players may relocate up to 2 squares away from where they currently are.



Ayeni Inaru, In-person: Be careful, it looks like there is another salvaging party arriving behind the others and they are aware of our ambush.

Gunner has signaled me that we must eliminate them fast, as the ship is losing power. He can't continue to jam their comms for much longer.

Mission parameters

Success (turn limit, 7/8/9):

- 1) Eliminate all enemies.

Triggers/conditions:

- 1) **Flesh-eating plants:** Players take 1 damage when moving into a square with tentacles. Enemies are not affected.

Failure:

- 1) If the turn token reaches 0, or all players are unconscious, all will be recovered (1 scar).

If success + A painted legacy spot: FE1D, continue to C11B – Mission update #2A

If success + An unpainted legacy spot: FE1D, continue to C11B – Mission update #2B

If failure, continue to C11B – Mission update #2C

C11B – Mission update #2A

[You look across the battlefield as a few wounded mech-operators emerges from their ruined mech-suits. One by one they realize what is going on and flee away from you]



Mech-operator, In-person: *Aarghh... we must get away. Run...*



Ayeni Inaru, In-person: *Looks like those poor bastards are running back to their base. I would say that they are too wounded to show their stupid faces here again. Wouldn't you agree?*

Choice: The Commander must decide if you will kill off the survivors? Yes or No?

- This is only possible if a character in the team has a weapon capable of a range of 6 or more squares (the range may be upgradable through chosen results on available dice plus any 1 available personality token).

When decided, continue to C11B – Mission update #3A

C11B – Mission update #3A – Aftermath

If you chose to kill them, continue below:

[Single laser shots echo in the crater as the fleeing men in the distance drops one by one until there are no one left]



Ayeni Inaru, In-person: Was that really necessary, Commander? I understand the liability of Hellfires in general. But these were wounded men fleeing for their lives. Perhaps these are the ones who could one day help us fight the true enemies out there?

Action:

- Commander paints 1  in their legacy folder next to **Ayeni Inaru**.

[Paradus appear in the ship's hatch]



Paradus, In-person: Commander, we should get moving. I have a bad feeling about staying here more than any longer. If you help me out, we should be able to finish the most essential repairs within the next couple of hours.

When ready, continue to C12BA – Dusted

If you chose not to kill them, continue below:

[You look into the distance for a while as the wounded men disappear behind some rock formations. Paradus approaches you from the ship]



Paradus, In-person: Commander, we better get moving. Please collect whatever is still functional from their mech suits. We are in short supply of almost everything.

Let's get on with the repairs and hope we can make it out before we draw anymore attention.

When ready, continue to C12C – Borderlands of Dust

C11B – Mission update #2B

[The last mech slowly falls over and as you inspect it, you see the operator is still alive. The operator looks familiar]



Female engineer, In-person: ar... argh... I...

I've not... I'm... you?

Please forgive me... forgive me. This is just... can you forgive me? I'll never...



Camreal, Comm: *Is that the engineer from the refueling station? Hhhmm.. yea. I'm not a fan. But this is your call, Commander.*



Female engineer, In-person: *aah... I won't be a threat to you... argh... I promise.*

Aarghh... I'll get back to my outpost, and... I'll get out of here, and you'll never see me again. Please. I beg you. I'm just like you, I'm just trying to make my way... Please.

Choice: Will you kill the female engineer? Yes or No?

Players may debate, but all are then called to vote simultaneously, with the commander's vote breaking ties.

When decided, continue to C11B – Mission update #3B

C11B – Mission update #3B – Aftermath

If you chose to kill her, continue below:



Female engineer, In-person: Please... I'm no threat to you. Please, lower your blaster. Ar... I... There's no need...

[The blaster shot echoes through the craters and dies out as the engineer's body slowly collapses next to the mech suit]



Ayeni Inaru, In-person: Commander... I understand that she has double-crossed you. But is it really the way in a galaxy full of despair?

May our creators watch over us and our decisions.

Action:

- Everyone paints the dot called **FE1D** in their legacy folder.

When ready, continue to C12BA – Dusted

If you chose not to kill her, continue below:

[You look on as she runs through the crater]



Gunner, Comm: #”ǻ!ǻ%! [translator]: Commander, be aware that her transmitter has just been activated. I can't pick up the entire message, but she is talking to a superior mentioning more and heavier Hellfires. If you still have time to react, you should reevaluate your position.

Choice: The Commander must decide if you will kill the female engineer. **Yes** or **No**?

- “**Yes**” is only possible if a character in the team has a weapon capable of a range of 7 or more squares (which can include the weapon's dice pool with best possible hypothetical rolls + 1 available personality token).

Action, if yes:

- Everyone paints the dot called **FE1D** in their legacy folder.

If yes, continue to C12BA – Dusted

If no, continue to C12C – Borderlands of Dust

C11B – Mission update #2C – Aftermath

[As the last mechs closes in on you, you suddenly see heavy laser fire strafing the mechs' hulls. After a few minutes of barrage from the ship's turrets the mechs and drones have all fallen and been destroyed]



Gunner, Comm: !"#%#!#x [translator]: Turrets online. Enemies completely eliminated.



Ayeni, In-person: Phew, that was close. Let me just give you a few stims, so we can get back to the ship.
Gunner, are there anyone else out there?



Gunner, Comm: !"#%#!#x [translator]: No enemies on our scanners, everything has been eliminate and no survivors.
Commander, our power level is critical. Shutdown imminent.

Action:

- Everyone paints the dot called **FE1D** in their legacy folder (if already painted, do nothing).

[Paradus meets you as you return to the ship]



Paradus, In-person: Commander, I'm afraid that last stunt really costed us on the ship's power level. There is not enough juice to get us off the ground.
I'll head out and see if I can salvage something from the destroyed mechs. You better be prepared to give a hand as it'll take a lot longer to get the ship ready to fly.

[After several hours the repairs are nearing their completion]



Camreal, In-person: Commander, check your visuals. We have new signatures coming in.
Oh no, it's reavers. They are hunting stragglers it seems. We must get in the air now.
Paradus, how's the repairs coming along?



Paradus, In-person: I need a little more time.
Commander, you must get out there and hold them off, so our ship won't suffer too much damage.

When ready, continue to C12BB – Dusted

C11C – Crash Site

Location: Vexation, Fury's Fall, Unknown wasteland

C11C – Mission brief

[A long time passes before you regain your senses and is able to stand up. The dust has settled, and you start to look for your crew mates and inspect the ship]



Camreal, In-person: ... argh ... Commander? ... Is that really you, or... arhh... are we both dead?



Gwendar, In-person: Looks like you took quite a beating, Camreal. Hold still and let me take a look at you. Commander, Camreal will need to rest, he has some pretty bad injuries. I should be able to get him flying again, so to speak, but we must get off this planet again. Paradus, what is the status of the ship?



Paradus, In-person: The ship is in the worst condition I have ever seen. It will take a long time to make her operational again. Commander, we need to search the surrounding areas for usable scrap and spare parts.

[Paradus activates a holographic map of the nearby areas]



Gunner, In-person: &"%x!!x [translator]: Looks very deserted. It is not an environment for dense populations.



Paradus, In-person: Our best bet is the outpost 721, it seems to be operating some sort of ship graveyard as well. With so many experimental weapons and ships in this system, it might not be completely out of the blue to find something working in this sector. Time is critical. Ayeni, you should stay here and help Gunner and Gwendar as much as possible, so I can travel with the Commander and secure the components.



Ayeni Inaru, In-person: Agreed. Commander, we know very little about our surroundings, except for the fact that we have a few rivers of acid, it is dusty, dry, hot, and very unpleasant being here. Good luck.

Action: Ayeni Inaru has left your team for this mission.

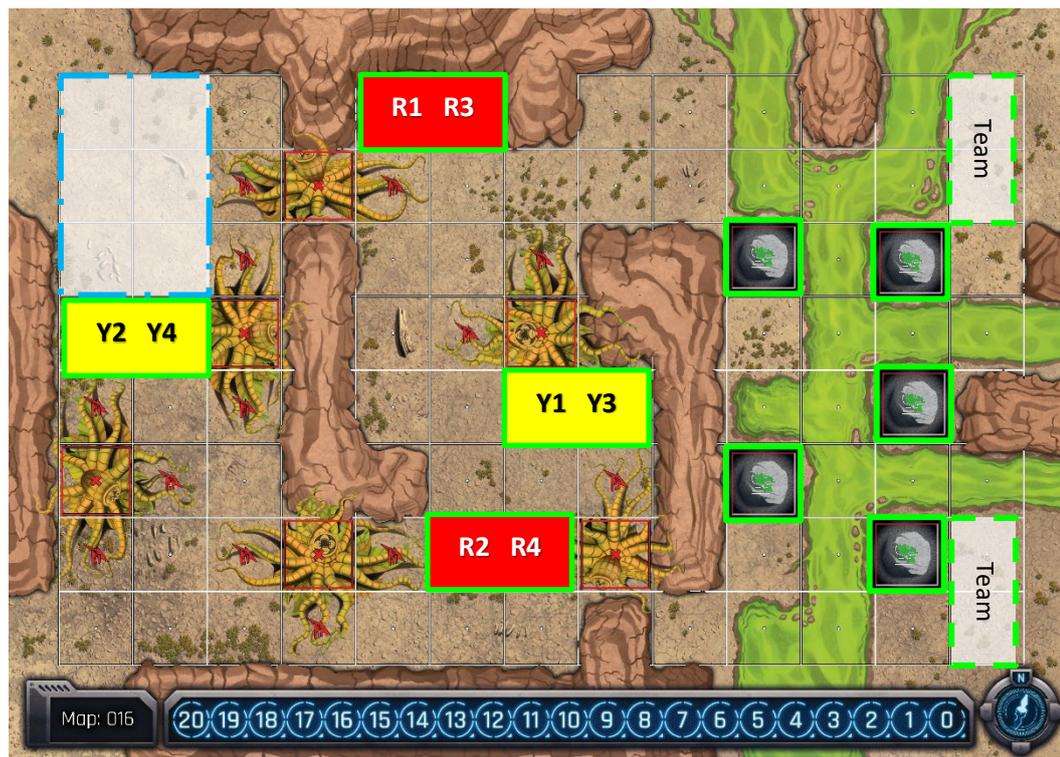
- **Hostile environment:** Everyone starts with 2 less focus and 2 less shields.

When ready, continue to C11C – Mission layout

C11C – Mission layout – Map 016

Place: 4 movable objects, (TS) Acid Wasps in R1-4, (TS) Dust Devils in Y1-4 | EBC: Vicious attack (R) |

Players may deploy in any of the available areas



Paradus, In-person: We must move quickly if we're to avoid getting heat strokes or worse.

My scanner tells me we need to go through this canyon to get closer to the outpost. Just an acid river and a few creatures in our way. They've already picked up on our presence and don't look friendly at all.

Mission parameters

Success (turn limit, 10/12/14):

- 1) Get all players within the marked area.

Triggers/conditions:

- 1) **Flesh-eating plants:** Players take 1 damage when moving into a square with tentacles. Enemies are not affected.
- 2) **Acid river:** Cannot be touched by players. Can be jumped. Enemies are not affected.
- 3) **Acid Wasp:** When hit by an attack, roll a die. It dodges the attack completely when rolling a shield or movement.
- 4) **Moveable objects:** Can be pushed 1 at a time in front of a player's movement. When an object lands on an acid river square, it cannot be moved any further, and the square is now considered passable

Failure:

- 1) If the turn token reaches 0, or all players are unconscious, restart the mission.

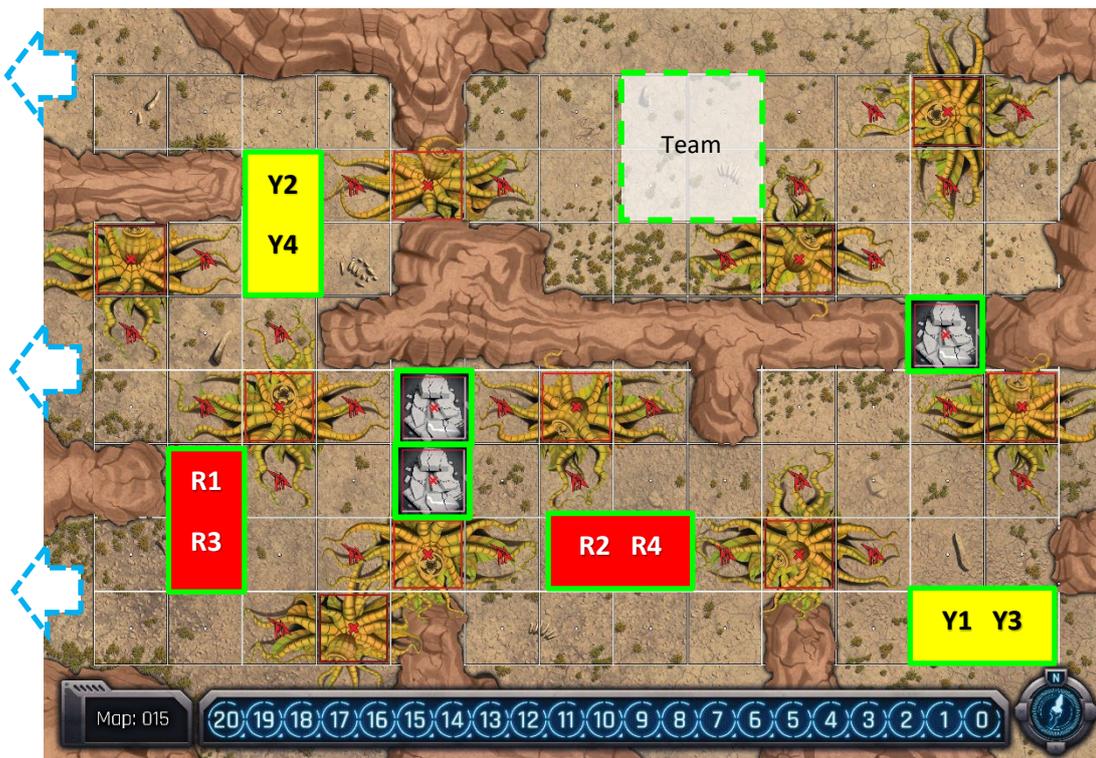
If success, continue to C11C – Mission update #1

C11C – Mission update #1 – Map 015

Change: Map | Place: 3 blocked paths, (TS) Mechs in R1-4, (TS) Sweeper Drones in Y1-4 | EBC:

Automated attack (R)

- Remember: Enemies always go first after the mission has been updated.



Paradus, In-person: The Hellfires have blocked off these areas that leads to the back of their outpost. We should be able to get through here unnoticed if we manage to quickly take out their sweeper drones and mechs.

Mission parameters

Success (turn limit, 11/12/13):

- Eliminate all enemies.
- Get at least 1 player off the map to the west.
 - Those not off the map or unconscious when the turn token reaches 0 will be recovered (1 scar).

Triggers/conditions:

- Flesh-eating plants:** Players take 1 damage when moving into a square with tentacles. Enemies are not affected.
- Blocked paths:** Can be targeted individually and destroyed by players, must be dealt 3 damage in 1 action to be destroyed.

Failure:

- If the turn token reaches 0, or all players are unconscious.

If success, continue to C11C – Mission update #2A

If failure, continue to C11C – Mission update #2B

C11C – Mission update #2A

[After eliminating the patrols, you manage to slip unnoticed into the outpost. You sneak your way around while scouting the area for usable components]



Paradus, In-person: Commander, I have managed to locate the components we need. Should not be a problem to carry them back to the ship. We better get started detaching them.

[You start to break and slice the different components off their respective machinery and vehicles. After a while, Paradus turns to you again]



Paradus, In-person: Commander, I have run into a problem with the pulse generator here.

The generator is attached to a stabilized FTL engine of some sort. It looks like the pulse generator is powered to avoid a fusion between some heavily charged dark matter particles. It looks like Neomorph tech, so it could have been confiscated, stolen, or just left here.

If I remove the generator, there is a risk of the engine becoming so unstable that it will explode and hurt any nearby workers and crew members. However, all these old ships and weapons have been stacked so closely together here that there is a real risk of a chain reaction that could take out the entire outpost. I would say there is a 60% chance of avoiding an explosion. The chain reaction I cannot predict.

Our only other option is to steal the pulse generator used in that science vehicle over there. We will have to kill those guards and scientists very silently to avoid them sounding the alarm though. It only takes one to alert the base about our presence.

Choice: The Commander must decide which approach Paradus should take.

- 1) **Remove the pulse generator → Chance of avoiding an explosion (60%).**
 - a. Roll 2 dice to determine the outcome. Total the result by adding +1/+2 on the dice (no rerolls or abilities can be used).
- 2) **Steal the pulse generator → Kill the 7 scientists and 2 guards in the vehicle.**



If you tried to remove the pulse generator, continue to C11CA – Mission update #3A

If you steal the pulse generator, continue to C11CB – Mission update #3A

C11CA – Mission update #3A – Aftermath

If you rolled 2 or more, continue below.

[Paradus removes the pulse generator from the engine, slowly walking backwards]



Paradus, In-person: Phew... seems like everything has remained stable. We better get out of here before anyone notices anything. Back to the ship.

[You all leave the outpost unnoticed and continue back to your crashed ship]

When ready, continue to C12BA – Dusted

If you rolled 1, continue below.

[As Paradus removes the pulse generator an alarm goes off on the engine, signaling a critical failure]



Paradus, In-person: Oh oh... this is not good, we better get clear of this before it all explodes.

[While retreating over the walls of the outpost you can hear a large explosion followed by cries of pain and agony]

When ready, continue to C12BA – Dusted

If you rolled 0, continue below.

[Paradus carefully unplugs the pulse generator, but to no avail. A loud noise followed by flashing buttons indicate a failure]



Paradus, In-person: This is NOT good... We must get out of here fast!

[You manage to flee out of the outpost and into the crater again before a thunderous explosion rips the entire outpost apart]



Ayeni Inaru, Comm: Commander, are you there? ... Commander? ... What is going on? We just saw a huge explosion from here. You better get back now. If we managed to see that explosion, it's highly likely that the reavers saw it too.

Action:

- Everyone paints the dot called **FE1D** in their legacy folder (if already painted, do nothing).

When ready, continue to C12BB – Dusted

C11CB – Mission update #3A – Aftermath



Scientist, In-person: ... mmhpp ... plea... mm... don't... ... hmp... arg...

[The last scientist sinks to the floor of the vehicle as Paradus loosen his tail grip from his victim's neck]



Paradus, In-person: If you place their bodies in the back of the vehicle, I'll start working on the detaching the pulse generator. This is fairly common tech, so it shouldn't take me long.

[After a little while Paradus has the pulse generator and continues out of the vehicle. As you are about to follow him, you sense something and look around. You see that one of the scientists is not dead. The individual is slowly regaining consciousness]



Scientist, In-person: m... h... ..

Choice: Will you kill the remaining scientist? Yes or No?

- The scientist is discovered by the team member with the most focus left (in a tie, it is the Commander).

[You all manage to sneak away from the outpost and back to your crashed ship]

If yes, continue to C12BA – Dusted

If no, continue to C12C – Borderlands of Dust

C11C – Mission update #2B

[A couple of mechs slowly pushes you against the crater wall]



Mech-operator, In-person: What are you guys doing here? We have strict orders to shoot trespassers, so would you care to indulge me in why I should not do that right now?



Paradus, In-person: No need for more violence here, I am sure we can be of use to you. We would very much like to strike a deal with you.



Mech-operator, In-person: mmkay. I'd not mind a salary raise in this hellhole. So let us just get back to the base and have a chat. You stay in front where I can see your arms.

[The mech-operators escorts you through a backdoor to the outpost and further into the base. Paradus slowly turns to you and starts whispering]



Paradus, In-person: Phsst... Commander. I have just spotted the goods we need. There is a lot of spare parts in this outpost. We just need a good deal or a good distraction.



Mech-operator, In-person: So, about this little heart to heart talk. What would you suggest? I can see you have a good amount of equipment with you. So, I am sure you will be able to part with some of it, for the inconvenience, wouldn't you say?

[The mech-operators keep their weapons loosely pointed in your direction, but otherwise seem calm]

Choice: What will you offer the Mech-operators?

The team must find a common answer.

- 1) **Give them 2 pieces of equipment/weapons in return for a few spare parts → No hostile actions**
 - a. You must remove 2 shared action cards from your campaign run and put them back in the game box.
- 2) **1 piece of equipment, which you have attached an armed detonator to → Hostile action.**
 - a. You must remove 1 shared action card from your campaign run and put it back in the game box.

If you chose no hostile action, continue to C11CA – Mission update #3A

If you chose the hostile action, continue to C11CB – Mission update #3A

C11CA – Mission update #3B – Aftermath

If you have an unpainted legacy spot on FE1D, continue below.

[You hand the mech-operators two pieces of equipment]



Mech-operator, In-person: *These are nice! I like them, I'm sure we'll be able to get a good price for these on the black market. Perhaps on Asgaard?*

Let me just ask our engineer, she should be back from her patrol by now.

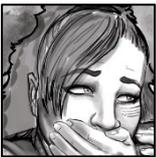
[Shortly after a human engineer enters the room]



Female engineer, In-person: *What have you guys been digging... up... this... time? What is going on... is that really...? Well, I guess we are experiencing a reverse situation here... I wonder...*

Hey guys? Will you be so kind to leave me with our guests. You can take our new toys out in the back and make them ready for some testing. But keep it quiet. I'm confident that this equipment can bring us some sweet dough. I can handle our guests for now.

[As the mech-operators disappear out in the back, the female engineer lowers her guard and looks intensely at you]



Female engineer, In-person: *For what it is worth, I hope it is never too late to make amends? I can't give you back what has been taken. But let me quickly go through your equipment. I hope this will make up for my lack of judgement and character last time we met.*

You can exit the base the way you came in, and you are free to grab those spare parts you need, but please do it quickly. Again, I'm sorry, but hopefully you can find a way to forgive me.

[You nod a farewell to the engineer as you pick up your upgraded equipment and spare parts. You head back to the ship]

Action:

- Every player must upgrade 1 of their own character's action cards with 1 sticker from their legacy sticker sheet.
 - It must be a gear or weapon card.

When ready, continue to C12BA – Dusted

If you have a painted legacy spot on FE1D, continue below.

[The mech-operators inspect the two pieces of equipment]



Mech-operator, In-person: *I like these. We can get a good price for these on the black market, no doubt. Since Ice Serpent is occupied, we should probably get in touch with our friends on Asgaard.*

Well, I guess this concludes our little get-together. We have strict orders not to mingle with outsiders, but since you have been so accommodating with gifts, I also find it a bit harsh to shoot you dead, to be honest. Let's pretend that we just looked away for a few minutes giving you the time you need to pick up a few spare parts and get out the backdoor. We plan not to see you around here again, sounds fair?

[You accept the offer in silence and quickly pick up your stuff and spare parts and run back to your ship]

When ready, continue to C12BA – Dusted

C11CB – Mission update #3B – Aftermath

[One of the mech-operators grab the equipment. As he turns it around to inspect it, the detonator explodes among the two operators. You cannot avoid the blast entirely and are thrown across the room]



Mech-operator, In-person: a... argh...



Paradus, In-person: ... arh... phew... that was too close. I hope Gwendar has something for headaches when we get back. Grab your equipment and weapons, I will grab the spare parts we need.

[As you regain more of your hearing you notice the alarm being sounded in the other areas of the base]



Paradus, In-person: I think that is very much our cue. Let's get out of here, Commander.

[You manage to leave just as enforcers and guards arrive in the shredded room. You flee out the backdoor with blaster shots close by. After a short sprint into the rocky areas of the crater surrounding the outpost, you lose sight of the pursuers. You head back to the ship as fast as you can]

Action:

1. Everyone paints 1 scar on their character sheet.
2. Everyone paints 1  in their legacy folder next to **Hellfires**.

When ready, continue to C12C – Borderlands of Dust

C12AA – Shadows and Dust

Location: Vexation, Fury's Fall, Unknown wasteland

C12AA – Mission brief

[After several hours of repairs, the ship is almost ready for take-off]



Paradus, In-person: Okay, the essential repairs are done. We should be ready to go after recharging the engine's ignition and FTL drive.

How does it look on the diagnostics, Camreal?



Camreal, In-person: Looks good from here. I'll run the final protocols and get ready to fire up the engines and navigation systems again.

Gunner, how is the exterior of the ship, are the repairs done?



Gunner, Comm: &"#x(!) [translator]: The repairs are done.

Notify Umbrasius. I am picking up some disturbance in the horizon. I will pass my data to you.



Umbrasius, In-person: Commander. It seems that we'll have company before we can take off. Those bloody reavers are combing the wastelands too. Hurry up and get your team in here.

As I see it, we have two options here.

You can either stand close-by and defend the ship. We may be able to support you, but you will have little room for maneuvers, and you won't really surprise the reavers.

Or you can head further out and try to ambush them in the canyon. An aggressive approach could pay off, as long as nobody gets around you, as our ship is left more exposed this way.

Choice: How will you try to engage the approaching reavers? Defend or Ambush?

Players may debate, but all are then called to vote simultaneously, with the commander's vote breaking ties.

Once the team has voted, continue to C12AA – Mission brief update #1

C12AA – Mission brief update #1

Action:

- 1) **Those who voted defend**, paints 1 personality mark in supportive and receives a token immediately.
- 2) **Those who voted ambush**, paints 1 personality mark in dominating and receives a token immediately.



When ready, continue below according to the team's choice.

If you chose to defend the ship, continue below:



Umbrasius, In-person: *Very well commander. Gwendar will be able to join your team then. Just make sure they do not start attacking my ship, you are here to defend us.*

Action:

- **Hostile environment:** Everyone starts with 2 less focus and 2 less shields.

Action: Gwendar has joined your team as a companion for the rest of this mission only.

When ready, continue to C12AAA – Mission layout

If you chose to ambush the reavers, continue below:



Umbrasius, In-person: *Ambush it is. We will not be able to support you from here, but hopefully you can surprise the reavers enough to get the upper hand.*

Oh, and you of course have the talkative changeling to keep you company. But I believe I have warned you about that before. Get moving, Commander.

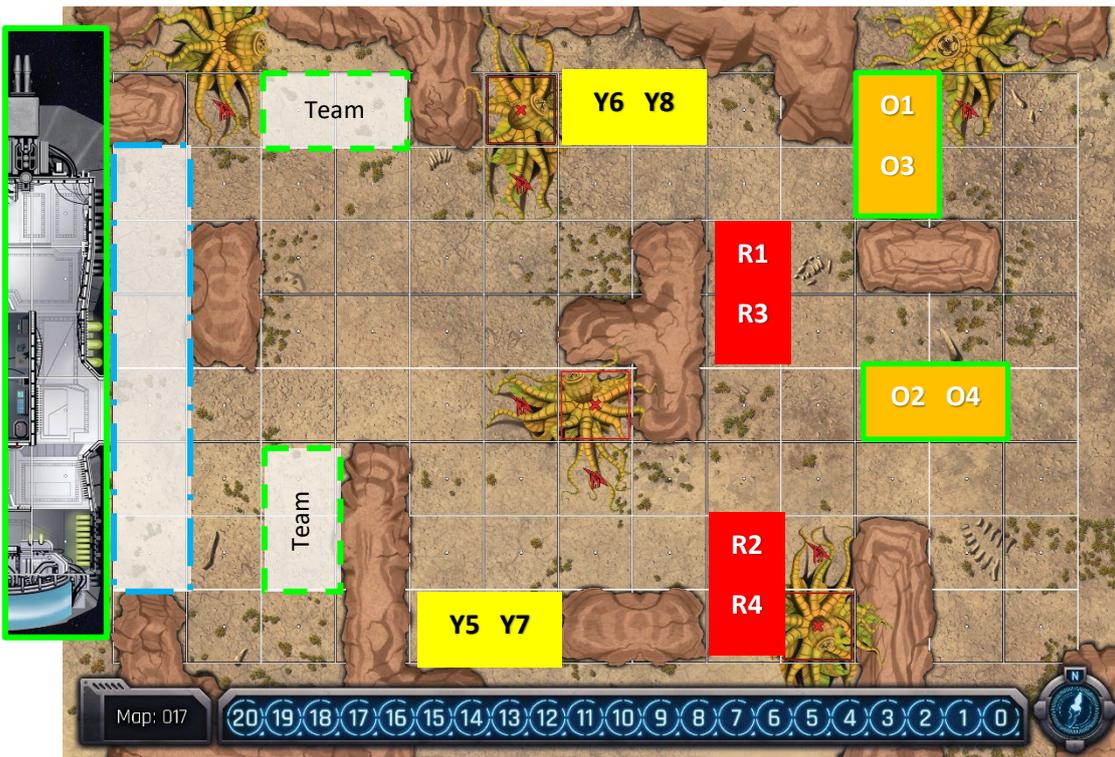
Action:

- **Hostile environment:** Everyone starts with 2 less focus and 2 less shields.

When ready, continue to C12AAB – Mission layout

C12AAA – Mission layout – Map 017

Place: The ship, (TS) Reaver Crawlers in O1-4 | **Ready:** (TS) Reaver Scavengers with Y5-8, (TS) Reaver Hunter Drones with R1-4 | **EBC:** Methodical advance (R)



Ayeni Inaru, In-person: *Oh Creators, those reavers are tearing everything organic apart, even the flesh-eating plants. And they have definitely seen us by now. Their scouting crawlers are rushing towards us. Commander... I trust you to get us out of this... but let's hope the ship is done charging soon too.*

Mission parameters

Success (turn limit, 10/12/14):

- 1) Eliminate all enemies.

Triggers/conditions:

- 1) **Flesh-eating plants:** Players take 1 damage when moving into a square with tentacles. Enemies are not affected.
- 2) **Enemy approach:** Enemies not activated by the EBC, will at the end of the enemy's turn, move 2 squares towards the ship in order of initiative.
- 3) **Reinforcements (!):** When the turn token reaches (6/8/10), spawn (TS) Reaver Hunter Drones in R1-4 and (TS) Reaver Scavengers in Y5-8.
- 4) **Ship:** Is part of the mission board and can be boarded/exited by all characters.

Failure:

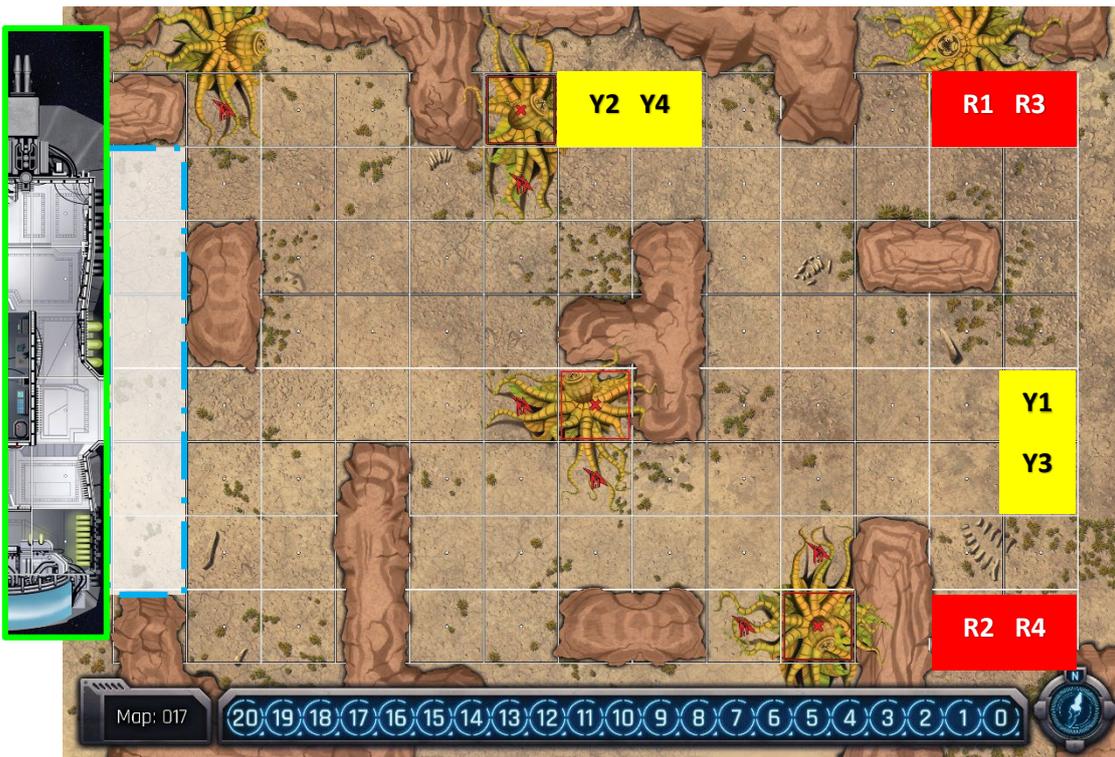
- 1) If an enemy enters the blue area adjacent to the ship, if the turn token reaches 0, or all players are unconscious, restart the mission.

If success, continue to C12AAA – Mission update #1

C12AAA – Mission update #1

Place: (TS) Reaver Crawlers in Y1-4, (TS) Reaver Hunter Drones in R1-4 | EBC: Methodical advance (R) |

Players may relocate up to 2 squares away from where they currently are.



Umbrasius, Comm: Commander, stay alert. Our sensors are picking up another attack wave of reavers approaching. Regroup and do not delay, we are almost ready for take-off. You must keep them off the ship at all costs, we are sitting ducks here.

Mission parameters

Success (turn limit, in order, 9/11/13):

- 1) Keep enemies from entering the blue area adjacent to the ship.
- 2) Have all players onboard the ship before the turn token reaches 0.
 - a. Those not onboard the ship, will be recovered after the mission (1 scar).

Triggers/conditions:

- 1) **Flesh-eating plants:** Players take 1 damage when moving into a square with tentacles. Enemies are not affected.
- 2) **Enemy approach:** Enemies not activated by the EBC, will at the end of the enemy's turn, move 2 squares towards the ship in order of initiative.
- 3) **All enemies (respawn):** When an enemy is destroyed, it will immediately respawn 1 time on its original spot with the next red/yellow number in line.
- 4) **Ship:** Is part of the mission board and can be boarded/exited by all characters.

Failure:

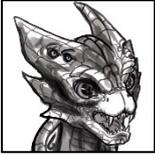
- 1) If an enemy enters the blue area adjacent to the ship, or all players are unconscious.

If success, continue to C12AAA – Mission update #2A

If failure, continue to C12AAA – Mission update #2B

C12AAA – Mission update #2A – Aftermath

[You hear the engine to the ship starting to roar behind you, cuing your race towards the hatch. The reavers start to pursue you as you retreat under the cover fire from Umbrasius standing in the hatch]



Umbrasius, In-person: Get inside now... We are leav... uhmp... aAargh..

[The ship slowly starts its take-off, and as you pass Umbrasius in the hatch he is hit by a series of sniper shots from the hunter drones. Almost falling off the ship you manage to catch Umbrasius and pull him inside]



Umbrasius, In-person: ... aargh aah... son of a... those metal bastards got me...



Gwendar, In-person: Easy boss, let me have a look... ... we need to get you some... we need you at the medic bay now.

[You help Umbrasius into the medic bay. As he lies down, he suddenly hands you a small transponder device]



Umbrasius, In-person: Commander, I know I can trust you with this. This device will allow my contact to reach you when the asset is ready... Uurgh... they will seek you out, to finish my task. It is essential to the survival of my species... Aargh...



Gwendar, In-person: Oh no... his blood pressure is dropping off. Increase the dose.



Umbrasius, In-person: argh... do you understand what is at stake, Commander? I will do anything for my species to find a new home... anything... any...

[Umbrasius exhales a last time as his body goes limp and the monitoring equipment starts a short-lived alarm]

[You pack away the transponder and settle in just as Camreal has brought the ship far enough away from Fury's Fall to make the FTL jump towards Kyzar, the seat of the Galactic Assembly of Sovereign Civilizations]

Action:

1. Everyone paints the dot called **UMLE** in their legacy folder.
2. Everyone must cross out the portrait of **Umbrasius** in their legacy folder.

When ready, continue to Chapter 2

C12AAA – Mission update #2B – Aftermath

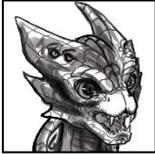
[As you pull back towards the ship, a few reavers manages to overrun your position while you frantically defend yourself against the onslaught]



Reaver Crawler, In-person: You must submit, you will serve the Exemplar in a new form.



Paradus, In-person: Help... help... we cannot hold them at bay, they will tear everything apart.



Umbrasius, In-person: Paradus, get ready to fire the emergency boosters. Gwendar and Gunner, help the Commander and the team on board. To hell with it. Suppression fire under way.

[Under cover from Umbrasius' barrage of fire and grenades you all manage to get on board the ship]



Paradus, In-person: Emergency boosters fired. We have lift-off.

[Just as the ship starts to take off and gain speed, a Reaver Crawler jumps at the entrance where Umbrasius is standing. Before anyone can react the Reaver Crawler has pieced Umbrasius with its huge claws while its legs are trying to block the hatch from closing]



Umbrasius, In-person: aaAAaargh... to hell with you, metal monster. You will never take me or my ship... argh.. die..



Gwendar, In-person: no what... wait, don't...!

[Umbrasius throws himself and the crawler out of the hatch and disappears below the still ascending ship]

[There is an eery silence on the ship as Camreal manages to get far enough away from Fury's Fall to make the FTL jump towards Kyzar, the seat of the Galactic Assembly of Sovereign Civilizations]

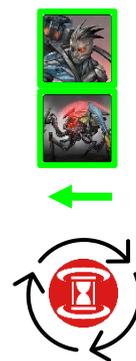
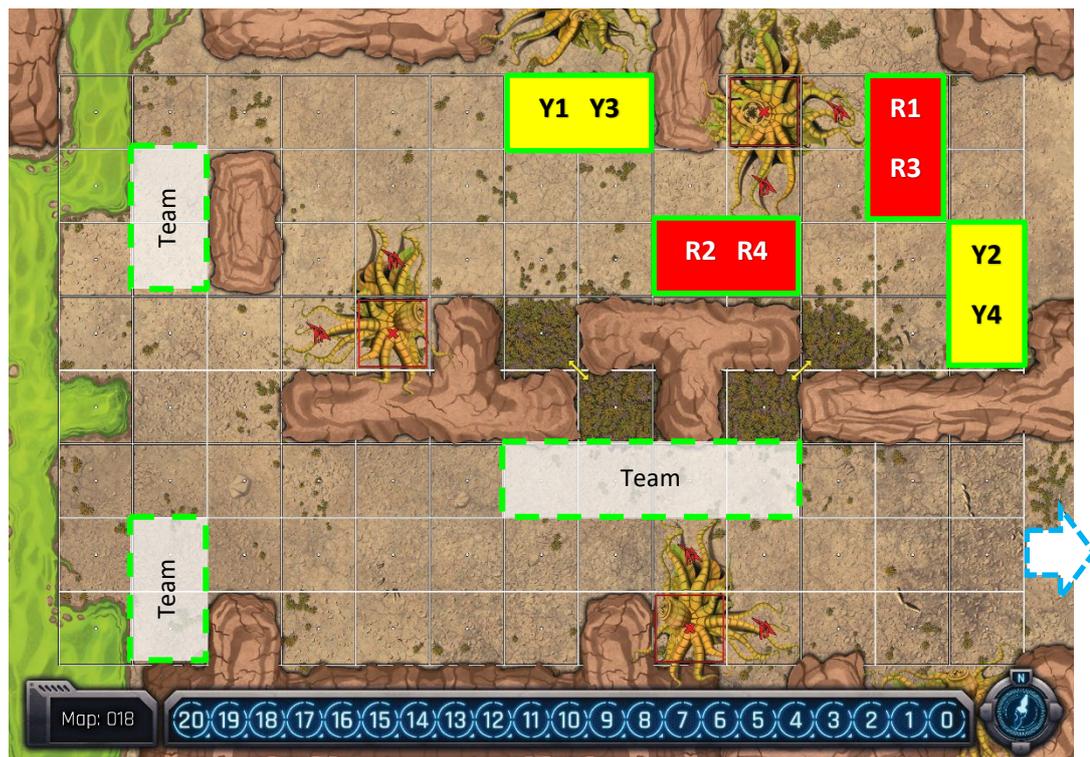
Action:

- Everyone must cross out the portrait of **Umbrasius** in their legacy folder.

When ready, continue to Chapter 2

C12AAB – Mission layout – Map 018

Place: (TS) Reaver Scavengers in R1-4, (TS) Reaver Crawlers in Y1-4 | EBC: None



Ayeni Inaru, In-person: *psst* Commander, I can see the reavers approaching on my scanner. They need to move around the canyon up ahead, as the walls are too high to climb. We should have time to get in position if we move now.

We might also be able to attack them from the rear if we can squeeze through the passages here.

Mission parameters

Success (turn limit, 7/9/11):

- 1) Eliminate all enemies.

Triggers/conditions:

- 1) **Flesh-eating plants:** Players take 1 damage when moving into a square with tentacles. Enemies are not affected.
- 2) **Secret passage:** Only players may move (not attack) through corners with **yellow arrows**.
- 3) **Ambush:** If players find themselves within the range and line of sight (LOS) of the enemies at the end of a player turn, or if they attack an enemy, **change the EBC to Methodical advance (R)**
- 4) **Enemy approach:** Enemies not activated by the EBC, will at the end of the enemy's turn, move 2 squares towards the **blue arrow** following the route around the canyon and off the map.

Failure:

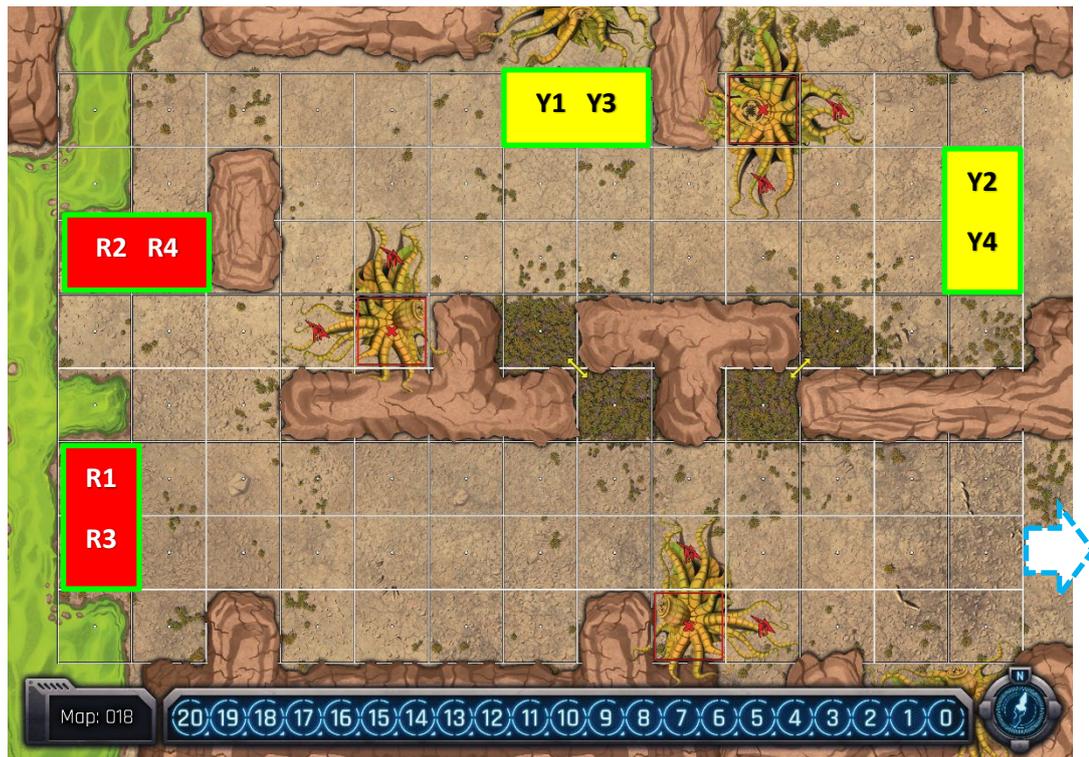
- 1) If an enemy makes it **off the map**, or the turn token reaches 0, or all players are unconscious, restart the mission.

If success, continue to C12AAB – Mission update #1

C12AAB – Mission update #1

Place: (TS) Reaver Scavengers in R1-4, (TS) Reaver Siege Breaker in Y1-4 | EBC: Methodical advance (R) |

Players may relocate up to 3 squares away from where they currently are.



Ayeni Inaru, In-person: Oh no... more reavers are coming. Seems like we will have to continue the fight without the element of surprise.

Let us make sure that no one makes it through to the ship.

Mission parameters

Success (**turn limit, 7/9/11**):

- 1) Eliminate all enemies.

Triggers/conditions:

- 1) **Flesh-eating plants:** Players take 1 damage when moving into a square with tentacles. Enemies are not affected.
- 2) **Secret passage:** Only players may move (not attack) through corners with **yellow arrows**.
- 3) **Enemy approach:** Enemies not activated by the EBC, will at the end of the enemy's turn, move 2 squares towards the **blue arrow** following the route around the canyon and off the map.
- 4) **Reaver Siege Breaker (explode):** Will explode if it ever ends a move action without having moved at all, or when it is destroyed. The explosion deals 3 damage to all objects within 2 squares (explosion only limited by walls).

Failure:

- 1) If an enemy makes it **off the map**, or the turn token reaches 0.
- 2) If all players are unconscious.

When concluded, continue to C12AAB – Mission update #2

C12AAB – Mission update #2

If you succeeded, continue below:



Umbrasius, Comm: Good job, Commander. You better gather your team and head back our scanners are picking up another wave of reavers dropping from orbit. We need you to hold them off until we are ready to leave.

Action:

- Players must deploy in team area 1 on the following update.

When ready, continue to C12AAB – Mission update #3

If you failed through 1, continue below:



Umbrasius, Comm: Commander? What's going on? We're sitting ducks here... all power has been transferred to the engines. We have no turrets or firepower to defend ourselves, you must get back here now!



Ayeni Inaru, In-person: Oh... we're sooo out of time... we must get back to the ship now! No time to rest. Let's move, Commander!

Action:

1. Everyone must move any 2 cards 2 slots to the right.
2. Players must deploy in team area 2 on the following update.

When ready, continue to C12AAB – Mission update #3

If you failed through 2, continue below:



Ayeni Inaru, In-person: Aargh... hmp.. Commander, get up! You must get up now. I have given all of us some stims, I hope it will be enough to keep us going for a while. We must... arggh... get back to the ship now. The reavers are approach fast.

Action:

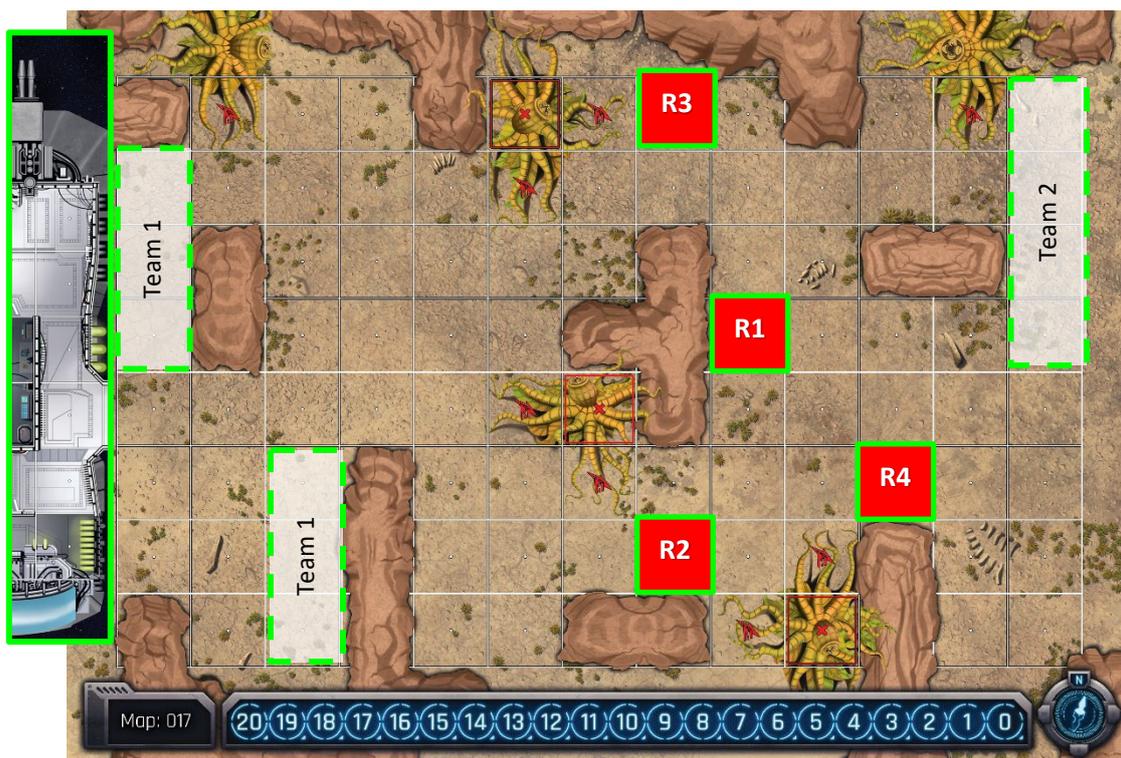
1. All players remove 2 damage cards of their choice, no discard effect triggers.
2. All players lose all focus.
3. Ayeni Inaru's abilities will not be available for the rest of the mission.
4. Players must deploy in team area 2 on the following update.

When ready, continue to C12AAB – Mission update #3

C12AAB – Mission update #3 – Map 017

Change: Map | Place: The ship, (TS) Reaver Hunter Drones in R1-4 | EBC: Methodical advance (R)

- Remember: Enemies always go first after the mission has been updated.



Camreal, Comm: Commander, be careful out there. The reavers have divided their Hunter Drone forces. Some are hovering in the skies trying to support their ground forces. They advance together with the ground forces. Stay away from them if you can.

Mission parameters

Success (**turn limit, in order, 7/9/11**):

- 1) Eliminate all enemies.
- 2) Have all players **onboard the ship** before the turn token reaches 0.
 - a. Those not onboard the ship, will be recovered after the mission (1 scar).

Triggers/conditions:

- 1) **Flesh-eating plants:** Players take 1 damage when moving into a square with tentacles. Enemies are not affected.
- 2) **Enemy air support:** At the end of the enemies' turn, all players will receive 1 damage for each enemy they are adjacent to.
- 3) **Ship:** Is part of the mission board and can be boarded/exited by all characters.

Failure:

- 1) If success 1 is not achieved, or if an enemy enters **the ship**, or all players are unconscious (1 scar).

If success, continue to C12AAB – Mission update #4A

If failure, continue to C12AAB – Mission update #4B

C12AAB – Mission update #4A

[As the ship's engine ignites you jump through the hatch to the ship while Umbrasius rushes to close it behind you]



Umbrasius, In-person: Move move move... We are leav... Aaargh..

[You look behind you and see the Neomorph being hit by several sniper shots from the Hunter Drones]



Umbrasius, In-person: uumph.. arh... metal bastards!

[You try to help Umbrasius up again, but there is blood everywhere, and his pains force him to lie down in the hallway. After a couple of seconds, he reaches into his utility kit and hands you a small transponder device]



Umbrasius, In-person: ... argh... Commander... This device here will allow my contact to reach out to you when the asset is ready... agh mpfhh... when my task can be finished, they will seek you out. You are the only one I can trust. This is how my species will survive... arrargh... do you understand what is at stake, Commander? ... You must carry on my... arh... task. My species needs a home at any cost.

[Umbrasius exhales one last time before going limp. The very next moment you can hear the FTL engine kicking in as Camreal manages to steer the ship clear of enemies and make the FTL jump]

Action:

- Everyone must cross out the portrait of **Umbrasius** in their legacy folder.

When ready, continue below.

[You help Gwendar and Paradus put Umbrasius in a casket. As you are done Ayeni approaches you with a worried look]



Ayeni Inaru, In-person: Commander, I know this is none of my business. But do you really believe that you can trust Umbrasius? I heard what he told you, and do you really want to follow in his footsteps? Is this the best option for you, the galaxy and everyone else? I don't believe this will lead to anything good. If you were to ask me, you should destroy the transponder and bury the hatred of Umbrasius with it.

Choice: How will you respond to Ayeni's request?

The team must find a common answer.

- 1) **Agree with Ayeni and destroy the transponder.**
- 2) **Disagree with Ayeni and keep the transponder.**
- 3) **Keep the transponder but lie to Ayeni about you destroying it.**

When decided, continue to C12AAB – Mission update #5A

C12AAB – Mission update #5A – Aftermath

If you agreed with Ayeni, continue below:



Ayeni Inaru, In-person: I'm thankful to hear that you believe in me and that our ways of looking at the galaxy and its struggle are so aligned. Hopefully we still have time to warn the Assembly of what is coming.

Action:

- Everyone paints 2 **D** in their legacy folder next to **Ayeni Inaru**.

When ready, continue to Chapter 2

If you disagreed with Ayeni, continue below:



Ayeni Inaru, In-person: It saddens me that you are not of the same thought. I hope you have an idea of what you may gain from continuing your work with the Neomorphs and the likes of Umbrasius. I can't imagine anything good can come of this association, but I wouldn't stop following you for this. You still have my loyalty.

Action:

- Everyone paints the dot called **UMLE** and 1 **✂** next to Ayeni Inaru in their legacy folder.

When ready, continue to Chapter 2

If you lied to Ayeni, continue below:



Ayeni Inaru, In-person: Thank you, Commander, for everything you have done and continue to do. I believe our destinies are bound by our view of the galaxy. Let's hope that we can have a positive impact on the future. Hopefully we will be in time to alert the Assembly about the reavers.

Action:

- Everyone paints the dot called **UMLE** and **AILT** and 2 **D** next to Ayeni Inaru in their legacy folder.

When ready, continue to Chapter 2

C12AAB – Mission update #4B – Aftermath

[You slowly pull back towards the ship while the barrage from all the Hunter Drones intensifies]



Reaver Hunter Drone, In-person: *There is no escape the coming storm. The Exemplar will reforge you.*



Umbrasius, In-person: *The ship is taking heavy fire, get in now, Commander! Camreal, get us off the ground! Gwendar help me provide cover fire for the Commander.*

[Gwendar and Umbrasius initiate a counter barrage towards the reavers while you try to get on board the ship]



Camreal, Comm: *Boosters fired. Hang on back there, this is going to be a bumpy ride.*

[The ship slowly starts to take off and you all scramble to get on board. Just as your team is through the hatch a series of heavy blaster bolts can be heard behind you. When you turn around you see Umbrasius lying severely wounded on the ground. As the ship starts to ascent it is impossible for you to reach him]



Umbrasius, In-person: *Aaargh, you, vile machines... you will never get me alive.*

[As the reavers approaches the fallen Umbrasius he detonates his belt of grenades with a shockwave that pushes you back from the hatch]

[The hatch closes, and you can feel the ships engine kicking in as it breaks through the atmosphere and accelerates towards the empty space. There is a strange silence on the ship as Camreal manages to get far enough away from Fury's Fall to make the FTL jump towards Kyzar]

Action:

- Everyone must cross out the portrait of Umbrasius in their legacy folder.

When ready, continue to Chapter 2

C12AB – Shadows and Dust

Location: Vexation, Fury's Fall, Unknown wasteland

C12AB – Mission brief

[While running back through the canyons you pick up another communication the ship]



Umbrasius, Comm: Commander... #”ǻ!& do you copy? ... We are under ... !#%&” ... attack. We are ǻ!#% almost done, we need the ..#”ǻ! last components before we can finish the !#%.. repairs. You §!”)=... must intervene, we %(#”!.. are under attack.

[Several long minutes later another communication comes through]



Umbrasius, Comm: ... we ... argh... cannot hold out #!”%&... much longer. Commander, you must get back here...

[You can now hear the shots in the distance and through the comm. Shots are fired followed by a couple of explosions and suddenly the comm loses its frame]



Umbrasius, Comm: ... aargh... arg... you blood-thirsty cyborg bastards...

[The comm gets interrupted by Gwendar]



Gwendar, Comm: Commander, come in... #”ǻ!§ ... Umbrasius is severely wounded #ǻ”!.. you must hurry back, so we can #”%&/ get off this planet.. we need you! ...”#ǻ%!...

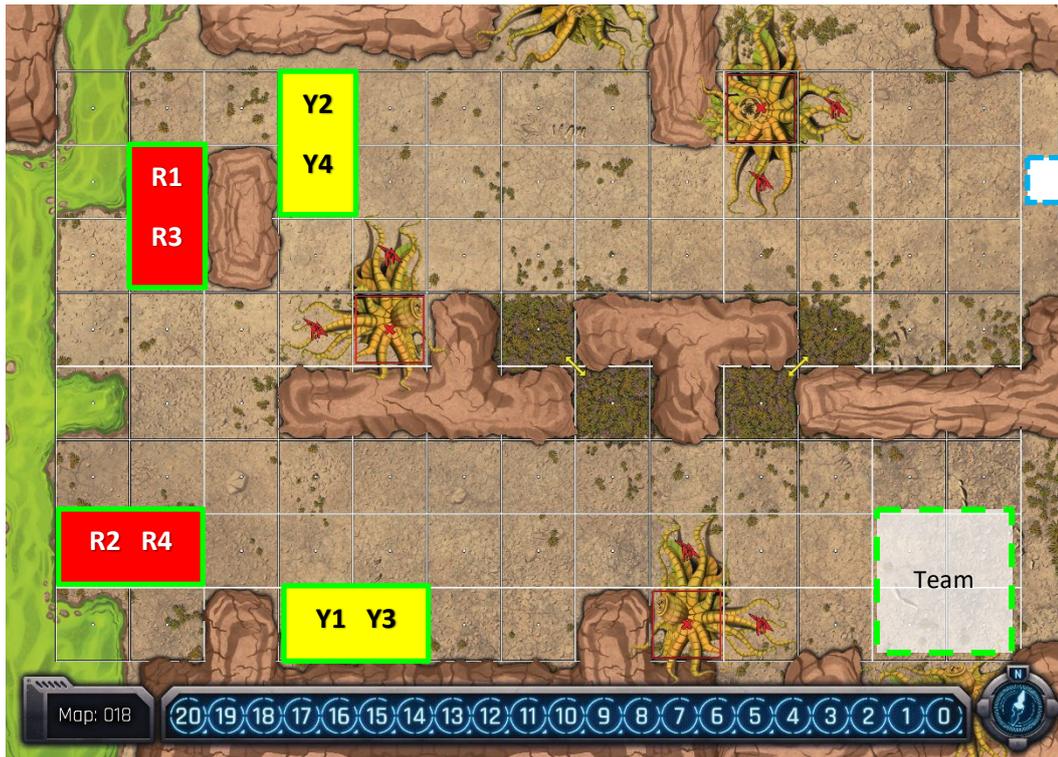
Action:

- **Hostile environment:** Everyone starts with 2 less focus and 2 less shields.

When ready, continue to C12AB – Mission layout

C12AB – Mission layout – Map 018

Place: (TS) Reaver Hunter Drones in R1-4, (TS) Reaver Scavengers in Y1-4 | EBC: None



Ayeni Inaru, In-person: Commander, we must interrupt their attack on the ship. If we attack their rear guard, we might draw some of them away from the ship, but we must be quick while we have the element of surprise, as the canyon is crawling with reavers. We might be able to cut the route in half if we can squeeze through the passages over there.

Mission parameters

Success (turn limit, in order, 8/10/12):

- 1) Eliminate all enemies.
- 2) Exit the map through the passage with the blue arrow.

Triggers/conditions:

- 1) **Flesh-eating plants:** Players take 1 damage when moving into a square with tentacles. Enemies are not affected.
- 2) **Secret passage:** Only players may move (not attack) through the corners with yellow arrows.
- 3) **Ambush:** If players find themselves within the range and line of sight (LOS) of the enemies at the end of a player turn, or if they attack an enemy, change the EBC to Methodical advance (R)
- 4) **Enemy approach:** Enemies not activated by the EBC, will at the end of the enemy's turn, move 2 squares towards the blue arrow in order of initiative following the route around the canyon and off the map.

Failure:

- 1) If an enemy makes it off the map, or the turn token reaches 0, or all players are unconscious, restart the mission.

If success, continue to C12AB – Mission update #1

C12AB – Mission update #1



Gwendar, Comm: ... #”ǻ%! ... Æ=”!”ǻ% ... can you hear me? ... “#ǻ! ... Commander? Umbrasius’ condition is worsening... #”ǻ! I can’t provide #!%& treatment while under fire #=)§... Please... you must get to the ship ... #”ǻ!



Ayeni Inaru, In-person: We are very close to the ship now, but my readings tell me that the ship is being attacked by two waves of enemies. Let me have a closer look.

I think we might have a chance to intercept both waves albeit that will be very dangerous. There is also the option to engage from further back, we won’t expose ourselves too much then. What do you say?

Choice: How will each team member engage the reavers attacking the ship?

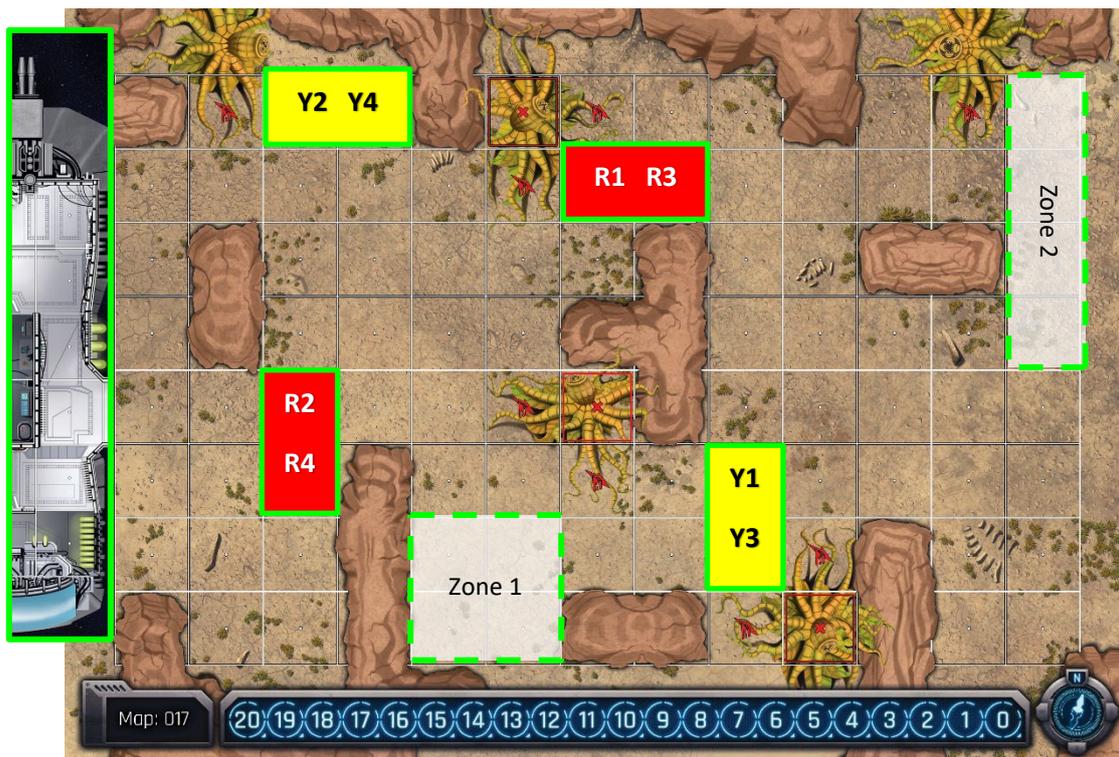
It is up to each team member what they will decide.

- 1) **Intercept both waves in a close combat approach.**
 - a. This is a bold move and will be mostly fitting for close combat types.
- 2) **Engage the reavers from afar.**
 - a. This will certainly be safer but may not attract all the reavers.

When decided, continue to C12AB – Mission update #2

C12AB – Mission update #2 – Map 017

Change: Map | Place: The ship, (TS) Reaver Hunter Drones in R1-4, (TS) Reaver Crawlers in Y1-4 | EBC: Methodical advance (R)



Camreal, Comm: *Commander, be careful out there. The reavers have divided their Hunter Drone forces. Some are hovering in the skies trying to support their ground forces. They advance together with the ground forces. Stay away from them if you can.*

Action:

- Players who went to intercept will start in Zone 1 and paint 1 personality mark in inspiring.
- Players who went to engage from afar will start in Zone 2 and paint 1 personality mark in cautious.



Mission parameters

Success (turn limit, 8/10/12):

- 1) When the turn token reaches 0, have all players **onboard the ship**.
 - a. Those not onboard the ship, will be recovered after the mission (1 scar).

Triggers/conditions:

- 1) **Flesh-eating plants:** Players take 1 damage when moving into a square with tentacles. Enemies are not affected.
- 2) **Ship:** Is part of the mission board and can be boarded/exited by all characters. Whenever an enemy **enters the ship**, increase the turn token by 2, every player receives 2 damage.

Failure:

- 1) If all players are unconscious, all are recovered after the mission (1 scars).

If success, continue to C12AB – Mission update #3A

If failure, continue to C12AB – Mission update #3B

C12AB – Mission update #3A

[The ship's engines start to roar through the canyon, and you quick withdraw towards the ship as more waves of reavers appear. Umbrasius covers your sprint towards the ship and as you make it on board, you feel the ship starting to take-off]



Umbrasius, In-person: *Camreal, we are ready for take-off, get us ... Aaargh...*

[Just behind you, you hear Umbrasius getting hit by several laser bolts from the Hunter Drones]



Umbrasius, In-person: *arh... ..reaver... aargh... bastards!*

Commander... take this... urgh... arh... transponder. I have... one... aah... last mission for you.

[Umbrasius reaches into his utility kit and hands you a small transponder device. Just as you take it, he exhales one last time and goes limp. After a few minutes you hear the FTL engine kicking in as Camreal manages to escape the system]

Action:

- Everyone must cross out the portrait of **Umbrasius** in their legacy folder.

When ready, continue below.

[After helping Gwendar and Paradus take care of Umbrasius body, you, the team and Ayeni return to the command room. You take out the transponder and sees there is a message stored on It]



Umbrasius, recording: *Commander, when you hear this, I am dead. This transponder contains my most important mission. Finding a new home for my species. Through this device you will be contacted by my associates when the asset is ready. They will seek you out.*

You must understand what is at stake here. You are the only one I can trust. Help my associates and you will have completed my task. I know you will do the right thing and help my species.

[Ayeni looks at you with a worried look]



Ayeni Inaru, In-person: *Commander, I know this is none of my business. But do you really believe that you can trust Umbrasius? Do you really want to follow in his footsteps? Is this the best option for you, the galaxy and everyone else? I don't know what his associates are up to, but if you ask me, you should destroy the transponder and bury the hatred of Umbrasius with it.*

Choice: How will you respond to Ayeni's request?

The team must find a common answer.

- 1) **Agree with Ayeni and destroy the transponder.**
- 2) **Disagree with Ayeni and keep the transponder.**
- 3) **Keep the transponder but lie to Ayeni about you destroying it.**

When decided, continue to C12AB – Mission update #4A

C12AB – Mission update #4A – Aftermath

If you agreed with Ayeni, continue below:



Ayeni Inaru, In-person: Thank you, Commander. It means a lot to me that you believe in me and that our ways of looking at conflicts and struggles are so aligned. Hopefully we still have time to warn the Assembly of the reavers.

Action:

- Everyone paints 2  in their legacy folder next to **Ayeni Inaru**.

When ready, continue to Chapter 2

If you disagreed with Ayeni, continue below:



Ayeni Inaru, In-person: I'm saddened by your choice and lack of understanding. I hope you know what you will do and gain from continuing Umbrasius' work. I can't imagine anything good can come of this association, but I wouldn't stop following you for this alone. You still have my loyalty and I hope you will reconsider when the time comes.

Action:

- Everyone paints the dot called **UMLE** and 1  next to Ayeni Inaru in their legacy folder.

When ready, continue to Chapter 2

If you lied to Ayeni, continue below:



Ayeni Inaru, In-person: Commander, you have my sincere thanks. For everything you've done and continue to do. Hopefully our destinies are bound by our view of the coming struggles. Let's hope we're in time to warn the Assembly about the reavers, and that we can have a positive impact on this galaxy-wide conflict currently tearing the very fabric of society apart.

Action:

- Everyone paints the dot called **UMLE** and **AILT** and 2  next to Ayeni Inaru in their legacy folder.

When ready, continue to Chapter 2

C12AB – Mission update #3B – Aftermath

[The reavers are everywhere, slowly pushing towards you and the ship. Their barrages of fire intensify as they advance]



Reaver Hunter Drone, In-person: Submit and your lives will continue in service of The Exemplar. You will gain purpose and prepare the galaxy for its largest threat.



Camreal, Comm: The ship is taking heavy fire, Commander, you must get back here now. We'll not get another shot at taking off, get ready. Boss, Gwendar, Paradus, please provide some cover fire while I hover closer to the Commander's team.

[Umbrasius and Gwendar jumps out of the ship and starts shooting back]



Umbrasius, In-person: This is it. Keep firing. Commander, get ready to jump on board.

[As the ship slowly hovers towards your position you all scramble to get on board. Just as your team is through the hatch a series of heavy laser bolts can be heard behind you. When you turn around you see Umbrasius lying severely wounded on the ground. As the ship starts to ascent, Gwendar jumps up towards the hatch, barely making it]



Umbrasius, In-person: Blasted machines... aaargh... urg... you will never ... auhg... get me alive.

[While slowly pulling Gwendar on board you can see the reavers below you approaching the fallen neomorph. A few seconds later Umbrasius detonates his belt of grenades with a shockwave that pushes you all through the hatch]

[The hatch closes, and you can feel the engines propelling the ship through the atmosphere, accelerating towards the emptiness of space]

[There is a long and sombre silence on the ship as Camreal executes the FTL jump away from Vexation towards Kyzar]

Action:

- Everyone must cross out the portrait of **Umbrasius** in their legacy folder.

When ready, continue to Chapter 2

C12BA – Dusted

Location: Vexation, Fury's Fall, Unknown wasteland

C12BA – Mission brief

[Several hours later the repairs are almost finished]



Camreal, In-person: Status check, all essential processes are running. We just need to finalize the recharging of the ignition for the engine, and we will be ready for take-off. Gunner, how does it look out there? Anything to report?



Gunner, Comm: #”#%α!?” [translator]: Nothing yet. All seems quiet out here.



Camreal, In-person: What about the scanner, Gwendar? Are you picking up anything?



Gwendar, In-person: There is a lot of interference in the atmosphere. Many reaver drop pods hitting and scavenging Hellfire outposts. We must get off Fury's Fall asap. I'm getting.....



Gunner, Comm: %.#α-!”% [translator]: Commander, you must bring your team out here. We will have company. Sending information.



Ayeni Inaru, In-person: Receiving the details. Commander, it seems like the reavers are searching the canyons approaching from the west. Judging from the topography we have several options here. We can stay around the ship or we could try to flank them on the path to the north. What do you think, Commander?

Choice: How will you try to engage the approaching reavers?

The team must find a common answer.

- 1) **Stay close to the ship and defend from there.**
 - a. This will keep the crew of the ship safer, but there will be little room for maneuvers or surprising the enemy.
- 2) **Head out to assault the reavers further away from the ship.**
 - a. An aggressive approach which can pay off, as long as nobody gets around you, as you leave the ship exposed to other attacks.

When decided, continue to C12BA – Mission brief update #1

C12BA – Mission brief update #1

If you chose to defend the ship, continue below:



Gwendar, In-person: Gunner, can you hear me? Sit tight. The Commander and I will draw the reavers in closer to the ship, where you can try to pick them off from your location. But do not hang around for too long, as we must expect the reavers to try and overrun our position.



Gunner, Comm: &”%!# [translator]: Roger that, I will engage the... reavers #”%& on your “#%!) command. #%”! Reaver interference #%!.% commenced.

Action:

1. Everyone paints 1 personality mark in supportive and receives a token immediately.
2. **Hostile environment:** Everyone starts with 2 less focus and 2 less shields.



Action: Gwendar has joined your team as a companion for the rest of this mission only.

When ready, continue to C12BAA – Mission layout

If you chose to ambush the reavers, continue below:



Gwendar, In-person: That is a daring maneuver, Commander. However, I’m sure you know what you are doing. I will stay with the ship and signal Gunner to stay put until you’ve engaged the reavers. Take care out there.



Ayeni Inaru, In-person: We will, Gwendar. As soon as you have the ship ready, ping us and we will withdraw back to your position, so we can all get out alive.

Action:

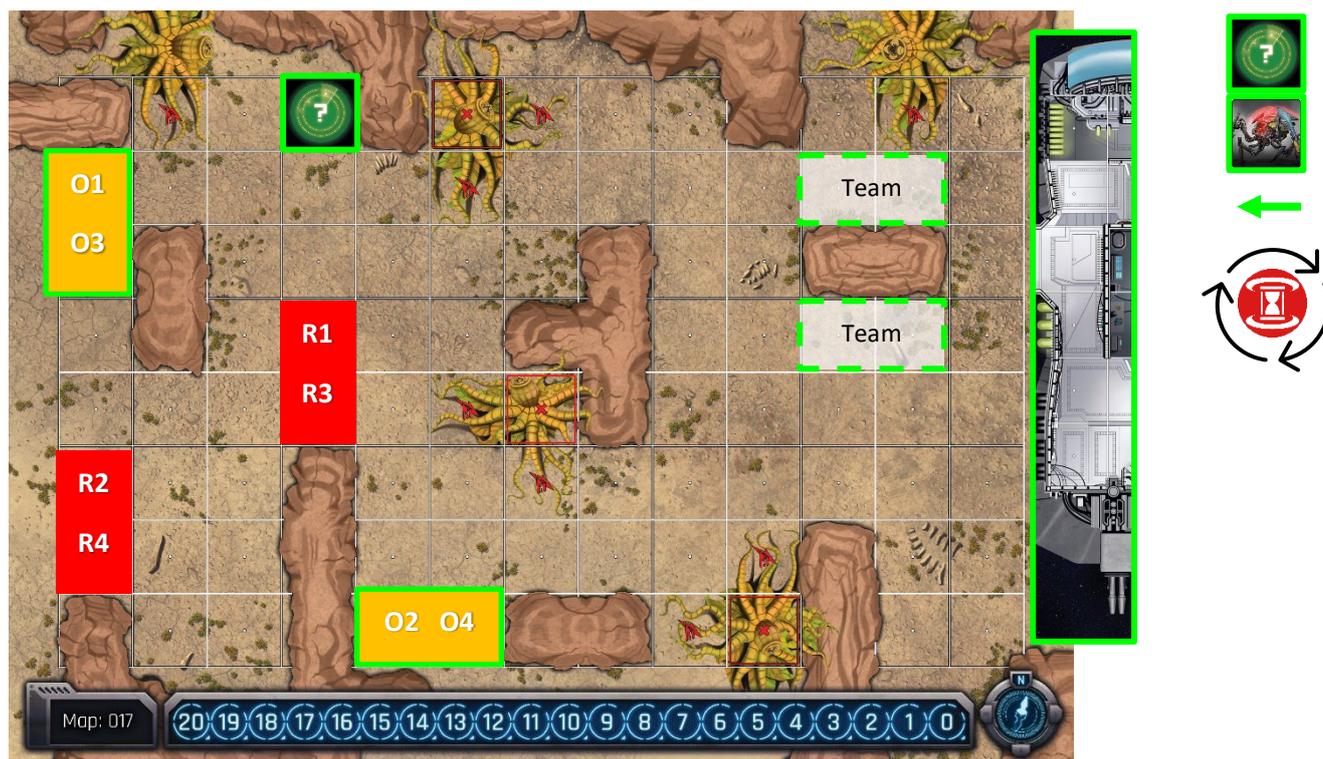
1. Everyone paints 1 personality mark in inspiring and receives a token immediately.
2. **Hostile environment:** Everyone starts with 2 less focus and 2 less shields.



When ready, continue to C12BAB – Mission layout

C12BAA – Mission layout – Map 017

Place: The ship, 1POI, (TS) Reaver Crawlers in O1-4 | EBC: Methodical advance (R)



Ayeni Inaru, In-person: Okay, Gunner is in place to start picking off reavers. We should probably engage them as fast as possible to keep them within his line of sight.

Oh my... there are so many crawlers. Commander... I trust you to get us out of this... but I really hope the ship is done charging soon.

Mission parameters

Success (turn limit, 7/9/11):

- 1) Have at least 1 conscious player, when the turn token reaches 0.

Triggers/conditions:

- 1) **Flesh-eating plants:** Players take 1 damage when moving into a square with tentacles. Enemies are not affected.
- 2) **POI:** Before the enemy's turn, deal 1 unblockable damage to all enemies within 4 squares and LOS of the POI.
- 3) **Reinforcements (!):** When the turn token reaches (4/6/8), spawn (TS) Reaver Scavengers in R1-4.
- 4) **Ship:** Is not part of the mission board.

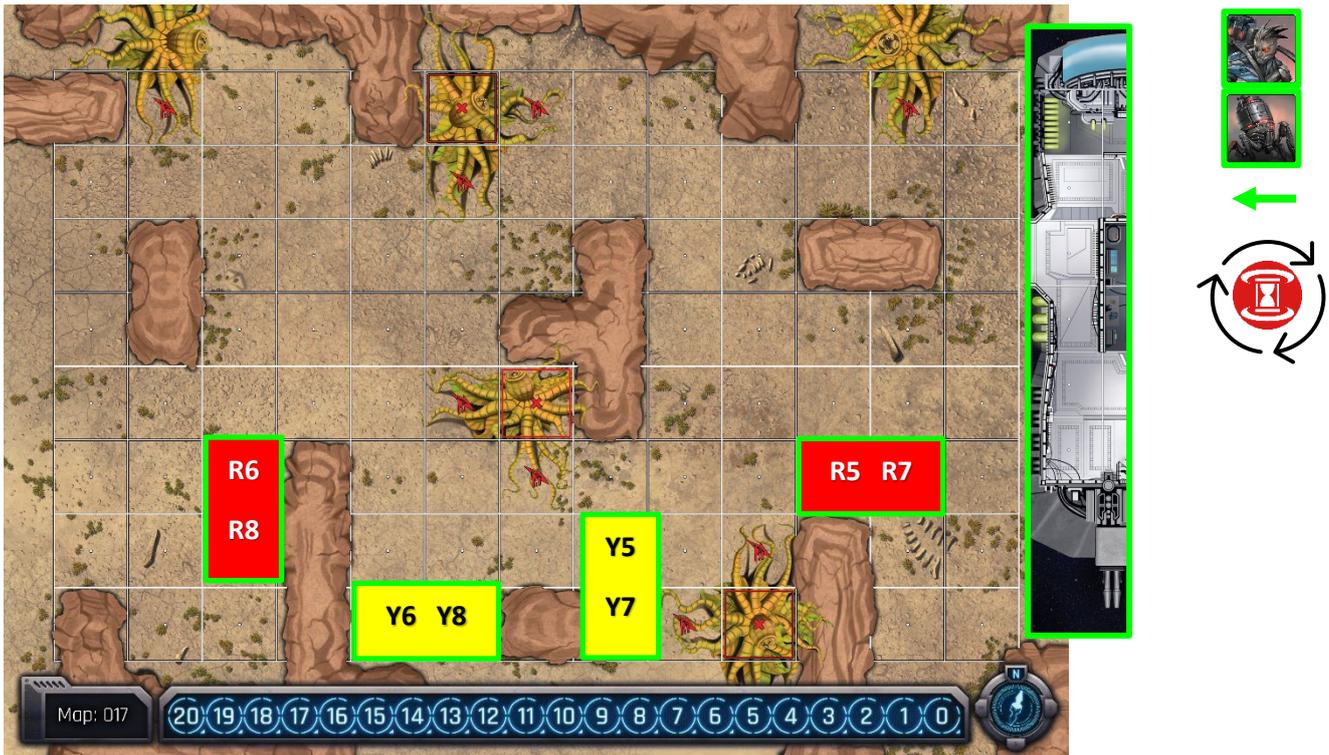
Failure:

- 1) If all players are unconscious, restart the mission.

If success, continue to C12BAA – Mission update #1

C12BAA – Mission update #1

Place: (TS) Reaver Hunter Drones in Y5-8, (TS) Reaver Siege Breakers in R5-8 | EBC: Swarming attack (R)



Gunner, Comm: *ᄁ!#-ᄁ.ᄁ [translator]: Commander #ᄁ!½3 ... I'm under heavy fire.. #”ᄁ!ᄁ I need backup... !#ᄁ!4ᄁ*



Ayeni Inaru, In-person: *Oh no.. Commander, Gunner is down. We must get to him and make our way back towards the ship. Gwendar and I can stabilize him and make sure he gets back to the ship.*

Mission parameters

Success (turn limit, in order, 10/12/14):

- 1) End a player turn where both team members with Ayeni and Gwendar are adjacent to the POI.
- 2) Any 1 team member must spend 1 basic interact action on the POI.
- 3) Get all players on board the ship before the turn token reaches 0.
 - a. Those not reaching the ship before the turn token reaches 0 will be recovered after the mission (1 scar).

Triggers/conditions:

- 1) **Flesh-eating plants:** Players take 1 damage when moving into a square with tentacles. Enemies are not affected.
- 2) **Ship:** Is part of the mission board and can be boarded/exited by all characters.
- 3) **Reaver Siege Breaker (explode):** Will explode if it ever ends a move action without having moved at all, or when it is destroyed. The explosion deals 3 damage to all objects within 2 squares (explosion only limited by walls).

Failure:

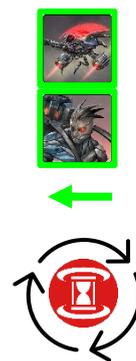
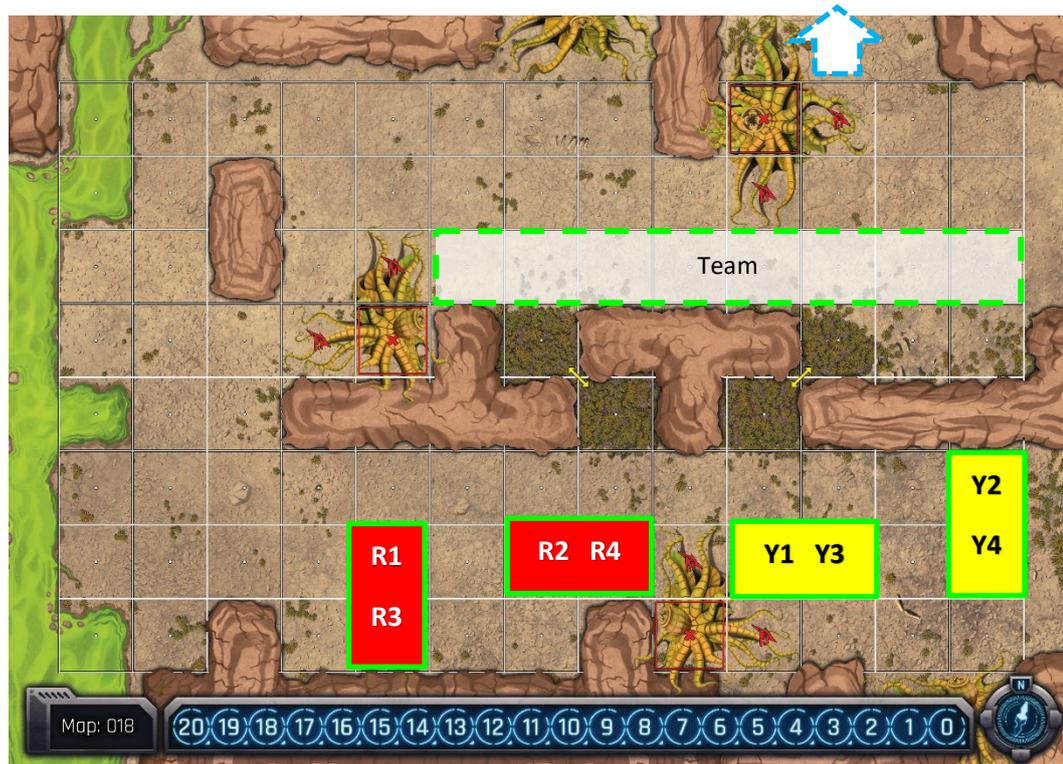
- 1) If an enemy enters the ship, if the turn token reaches 0, or all players are unconscious (1 scar).

If success, continue to C12BA – Mission update #2A

If failure, continue to C12BA – Mission update #2B

C12BAB – Mission layout – Map 018

Place: (TS) Reaver Hunter Drones in R1-4, (TS) Reaver Scavengers in Y1-4 | EBC: None



Ayeni Inaru, In-person: There... you can see the reavers approaching through the valley. If we're careful we should be able to get close before springing our trap. Perhaps we can squeeze through the narrow passages up ahead and attack them from behind? We'll be ready on your signal, Commander.

Mission parameters

Success (turn limit, 7/9/11):

- 1) Eliminate all enemies.

Triggers/conditions:

- 1) **Flesh-eating plants:** Players take 1 damage when moving into a square with tentacles. Enemies are not affected.
- 2) **Secret passage:** Only players may move (not attack) through the corners with yellow arrows.
- 3) **Ambush:** If players find themselves within the range and line of sight (LOS) of the enemies at the end of a player turn, or if they attack an enemy, change the EBC to Swarming attack (R)
- 4) **Enemy approach:** Enemies not activated by the EBC, will at the end of the enemy's turn, move 2 squares towards the blue arrow following the route around the canyon and off the map.

Failure:

- 1) If an enemy makes it off the map, or the turn token reaches 0, or all players are unconscious, restart the mission.

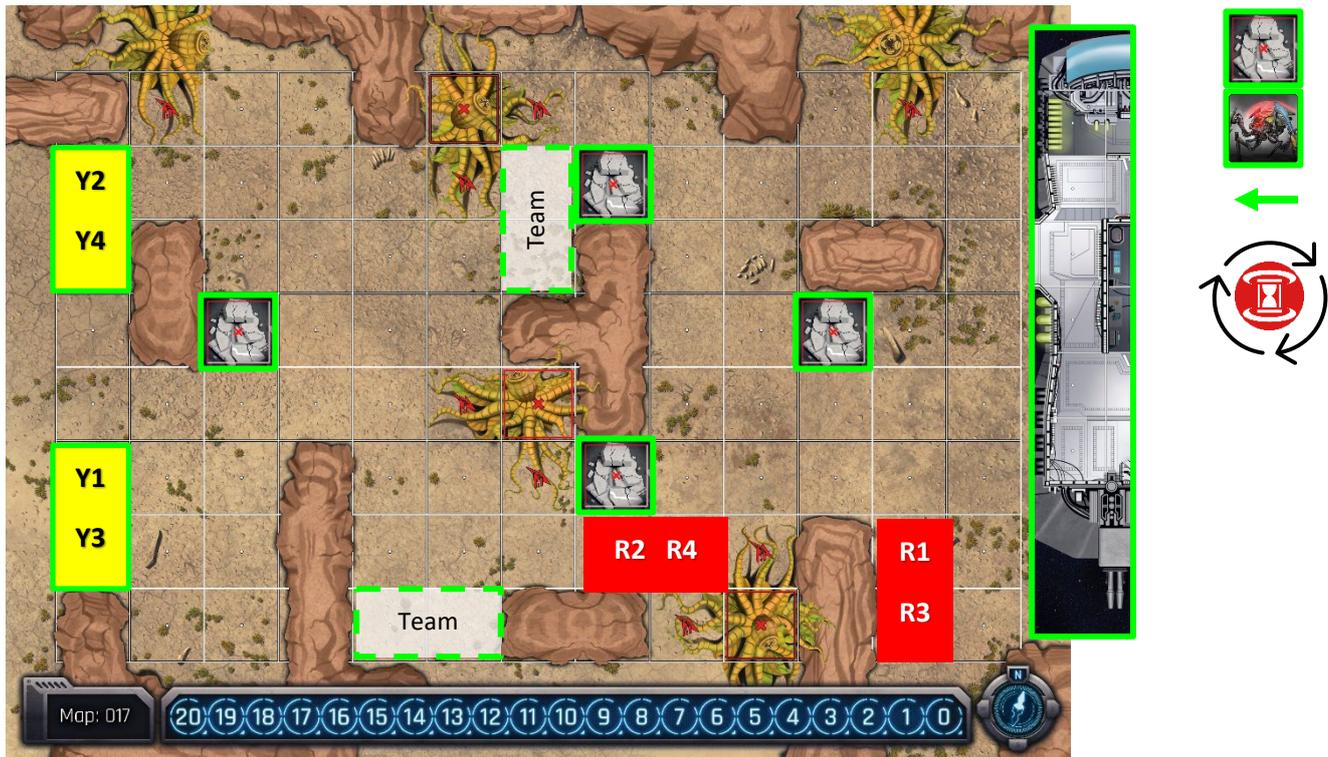
If success, continue to C12BAB – Mission update #1

C12BAB – Mission update #1 – Map 017

Change: Map | Place: The ship, 4 Blocked paths, (TS) Reaver Crawlers in Y1-4 | EBC: Systematic hunting



- Remember: Enemies always go first after the mission has been updated.



Camreal, Comm: Commander... #%&” we are being attacked ... #%! ... from the flank. ¼%”% ... Please get back here and help Gwendar and Gunner repel the reavers... %&!\$”¼ ... We still need time to ready the ship &”%& ... before we are able to leave.

Mission parameters

Success (**turn limit, 9/11/13**):

- When the turn token reaches 0, have as many players as possible **onboard the ship**.
 - Those not onboard the ship or unconscious, will be recovered after the mission (1 scar).

Triggers/conditions:

- Flesh-eating plants:** Players take 1 damage when moving into a square with tentacles. Enemies are not affected.
- Reinforcements (!):** When the turn token reaches (4/6/8), spawn (TS) Reaver Siege Breakers in R1-4.
- Reaver Siege Breaker (explode):** Will explode if it ever ends a move action without having moved at all, or when it is destroyed. The explosion deals 3 damage to all objects within 2 squares (explosion only limited by walls).
- Ship:** Is part of the mission board and can be boarded/exited by all characters.

Failure:

- If an enemy enters the ship, or all players are unconscious (1 scar).

If success, continue to C12BA – Mission update #2A

If failure, continue to C12BA – Mission update #2B

C12BA – Mission update #2A – Aftermath

[You sprint across the rocky surface and manages to jump in through the hatch as laser bolts hits the worn hull of the ship]



Gwendar, In-person: We are all on board! Get us out of here, Camreal! Everyone to their stations.

[While strapping in you feel the engines rumbling underneath you while the bridge canopy is being shelled with shots]



Camreal, In-person: Come on my bird, we need you to spread your wings now. Everyone, hold on!
Phew... we're off this toxic place.

[The ship starts accelerating towards the upper atmosphere an almost struggling roar escapes the engine as it is pushed to the limit]



Camreal, In-person: Phew... seems like we're off this toxic place. Parodus, keep a close eye on the engine, I'm increasing the throttle.
Gunner, how's the scope, any bad guys following us?



Gunner, In-person: !x%14%x [translator]: No pursuers in sight. All vectors clear for now.

[The dark cold space slowly grabs the ship as you leave Fury's Fall. For a brief moment it is almost too quiet, then you feel the FTL jump kicks in as Camreal sets the course for Kyzar, home to the galactic seat of The Assembly]

When ready, continue to Chapter 2

C12BA – Mission update #2B – Aftermath

[The reavers relentlessly push forward toward both you and the ship. An explosion knocks you over and as the dust settles you see a siege breaker charging at you]



Reaver Siege Breaker, In-person: ... [“%&”α&#&#&!] ... [α%”∅!] ... [#"α&§] ...

[Just as the siege breaker is about to initiate its attack, Gwendar jumps in front of you and shoots off its front legs, leaving it floundering in before you]



Gwendar, In-person: GET UP COMMANDER! You must get into the ship now. I'll be right behind you. GO!

[You jump through the hatch and just as Gwendar is about to follow you, the siege breaker self-detonates behind her. The explosion throws you back and rips a leg clean off Gwendar's body. Just in the nick of time you manage to grab on to her and pull her through the hatch while the ship starts to ascend]



Gwendar, In-person: Aaaargh... arsfdl... Comman... I can't... aagh...

[With Paradus' help you quickly carry Gwendar to the med-bay where you put her under a full anaesthesia while stopping the bleeding from her leg. You feel the engines' rumbled ease up as the ship leaves the atmosphere of Fury's Fall]



Paradus, In-person: She can survive this. She can... she must. We just need to get her some proper treatment soon, while keeping her sedated. As soon as we reach Assembly space, we should get her properly treated.

[The tense atmosphere remains as Camreal initiates the FTL drive on the ship, putting distances between you and Vexation. Now the course is set for Kyzar, The Assembly's main structure and station of its galactic reach]

Action:

- Everyone paints the dot called **GW1W** in their legacy folder.

When ready, continue to Chapter 2

C12BB – Dusted

Location: Vexation, Fury's Fall, Unknown wasteland

C12BB – Mission brief

[You stop up to catch your breath. Dust and heat making it almost unbearable. As you orientate yourself you receive a high alert communication from Camreal]



Camreal, Comm: *Commander, where are you? We are under attack ... I repeat... I repeat... I repeat...*



Ayeni Inaru, In-person: *Oh Creators... the reavers have found them in the canyon. We must get back before it is too late... How do you want us to proceed, Commander?*

Choice: The Commander must decide how fast you will approach the reavers.

- 1) **Sprint as fast as you can to get there in time.**
 - a. The team's **turn limit will be +1/2/3** on the following mission layout.
 - b. Everyone starts with a movement card of their choice in slot 2 regardless of its original cost.
- 2) **Continue at a steady pace to save energy for the fight.**
 - a. Change nothing.

Action:

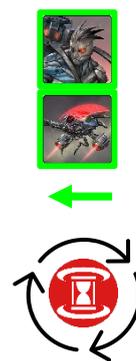
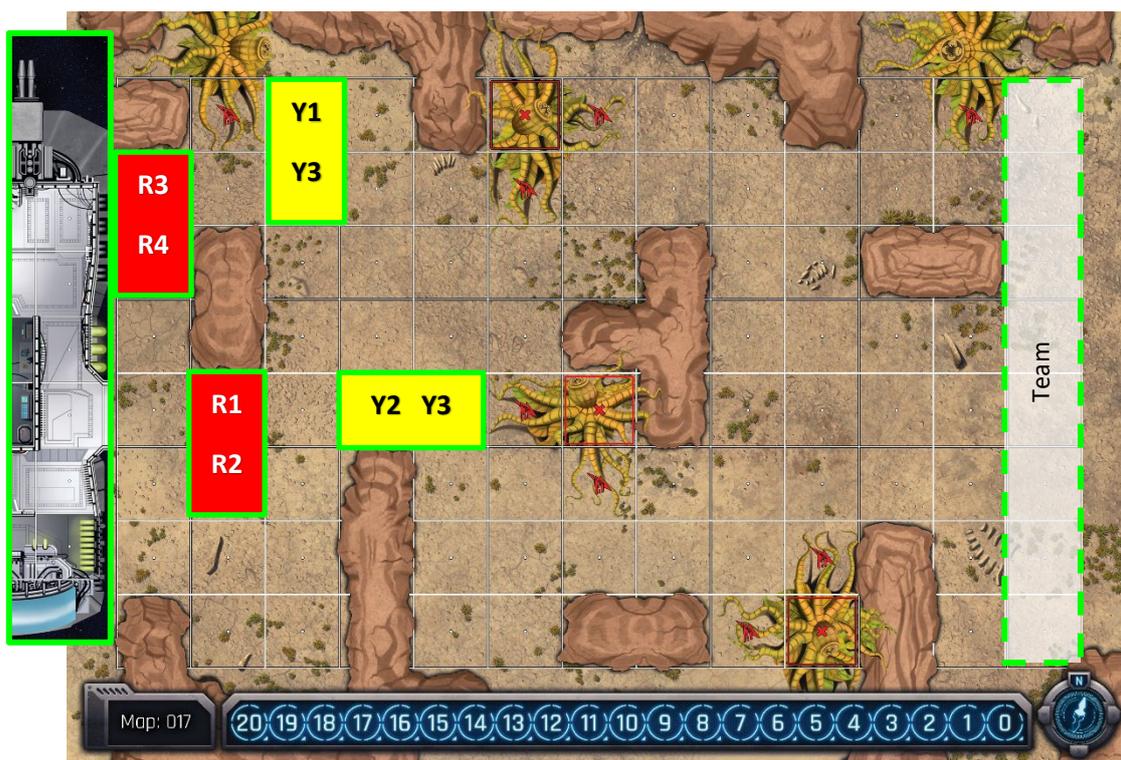
- **Hostile environment:** Everyone starts with 2 less focus and 2 less shields.

When decided, continue to C12BB – Mission layout

C12BB – Mission layout – Map 017

Place: The ship, (TS) Reaver Scavengers in R1-4, (TS) Reaver Hunter Drones in Y1-4 | EBC: Planned attack

(R)



Ayeni Inaru, In-person: Commander, the reavers are already on top of them. We better get them to fight us as fast as possible and draw their attention away from the ship.

Mission parameters

Success (**turn limit, in order, 7/9/10**):

- 1) Eliminate all enemies.

Triggers/conditions:

- 1) **Flesh-eating plants:** Players take 1 damage when moving into a square with tentacles. Enemies are not affected.
- 2) **Ship:** Is not part of the mission board.

Failure:

- 1) If all players are unconscious, restart the mission.

If success, continue to C12BB – Mission update #1

C12BB – Mission update #1

[As the last reavers has been dismantled you approach the ship and your crew]



Camreal, In-person: *Phew, that was a close one sir. Glad to see you in one piece.*



Gunner, In-person: *%&"!.."α& [translator]: Commander, we have reavers approaching from the east again. They're still far out.*

[You start rearming and readying your gear as Camreal continues]



Camreal, In-person: *Thanks Gunner. Commander, I'll have the crew install the last few things, so we can be ready for take-off. The sooner the better. I'm confident you will make the best of the situation, so please inform us on how you intend to deal with the next wave of reavers and we'll be ready.*

Choice: How will you engage the approaching reavers?

The team must find a common answer.

- 1) **Lure the reavers away from the ship.**
 - a. The reavers know you are there. Luring them away from the ship will give your crew more time to finish the repairs but you will also be further away if you fail to do so.
- 2) **Stay close by the ship.**
 - a. This will keep the crew safer in terms of reaction to unexpected events, but they will also be much more pressured while under attack.

When decided, continue to C12BB – Mission update #2

C12BB – Mission update #2

If you chose to lure the reavers away from the ship, continue below:



Camreal, In-person: Sounds like a plan, Commander. I will let you know as soon as we are ready for take-off. Gwendar and Gunner can protect us here while Paradus and I get to work.



Gwendar, In-person: I will keep an eye on the guys here, so you better stay safe out there and get back in one piece so we can have more adventures, I am just starting to get used to this. Also you Inaru, I appreciate having you around.

Action:

- Everyone paints 1 personality mark in inspiring and receives a token immediately.



When ready, continue to C12BBA – Mission update #3

If you chose to stay close to the ship, continue below:



Camreal, In-person: All good, Commander, we'll resume work here. You keep us covered.



Gwendar, In-person: I will join you, Commander, I'm not of much help working on the engine with Paradus or the flight AI circuits with Camreal. Let me get a rifle from the armory and I will put myself in a good spot so I can help taking out reavers.

Action:

- Everyone paints 1 personality mark in cautious and receives a token immediately.

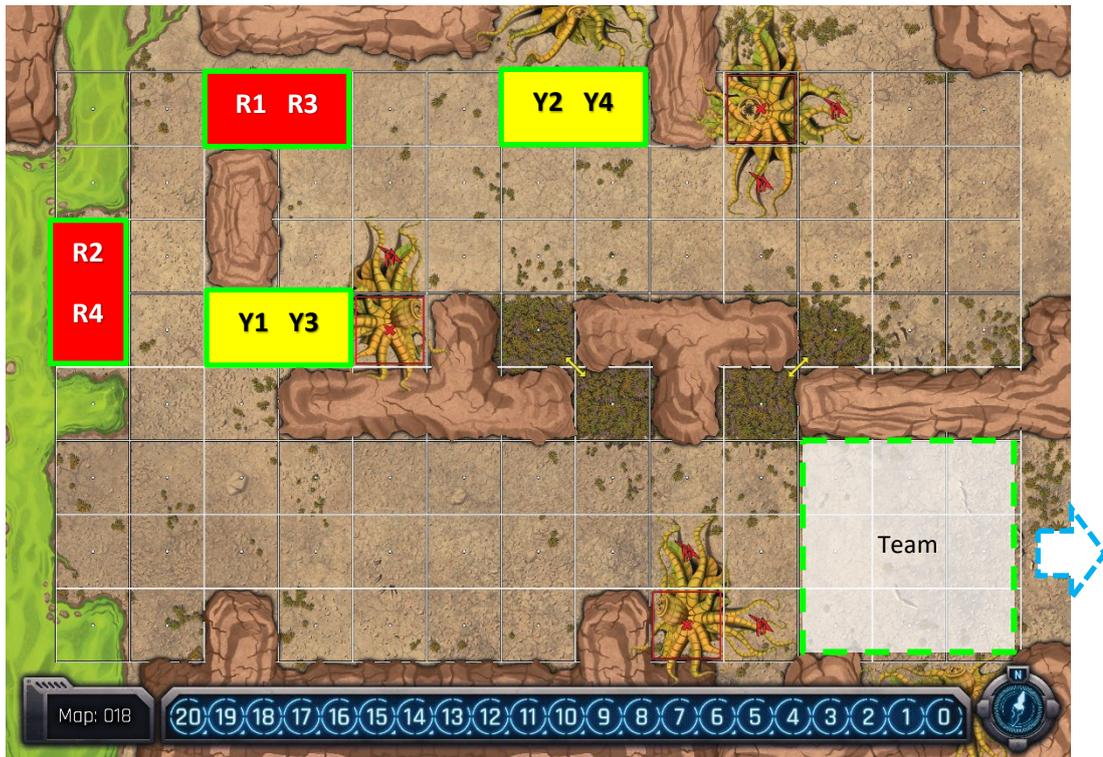


When ready, continue to C12BBB – Mission update #3

C12BBA – Mission update #3 – Map 018

Change: Map | Place: (TS) Reaver Crawlers in R1-4, (TS) Reaver Siege Breakers in Y1-4 | EBC: Planned attack (R)

- Remember: Enemies always go first after the mission has been updated.



Ayeni Inaru, In-person: There they are... they're almost through the valley. We should try to keep them here to avoid them reaching the ship. Perhaps we can squeeze through the narrow passages up ahead and attack them from both sides? What do you think, Commander?

Mission parameters

Success (turn limit, 8/10/12):

- 1) Eliminate all enemies.

Triggers/conditions:

- 1) **Flesh-eating plants:** Players take 1 damage when moving into a square with tentacles. Enemies are not affected.
- 2) **Secret passage:** Only players may move (not attack) through the corners with yellow arrows.
- 3) **Reaver Siege Breaker (explode):** Will explode if it ever ends a move action without having moved at all, or when it is destroyed. The explosion deals 3 damage to all objects within 2 squares (explosion only limited by walls).
- 4) **Enemy approach:** All enemies (regardless of color) will at the end of the enemy's turn, move 2 squares towards the blue arrow following the route around the canyon and off the map.

Failure:

- 1) If an enemy makes it off the map, or the turn token reaches 0, or all players are unconscious (1 scar).

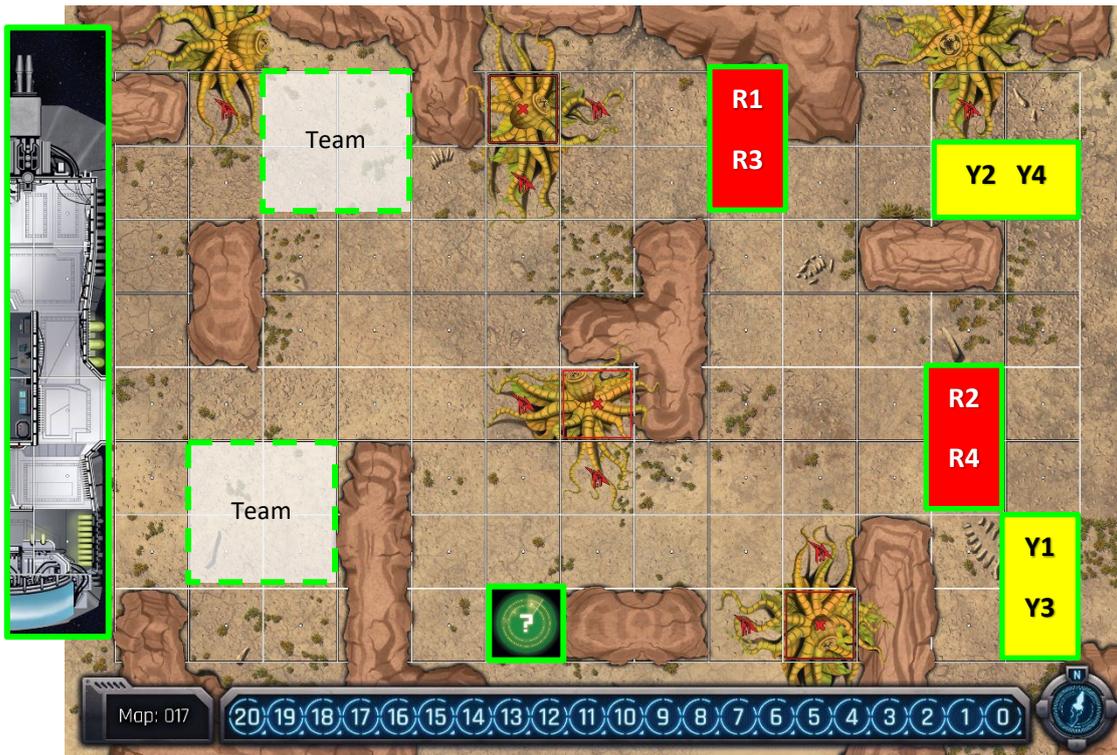
If success, continue to C12BB – Mission update #4A

If failure, continue to C12BB – Mission update #4B

C12BBB – Mission update #3

Place: (TS) Reaver Crawlers in R1-4, (TS) Reaver Hunter Drones in Y1-4 | EBC: Methodical advance (R)

- **Remember:** Enemies always go first after the mission has been updated.



Gwendar, Comm: Commander, the reavers are already on top of them. We better get them to fight us as fast as possible and draw their attention away from the ship.

Mission parameters

Success (turn limit, no order, 9/10/11):

- 1) Keep Gwendar (POI) alive.
- 2) Get Gwendar (POI) on board the ship.
- 3) When the turn token reaches 0, have as many players as possible **onboard the ship**.
 - a. Those not onboard the ship or unconscious (1 scar).

Triggers/conditions:

- 1) **Flesh-eating plants:** Players take 1 damage when moving into a square with tentacles. Enemies are not affected.
- 2) **Gwendar (POI):** At the end of the enemy's turn, deal 1 unblockable damage to 1 enemy within 4 squares of the POI. Hereafter you may move the POI 1 square. The POI has 1 HP and will only be targeted by enemies within range if they have no valid player to target.
- 3) **Ship:** Is part of the mission board and can be boarded/exited by all characters.

Failure:

- 1) If Gwendar is killed, or if an enemy gets **onboard the ship**, or all players are unconscious (1 scar).

If success, continue to C12BBB – Mission update #4A

If failure, continue to C12BBB – Mission update #4B

C12BB – Mission update #4A – Aftermath



Camreal, Comm: *We're live and taking off. Get ready Commander, Gunner will clear a path for you.*

[The ship's turrets start their suppression fire solution, and you make a break for it. As you jump through the hatch you feel the ship starting to take off]



Ayeni Inaru, In-person: *We're on board, Camreal. Push it and let's get off this toxic world.*



Gwendar, In-person: *Good to have you back, Commander.
Camreal, ready on your mark.*

[You quickly jump into your seats as the ship starts accelerating towards the upper atmosphere. You hear the rumbling of the engine being pushed to its very limit]



Camreal, In-person: *We're free of the atmosphere. Paradus, keep an eye on the engine, I'm about to jump to FTL.*

Gunner, how's my approach vector to the jump point, any bad guys?



Gunner, In-person: */#%.23"#!& [translator]: Enemy ships are too far away to interfere. All vectors clear for now.*

[The strange sensation of the FTL jump engulfs you and pulls you away from the dark cold grab of regular space. The course is set for Kyzar, home to the galactic seat of The Assembly]

When ready, continue to Chapter 2

C12BB – Mission update #4B – Aftermath

[Having gained the upper hand, the reavers intensifies their barrages, making it impossible for you to reach the ship]



Ayeni Inaru, In-person: Commander, we must get back to the ship now. They are ready to leave.

[A large explosion sends you and the team flying away from your temporary cover and a crawler is quickly upon you all]



Reaver Crawler, In-person: Serve the Exemplar. There is no other way.

[The crawler gets ready to part your limbs from your body. Just in time a heavy laser bolt weakens its shield enough that a second bolt manages to take out its center eye leaving it flailing on the ground]



Gwendar, In-person: Are you okay, Commander? We need to get out of here! Gunner, do you hear me? Intensify the fire around the team, we move towards the ship now!

[You all sprint towards the ship firing everywhere at the encroaching reavers. You manage to jump through the hatch in time while Gwendar directs the fire and covers your back. Gwendar turns around and follows you just as a crawler impales her torso with its huge claws. You turn around and manages to grab her arm and pull her through the hatch just as the crawler loses its grip and falls from the now ascending ship]



Gwendar, In-person: ... Aargh... Comman... aaauhg... Command... I... I... I can't... ugh.

[Ayeni steps in and helps you carry Gwendar into the med-bay. Gwendar paralyzed by her wounds are quickly put under full anaesthesia while Ayeni stops the bleeding and stabilizes her wounds with the help of the auto-medic]



Ayeni Inaru, In-person: ... I believe she can make it... But we will need to get her some more advanced treatment very soon. We should keep her sedated for now. As soon as we reach Assembly space, we can locate some proper medical treatment for her, we owe her that.

[Nothing is said when you leave the med-bay. The emptiness of space has taken hold of the ship and its crew. Only the ships engine and alarms inform you that Camreal initiates the FTL drive on the ship, marking your escape from Vexation. Now the course is set for Kyzar, where The Assembly's galactic seat and core lies]

Action:

- Everyone paints the dot called **GW1W** in their legacy folder.

When ready, continue to Chapter 2

C12C – Borderlands of Dust

Location: Vexation, Fury's Fall, Unknown wasteland

C12C – Mission brief

[An uneasy atmosphere roams the ships hallways. It has been quiet for a few hours since you got back with the parts]



Camreal, In-person: Commander, we will soon be ready for take-off. Just a few more installations and we are set. How does it look in your end, Paradus?



Paradus, In-person: Engine is starting to look good. I just need...



Gunner, In-person: 4#“x%!2? [translator]: Sorry for interrupting, but the long-range scanners have picked up a group of Hellfires moving towards us. Very predictable judging from the outcome of your last encounter.



Camreal, In-person: Commander, you will need to take care of this while we finish the last repairs on the ship. The Hellfires are probably keen on some payback and to scavenge the ship for whatever is still worth something.



Ayeni Inaru, In-person: And that is to say nothing of the reavers, who must be around here, looking for easy targets. We better take care of the Hellfires in a hurry. What do you think, Commander?

Choice: The Commander must decide how to engage the approaching Hellfires.

- 1) **Stay close by the ship.**
 - a. The team starts in zone Team 1.
- 2) **Try to attack the Hellfires from behind.**
 - a. The team starts in zone Team 2.
 - b. Advance all enemies 3 squares to the west from their original position.

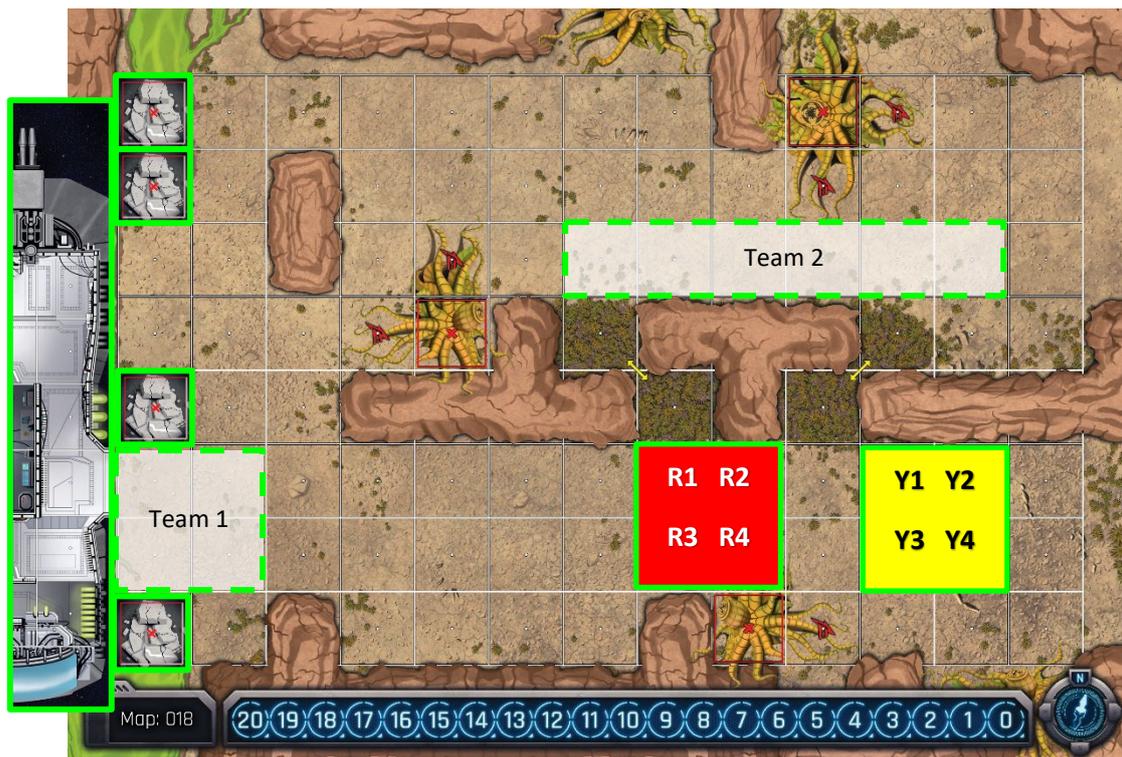
Action:

- **Hostile environment:** Everyone starts with 2 less focus and 2 less shields.

When ready, continue to C12C – Mission layout

C12C – Mission layout – Map 018

Place: The ship, 4 blocked paths, (TS) Guards in R1-4, (TS) Mechs in Y1-4 | EBC: Planned attack (R)



Ayeni Inaru, In-person: Here they come. Let us make sure they return emptyhanded and without alerting any reavers in the process.

Mission parameters

Success (turn limit, 7/9/11):

- 1) Eliminate all enemies.

Triggers/conditions:

- 1) **Flesh-eating plants:** Players take 1 damage when moving into a square with tentacles. Enemies are not affected.
- 2) **Secret passage:** Only players may move (not attack) through the corners with yellow arrows.
- 3) **Enemy approach:** All enemies (regardless of color) will at the end of the enemy's turn, move 1 square west towards the inside of the ship.
- 4) **Ship:** Is part of the mission board and can be boarded/exited by all characters.

Failure:

- 1) If an enemy gets onboard the ship, or the turn token reaches 0, or all players are unconscious, restart the mission.

If success, continue to C12C – Mission update #1

C12C – Mission update #1

[The last mech stands disabled in the dust and a few of the surviving guards and crew members have been rounded up]



Ayeni Inaru, In-person: *Commander, what shall we do with the survivors? Their equipment has been destroyed in the process. They are no longer a threat to us.*



Guard, In-person: *Arg... the changeling is right... ugh. We are not... gmhph... let's go back... and we'll not disturb you again.*



Gunner, Comm: *#&/"%.& [translator]: I believe I just had what you call a déjà vu. Those Hellfires can't be trusted in so far you can throw them. May I suggest we get rid of them, and in a hurry.*



Camreal, Comm: *I agree with Gunner's assessment. The Hellfires have not showed us any such mercy. The reavers have learned of our location and are diverting a lot of forces towards our position as we speak. We must do something about it and get ready to leave, they'll be upon us very soon. What do you guys suggest?*

Choice: How will you deal with the surviving Hellfires?

The team must find a common answer.

- 1) **Execute them where they stand.**
 - a. The simplest way of dealing with captives you do not trust and that you do not want to come back.
- 2) **Release them away from the reavers.**
 - a. You may gain some favor with these Hellfires, but there is also the risk of having them come back yet again.
- 3) **Release them towards the reavers.**
 - a. You avoid that these Hellfires will return, and it will buy you much needed time as the reavers will be occupied for a while slaughtering the defenseless Hellfires.

When decided, continue to C12C – Mission update #2

C12C – Mission update #2

If you chose to execute the Hellfires, continue below:



Ayeni Inaru, In-person: *Was that really necessary? I understand you don't see any need to show them mercy, but they are unarmed captives. Even though the law of the Assembly does not reach into Vexation, I don't see a need to protect ourselves against defeated enemies. We have a much more dangerous foe approaching us.*

Action:

1. Everyone paints 1 personality mark in dominating and receives a token immediately.
2. Everyone paints 1  next to Ayeni Inaru in their legacy folder



When ready, continue to C12CA – Mission update #3

If you chose to release the Hellfires away from the reavers, continue below:



Gunner, Comm: *#"&!x.!2#xI [translator]: I wouldn't have reached the same conclusion on this matter. But as it stands we have more pressing matters on our feelers. Reavers coming in from the east. You better prepare, Commander.*

Action:

1. Everyone paints 1 personality mark in supportive and receives a token immediately
2. Everyone paints 1  next to Ayeni Inaru in their legacy folder.
3. Everyone paints 2  next to Hellfires in their legacy folder.



When ready, continue to C12CA – Mission update #3

If you chose to release the Hellfires towards the reavers, continue below:



Ayeni Inaru, In-person: *What? But but... how can you sacrifice life on the scale of just winning time? I hope that the Creators will show us mercy as we come before them. Hopefully the Assembly will listen to us and act on it, so the loss of life can gain some meaning.*

Action:

1. Everyone paints 1 personality mark in dominating and receives a token immediately.
2. Everyone paints 2  next to Ayeni Inaru in their legacy folder.

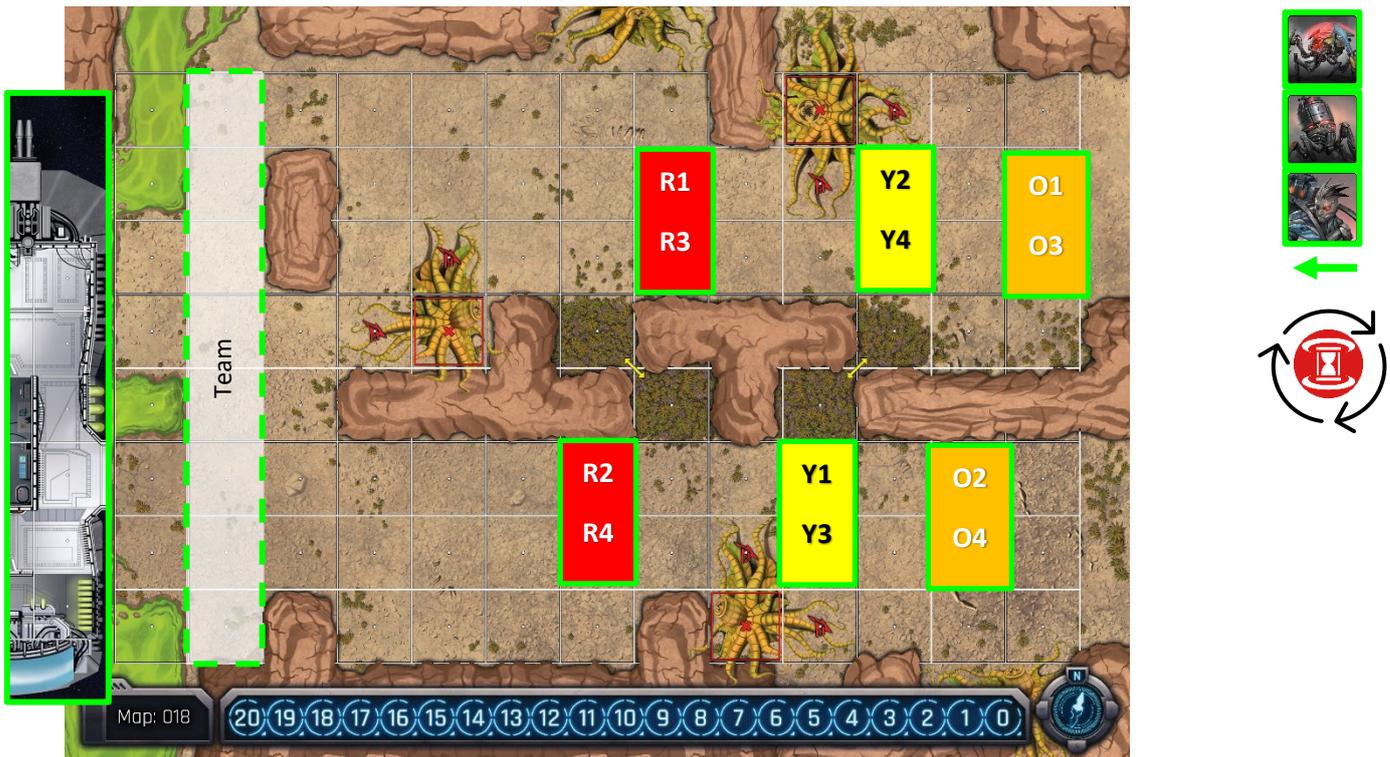


When ready, continue to C12CB – Mission update #3

C12CA – Mission update #3

Place: (TS) Reaver Crawlers in O1-4, (TS) Reaver Siege Breakers in R1-4, (TS) Reaver Scavengers Y1-4 |

EBC: Methodical advance (R)



Gwendar, In-person: Commander, you must take out their crawlers, so we avoid any of them latching on to the already damaged hull. And please get back as soon as the ship is ready for launch. We can't wait around.

Here they come. Get ready for the onslaught.

Mission parameters

Success (turn limit, no order, 8/11/13):

- 1) Eliminate all Reaver Crawlers.
- 2) Get as many players as possible **onboard the ship** before the turn token reaches 0.
 - a. Those not reaching the ship will be recovered after the mission (1 scar).

Triggers/conditions:

- 1) **Flesh-eating plants:** Players take 1 damage when moving into a square with tentacles. Enemies are not affected.
- 2) **Secret passage:** Only players may move (not attack) through the corners with **yellow arrows**.
- 3) **Ship:** Is part of the mission board and can be boarded/exited by all characters.
- 4) **Reaver Siege Breaker (explode):** Will explode if it ever ends a move action without having moved at all, or when it is destroyed. The explosion deals 3 damage to all objects within 2 squares (explosion only limited by walls).

Failure:

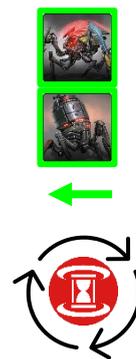
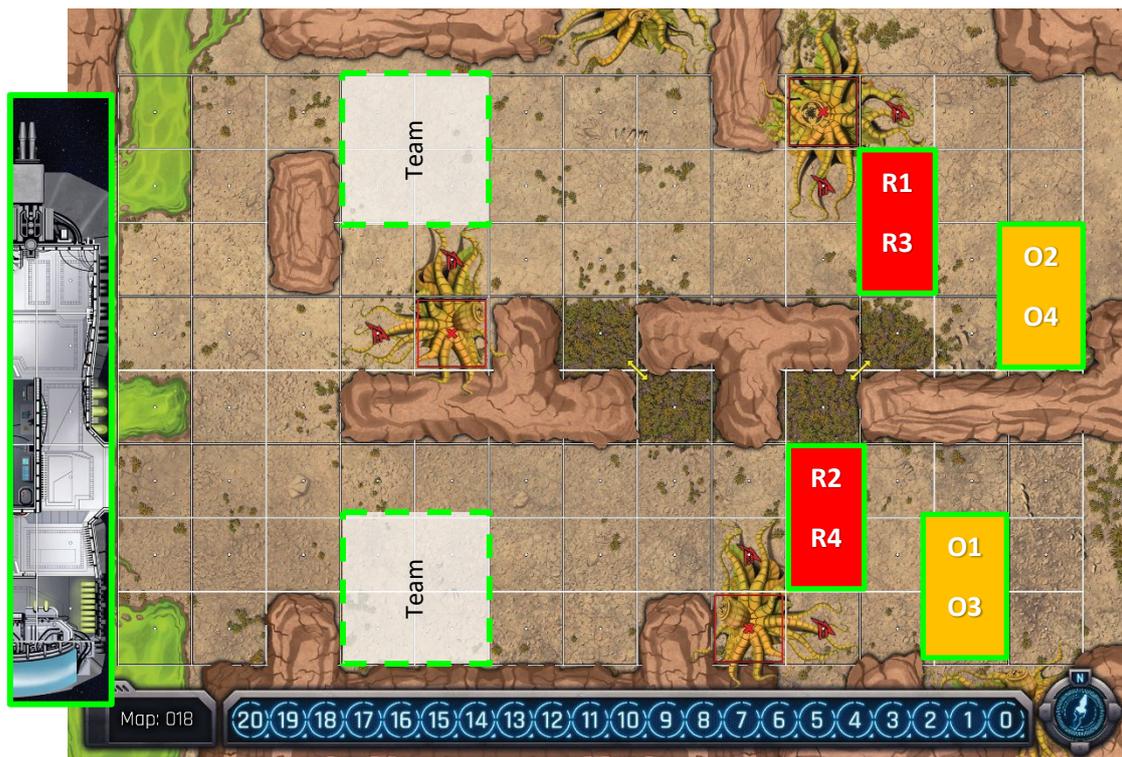
- 1) If the Reaver Crawlers have not been eliminated, or if an enemy gets **onboard the ship**, or all players are unconscious.

If success, continue to C12C – Mission update #4A

If failure, continue to C12C – Mission update #4B

C12CB – Mission update #3

Place: (TS) Reaver Crawlers in O1-4, (TS) Reaver Siege Breakers in R1-4 | EBC: Methodical advance (R)



Gwendar, In-person: It seems some of their scavengers have stopped up to process the Hellfire remains. This means fewer enemies to deal with.

Commander, be sure to take out the crawlers, so they won't latch on to the ship's hull. Please be quick and come back to the ship when we are about to launch. Good luck.

Mission parameters

Success (turn limit, in order, 8/10/12):

- 1) Eliminate all Reaver Crawlers.
- 2) Get as many players as possible **onboard the ship** before the turn token reaches 0.
 - a. Those not reaching the ship will be recovered after the mission (1 scar).

Triggers/conditions:

- 1) **Flesh-eating plants:** Players take 1 damage when moving into a square with tentacles. Enemies are not affected.
- 2) **Secret passage:** Only players may move (not attack) through the corners with **yellow arrows**.
- 3) **Ship:** Is part of the mission board and can be boarded/exited by all characters.
- 4) **Reaver Siege Breaker (explode):** Will explode if it ever ends a move action without having moved at all, or when it is destroyed. The explosion deals 3 damage to all objects within 2 squares (explosion only limited by walls).

Failure:

- 1) If the Reaver Crawlers have not been eliminated, or if an enemy gets **onboard the ship**, or all players are unconscious.

If success, continue to C12C – Mission update #4A

If failure, continue to C12C – Mission update #4B

C12C – Mission update #4A – Aftermath



Camreal, Comm: This is it, Commander. We're taking off. Get back here. Gunner will engage the remaining reavers with our turrets.

[The turrets initiate a barrage of fire towards the nearest of the reavers allowing you to retreat towards the ship]



Ayeni Inaru, In-person: Camreal, we're on board and ready for take-off!

[You buckle up as fast as possible as you are forced into your seat by the accelerating ship aiming at the atmosphere. The alarm for the engine can be heard throughout the ship as Camreal pushes it to its very limit]



Gunner, In-person: #6[341x"%.% [translator]: We're clear. No pursuers and no crafts en route to block us from our calculated FTL jump point.



Camreal, In-person: Good to hear, Gunner. I have punched in the coordinates. Get ready everyone we will enter FTL in a moment, our destination; the outer borders of Kyzar. Standby for jump.



Ayeni Inaru, In-person: Ugh, I always want to throw up during those FTL jumps. But throwing up beats staying around this system any day. Let us hope that the Assembly is ready to listen.

[As the ship begins its jump you feel the FTL distorting all your senses as you leave the Vexation system, its planets, and the surrounding space. Now it is time to pay a visit to the Assembly at its galactic seat in Kyzar]

When ready, continue to Chapter 2

C12C – Mission update #4B – Aftermath

[You duck behind cover again. Another near miss. The reavers have intensified their attack and are about to overrun your position]



Ayeni Inaru, In-person: Camreal, Gwendar, we need help... the Reavers are...

[A big explosion interrupts Ayeni and sends you all flying backwards. Your temporary cover is blown to bits. A few scavengers are about to jump you as they get blown to bits by Gwendar rushing towards your position]



Gwendar, In-person: Are you okay? Ayeni? Commander? You must get up and move... Camreal has initiated the starting sequence. Get ready to jump on board.

Gunner, intensify the turrets' fire around us, we move towards the ship now!

[You start running towards the ship. Gwendar tries to cover your back, firing wildly at every emerging crawler trying to catch up to you. You can hear them getting closer and closer despite Gwendar's frantic barrage of blaster shots]



Reaver Crawler, In-person: You will be remade in the image of a cyborg, shaped to serve, and fight for the Exemplar. Submit.

[Just as you reach the hatch of the ship, you sense a crawler behind you. You hear a scream and turn around to see the crawler slashing Gwendar's right arm off at the shoulder. You reach the handles of her combat gear and pull her towards you, while the team fires a salvo to halt the crawler. You jump backwards through the hatch with Gwendar, and it shuts just in time to avoid the crawler's second attempt at ending you both]



Gwendar, In-person: ... Ayeni... I... aaargh... Com... Commander... Am I going... argh, ugh...

[With Ayeni's help you rush Gwendar to the med-bay. Gwendar is now in complete shock and Ayeni decided to put her into a controlled coma. After a few agonising minutes Ayeni manages to stop the bleeding with the help of the auto-medic]



Ayeni Inaru, In-person: There... I... I mean, she... she should be able to make it. Creators. We need to get her to a more advanced facility for proper treatment. I can keep her sedated for now, but we must find some medical staff as soon as we reach Assembly space.

Hang in there, Lieutenant.

[Everything is silent as the ship escapes further and further into the dark space beyond Fury's Fall. Finally, the FTL alarm breaks the silence as Camreal initiates the engine's FTL drive. The course is now set and the distance between you and Vexation is no longer tangible. You are heading for Kyzar, the galactic seat of the Assembly. The core of galactic civilization]

Action:

- Everyone paints the dot called **GW1W** in their legacy folder.

When ready, continue to Chapter 2