



***RENEGADES***

**DESTINY AURORA  
CHRONICLES**

**Board Game**

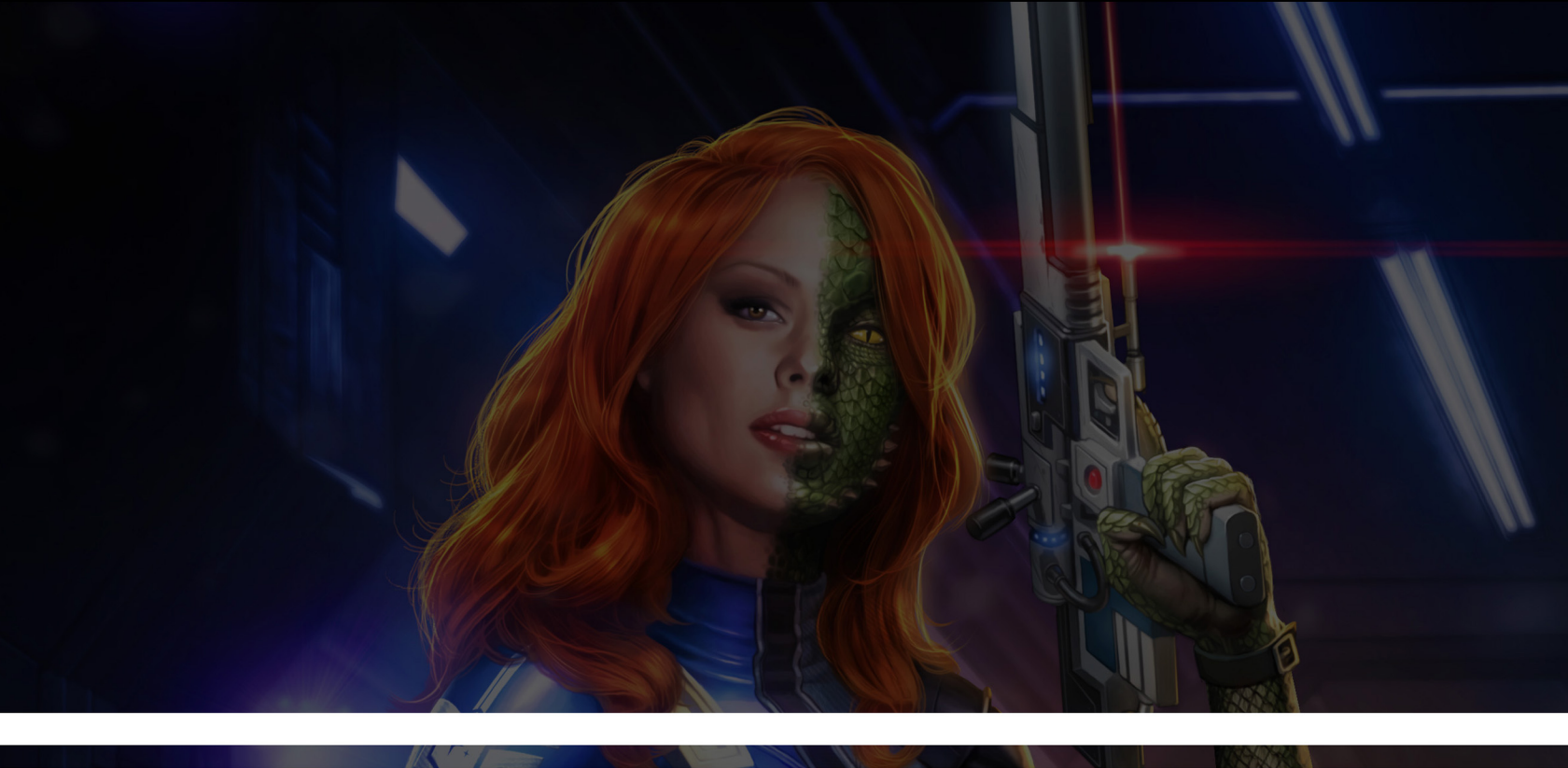
**MISSION BOOKLET**

**DESIGNED BY FRANK J. ZANCA**

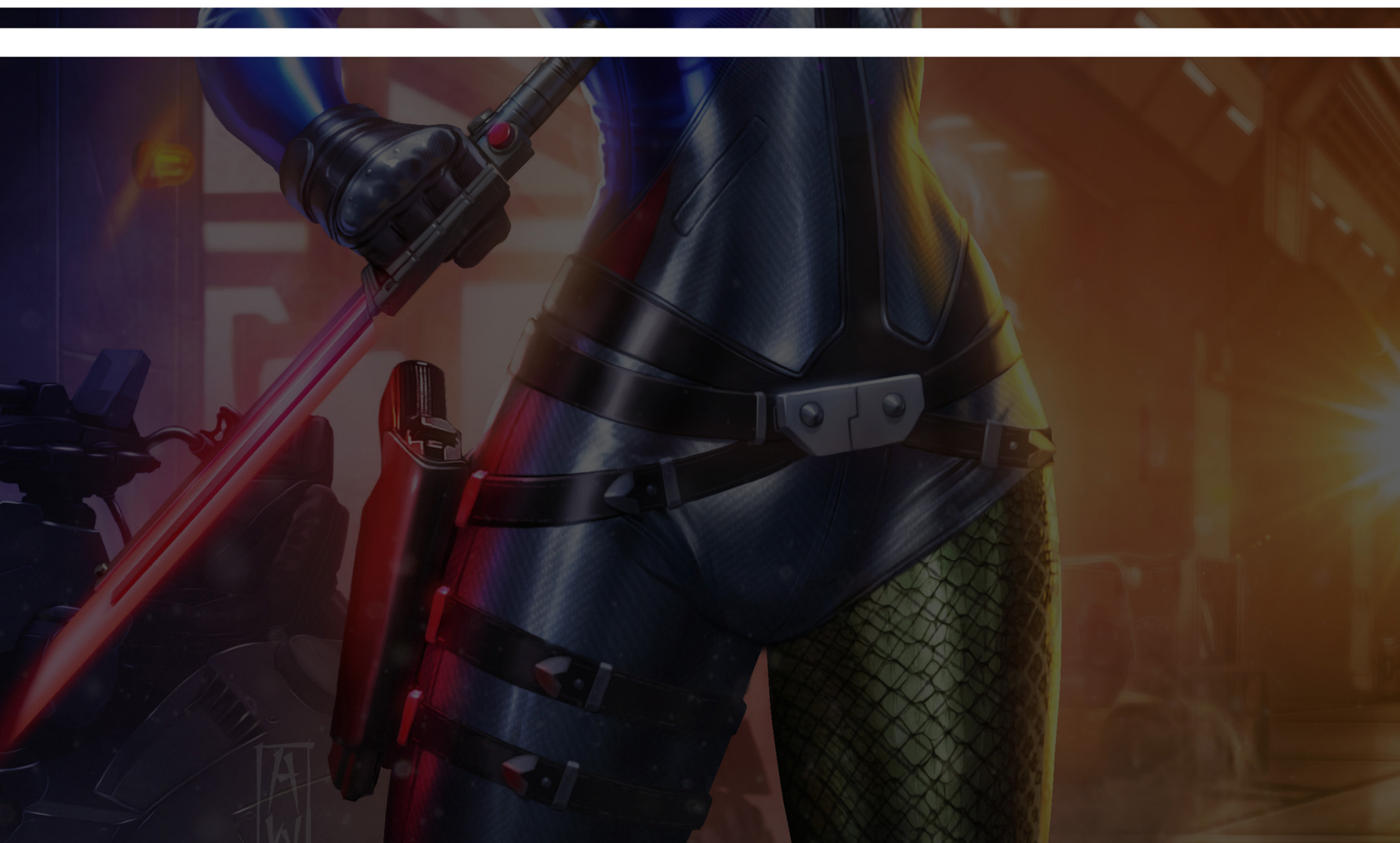


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# MISSIONS





PRINCESS XEA'LANA IS ON THE RUN FROM HER BROTHER SINCE HE WANTS THE VISARATH THRONE AND KILLED THEIR FATHER TO GET IT. THE PRINCESS IS NEXT, BUT HER ESCAPE WAS INTERRUPTED WHEN HER SECURITY TEAM WAS MAULED BY A CREATURE WHO TOOK HER TO ITS LAIR FOR A FUTURE MEAL. OF COURSE YOU DON'T KNOW THAT TILL YOU LAND ON THE PLANET AND YOU WERE TOLD SPECIFICALLY TO BRING HER BACK TO PORT SAVEN ALIVE.

THE DREGGS FOUND OUT ABOUT THE PRINCESS' LOCATION AND REALIZE THEY COULD SELL HER TO ULEP FOR QUITE A FEW DIGITS. DARIUS PILED A CREW INTO A TRANSPORT SHIP AND IS ON THEIR WAY TO THE PLANET TO KILL ANYONE WHO GETS IN THEIR WAY.



Use the "Cave" Center piece. All other map pieces are random. Choose a random Creature Card to guard the entrance. Place the Troop Transport on Port Saven. Remove any Dregg cards from the Enemy Deck.

## MISSION:

You can either kill the Creature or attempt to sneak past it by succeeding with a 5+ Stealth Test. You must pass the test for each movement. Interact with the Princess to abduct her or for the Coalition Crew to rescue her. The first group to escape to their ship with the Princess and take her to their base of operations is the victor. If the character carrying her is defeated, the Princess is dropped and another Character can interact to retrieve her. If an enemy crewmember interacts with her while she is with another crewmember, then each crewmember must make a leadership roll. The most 5's & 6's takes the Princess.

The Troop Transport will move from Port Saven to the Mission Planet endcap and will not be affected by Hindering Terrain. It does not require an action to land on the planet and once it does it will deploy 6 Dregg Warriors (3 in the 1-2 Player Game) and Darius. Darius will gravitate toward the Character holding the Princess or the highest initiative (roll off if tied) if none have the princess. The Warrior(s) will follow but will immediately attack any Characters they can as they move forward (one Dregg Warrior conflict per Character). The Troop Transport may not be boarded.

\* Ships may begin on random docks on the Planet's Surface based on commander initiative value for a quicker game.

## OUTCOMES OR IF TIME RUNS OUT:

### RENEGADES POSSESS OR ESCAPE WITH THE PRINCESS:

Princess Xea'iana pleads for her life, but you tell her to save her breath as she. She spits at you. "I will see you all rot in Hell." You simply laugh and tell her that she'll be sure to witness is her brother handing over a hefty ransom for her royal derriere. *Renegade ships receive the mission reward.*

### COALITION POSSESS OR ESCAPE WITH THE PRINCESS:

Princess Xea'iana is grateful for the rescue. "Inspector, please return me to those still loyal to me. The war between my brother, Ulep, and myself is inevitable." It's unfortunate, but you know she's right. When the time comes you're sure you'll be joining that fight. *Coalition ships receive the mission reward.*

### NEITHER FACTION POSSESSES THE PRINCESS:

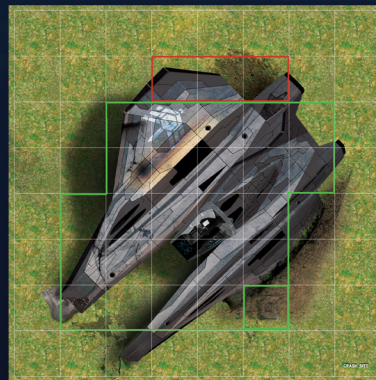
You've lost track of the Princess. Was she taken by a third party or was she murdered by the creature? The Coalition pray for the former while the Renegades hope for the latter. One thing is for certain, your employers are not going to be pleased. *Each ship pays 25 digits. Fuel is expensive in the future.*



A CONTRACT GETS HANDED TO YOU REGARDING ALIEN REMAINS. THE EMPLOYER WANTS YOU TO RETRIEVE THEM FOR RESEARCH PURPOSES.

SOUNDS CREEPY, BUT OKAY. THE MONEY'S ENTICING. ONLY ONE THING WAS OMITTED, WHEN YOU ARRIVE, AND EXPOSE THE CREATURE TO THE ATMOSPHERE IT MUTATES AND AWAKES TO ATTACK YOU. JOY.

THE OTHER PROBLEM IS THAT A SATELLITE IN ORBIT IS MALFUNCTIONING, OR SO YOU THINK.



CHEMICAL TREATMENT

+1/1  
-3 Speed



\*Add 3 Energy Tokens to this Card. The carrier may remove 3 Tokens to increase their Speed by +2 and +1/1 Attack die this round. They may also pass one Energy Token to an adjacent Crewmember who also may increase those attributes for a single round.

This treatment is said to increase speed, strength and stamina in a few cases. Let's hope there are no side effects.

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MILITARY SATELLITE

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ORBIT

\*Energy Pulse: The Military Satellite will not only attack, but send signals to targets within range after moving.

\*Quarter Search: The Military Satellite will move into a tile's center square based on a Random Space Location Card played at the beginning of each Orbital Round.

\*Reinforced Shields: Defense is as follows:  
1-2 Players: No Defense, -2 Health  
3-3 Players: +1 to 2 varied Defense Die.

Use the "Crash Site" Center piece. All other map pieces are random. Add a "Chemical Treatment" token to the Search Item tokens. The Chemical Treatment has 5 Energy Tokens for this Mission instead of 3. Place the Military Satellite on a random Space Tile.

## MISSION:

Interact with the Crashed Ship and perform a 5+ Tech Test to open the cockpit. Once open add a "Lava Ganik" Creature to the cockpit square. Once defeated you can make a 5+ Medical Test to retrieve the DNA (Data Token). To create the antidote it must then be combined with the "Chemical Treatment" once discovered amongst the Search Items. The Antidote receives 5 Energy Tokens.

Any of your crew that is hit by the Lava Ganik has become infected. Place 1 Radiation Token on the character card at the beginning of each round. After receiving 3 Radiation Tokens that character will become defeated. Only with the Antidote can they be cured. The carrier of the Antidote may administer it by performing a Free 5+ Medical Test on each adjacent crew member infected. The antidote may be administered to a defeated character to revive them with 1 health remaining. Once you administer the Antidote, remove one Energy Token. After it's depleted, do not discard it, as it remains a mission parameter. If all characters are defeated, the mission is failed for all factions. The antidote must be made to successfully complete the mission.

In Space, the Military Satellite will move to the center of a Random Tile at the beginning of each round and attack every ship within range. Once the Lava Ganik is released, the Military Satellite will begin to fire on the planet. In addition to attacking ships. Choose a random Planetary Location Card at the beginning of each Planet Phase. Every Character on that tile must defend against 3 attack, including the Ganik (1 attack roll for all). Every Character that takes damage receives one Radiation Token as well.

\* Ships may begin on random docks on the Planet's Surface based on commander initiative value for a quicker game.

## OUTCOMES OR IF TIME RUNS OUT:

### RENEGADES HAVE THE DNA & CHEMICAL TREATMENT:

This was definitely not the mission you were expecting. With the Coalition constantly on your tail, it's a miracle you were able to pull it off. You drop off the sample to Darius, but the devious look in his eye makes you a little uncomfortable. Whatever he has planned for this stuff, can't be good.  
*Renegades ships receive the mission reward.*

### COALITION HAS THE DNA & CHEMICAL TREATMENT:

You saw it, but you still can't believe it. That thing, whatever it was, just came to life. Your crew was lucky to escape with their lives. Your medic has no idea what to make of it. What would the Dreggs want with this? You hope this is the only sample, cause if there's more, the galaxy could be in real danger.  
*Coalition ships receive the mission reward.*

### ALL CREWS ARE DEFEATED OR DON'T GET THE ANTIDOTE:

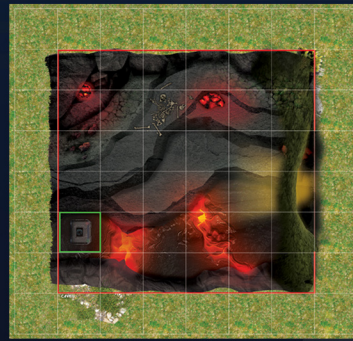
You crawl back to your ship and after some rigorous time in the lab, your medic is able to reverse the effects of whatever the Ganik did to you. That was an expensive excursion and you have nothing to deliver. What a day.  
*Neither Faction receives the mission reward. Each player pays 25 Digits (fuel is expensive).*



YOU'VE HEARD STORIES OF THE RUTHLESSNESS OF ULEP, THE VISARATH PRINCE, WHO SLAUGHTERED HIS OWN FATHER TO TAKE THE THRONE. ONLY HIS SISTER STANDS IN HIS WAY.

AN URBAN LEGEND TELLS OF A MONK ASSASSIN ON DEMETRE IV. ULEP WANTS THE ASSASSIN TO FIGHT IN HIS ARMY WHEN THE WAR STARTS. THERE IS A SUMMONING CRYSTAL SOMEWHERE IN THE OUTPOST AND YOU AIM TO FIND IT.

THE ZURATHI HAVE ALSO HEARD ABOUT THE CRYSTAL AND ARE COMING FOR IT AS WELL. IT'S POSSIBLE THAT SO'LEN FRAE IS PERSONALLY LEADING THE EXPEDITION.



**CYRAN CRYSTAL** -1 Health

3

\*Add 3 Energy Tokens to this Card. The character needs 3 health when used and may swap the crystal with a friendly character. Remove an Energy Token for each wound healed. When depleted, discard this card.

This crystal found exclusively on the plateaus of Cyran. It has healing properties and is rumored to have mystical qualities as well.

100%

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**CYRAN ASSASSIN** 0

8

5

4

4

4

**PLANET SURFACE**

- Armored - May not be stunned.
- 1-2 Players: +1 to 2 Highest Defense Die.
- 1-2 Players: +1 to 1 Rolled Defense Die. -2 Health.
- Target Acquired - Cyran Assassin makes one ranged and one melee attack against two different targets per round after moving. After attacks, he moves 2 additional spaces toward the character with the next highest initiative.

Use the "Cave" Center piece. All other map pieces are random. Place the "Cyran Crystal" token with the Search Item Tokens.

Place the Troop Transport on the Non-Mission colored Planet (either Red or Green). Remove all Zurathi Cards from the Enemies Deck.

## MISSION:

Once the Cyran Crystal is found, it may not be picked up and therefore it's normal attributes may not be used. Any adjacent character may interact with it with a 6+ Leadership Test. This will summon the Cyran Assassin (Health +2), who will appear at the entrance to the Cave.

The Assassin announces that he will fight alongside the warrior who delivers the blow that defeats him. He gets first attack and attacks the character with the highest initiative that is not part of the crew that succeeded on the summoning roll. If he is defeated by a Renegade the Cyran Assassin will fight for Ulep in the *Civil War* Epic Ending with 6 health. If defeated by the Coalition he will fight on the side of Xea'lana with 6 health. If playing *Mutagen* or *Portal*, the winning Faction may give up half of their financial reward to retain the Cyran Crystal and summon the Assassin to fight with them during the Epic Ending. (Remove the Cyran Assassin from the Creature Deck for the remainder of the campaign.)

The Troop Transport will move and then attack every ship within range at the end of each round and does not need an action to land on the planet. It will land at a random dock and get a free Deployment for 4 Zurathi Warriors (2 if 1-2 Players) plus So'len Frae.

If So'len or a Zurathi Warrior is within Range of the Cyran Assassin, roll a single die. If it is a 1 or 2, the Assassin will attack the highest initiative Zurathi (if all Warriors-roll off) and then attack either a Renegade or Coalition Crewmember based on initiative with it's second attack. A Zurathi who took damage from the Assassin will attack back, otherwise they will focus on the Renegade and Coalition crewmembers.

\* Ships may begin on random docks on the Planet's Surface based on commander initiative value for a quicker game.

## OUTCOMES OR IF TIME RUNS OUT:

### RENEGADES DELIVER THE KILLING BLOW:

That guy just wouldn't go down. The good news is: he's on your side from here on out and you can always use some additional firepower. The Cyran pledged fealty to you and to Prince Ulep, who paid you to find the crystal. You're not sure what Ulep has planned, but one thing's for sure. It ain't gonna be pretty for the Princess. *Renegade ships receive the mission reward.*

### COALITION DELIVERS THE KILLING BLOW:

Having an assassin appear from a crystal is not something you thought you'd ever see in your lifetime. One thing is for certain, he's not someone you can take into custody, nor do you trust him enough to have your back in battle. When he does reappear, there will be bloodshed. You hope that day never comes. *Coalition ships receive the mission reward.*

### ALL CREWS ARE DEFEATED:

When the Cyran Assassin appeared, he moved with speed that was abnormal for any known alien species. Folklore told of the Cyrans, but no one has ever encountered one until now. He whooped your butts, then he bowed and disappeared. The crystal has lost its luster, it won't be summoning anything ever again. *Neither Faction receives the mission reward.*



YOU'VE BEEN CONTRACTED BY THE DREGGS TO RETRIEVE A BLOOD SAMPLE FROM AN INDIGENOUS CREATURE ON DIOPHONTAS.

YOU HAVE NO IDEA WHAT YOU MIGHT BE UP AGAINST AS THERE IS NO INTEL ABOUT THE PLANET. HOWEVER, THERE IS AN UNUSUAL AMOUNT OF ACTIVITY FOR A DESERTED PLANET.

THERE HAS BEEN SEVERAL EXCURSIONS, BUT NONE HAVE RETURNED. HOPEFULLY YOU'RE TEAM WILL BE THE FIRST.



Use the “Cave” Center piece. Use the “Data Core” Corner map piece. All other map pieces are random. Place 1 Ronin Android in the Data Core for each player. Remove Dregg cards from the Enemies Deck.

Place the Military Satellite in the center of a Space tile by choosing a Random Space Location Card.

## MISSION:

There is a huge metal door blocking the cave entrance, so someone locked up the creature. At the beginning of each Orbital Phase choose a new random location for the Military Satellite to appear. Place it in the center square of the chosen tile and attack all ships/fighters within range.

Sneak (5+ Stealth Test per movement) or fight your way into the Data Core. Interact with the main console and perform a 5+ Tech Test. If successful, the door to the Cave will open.

Once one of the Ronin Androids is killed or the Console is interacted with (even if the Tech Test fails) the Military Satellite will begin firing on the planet, beginning at the start of the next Planetary Phase. Choose a random Planetary Location Card. Every Character, including NPC's must defend against a 3 attack even if they are in a room. Add 1 Radiation token to a character that takes 1+ Damage. A character with 3 Radiation Tokens becomes defeated.

Once the Cave door opens, pick a random Creature Card to appear as well as an Enemy Card to spawn from a random location. Spawn 3 Dregg Fighter (2 if 1-2 Players) on the Mission Planet end-cap.

Kill the Creature and perform a 5+ Medical Test to get the blood sample (Data Token). The Coalition can not let the Renegades escape with the sample.

\* Ships may begin on random docks on the Planet's Surface based on commander initiative value for a quicker game.

## OUTCOMES OR IF TIME RUNS OUT:

### RENEGADES HAVE THE BLOOD SAMPLE:

Okay, that was intense. you decide that you're going to ask for a raise for your next mission, especially if you have to fight something like that again. What would the Dreggs want with that creature's blood? They aren't exactly trying to cure the galaxy's illnesses. *Renegades ships receive the mission reward.*

### COALITION HAVE THE BLOOD SAMPLE:

This investigation has posed more questions than answers. Not sure how to report that the Renegades seemed just as confused by the situation as you are. What can be in this blood sample worth this kind of trouble and Digits. Once you get it back to the lab maybe you can shed some light on the subject. *Coalition ships receive the mission reward.*

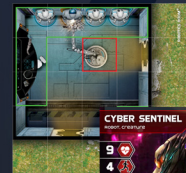
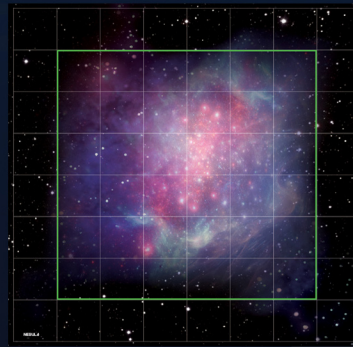
### NEITHER OR BOTH CREW GETS THE BLOOD SAMPLE BUT DON'T ESCAPE:

The clients and higher-ups will not be happy. Knowing the Dreggs, they will find another group of Renegades to get the blood sample. You have no idea what they plan to do with it, but either way you're not going to see your payday. *Each ship gets 50 Digits.*



YOUR TEAM GETS CONTRACTED TO TRAVEL TO CROMEX TO RETRIEVE CARTOGRAPHY COORDINATES.

IT MAY SOUND SIMPLE, BUT THERE'S A CATCH, OF COURSE. FOR ONE, THE COALITION HAS ALSO BEEN SEARCHING FOR THESE MYSTERIOUS COORDINATES. IN ADDITION, THEY'VE BEEN ENCODED AND THE SECURITY SYSTEM HAS GONE A BIT HAYWIRE. CAN'T WAIT.



Use the “Stellar Cartography” Room and the “Robotics Room” corner pieces. Other map pieces are random. Use the “Nebula” Center Tile for the Orbital Board. Pull the Cyber Sentinel Card out of the Creature Deck and place it to the side along with all Ronin Android Enemies Cards. Ready the Troop Transport.

## MISSION:

Place 2 Ronin Androids in the Stellar Cartography Room and 1 on the edge of each side of the center tile (1 for each crew in play). Stealth is negated by Ronin Androids. Inside the Stellar Cartography room a character may perform a 5+ Tech Test to retrieve the coordinates but only in conjunction with the access panel on the Troop Transport.

When a Crewmember enters any of the interior rooms, an alarm will sound and the Troop Transport will be activated. Place it at the center of the Nebula. A ship can dock with the Transport and the Crewmember occupying the Communications Station needs to pass a 5+ Search/Scan Test while your Crewmember on the Planet is accessing the Stellar Cartography console with a 5+ Tech Test. If one succeeds, place an Energy Token next to that Figure. If one fails remove the Energy Token. Both tests need to be made again.

A Ronin Android will enter a docked Ship and attack the crew. Docked Ships will move with the Troop Transport as if attached and may take damage from Troop Transport attacks. Player ships may still rotate and fire weapons. If the Transport lands, (it does not require an action to land) any ships still docked with it immediately break off and remain in Orbit. Ships broken off in this way will take 2 Critical Damage. The Troop Transport will land at a random docking port (re-roll if 5 or 6). This dock remains unlocked.

If a Crew has not gotten the coordinates, they can get it by standing on the dock next to the Troop Transport and performing the 5+ Search/Scan Test. If four Ships are in play, same Factions can work as a team with one Ship working in conjunction with another Player's Landing Party.

Once the console in the Cartography Room is accessed (whether the test is failed or passed). The Cyber Sentinel with 2 Ronin Androids (if available) will spawn from the Robotics room. They will gravitate toward the carrier of the coordinates. If there are two (Coalition & Renegade) they will split randomly. The doors to the docks will remain locked until the Cyber Sentinel is defeated. Pass a 5+ Tech Test to open a door while standing adjacent to one.

The Troop Transport will deliver Asp-4 and 4 Ronin Androids (2 for 1-2 Players or whatever is left in the pool). They will get a free deployment. Asp-4 will target the Character with the highest Initiative that possesses with the Coordinates. If there are two, Asp-4 will gravitate toward the opposing faction that the Cyber Sentinel is currently targeting.

\* Ships may begin on random docks on the Planet's Surface based on commander initiative value for a quicker game.

## OUTCOMES OR IF TIME RUNS OUT:

**Renegades have the Coordinates:**  
Robots? You hate robots. Especially robots trying to kill you. Meanwhile the Coalition is constantly on your tail. There's got to be a way to shake these guys. They're getting on your last nerve.  
*Renegade ships each collect the Mission Bounty.*

**Coalition has the Coordinates:**  
You look down at the memory device containing the coordinates. Would be nice to know who sent the Renegades to retrieve them. One thing's for sure, you know the destination of your next mission. Let's hope you can find more clues there.  
*Coalition ships each collect the Mission Bounty.*

**Both have the Coordinates but don't escape:**  
You were able to get the coordinates, but getting off the planet proved to be more difficult than you thought. There were suddenly robots everywhere. An EMP grenade would have come in handy.  
*Split the Bounty evenly between Coalition and Renegade players (150 Digits per ship).*



THE ZURATHI EXILES HAVE REACHED OUT THROUGH YOUR MIDDLE MAN AND HAVE SENT YOU TO A FRINGE WORLD IN THE ALGIA SYSTEM INHABITED BY RONIN ANDROIDS.

YOUR MISSION IS TO SABOTAGE THEIR DRILLING SYSTEM AND RETRIEVE A CORE SAMPLE. WHAT ARE THE ZURATHI UP TO? WHEN YOU GET THERE, YOU REALIZE YOU CAN'T HACK INTO THE SYSTEM, MAYBE THERE'S SOMEONE HERE WHO CAN.

MEANWHILE THE ZURATHI HAVE SCRAMBLED FIGHTERS TO WELCOME YOU TO THE ALGIA SYSTEM. WHY CAN'T ANYTHING BE SIMPLE?



Use the "Mining Facility" Center piece as well as the "Armory," corner map piece all other map pieces are random. Place a "Slave" token with the Search Item Tokens. Place the "Nebula" Tile for the Orbital Map.

Remove all Dregg Cards from the Enemies Deck.

**MISSION:**

Place two Ronin Androids in the Mining Facility and one in each corner room. Place Dregg Fighters (2 if 1-2 Players, 3 if 3-4 Players) on the Mission Planet in Orbit and the Troop Transport off the board until needed.

Search the rooms for the hidden, covering slave. When the Slave is found he becomes friendly to your crew (replace the token with a Dregg figure and no other Dregg figures may be placed during this mission). The Slave cannot be killed, but will change loyalty to an adjacent Faction with a higher Leadership roll (most 5's & 6's). The Coalition will take him back to their ship and the Renegades will take him to the Mining room to shut down the Drill (Interact with the console). Then perform a 5+ Tech Test to get the Core Sample while adjacent to the Smelter. Use an Energy Token to represent the Core Sample. It may be picked up by an adjacent Character if the Character possessing it has been defeated.

Once the Drill is shut down and sabotaged. Asp-4 will arrive with 3 Guards (1 in the 1-2 Player Game). When the first Zurathi fighter is destroyed, the Troop Transport will appear in the middle of the Nebula. It will continually launch fighters (place adjacent) after each is destroyed (1 Fighter for 1-2 Players, 2 for 3-4 Players). The Troop Transport will not move for the duration of the game (\*\*) and will continue to release Dregg fighters until it is destroyed.

\*\* If a Ship's shields drop, the Troop Transport will move toward it in an attempt to dock. If it gets within a range of two, roll a 5+ Search/Scan Test for the Troop Transport. If successful, the Ship is caught in a tractor beam and has no choice but to dock with the Troop Transport. 2 Ronin Androids will board the docked ship. The Character inhabiting the Communications Station on the docked ship may hack the Troop Transport's self-destruct protocol with a 6+ Search/Scan Test. If successful the Troop Transport will explode damaging all Ships within 5 spaces (6 Attack with an automatic 1 critical damage.) If a second or third Ship's shields drop, the Troop Transport will move toward them in an effort to dock, carrying along any Ships it's already docked with. Docked Ships may be fired upon, and may fire back by rotating.

\* Ships may begin on random docks on the Planet's Surface based on commander initiative value for a quicker game.

**OUTCOMES OR IF TIME RUNS OUT:**

**RENEGADES ESCAPE WITH THE CORE SAMPLE:**

Mission accomplished. Eat that Badges! As your ship bursts into quantum space, you examine the piece of rock you took off the planet. It doesn't look like much, but the Zurahis have gone through a lot of trouble to get it. Whatever they have planned for it's no concern of yours. *Renegade ships receive the mission reward.*

**COALITION ESCAPES WITH THE SLAVE OR CORE SAMPLE:**

You've been tracking So'len Frae's activities for the past few months. He's been busy collecting data and organic items. Not sure what he's building, but knowing Frae, it's something to use against the Earth. Here's one item he'll have to do without. Maybe this slave has some info. *Coalition ships receive the mission reward.*

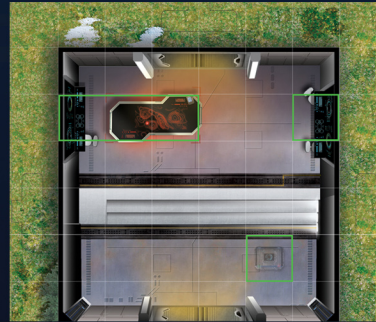
**NEITHER FACTION ESCAPES WITH THE CORE SAMPLE OR SLAVE:**

You may not have been able to procure the sample, but you were able to sabotage the Android's drilling operation. The Coalition on the other hand was able to prevent you from filling your mission. Damn Badges, always getting in your way. *Each ship gets half the mission reward.*



YOUR RENEGADE SHIP HAS BEEN CONTRACTED BY AN UNNAMED PARTY THROUGH AN INTERMEDIARY IN PORT SAVEN TO FIND A FEW PIECES OF TECHNOLOGY.

THEY ARE BEING FORGED IN A SECRET TECH LAB ON A DESOLATE PLANET CALLED GOLANTA V, WHICH HAPPENS TO BE PART OF THE COALITION. FUN TIMES AHEAD, ESPECIALLY WHEN THE PLANETARY DEFENSE GRID HAS OPENED UP TARGET PRACTICE ON YOUR SHIP.



Use the “Security Room” Center piece & the “Fabrication” Corner piece. All other map pieces are random.

## MISSION:

Place 2 Zurathi Warriors in the Fabrication Room, 2 in the Security Room & 2 in the random room containing the last tech piece.

Retrieve 2 out of 3 pieces of tech by interacting with the consoles in the Security Room, the Fabrication Room and one Random Room. Then retreat to your ship and return to the broker in Port Saven before the Coalition Crew beats you to it. Use Data Tokens as the Tech pieces. A Tech Piece is dropped if the Character holding it is defeated. Other Characters can then interact with it to pick it up.

At the beginning of each Orbital Round, the Planetary Laser will fire up into Orbit. Choose a random Space Location Card. Every Ship on that tile must defend against a 5 Attack. If a Ship is damaged by the laser, place a radiation token on it. At the beginning of each turn place a damage token on the ship for each radiation token it possesses. To remove a radiation token - perform a 5+ Tech Test. Once the first piece of Tech is retrieved, place 3 Zurathi fighters in orbit on the Mission Planet endcap.

The Character holding two pieces can interact with the Security Room console with a 4+ Tech Test to either shut off the Planetary Security Laser or control it and target a specific Orbital Tile (during the Planetary Phase). Once the Character controlling the Laser leaves the room with the two pieces of Tech, they can choose to either have it resume firing or shut it off.

Once the second piece is retrieved, So'len Frae and 2 Zurathi Warriors (Use Level 2 Warriors if 3-4 players - if available in the pool) will spawn in a random Location. So'len will gravitate toward the Character with the most Tech pieces. The Zurathi Warriors will target any Characters holding a Tech Piece. If there aren't enough Zurathi Warriors in the pool, 2 will leave the Security Room and pursue Characters holding Tech (roll randomly for which carriers they target).

\* Ships may begin on random docks on the Planet's Surface based on commander initiative value for a quicker game.

## OUTCOMES OR IF TIME RUNS OUT:

### THE RENEGADES POSSESS 2 PIECES OF DATA:

This tech better be worth more than you originally got contracted for since your ship will need some major repairs after this incursion. You made some new enemies today. Those Coalition guys are not happy that you snagged that tech. Renegades ships each collect the Mission Bounty.

### THE COALITION POSSESSES 2 PIECES OF DATA:

Thank goodness you got to this tech before those mercs were able to deliver it back to the black market. You're not sure what it's for, but the Zurathi had plans for it, which is never a good sign. Coalition ships each collect the Mission Bounty.

### NEITHER POSSESSES 2 PIECES OF DATA:

This mission ended up being an epic fail. Maybe your employer will be magnanimous and pay you for the portion of the tech you did retrieve. You're not looking forward to this delivery. Split the Bounty evenly between Coalition and Renegade players (150 per Ship).



**GALACTIC SUPERSTITION IS THE CAUSE FOR YOUR NEXT ASSIGNMENT.**

**ZURATHI ARE SUPPOSED TO BE FEARLESS, YET THEY REFUSE TO TRAVEL TO TRIANSACORE III TO RETRIEVE THE FLIGHT DATABOX FROM THEIR OWN CRASHED SHIP.**

**RUMORS REGARDING THE PLANET SAY THAT AN ANCIENT EVIL RESIDES THERE AND NO ONE WHO HAS GONE HAS RETURNED.**

**YOU HOPE TO PROVE THEM WRONG. THE PROBLEM IS YOU'RE ALSO BEING FOLLOWED.**



Use the “Crashed Ship” Center Tile as well as the “Arboretum,” “Aviary,” “Dig Site,” and “Aquarium” Tiles and place them randomly. Place the Flight Recorder Token randomly as one of the Search Items. Have the “Cave” map standing by.

Place 3 Dregg Fighters on the non-mission planet endcap.

## MISSION:

Interact with the Crashed Ship to find the Flight Recorder missing. (No Search Items may be collected until a Faction’s crew-member interacts with the Crashed Ship.) When the Recorder is found in the Search Items, move all characters off the Center Tile and switch the center map to the “Cave” Tile. Then choose a “Champion” from each ship and place them in a space inside the Cave. Pick a random Creature and place it in the Cave. You are in an arena and cannot leave the Cave Tile during the battle. The Cave entrance is sealed. The Entities that have placed you there have promised to give the Flight Recorder to a single victor. Good Luck. (World Events still occur, ships may still land and Search Items may still be collected.)

Each Faction must keep track of the amount of damage they do to the Creature. Place the damage Tokens on the outside of the Cave on two different sides. The Creature has +2 Health for this Mission. If all Champions are defeated, give the Flight Recorder to a member of the Faction that inflicted the most wounds on the Creature (Opponent’s Choice). A least one crew-member must be on the Planet Surface at the time of choosing or it goes to the opposing Faction. Once the Creature or all Champions are defeated, remove the Creature and replace the Crashed Ship center piece and all Defeated Tokens.

Once the Recorder is found, place an Energy Token on the Mission Planet Orbit for each Player Ship. These Orbs are being controlled by the Arena Master on the Planet and will continue to attack each respective Ship until the Creature has been defeated. Then the Orbs will simply disappear. Orbs may perform orbital attacks.

If a Ship's shields go down, the Orb will enter the Ship and spawn a Ronin Android (even if ship is docked). A second Ronin Android will spawn after the first is destroyed. If the Creature is killed, any spawned Androids will disappear.

**Orb stats:** 12 Health, 3 Range, 4 Attack, 4 Movement, 0 Defense. Hindering and Blocking Terrain do not affect the Orb's movement. Opponents roll for the Orb's Attack & Defense.

\* Ships may begin on random docks on the Planet Surface based on commander initiative value for a quicker game.

## OUTCOMES OR IF TIME RUNS OUT:

**RENEGADES DO MORE DAMAGE TO THE CREATURE OR ESCAPE WITH THE FLIGHT RECORDER:**

When you return the flight recorder to your employers, it's probably best to keep the fact that you were whisked away to a gladiatorial match with a gargantuan creature by a celestial being, out of the conversation.

*Renegades ships receive the mission reward.*

**COALITION DOES MORE DAMAGE TO THE CREATURE OR ESCAPE WITH THE FLIGHT RECORDER:**

Time to get this Flight Recorder back to Coalition HQ and find out what's on it. You look around at your crew, will the higher-ups even believe your story? One way or another, this is going to be very entertaining report you'll have to file.

*Coalition ships receive the mission reward.*

**ALL CHAMPIONS ARE DEFEATED & DAMAGE TO THE CREATURE WAS TIED:**

The Celestial Entities are so pleased by the performance and the amount of blood spilled in the arena that they return each crew to their respective ship along with a prize.

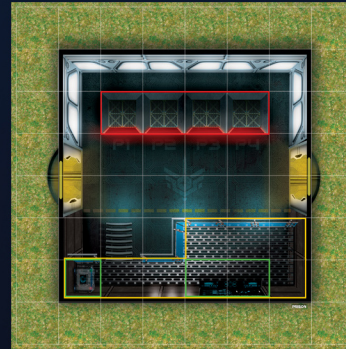
*Each Player picks the top card from the Weapons & Gear Deck.*



YOU'VE BEEN CONTRACTED TO BREAK AN INMATE OUT OF AN ANDROID PRISON ON THE MINING PLANET, RA'GAQSH.

YOU HAVE NO IDEA WHAT THEY NEED THE PRISONER FOR OR WHAT HE'S DONE, BUT THE PRICE IS RIGHT, SO YOUR CREW DOESN'T MUCH CARE.

HOWEVER, INTEL PUTS THE ANDROID COMMANDER, ASP-4, AT THE LOCATION AND YOU'RE NOT LOOKING FORWARD TO THAT CONFRONTATION.



Use the "Prison" Center Tile. All other map pieces are random. Place 2 Ronin Androids at each of the two Prison entrances. Place the target Prisoner in a random cell. (1 Ronin Android at each entrance if 1-2 Players).

## MISSION:

Sneak (5+ Stealth Test per movement) or fight your way into the prison. Interact with the main console (5+ Tech Test) to open the cell doors. In the cells are 3 (2 if 1-2 Players) Zurathi Warriors along with a Dregg Warrior, which is the prisoner you're looking for. They will all fight, including the Dregg. You'll have to defeat him and carry him back to your ship.

Once the cell doors are opened two things will happen:

1) A force field will activate around the Prison, trapping everyone inside. Place 5 energy tokens near the prison to represent the hit-points of the force field. The field is too strong for arc-bolts and it must be targeted from Space (Grenades & Rocket Launchers may also be used). Opponents will roll the defense dice for the force field.

2) Asp-4 lands at a random dock along with 2 Ronin Android Guards (Level 2 if 3-4 Players) and will attempt to kill the crew-member carrying the prisoner. The Guards will engage with the first crewmember that does damage to them.

Carry the Prisoner (Defeated Token) back to your ship. The first who does is the victor.

\* Ships may begin on random docks on the Planet Surface based on commander initiative value for a quicker game.

## OUTCOMES OR IF TIME RUNS OUT:

### RENEGADES ESCAPE WITH THE PRISONER:

The Dregg awoke as soon as you brought him onto your ship, and would not stop talking. Well, it was more like pleading than talking. Whoever you're taking him to probably doesn't have a happy time planned for him. The way he's talking they're either going to experiment on him or deliver him to Darius. Or both.  
*Renegade ships receive the mission reward.*

### COALITION ESCAPES WITH THE PRISONER:

Your medic revived the Dregg once you returned to your ship, but he seemed scared out of his gourd. Whatever plans Darius had for him would have to be put on pause. Darius will have to find another lackey. Suddenly you're surrounded by Dregg fighters. Darius must want this guy pretty bad.  
*Coalition ships receive the mission reward.*

### NEITHER CREW ESCAPES WITH THE PRISONER:

The attempt to break the prisoner out has failed and neither the Coalition or the Renegades have him. However, something tells you this won't be Darius' final attempt. This guy holds the key to something.

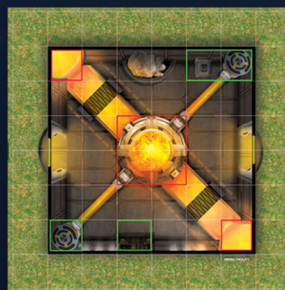
*Neither Faction receives the mission reward.*



YOUR NEXT CONTRACT IS A SNATCH AND GRAB. THE ZURATHI EXILES HAVE BEEN WORKING ON A PROTOTYPE WEAPON TO USE IN THEIR FIGHT AGAINST THE COALITION.

WHOEVER SANCTIONED THE CONTRACT OBVIOUSLY WANTS IT MORE. YOU ALSO DISCOVER THAT THE ZURATHI COMMANDER, SO'LEN FRAE IS PERSONALLY OVERSEEING THE OPERATION.

AFTER SCANNING THE FIGHTERS THAT JUST LAUNCHED, IT APPEARS THAT WEAPONS AREN'T THE ONLY PROTOTYPES THE ZURATHI HAVE BEEN WORKING ON.



Use the "Mining Facility" Center piece as well as the "Robotics Room," "Armory," "Fabrication Room," and "Data Library," tiles and place them randomly. Place the Prototype Weapon Token randomly as one of the Search items.

**MISSION:**

Place a Zurathi Warrior in each of the 4 corners (Use Level 2 for 3-4 Players). Ready 3 Zurathi Fighters and place an Energy token beneath one. Take the Zurathi Fighter Cards from the World Event Cards.

Interact with, or scan the various Search Tokens till you find the Prototype Weapon. The Coalition Crew(s) can do the same. You can sneak past the Zurathi Guards (Stealth 5+ Test). Once the Weapon is found So'len Frae and 2 Zurathi Warriors (3 for 3-4 Players -if available in the pool) will spawn in the Mining Facility. No character can sneak past any Zurathi Warriors during this phase. Ignore So'len's attribute regarding Jayce and gravitate toward the character carrying the Prototype Weapon.

Once any Crewmember engages in battle with a Zurathi Warrior the alarm will sound and the Warriors will leave their assigned rooms and engage with the highest initiative Character within Range (Roll off if there are two with the same Initiative).

Once the alarm sounds, place the 3 Zurathi Fighters on the Mission Planet endcap. The one with the Energy Token, beneath it, known as the "Prototype Fighter," will not follow the stats of a regular Zurathi Fighter. **Increase the Shields/Hull of the Ship to 14 (10 if 1-2 players), Attack Value to 5 and Range to 6 (4 Attack for 1-2 Players)**. After making an attack it may move and make a second attack against a ship (of a different Faction if possible) within Range. If it can not make the attack, it will still move toward the target.

If a normal Zurathi Fighters is on the board, it is able to dock with a Player Ship once its Shields are down. A Zurathi Warrior (if Available in the Pool) will then board the Ship and attack the crew. If a Warrior is unavailable in the pool use a Ronin Android.

Once a Character finds the Prototype Weapon, he or she may bring it to the Mining Tile and interact with the Console with a 5+ Tech Test. The software in the Prototype Weapon is able to shut off the shields on the Zurathi Prototype Fighter. Once the Test is successful, if the Prototype Fighter has more than 3 Shields/Hull left, it is instantly drops to 3 Shields/Hull and 3 Attack. It also may no longer make two Attacks. \*If the Prototype Weapon is depleted do not discard it as it is a mission parameter.

\* Ships may begin on random docks on the Planet Surface based on commander initiative value for a quicker game.

**OUTCOMES OR IF TIME RUNS OUT:**

**RENEGADES ESCAPE WITH THE PROTOTYPE WEAPON:**

This baby can certainly pack a wallup. Too bad it didn't have more ammo. At least it's no longer in the hands of the Zurathi. And that fighter? - What was up with that? A fighter than take on several vessels like yours...You hope you never see anything like that again anytime soon.

*Renegade ships receive the mission reward.*

**COALITION ESCAPES WITH THE PROTOTYPE:**

Your engineer is in the process of going over the power supply of the prototype weapon and even he/she can't figure it out. This is not something So'len Frae created on his own. Who's helping him? The Dreggs, the Visaraths or someone else entirely? Whoever they are, they're dangerous.

*Coalition ships receive the mission reward.*

**NEITHER CREW ESCAPES WITH THE PROTOTYPE:**

Though you don't actually possess the prototype weapon, you do have intel and scans. That's got to be worth something to the powers-that-be. The Zurathis are out of control. Which may be good for the Renegades, bad for the Coalition. This new tech could pose a huge problem.

*Each receives half the mission reward.*



AFTER HER BROTHER KILLED THEIR FATHER, PRINCESS XEA'LANA WAS NEXT IN LINE TO THE VISARATH THRONE AND ASSASSINATION.

SHE TEAMED WITH DARIUS TO COMPILE INFORMATION ON HER BROTHER, ULEP'S, OPERATION AND UPCOMING COUP. ULEP WANTS THAT INFORMATION DESTROYED AT ANY COST.



Use the “Security Room” Center piece, the “Armory” side piece and the “Data Core” room. All other map pieces are random.

## MISSION:

Place 3 Dregg Warriors in the Data Core and 3 in the Security Room (2 if 1-2 Players). Place 3 Energy Tokens inside the armory on top of the computer console.

Renegades ships begin on the Planet Surface and the Coalition ships begin on Earth. Place the Earth endcap to the left or to the right of the Mission Planet endcap (not across).

Renegades retrieve the Explosives (Energy Tokens) from the Armory by succeeding in an adjacent 5+ Search/Scan Test (Counts as an Interaction). Place 1 in the Data Core Room, 1 in the Security Room and 1 in a Random Room. Activate them with a Tech 5+ Test. Swap a “1” Energy Token with a “5” Energy Token to represent that they are Activated.

Placing and Activating the Bombs counts as an action and the Crewmember may remain in Stealth while placing them. Coalition Crews can interact with the explosives by performing 6+ Tech Tests to Deactivate them.

Once an explosive is Activated, any Renegade ship may detonate them from Space with 5+ Search Scan Test from the Communications Station as long as their ship is 2 spaces from the Mission Planet encap. If a bomb explodes, the blast radius is 5 spaces in all directions from the walls of the target building. Each character caught in the blast radius must defend against a 6 Attack. All characters in the building when it explodes must defend against an 8 Attack. Docks are not affected by explosions. Place a Fire Token in the target building and follow the rules of fire per the “Location Fire” World Event Card.

## OUTCOMES OR IF TIME RUNS OUT:

### IF THE RENEGADES PLACE & DETONATE 2-3 EXPLOSIVES:

The Rebel Outpost is up in smoke before you even reach orbit and all of that mysterious information along with it. The only problem is that you killed a bunch of Dreggs too and Darius is the last guy you want hunting you.

*Renegades ships get 100 Digits for each Explosive Detonated.*

### THE COALITION DEACTIVATES 2-3 EXPLOSIVES:

You saved a bunch of Dregg lives today. Perhaps now Darius will put the past behind him. The information you recovered is just one more clue to Ulep's endgame. There's no doubt that he's amassing some kind of army.

*Coalition ships gets 100 Digits for each Explosive Deactivated.*

### LESS THAN 2 EXPLOSIVES WERE DETONATED OR DEACTIVATED:

Before you could complete your mission Darius showed up with a small battallion. Better you left with your head attached. Ulep won't be pleased by this outcome.

*Each ship receives 100 Digits.*

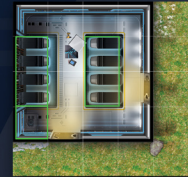
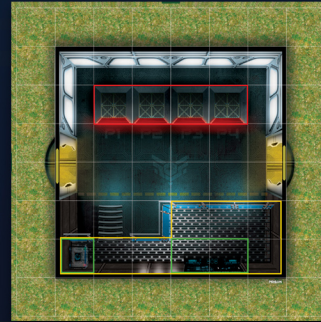


# SHIP RESCUE

SOME UNFORTUNATE EVENTS HAVE BEFALLEN YOU AND YOUR CREW OVER THE PAST FEW WEEKS AND NOW YOUR SHIP HAS BEEN STOLEN AND IMPOUNDED.

WORSE, YOUR CREW HAS BEEN IMPISONED, SO NOT ONLY DO YOU HAVE TO FREE YOUR SHIP, YOU ALSO HAVE TO BREAK OUT YOUR CREW. YOUR HACKER CAPABILITIES ARE LIMITED AND YOU REALLY DON'T WANT TO START AN ARC-BOLT BATTLE IN ENEMY TERRITORY. UGGHH!

OKAY, WELL HERE GOES NOTHING. YOU HOPE YOU BROUGHT ENOUGH WEAPONS WITH YOU TO THIS PARTY, CAUSE THIS COULD GET NASTY.



Use the "Prison" Center piece as well as the "Data Core" corner map piece. All other map pieces are random. Place Dregg Warriors/Ronin Androids in the prison and in the Data Core. Place the captured Ship on a random dock and captured crewmembers in the cells in the Prison Tile.

## MISSION:

\* The Orbital Board will not be used for this mission. For a 3-4 Player Campaign, your teammates can assist with rescuing your ship and crew. Setup as follows:

--- Renegade Ship Impounded: Place 2 Ronin Androids in the Prison (3 for a 3-4 Player Game). Place 2 Ronin Androids in the Data Core (3 for a 3-4 Player Game). Choose 2 crewmembers from each ship that were on the Landing Party during the previous mission. All crewmembers that were on the ship when it was taken (unless they were turned) are placed in the prison cells. Coalition Players choose 1 crewmember from each of their ships and place them in a random location tile. Coalition Players will control the Ronin Androids and the Cyber Sentinel for this mission.

--- Coalition Ship Impounded: Place 2 Dregg Warriors in the Prison (3 for a 3-4 Player Game). Place 2 Dregg Warriors in the Data Core (3 for a 3-4 Player Game). Choose 2 crewmembers from each ship that were on the Landing Party during the previous mission. All crewmembers that were on the ship when it was taken (unless they were turned) are placed in the in the prison cells. Renegade Players choose 1 crewmember from each of their ships and place them in a random location tile. Renegade Players will control the Dregg Warriors and Darius for this mission.

Stealth into the Prison and the Data Core or shoot your way in. Once in the Data Core, you can interact with the console with a 5+ Tech Test to unlock your Ship. You can interact with the Prison console with a 5+ Tech Test to unlock the cell doors or defeat the Androids/Dregg Warriors. Once they are all defeated, interact with one to get the Data Card (Data Token) and interact (3+ Tech Test) with the console to unlock the cell doors.

Once the cell doors unlock, Darius (Coalition Mission) or the Cyber Sentinel (Renegades Mission) will spawn at the Ship's dock. Bring them down to half health in order to Evade them (5+ Stealth Test per character) and enter your ship. Opponents can not follow you onto your ship.

\* No World Events will be used for this mission.

## OUTCOMES:

### YOUR SHIP & CREW IS RESCUED:

Things are looking up. About time you experienced some good luck. Thank goodness you crew is safe. Now things can return to normal and you can pick up some new missions. Let's hope you don't have to go through that again. Ship owner gets their ship and crew along with all Salvage the Ship had. The Faction that impounded the Ship gets 200 digits each.

### YOU FAIL TO RESCUE YOUR SHIP & CREW :

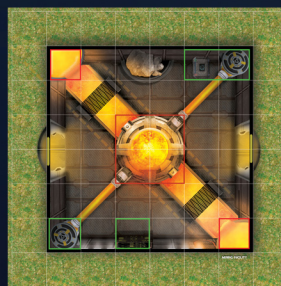
just as you thought it was over, someone swooped in and started tossing flash-bang grenades everywhere, giving you the window you needed to escape. After jumping to quantum space you notice there are a few things missing. Ship owner gets their ship and crew. The Faction that impounded the Ship gets 200 digits each plus any Salvage on that ship.



PRINCE ULEP SEEMS TO KNOW NO BOUNDS WHEN IT COMES TO MAKING CERTAIN THAT HIS SISTER, PRINCESS XEA'LANA, HAS NO SUPPORTERS FOR THE THRONE.

HE HAS NOW DEVISED A PLAN THAT WILL KILL THOUSANDS OF INNOCENT PEOPLE. HE HAS SENT FOUR ANDROIDS RIGGED WITH EXPLOSIVES TO THE DOCKS LINKED TO THE NEARBY CITIES.

YOU HAVE A CHOICE: LET PEOPLE DIE, OR MAKE A STAND.



Use the Mining Facility Center Board. All other tiles are random. Place 4 Ronin Androids in the center of the Mining Facility. Androids will still make an attack after movement.

## MISSION:

Place 4 Ronin Androids in the center of the Mining Facility.

Once the first Ship lands on the Planet, the androids will activate. They will split off in four directions, heading in the most efficient way to reach their respective dock. They will travel through obstructing terrain, but will not leap into sunken terrain. If they reach the dock, they will explode, destroying the neighboring buildings (outside the map). For this mission, the Ronin Androids add +2 health for each additional Crew (over 1) hunting them. Renegades must announce at the beginning of the mission their intention.

\*\* If the Renegades decide to let the bombs explode, they will defend the androids as they move toward the docks. They will lose 75 Digits for each android that is destroyed by the Coalition and the Coalition will now collect those Digits. Place the Military Satellite in a random location. It will fire on the surface at the end of each Planetary round (before the World Event Phase). Choose a random location card.

\*\* If the Renegades decide to team with the Coalition, place the Troop transport in a random location. It will send out 2 fighters in the 1-2-player game and 3 in the 3-4 Player game. Once a fighter is destroyed the Troop Transport will respawn another at the end of the round. Fighters will move toward the mission planet and will heal a random Android (roll) of one damage after spending one round in orbit. Place an Energy Token on the fighter to keep track.

Once the last android is destroyed, ASP-4 will spawn at a random location with 2 Ronin Androids (1 in a 1-2 Player Game) and will attempt to prevent all crews from getting to their ships, no matter the Faction.

\* Ships may begin on random docks on the Planet's Surface based on commander initiative value for a quicker game.

## OUTCOMES OR IF TIME RUNS OUT:

### RENEGADES ALLOW THE ANDROIDS TO EXPLODE:

The sounds of screams and residual explosions resound through the city. The Princess will have lost the support of many of her subjects, leaving Ulep to swoop in and enact his coup. Thankfully you won't be visiting Visarath again any time soon....or so you hope.

*Renegade ships receive the mission reward less 75 digits for each Android destroyed.*

### COALITION & RENEGADES TEAM TO STOP THE ANDROIDS:

Wow, this situation couldn't have been any worse. Thousands of lives hung in the balance, but it looks like the Renegades have souls after all. Together we were able to stave off the attack and keep Visarath from destruction. Prince Ulep has a lot to answer for.

*Coalition & Renegade ships receive the mission reward less 75 Digits for each Android that explodes.*

### ALL FOUR ANDROIDS REACH THE DOCKS AND EXPLODE (CO-OP):

In spite of your out of character heroic efforts, Ulep's plans were enacted to their horrific fruition. Princess Xea'iana is planning to address her subjects, but the damage may be irreversible. War is coming, it's inevitable.

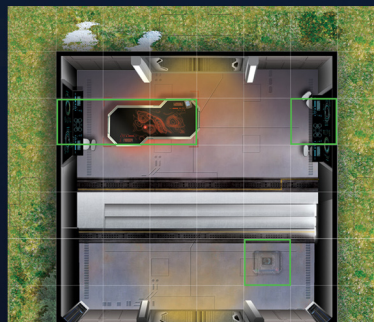
*Neither faction receives a mission reward.*



AFTER A MISSION GONE WRONG, TWO OF YOUR CREW HAVE BEEN CAPTURED BY THE DREGGS. YOU'RE LOCKED IN A ROOM WITH A GUARD, WHO YOU WILL HAVE TO OVERPOWER IN AN EFFORT TO GET BACK YOUR GEAR.

YOUR SHIP HAS TRACKED YOU TO THE PLANET, BUT A DISRUPTIVE FIELD IS IN PLACE WHICH IS PREVENTING THEM FROM LANDING. THE CONTROLS ARE IN THE SECURITY ROOM, YOU NEED TO GET IN THERE AND SHUT IT DOWN.

THERE'S TWO PIECES OF BAD NEWS. DREGGS HAVE BEEN ALERTED TO YOUR SHIP'S PRESENCE AND HAVE SCRAMBLED FIGHTERS AND THERE ARE OTHER PRISONERS HERE AS WELL. ARE THEY YOUR FRIENDS OR YOUR FOES? ONLY TIME WILL TELL.



Use the "Security Room" center tile. All other tiles are random. Choose 2 characters and place them in a random corner room. Same Faction crews will be held in the same room.

## MISSION:

If Renegades and Coalition players are on the map, they may work together or turn on each other at any time during the mission. Coalition ships will begin on Earth and Renegade ships will begin on Port Saven.

Place Dregg Warriors as follows based on the number of players:

1-2 Players - Place a Dregg Soldier in each room holding player figures. Place one Dregg patrol on random tiles (outside of buildings) and one in the security room. Place 2 Dregg fighters on the mission planet endcap.

3-4 Players - Place 2 Dregg Soldiers in each room holding player figures. Place 2 Dregg patrol on random tiles (outside of buildings) and 2 in the Security Room. Place the Patrol figures after, crews have escaped their cells. Place 3 Dregg fighters on the mission planet endcap. Patrols will head toward the highest initiative character in each group, alternating Renegade/Coalition in that order. If there are only two crews of the same type, they will still alternate. Same rules for Dregg fighters (roll off if there are odd numbers of enemies).

Each crew must fight their captors until destroyed. They may only use melee attacks and may not use weapons of any kind. They may use character powers that do not require weapons. Once Dregg captors are destroyed, weapons from the arsenal may be assigned to your crew. Place Patrol figures on the board if you haven't already done so.

Stealth or shoot your way into the security room and interact with a computer panel to shut down the security field, which requires a 6+ Tech test. The field frequency is unique to each ship, so all crews must succeed to land their ships. The first crew to board their ship wins.

\*\*This mission can be played as co-op. If playing co-op Darius and 2 Dregg Warriors (Level 2 for 3-4 Players - if they're not available in your pool, replace them with Ronin Androids) will spawn in a random location once an attack is made in the Security Room. They will attack as per their reference cards.

## OUTCOMES OR IF TIME RUNS OUT:

### RENEGADE ARE THE FIRST TO BOARD THEIR SHIP:

And we're outta here. It did cross your mind that your ship might have left you behind, but they came through today. Who knows what would have happened if the interrogation had actually begun. Renegades ships receive the mission reward.

### THE COALITION ARE THE FIRST TO BOARD THEIR SHIP:

You have no idea what the Dreggs actually wanted from you. Were you to be sold on the Black Market as slaves or did they want specifics about a certain mission? You were kept alive for a reason, that much is certain. Coalition ships receive the mission reward.

### NEITHER FACTION GETS BACK TO THEIR SHIP:

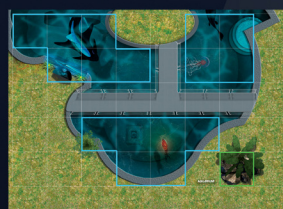
Well this is not good. Anyone up for a little torture? Cause that's what you're about to receive. You've heard rumors about Dregg interrogations. It's not a question about if you're going to crack, but when. Neither Faction receives the mission reward.



THE ZURATHI ARE HARBORING A DREGG THAT STOLE A VERY IMPORTANT PIECE OF INFORMATION FROM DARIUS. HE WANTS IT BACK AT ANY COST EVEN IF THAT MEANS TORTURING HIM TO GET IT.

THE ONLY PROBLEM IS THAT THERE'S NO WAY TO SCAN HIS LOCATION FROM SPACE DUE TO THE ATMOSPHERIC DISTURBANCE.

YOU'LL JUST HAVE TO BOARD HIS DAMAGED SHIP AND GET THE COORDINATES OF THE ESCAPE POD. NOTHING LIKE A LITTLE SUMMER SPACEWALK.



Use the “Zoo” center tile, as well as the “River Tributary,” “Aquarium” and “Alien Tomb” tiles and the “Derelict Ship” Space tile. All other tiles are random. Place three Zurathi Warriors in the Zoo center tile.

## MISSION:

Place 3 Zurathi Warriors (2 for 1-2 Players) in the Zoo center tile.

Once your ship is adjacent to the Derelict Ship you may send your Engineer along with one other crewmember to board it. The Engineer will require 2 successful 6+ Tech tests (may be done in the same round) as the data is protected by a virus. Protect your Engineer from attacks by other boarding crews as he/she hacks the system. Ships can't land on the surface until they have the correct coordinates. Coordinates may be shared between teammates and two friendly Engineers may work in tandem.

Once on the Planet Surface, defeat the Zurathi Warriors, who will give you the hiding place of the Dregg, but not before hitting a button to open one of the Zoo cages, releasing a random Creature.

Place a Dregg Warrior in a random Location. The Coalition will attempt to bring him in alive and the Renegades want to defeat him to get the Data. Once the Data has been recovered (place a Data token on the Crewmember that delivered the killing blow), So'len Frae and 2 Zurathi Warriors (1 in a 1-2 Player Game) will appear at a random Location and gravitate toward the crewmember with the Data (even if Jayce is on the map). Escape with the Data or with the Dregg Runner depending on the Faction.

\* Ships may NOT begin in their respective docks on the Planet's Surface for a quicker game.

## OUTCOMES OR IF TIME RUNS OUT:

### RENEGADES ESCAPE WITH THE DATA:

It's always good to be on Darius' good side. He's so unpredictable, you never know how he'll react or what he's planning. The problem is you're now on So'len Frae's naughty list. Can't everyone just get along? The only problem is any information that both Darius and Frae want can't be good for the galaxy. *Renegade ships receive the mission reward.*

### COALITION ESCAPES WITH THE DREGG RUNNER OR THE DATA:

Whatever information that the Dregg possessed you hope that Coalition Command can decipher. The Dregg was scared, but not only for himself. You overheard talk of the endangerment of lives on a planetary scale. Whatever So'len or Darius have planned, this is only the beginning. *Coalition ships receive the mission reward.*

### NEITHER CREW ESCAPES WITH THE DATA:

Whatever information that the Dregg had been carrying is now in the hands of So'len Frae. Who knows what he's going to do with it. Nothing good, that's for sure and now Darius is on a rampage. Coalition Command is on high alert. Whatever they know is coded top secret. *Neither Faction receives the mission reward.*



YOU RECEIVE WORD THAT A COALITION AGENT HAS GONE UNDERCOVER TO DISCOVER INFORMATION YOUR EMPLOYERS PREFER TO REMAIN SECRET. THE AGENT'S IDENTITY IS UNKNOWN, BUT HE'S POSING AS A DREGG. YOU MUST FIND AND KILL HIM.

IF YOU KILL THE WRONG GUY, HOWEVER, THEY'LL BE HELL TO PAY.



Use the “Security Room” Center piece as well as the “Data Library,” “Stellar Cartography” and “Training Room” Corner pieces and place them randomly. Other map pieces are random.

## MISSION:

Begin with 4 Dregg Warriors, 1 in each above named room and place a number token (1-4) under each of them. Then roll a die (reroll if 5 or 6), that number is the Undercover Agent.

Crewmembers may Interact with an adjacent Dregg Warrior (may interact from Stealth) to place a transponder on them. Place a faction token next to the successfully scanned Dregg Warrior. This represents that the transponder is sending a signal to your ship (either Coalition or Renegade.)

Your ship may then perform a 5+ Search/Scan Test from Space as long as your ship is 4 spaces from the mission planet endcap. A success allows you to reveal the number (remove the faction marker once the scan is successful). You may divulge the revealed number to your teammate if you have one, but keep it secret from your opponents unless you want them to know.

Once the Undercover Agent is discovered, he becomes a member of the Coalition Crew (Place a Coalition Token next to him and remove all tokens from the other Dregg Warriors) The Agent gains +2 Health for each Renegade Crew on the Board.

If any Dregg Warrior is killed, including the undercover agent, Darius will spawn in the Security Room with 2 Dregg Warriors (Level 2 in a 3-4 Player Game) and gravitate toward the killer (if more than one, the last Dregg Warrior killed.) In addition 3 Dregg Fighters (Level 2 in a 3-4 Player Game) will spawn in orbit of the mission planet endcap.

\* Ships may begin on random docks on the Planet's Surface based on commander initiative value for a quicker game.

## OUTCOMES OR IF TIME RUNS OUT:

### *The Renegades kill the Undercover Agent (& Escape):*

Got 'em. He should have known there would be nowhere to hide, not from the likes of your team. He'll be taking that information to the grave and your employers are very pleased. A question lingers in your mind, what type of information is worth infiltrating a Dregg base to keep secret?

*Renegades collect the Mission Bounty.*

### *The Coalition keeps the Undercover Agent alive or escapes with him:*

You were lucky to get the Agent out alive. When the Agent divulges the information he's been harboring, you realize that when you add it to some of the other cases you've worked over the past few weeks, the galaxy could be in mortal danger and there's little doubt that the Zurathi exiles are involved.

*Coalition collects the Mission Bounty.*

### *The Agent is not revealed:*

The Agent remained undercover at least as long as you were on the planet. Unfortunately after you left, Darius discovered his identity on his own and killed him. Now Darius might have the information your employers wanted. You didn't make any friends today.

*Neither the Coalition nor Renegades collect the Mission Bounty.*



YOU ARE SHOCKED TO FIND THAT THE NEXT CONTRACT IS TO RESCUE A ZURATHI WARRIOR WHO CRASHED ON A MOON IN THE ANDARA SYSTEM.

HE HAS SOME INTEL THAT'S IMPORTANT TO SO'LEN FRAE, SO HE HAS TO BE TAKEN ALIVE, BUT THE CREATURES ON THE PLANET MAY HAVE OTHER IDEAS.



Use the "Crash Site" Center piece as well as the "Lab," "River Tributary" and "Waterfall" Tiles and place them randomly. Other map pieces are random. Pick 2 Creature Cards, one of which is the Shark Leviathan. Spawn it in either the River Tributary or the Waterfall and the other in a random location.

## MISSION:

Place a Zurathi Warrior in the cockpit of the crashed ship. Have the Troop Transport standing by.

When you find the Zurathi Warrior in the cockpit, he's wounded and can only move half his speed value. Once interacted with, you can use him as a member of your crew. The Coalition Crews can only stun the Zurathi Warrior (do one damage. Damage markers do not go on him unless done by a creature) and can carry him back to their ship.

If the Coalition crewmember who is carrying the stunned Zurathi Warrior takes damage, he or she will drop the Warrior. The Warrior will revive and may now be controlled by the Renegade Player again. A Damage made by a Coalition crewmember will stun the Zurathi and he may once again be carried.

Once a crewmember interacts with the Zurathi Warrior, the Troop Transport will spawn at Port Saven and move toward the Mission Planet endcap. As an action, it will land on a random dock, depositing Darius & Dregg Warriors (1 if 1-2 Players - 2 if 3-4 Players). They will react as normal with Darius gravitating toward the highest initiative character on the map, except he will direct his wrath toward the Faction in control of the Zurathi Warrior (Coalition if he is stunned, Renegades if he is not).

The Creatures, however, can kill the Warrior and will gravitate toward him due to his bleeding wounds. The victor is the first crew that gets the Zurathi Warrior to their ship and their base (Earth or Port Saven). If the Zurathi is killed by a Creature, the mission is lost.

\* Ships may begin on random docks on the Planet's Surface based on commander initiative value for a quicker game.

## OUTCOMES OR IF TIME RUNS OUT:

### RENEGADES POSSESS OR ESCAPE WITH THE ZURATHI WARRIOR:

That was a close one. Whatever info the Zurathi Warrior is holding must be pretty important. You had never seen So'len Frae smile before and you hope to never see it again. It was completely horrifying. Darius seemed hellbent on getting that info as well. That alone is enough for you to worry about what this is all about.  
*Renegade ships receive the mission reward.*

### COALITION POSSESS OR ESCAPE WITH THE ZURATHI WARRIOR:

It wasn't easy, but after some persuasive questioning, you were able to get one word out of the Zurathi Warrior. He's sleeping it off in the brig while you try to figure out how the word "Monolith" fits into So'len Frae's plans to exact his revenge on the Coalition.  
*Coalition ships receive the mission reward.*

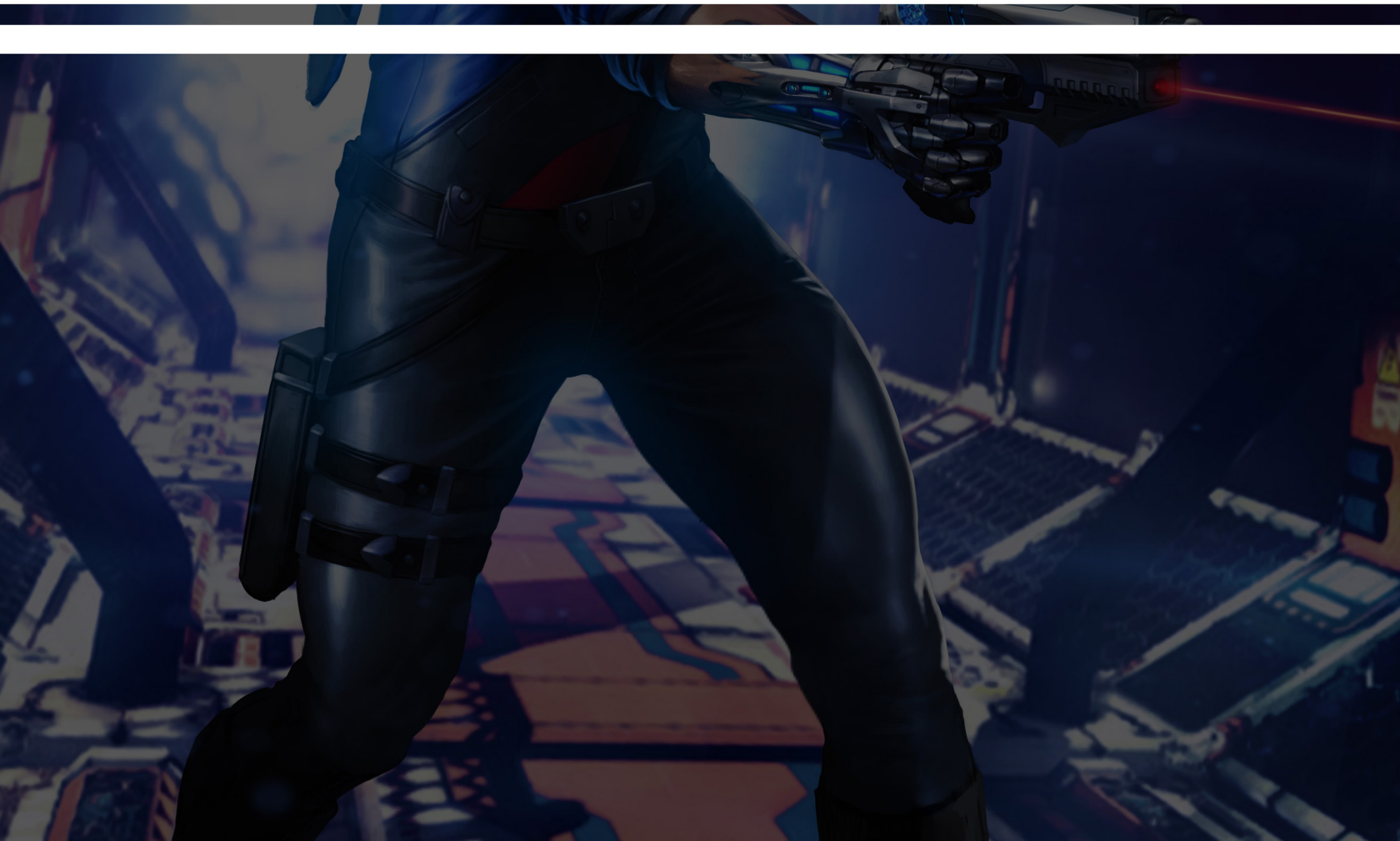
### THE ZURATHI WARRIOR IS KILLED:

Your superiors/clients are not going to be happy in the least. He looks pretty dead, but the creature that mauled him looks amazingly content. Just before he breathed his last breath, he screamed the word "Monolith." That info might be worth something...you hope.  
*Each receives half the mission reward.*





# EPIC ENDINGS





IT HAS ALL CULMINATED TO THIS. NEITHER SIBLING HAS BEEN ABLE TO GET A FOOTHOLD ON THE THRONE. THE VISARATH HOMEWORLD IS IN A STATE OF CHAOS SINCE ULEP HAS BEEN COMMITTING TERRORIST ATTACKS WITH SO'LEN'S HELP.

PRINCESS XEA'LANA HAS AGREED TO MEET HER BROTHER, PRINCE ULEP, ON THE BATTLEFIELD. SO'LEN FRAE AND THE EXILED ZURATHI HAVE JOINED THEM, AND YOU HAVE BEEN HIRED FOR MILITARY SUPPORT.

BELIEVE IT OR NOT, DARIUS HAS OFFERED TO LEND A HAND TO THE XEA'LANA. IT SEEMS IT'S IN THEIR BEST INTEREST TO HAVE THE PRINCESS ON THE THRONE.

ULEP AND XEA'LANA HAVE CHOSEN A NEUTRAL PLANET FOR A BATTLEFIELD AND AGREED TO LET THE VICTOR RULE VISARATH. THIS BATTLE COULD CHANGE THE FACE OF THE GALAXY FOREVER.



No World Cards will be used for this Mission. Use the "Security Rom" and the "Armory." All other map tiles are random. Place the two forces at two docks across from one another and the Military Satellite in a random orbital tile. Place Search and Salvage Items as usual.

## MISSION:

Opposing forces are as follows:

**Renegades:** Crewmembers, Prince Ulep, So'len Frae, Zurathi Warriors. 1-2 Player Game - 8 Total Characters (2 Crewmembers from each ship & 2 Zurathi Warriors). 3-4 Player Game - 12 Total Characters (3 Crew from each Ship & 4 Zurathi Warriors).

**Coalition:** Crewmembers, Princess Xea'lana, Darius, Dregg Warriors. 1-2 Player Game - 8 Total Characters (2 Crewmembers from each ship & 2 Dregg Warriors). 3-4 Player Game - 12 Total Characters (3 Crew from each Ship & 4 Dregg Warriors).

**Character Order:** Ulep, then Xea'lana, followed by Crewmembers based on combined Initiative per Ship (hand out Player Order Tokens as usual). Then So'len Frae, who will engage with Jayce and Darius, who will engage with Donexia (if on the board). Finally The Zurathi Warriors followed by the Dregg Warriors. Warriors will have 5 Health for this battle and will have +1/1 Attack and Defense Die while their Leader is on the board. If any team can summon the Cyran Assassin, he will have 6 Health and will count as a member of your crew.

In Space each Faction will also receive 3 Fighters- Dregg Fighters for the Coalition and Zurathi Fighters for the Renegades. They will have 4 Hull and +1/1 Attack and Defense Die. Fighters can scan and collect salvage.

The Satellite will move randomly between Space Tiles and will bombard a random Planetary Tile at the beginning of each Orbital Round. It will attack all ships within range at the beginning of the round as well. It can be controlled by hacking a console in the Security Room and performing a 6+ Tech Test (per activation). It will still attack all Ships within range. When either the Prince or the Princess is defeated, the game ends.

\* No World Events will occur during this Mission.

## OUTCOMES:

### PRINCE ULEP IS DEFEATED:

Princess Xea'lana has officially taken the Visarath throne. Darius and his men have disappeared, not wanting to press their luck by being surrounded by Coalition Officers. The Visarath people seem pleased by the outcome and hopefully the system will see decades of peace. They earned it. Jayce and the Princess have disappeared as well. I guess they're celebrating in their own way.

### PRINCESS XEA'LANA IS DEFEATED:

Ulep laughed heartily as he stood over Xea'ana's body. He and So'len Frae seem content to carve up the galaxy between them. That is, til they get bored and turn on one another. The Coalition is going to keep a close eye on Visarath, but nothing good is going to come from this alliance..as short-lived as it may be.

### BOTH ULEP & XEA'LANA ARE DEFEATED IN THE SAME ROUND:

This won't bode well for the Visarath System on any level. With all of the members of the royal family dead, it will leave a empty power vacuum with the throne prime for the taking. Both So'len Frae and Darius have escaped. There's no telling what they have planned, including amassing another army to invade Visarath Prime. Time will tell.



THE DREGGS DID IT! AND YOU UNKNOWINGLY HELPED THEM. THEY DEVELOPED A MUTAGEN AND CREATED A CYBORG THAT THEY PLAN ON RELEASING AGAINST THE COALITION HIGH COMMAND.

HUNDREDS OR PERHAPS THOUSANDS WILL DIE. IF YOU LET THIS HAPPEN YOU'LL BE HUNTED FOREVER. PERHAPS YOU CAN SET YOUR LEGGER STRAIGHT WITH THE COALITION IF YOU AID THEM. DARIUS WON'T BE HAPPY, OF COURSE, UNLESS YOU TAKE HIM OUT TOO.

SPEAKING OF DARIUS, HE'S SITTING IN ORBIT WATCHING AND GLOATING WHILE HIS GIANT CYBORG IS WRECKING HAVOC ON COALITION SQUARE.



Use the “Security Room” and the “Data Library.” The other tiles are random. There must be at least 6 interior tiles. Place the Mutated Cyborg Token and 2 Dregg Warriors (4 if 3-4 Players) at a random dock. Place the Coalition & Renegades Landing Parties on 2 different random docks.

## MISSION:

The Renegades and Coalition Crews will work together for this Mission.

\* Place the 6 Numbered Tokens in 6 random buildings along with 3 Damage Tokens. This represents the number of damage the building can take before being destroyed.

\* Place 3 Dregg Fighters (use Level 2 Fighters) at a random location with +3 Hull Value, +2 Attack Die if 3-4 Players (+1 Hull, +1 Attack Die if 1-2 Players). No World Cards will be used during this Scenario.

Destroy the Mutated Cyborg before he destroys the 4 of the 6 Coalition Buildings. The Mutated Cyborg will make one move and two attacks, one against Crewmembers within range and the second against the closest building (roll off if more than one). Buildings do not roll defense, but the Mutated Cyborg only hits on a 5 or 6. Once a building receives 3 damage turn the Numbered Token over to represent that it has been destroyed.

Once two of the Dregg Fighters have been destroyed. The third (holding Darius) will flee for Port Saven. Attempt to disable it (reduce Hull to 0 but don't remove it from the board). Instead, board it with up to 2 Ships (2 Crewmembers each) and fight Darius and 2 Dregg Warriors. (Use Level 2 Warriors) Defeat him to take him into custody. If any boarding crewmember is defeated, he/she may be replaced by another.

If at least 4 Buildings are destroyed and Darius escapes, the Dreggs win. Continue playing until both portions conclude. (No Stealth is permitted during this Mission.)

\* No World Events will occur during this Mission.

## OUTCOMES:

### THE COMPLEX IS SAVED & DARIUS IS CAPTURED:

It's a great day for the galaxy. Of course you lost a client, but the Coalition was so surprised that you joined the fight that they deputized your crew. They promised to send you some business when they needed someone to perform more “delicate” missions. It will be nice not to be hunted for a while and being the hero felt surprisingly good.

### DARIUS ESCAPES OR THE COMPLEX IS DESTROYED:

Well one out of two ain't bad.  
 \*Darius' escape means that even though the cyborg was destroyed there will be yet another inevitable threat coming. Darius is not one to sit idle for long.  
 \*Coalition Command lies in ruins, but at least Darius won't be causing any more trouble. Going to need an airstrike to take down that cyborg though.

### DARIUS ESCAPES & THE COMPLEX IS DESTROYED:

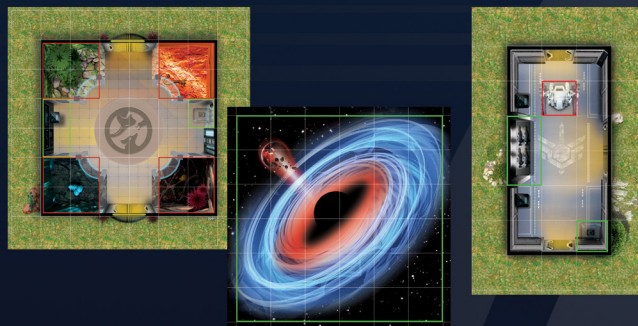
There are dark times coming for the Coalition. The Command Complex has been destroyed and that menacing looking cyborg is continuing to wreck havoc. In addition, Darius has escaped. Who knows what else he has planned and the Coalition will be too busy rebuilding to stop him. Probably wise to stay out of Dregg Space for a while.



THE ZURATHIS HAVE TAKEN YEARS TO ENACT A PLAN TO DESTROY THE EARTH AND THE COALITION HUB ALONG WITH IT. UNWITTINGLY YOU HAVE HELPED THEM COMPLETE IT BY COLLECTING DATA THAT LEAD TO THE CREATION OF A TWELVE FOOT TALL MONOLITH.

THEY PLACED THE MONOLITH ON A NEARBY PLANET, WHICH HAS GENERATED A BLACK HOLE NEAR EARTH'S ORBIT AND SOON IT WILL GROW LARGE ENOUGH TO ENGULF THE ENTIRE PLANET IF YOU DON'T STOP IT.

DESTROYING A PLANET IS NOT WHAT YOU SIGNED UP FOR. ESPECIALLY EARTH, WHICH WILL GET YOU ON THE HIT LIST OF AT LEAST A DOZEN CRIMINAL ORGANIZATIONS.



Use the “Black Hole” center piece for the Orbital map, the “Zoo” Center Tile and the “Armory” Tile for the Planetary board. All other map tiles are random on both boards. Place the Monolith Token on the Zoo Tile outside building on the opposite side of the wall from one of the consoles. Refer to the Monolith Reference Card for stats. Place Search Items and Salvage as usual. Place Player Ships in chosen docks on the Planet and proceed with a standard deployment maneuver.

## MISSION:

Coalition and Renegade Crews will be working together for this mission.

Place So’len Frae (Level 2) and 2 Zurathi Guards (Plus 1 for each Landing Party over 2) inside the Zoo. So’len will gravitate toward the nearest Engineer, even if Jayce is on the map.

Place 3 Zurathi Fighters (Use Level 2 Fighters if 3-4 Players) at a random location with +2 Hull Value and +2 Attack.

The Renegades will go first, followed by the Zurathis, then the Coalition and then the Zurathi’s again. The Monolith will pulse every round. Once So’len Frae is down to half health, he will break off any attack and move to a console in the Zoo to release a random Creature. When So’len is defeated a new squadron will appear in orbit of the Mission Planet (or whatever amount is left in the pool).

Place a single die in the center of the Black Hole. This represents the circumference of the Black Hole. Place 4 Energy Tokens to move outward from the center that will equate to the number on the die. It will increase every round unless 3 damage (5 in 3-4 Player Game) is done to it (as you are firing quantum energy bursts into it to hinder it’s expansion.) The Black Hole still rolls defensive dice. If a Ship is caught in its wake, it will take one penetrating damage for half the number showing on the die (rounded down. Min. 1) and move that number of spaces toward the center. Black Hole spaces count as Obstructing Terrain. When the Black Hole reaches 6, the earth is swallowed and the Zurathi win. If the Monolith is destroyed, the Renegades & Coalition have saved the Earth from destruction.

NPC’s will never enter the range of the Monolith or the Black Hole during movement. If they are pushed in for whatever reason, they will use their movement action to move away. If their intended target is out of range due to being inside the Monolith firing zone or the Black Hole, they will target the next highest initiative character.

\* No World Events will occur during this Mission.

## OUTCOMES:

### THE MONOLITH IS DESTROYED:

So’len Frae got dangerously close this time to taking out the Earth and with it the hub of the Coalition. As much as you love anarchy, that would have been a little much. So’len is safely in custody and 7 billion people can sleep soundly in their beds tonight. As for you and your crew, the Coalition has deputized you, gave you a handsome reward and expunged your file. Sometimes it’s good to be good.

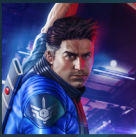
### THE EARTH IS DESTROYED:

As the Earth was sucked into that massive black hole, you couldn’t help but want to wipe that smug expression off Solen’s face. He just killed over 7 billion people and he couldn’t be happier. No sooner had the sky alit with destruction, than So’len had broken off his attack and marched back to his ship. The remnants of the Coalition will not let this stand. So’len will be hunted.

### MONOLITH & ALL SHIPS ARE DESTROYED:

Well, that was a Pyrrhic victory. You saved the Earth, but you lost your ship and remainder of your crew that was on it. If that wasn’t bad enough, you’re now marooned along with these Coalition Officers. The best thing to do now is try to find a transport or a communications array and hope no more hungry creatures pop out of the forest.

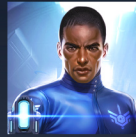




**JAYCE CARVER**

INSPECTOR

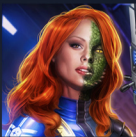
A FORMER SECRET SERVICE DIRECTOR, WHOSE SENATORIAL WIFE WAS MURDERED DURING HIS SHIFT. HE ATTEMPTED TO BLOCK THE ARC-BOLT, WHICH AMPUTATED HIS RIGHT HAND. JAYCE TOOK HIS WIFE'S DEATH VERY HARD AND WAS RELEASED FROM THE SECRET SERVICE. HIS LONG TIME FRIEND, CAPTAIN JONATHAN SHORR, ASKED HIM TO JOIN THE COALITION. HE WAS GIVEN HIS COMMISSION AS INSPECTOR. AFTER FIVE YEARS OF SEARCHING FOR THE ASSASSIN, KUNLORE THORNE, HE FINALLY FOUND HIM.



**STEPHEN STRAKEN**

INSPECTOR

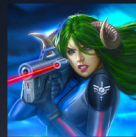
A FORMER MARINE, WHO TOOK A SERIOUS WOUND TO THE LEG DURING BATTLE AND WAS FORCED TO RESIGN, OR SIT BEHIND A DESK. HE WAS FITTED WITH A CYBERNETIC KNEE AND FRAMEWORK. STRAKEN IS A MAN OF ACTION WHO RUNS HIS SHIP "BY THE BOOK." HE'S A NO-NONSENSE INSPECTOR THAT EXPECTS HIS ORDERS TO BE FOLLOWED BY THE LETTER. STRAKEN FEELS THAT JAYCE IS TOO LACKADAISICAL IN HIS COMMAND AND THE TWO RARELY SEE EYE-TO-EYE.



**ROVANA ZOOR**

WEAPONS

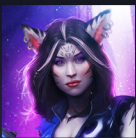
A HUMAN/KRAYSORIAN HYBRID. DUE TO A BIRTH DEFECT, THE TWO TYPES OF DNA DID NOT MELD AND SHE WAS LITERALLY SPLIT DOWN THE MIDDLE. AT THE AGE OF TWELVE, ROVANNA RAN AWAY FROM HOME. AFTER LIVING ON THE STREETS FOR SEVERAL WEEKS, SHE WAS ABDUCTED BY DARIUS AND BECAME A DREGG SLAVE GIRL. YEARS LATER, SHE WAS RESCUED BY JAYCE, WHO PULLED A FEW STRINGS TO GET HER INTO THE ACADEMY. UPON HER GRADUATION, SHE WENT TO WORK FOR HIM ON THE AURORA.



**RICA ARIS**

WEAPONS

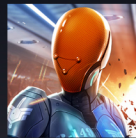
AS A BOORLAN, RICA IS A WARRIOR AT HEART. UNLIKE HER BRUTISH CLAN, RICA PREFERRED TO FIGHT FOR A CAUSE. MUCH TO THE DISMAY OF HER CLANSMEN AND PARENTS, SHE JOINED THE COALITION ACADEMY AS ONE OF THE FEW BOORLAN RECRUITS. HER MASTERY OF HAND-TO-HAND COMBAT TECHNIQUES AND WEAPONS OF ALL TYPES, MADE HER IDEAL FOR STRAKEN'S SGT-AT-ARMS. SHE IS ONE OF THE FEW PEOPLE HE TRUSTS.



**FLIBBY YAAS**

PILOT

REYNIANS ARE KNOWN FOR THEIR WHIMSICAL NATURES. MOST LOVE TO HAVE FUN AND FLIBBY IS NO EXCEPTION. SHE COMES FROM A LITTER OF BROTHERS AND SISTERS, MANY OF WHICH HAVE BECOME COALITION PILOTS. DUE TO HER SHORT STATURE AND PARTY-GIRL MENTALITY, SHE IS QUITE OFTEN UNDERESTIMATED. FLIBBY'S PILOTING SKILLS ARE EXEMPLARY AND WHEN SHE HAS TO TALK HER WAY OUT OF A JAM, SHE TURNS ON HER SEDUCTIVE FELINE WILES.



**B-149**

PILOT COMMS

LIKE OTHER ANDROIDS OF HER CLASS AND MODEL, SHE WAS CREATED TO SERVE HER CREW AND THE COALITION. DUE TO THE NEED TO REACT INSTANTANEOUSLY WITHIN THREE DIMENSIONAL SPACE AS BEING A PILOT REQUIRES, B WAS FITTED WITH AN ADDITIONAL BINARY CHIP THAT ALLOWS HER TO MORE READILY ADAPT TO HER ENVIRONMENT. INSTEAD OF SIMPLY A CHARGING STATION, SHE WAS GIVEN CREW QUARTERS, WHICH SHE HAS DECORATED IN REMARKABLE WAYS.



**ROLF**

ENGINEER

BEING A CALTOR, ROLF ENJOYS TINKERING AND FEELS MORE COMFORTABLE WITH MACHINES THAN PEOPLE. HIS GRUFF PERSONALITY AND CONSTANT INSUBORDINATION CONSTANTLY PUTS HE AND JAYCE AT ODDS. NOT TO MENTION HIS CONSTANT PUFFING ON HIS "ODORLESS" CIGAR, WHICH DRIVES JAYCE CRAZY. HOWEVER, THERE IS LITTLE DOUBT THAT ROLF IS A WIZARD WHEN IT COMES NOT REPAIRS, BUT THE CREATION OF NEW DEVICES AND VEHICLES.



**QUINN MARR**

ENGINEER WEAPONS

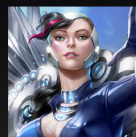
AFTER BEING ORPHANED AT A YOUNG AGE, QUINN WENT FROM ONE FOSTER FAMILY TO ANOTHER. WITH AN AVERSION TO CREATING EXPLOSIVES THAT RANGED FROM FIRECRACKERS TO SMALL DETONATION BOMBS, HE DIDN'T REMAIN PART OF ANY FAMILY FOR TOO LONG. LATER HE JOINED COALITION WITH THE HOPES OF PUTTING HIS TALENTS TO WORK. WHEN HE FOUND THAT HIS MARKSMANSHIP ABILITIES WERE LACKING, HE DECIDED TO BUILD A WEAPON THAT CAN DO DAMAGE IN SPITE OF HIS LACK OF ACCURACY.



**X-473**

MEDICAL COMMS

X TAKES MAJOR OFFENSE TO BEING TERMED A "ROBOT." HIS PERSONALITY HAS EVOLVED OVER THE YEARS HE HAS SPENT WITH JAYCE AS HIS COMMANDING OFFICER. ATTEMPTING TO LEARN FROM HIS CREWMATES, X HAS TAKEN ON SOME QUIRKS AND DEVELOPED MANY LIKES AND DISLIKES, THOUGH THE CREW STILL FINDS HIS NAIVETY IN CERTAIN SITUATIONS HUMOROUS. HIS RETRACTABLE ARM GUN AND HACKING ABILITY, MAKE HIM A VALUABLE MEMBER OF ANY CREW.



**LANORE GANDELLE**

MEDICAL COMMS

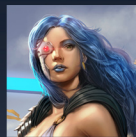
LANORE COMES FROM A LONG LINE OF "GRAFTERS" - PEOPLE WHO MERGE WITH TECHNOLOGY IN CERTAIN WAYS. THE ABILITY TO FLY HAD ALWAYS BEEN HER BIGGEST DREAM ALONG WITH THE DESIRE TO HELP PEOPLE. LANORE SIGNED UP FOR THE PROCEDURE AND METALLIC WINGS WERE GRAFTED TO HER BODY. SHE JOINED THE COALITION TO PUT HER MEDICAL TRAINING TO USE. HER WINGS OFTEN COME IN HANDY WHEN ATTEMPTING TO ASSIST THE WOUNDED WHEN THEY'RE IN AN INACCESSIBLE AREA.





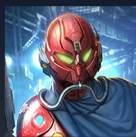
**KUNLORE THORNE** CAPTAIN

AN ASSASSIN WHO PAYS ATTENTION TO THE UTMOST DETAIL, BUT WHEN IT COMES TO SWORDPLAY, HE HAS NO EQUAL. AFTER THE ORIGINAL KUNLORE WAS KILLED, ANOTHER DRACAARIAN TOOK UP THE MANTLE AND MADE PLANS TO TAKE HIS REVENGE ON JAYCE CARVER.



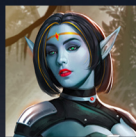
**DONEXIA KONN** CAPTAIN

THE FORMER BARTENDER OF THE AUBREY MOON. THE BAR WAS DESTROYED IN A BLAST CAUSED BY A BATTLE WITH THE DREGGS THAT TOOK HER RIGHT EYE. ONCE SHE RECOVERED FROM HER WOUNDS AND REPLACED THE EYE WITH A CYBERNETIC ONE, SHE DECIDED TO TAKE THE LITTLE SHE HAD SAVED AND BUY A SHIP. NOW, OUT ON HER OWN, SHE HAS GAINED A CREW ALONG WITH A REPUTATION AS ONE OF THE MOST FEARED PIRATES IN THE GALAXY.



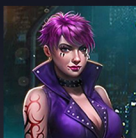
**GROM** WEAPONS

GROM COMES FROM A PLANET WHERE THE BREATHABLE ATMOSPHERE IS COMPOSED OF HYDROGEN AND CARBON DIOXIDE. HE, THEREFORE, REQUIRES A BREATHING APPARATUS THAT FILTERS THE CHEMICALS IN THE AIR AND TRANSMUTES THEM. GROM IS A HUNTER AND A TRACKER. FROM A YOUNG AGE HE HUNTED FEN-GRIFFIN WITH HIS FATHER. NOW HE'S UPGRADED TO PEOPLE...OR WHATEVER PAYS THE MOST.



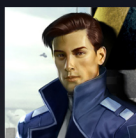
**BELLE AZUR** WEAPONS

DESCENDED FROM AN ANCIENT SPECIES, BELLE WAS RAISED BY A BOORLAN AND KRAYSORIAN COUPLE AFTER THEY FOUND HER ABANDONED. THEY TAUGHT HER THE WARRIOR WAYS UNTIL THE DAY THEY WERE KILLED. SHE SOUGHT OUT THE ASSASSIN, WHO, UNAWARE OF WHO SHE WAS, TRAINED HER UNTIL THE DAY SHE PUT A DAGGER THROUGH HIS HEART. EVER SINCE THEN, AZUR HAS BEEN TAKING JOBS AND ACCUMULATING A BODY COUNT.



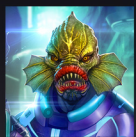
**KRELLYN RANE** PILOT COMMS

A FORMER LIEUTENANT IN DARIUS' GANG. RANE ROSE UP THE RANKS QUICKLY DUE TO HER RUTHLESSNESS. JEALOUSY AROSE UNTIL THE DAY ONE OF HER CREW SET HER UP DURING A MISSION AND SHE WAS ALMOST CAPTURED BY THE COALITION. SOMEONE HAD INFORMED THE COALITION OF THEIR MEET AND DARIUS WAS TOLD THAT RANE WAS THE LEAK. KRELLYN WAS FORCED INTO HIDING. SINCE THAT DAY, RANE HAS PUT A TARGET ON ALL DREGGS SHE SEES.



**DRO TOV** PILOT

A VISARATH SCOUNDREL AND STREET RACER. DRO IS A LADIES MAN AND A PLAYER. THE MORE TROUBLE HE CAN GET INTO THE BETTER. HE LOVES TO GAMBLE ON...ANYTHING AND HE PLAYS TO WIN. HE ISN'T MUCH OF A PATRIOT AND HAS NO LIVING FAMILY MEMBERS, WHICH LEAVES HIM FREE TO TRAVEL AROUND THE GALAXY TAKING JOBS, JOINING RACES AND FREQUENTING GAMBLING DENS.



**ABOK** ENGINEER

ABOK WAS PROMISED RICHES AND LAND ON LAMBERDAR BY LORD PROOG, WHO HAD PLANS OF RETAKING THEIR HOMEWORLD. THOSE DREAMS WERE SHATTERED UPON PROOG'S UNTIMELY DEMISE. HAVING NO DESIRE TO RETURN TO LAMBERDAR IN DISGRACE, ABOK TOOK TO SPACE WITH THE GOAL OF MAKING A NAME FOR HIMSELF AND RETURNING WITH ENOUGH FUNDS TO PURCHASE LANDS ON HIS OWN.



**NELL'HA** ENGINEER

A FORMER AIDE TO THE DUOMA, THE EMPRESS TO THE ZURATHI PEOPLE. SHE STOOD FOR NOTHING LESS THAN THE ZURATHI EMPIRE. WHEN SHE SAW THAT SO'LEN FRAE HAD BROUGHT A HUMAN INTO THEIR MIDST AND THAT HUMAN WAS BEING TREATED LIKE ROYALTY, NELL'HA ATTEMPTED TO KILL HER. SO'LEN FOILED HER ATTEMPT AND EXILED HER. WHILE DECIDING WHAT TO DO WITH THE REMAINDER OF HER LIFE, SHE RAN INTO BELLE AZUR AND THE TWO BECAME FAST FRIENDS.



**DR. HALSTROM** MEDICAL COMMS

IN A WORD DR. HALSTROM IS CRAZY, BUT A GENIUS JUST THE SAME. HIS WORK IN BIO CHEMISTRY WAS UNPARALLELED, UNTIL HE STARTED GIVING LECTURES ABOUT BIO-COMBINEERING. IT WAS TERMED "SACRILEGE" BY HIS FELLOW SCIENTISTS AND WAS SOON SCORNE BY THE ENTIRE COMMUNITY. FAILING TO FIND ANYONE TO BACK HIS RESEARCH, HE WAS FORCED TO WORK FOR UNSCRUPULOUS PEOPLE TO GET THE FUNDING HE REQUIRED.



**TRIXX WE'QUOR** MEDICAL COMMS

TRIXX IS A MASTER HACKER. AFTER HER PARENT'S DEATHS, SHE WENT TO LIVE WITH HER GRANDFATHER, WHO WAS A MASTER HACKER IN HIS OWN RIGHT. HE TAUGHT HER EVERYTHING HE KNEW AND ATTEMPTED TO KEEP HER IN CHECK. AFTER HE WAS GUNNED DOWN, SHE WAS FORCED TO LIVE ON THE RUN NEVER KNOWING IF HIS MYSTERIOUS ATTACKERS WERE HUNTING HER AS WELL. SHE BECAME DEFT OF HAND AND WAS SOON ONE OF THE BEST THIEVES IN THE GALAXY.



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CAMPAIGN: \_\_\_\_\_

MISSION

WINNER

- |    |       |       |
|----|-------|-------|
| 1. | _____ | _____ |
| 2. | _____ | _____ |
| 3. | _____ | _____ |
| 4. | _____ | _____ |
| 5. | _____ | _____ |

SHIP: \_\_\_\_\_

	CREW	CREW UPGRADES	WEAPONS / GEAR / ITEMS	SHIP SALVAGE
1.	_____	_____	_____	_____
2.	_____	_____	_____	_____
3.	_____	_____	_____	_____
4.	_____	_____	_____	_____
5.	_____	_____	_____	_____

ADDITIONAL CREW: \_\_\_\_\_

SHIP: \_\_\_\_\_

	CREW	CREW UPGRADES	WEAPONS / GEAR / ITEMS	SHIP SALVAGE
1.	_____	_____	_____	_____
2.	_____	_____	_____	_____
3.	_____	_____	_____	_____
4.	_____	_____	_____	_____
5.	_____	_____	_____	_____

ADDITIONAL CREW: \_\_\_\_\_

SHIP: \_\_\_\_\_

	CREW	CREW UPGRADES	WEAPONS / GEAR / ITEMS	SHIP SALVAGE
1.	_____	_____	_____	_____
2.	_____	_____	_____	_____
3.	_____	_____	_____	_____
4.	_____	_____	_____	_____
5.	_____	_____	_____	_____

ADDITIONAL CREW: \_\_\_\_\_

SHIP: \_\_\_\_\_

	CREW	CREW UPGRADES	WEAPONS / GEAR / ITEMS	SHIP SALVAGE
1.	_____	_____	_____	_____
2.	_____	_____	_____	_____
3.	_____	_____	_____	_____
4.	_____	_____	_____	_____
5.	_____	_____	_____	_____

ADDITIONAL CREW: \_\_\_\_\_

RENEGADES

COALITION