

Ready For Battle

Roll	Opportunity			Patron			Rival			Quest		
	DC	NS	Ob	DC	NS	Ob	DC	NS	Ob	DC	NS	Ob
5							-		Am	-		
10			MT			DI				SE	-	MT
15		-					SE					
20							PV			PV	Do	
25	-						BE		BF			
30		Do			Do	EI	TE			BE	PT	Se
35			DI									
40		PT			PT					TE		
45	SE			SE		MT	Su				LC	
50	PV	LC		PV	LC		De	Do		Su		De
55	BE		Ac	BE					Sh		SB	
60	TE	SB		TE	SB		SG	PT		De		
65						Sc					RS	
70	Su	RS		Su	RS			LC		SG		
75	De		Pa	De			BS					Aq
80		Pe		De	Pe	Pr		SB	As	BS	Pe	
85	SG			SG				RS				
90	BS	PI		BS	PI		CG	Pe		CG	PI	FO
95			FO						Ra			
100	GI	CI		GI	CI		GI	PI		GI	CI	
								CI				

Deployment Condition

[BS] **Bitter struggle:** Enemy Morale is +1.

[BE] **Brief engagement:** At the end of each round, roll 2D6. If the roll is equal or below the round number, the game ends inconclusively.

[CG] **Caught off guard:** Your squad all act in the Slow Actions phase in Round 1.

[De] **Delayed:** 2 random crew members won't start on the table. At the end of each round, roll 1D6: If the roll is equal or below the round number, they may be placed at any point of your own battlefield edge.

[GI] **Gloomy:** Maximum visibility is 9". Characters that fire can be fired upon at any range, however.

[PV] **Poor visibility:** Maximum visibility is 1D6+8". Reroll at the start of each round.

[SG] **Slippery ground:** All movement at ground level is -1 Speed.

[SE] **Small encounter:** A random crew member must sit out this fight. Reduce enemy numbers by -1 (-2 if they initially outnumber you)

[Su] **Surprise encounter:** The enemy can't act in the first round.

[TE] **Toxic environment:** Whenever a combatant is Stunned, roll 1D6+Savvy skill (0 for enemies). Failure to roll a 4+ becomes a casualty.

Notable Sights

If you are fighting an Invasion battle, you are simply here to survive. Otherwise roll D100 to determine if an Notable Sight is present. Make sure to consult the correct column. The item is placed 2D6+2" in a random direction from the center of the table, and can be acquired by moving into contact with it, and foregoing any other actions that round.

[CI] **Curious item:** Roll 1D6. On a 1-4, it can be sold for 1 credit. On a 5-6, roll on the Loot Table (p.131).

[DO] **Documentation:** Gain a Quest Rumor.

[LC] **Loot cache:** Roll once on the Loot Table (p.131).

[Pe] **Person of interest:** Gain +1 story point.

[PI] **Peculiar item:** Gain +2 XP.

[PT] **Priority target:** Select a random enemy figure. Add +1 to their Toughness. If they are slain, gain 1D3 credits.

[RS] **Really shiny bits:** Gain 2 credits.

[SB] **Shiny bits:** Gain 1 credit.

Objective

[Ac] Access: You must reach a computer console in the exact center of the battlefield. Once there, you must gain access. This requires a roll of 1D6+Savvy, scoring a 6+. A Combat Action is required for each attempt, but up to two characters can make the attempt every round. Soulless crew can attempt it while being within 6". Engineer or Bot crew can add an extra +1 to the roll. Rolling a natural 1 means the system is hardened against intrusion. Rolling a second natural 1 for access during the battle means the mission is a failure, as the system locks up. Engineers (only) ignore any natural 1s. Once accessed, you Win the mission. If you drive off all enemies, you must still roll to gain access, but you can use any remaining crew member.

[Am] Ambush : You can deploy one crew member less than standard (5 in a typical campaign) for this fight, and cannot roll to Seize the Initiative (see below).

[Aq] Acquire: An item needed for the Quest is placed at the center of the table. A crew member must move into contact, take a Combat Action, and then move off the table. If the carrier becomes a casualty, roll 1D6: On a 1, the item is destroyed. Otherwise it can be picked up by spending a Combat Action at the location they fell. If you drive off the enemy, you can pick up the item at your own leisure.

[As] Assault: Add one additional enemy figure. Your crew must all set up in or adjacent to a building. If you fail to Hold the Field, you will lose 1D3 credits.

[BF] Brought Friends: Add 1 additional enemy.

[De] Defend: Your objective is to drive off the enemy. To Win, you must Hold the Field. • If the opposing AI is normally Cautious, Defensive, or Tactical, change it to Aggressive. • Add +1 when determining the enemy numbers.

[DI] Deliver: A crew member of your choosing is carrying a package. The package must be delivered to the exact center of the table. A suitable marker or terrain feature should be placed there. Placing the package safely requires a Combat Action. If the carrier becomes a casualty, roll 1D6: On a 1, the item is destroyed. Otherwise it can be picked up by spending a Combat Action at the location they fell. If you drive off all enemies, you Win as long as the package is undamaged.

[El] Eliminate: Select a random enemy figure. They are the target. If they are killed, you Win the mission. If the target would Bail from the battle (see p.114), put a marker next to them and leave them in place. For the next round, the target cannot move, but may shoot and fight normally. If you fail to kill them in this final round, they make good their escape, and the mission has failed.

[FO] Fight Off: There is no objective other than driving off the enemy. To Win, you must Hold the Field.

[MT] Move Through: You Win the mission if at least 2 crew members move off the opposing battlefield edge. If you drive off all enemies, you Win as long as you have at least 2 crew members remaining.

[Pa] Patrol: Tally up the number of large terrain features (or equivalent clustered features) on the table and, using a suitable die, select 3 of them at random. During the battle, a crew member must end a move within 2" of each feature. Once all 3 have been checked, you Win. If you drive off the enemy you can, of course, do this at your leisure.

[Pr] Protect: You will be accompanied by a VIP character (Reactions 1 / 4" / +0 / 3). They are unarmed and may never initiate a Brawl, but will defend normally. They cannot be given any equipment. The VIP must set up at least 12" from the center of the table. The enemy must set up 12" from the center on their side. Treat the VIP as another member of your crew. If the VIP spends a full round within 3" of the center of the table, you Win. If you achieve this within the first 4 rounds of the game, you earn an additional 2 credits in pay.

[Ra] Raid: If you fail to Hold the Field, your ship will take 1D6+1 points of Hull Point damage. If you have a spaceship model, it should be placed dramatically on the table for this mission so that you have a visual reminder of what you are defending!

[Sc] Secure: You must end 2 consecutive rounds with crew within 2" of the center of the table. A crew member with an enemy within 6" of them does not count. Once this is achieved, you Win. If you drive off the opposition, you can complete the objective at your leisure.

[Se] Search: Put a token on each medium or large terrain feature. A character in contact with, inside, or on the feature may search it as a Combat Action. Roll 1D6. A 5+ finds what you were looking for, and you Win. If the roll fails at every location, the item is not on the battlefield, and the mission cannot be Won. If you drive the enemy away, simply add up the remaining features and roll the dice all at once to see if the item was here.

[Sh] Showdown: A straight-up fight. No modifications

Special Conditions

Opportunity, Patron and Quest missions

If this is the final battle of a Quest, it is always a **Fight Off** objective, and you must add +1 to the number of enemy faced. To Win the battle, you must achieve the objective (even if you are subsequently chased from the battlefield, unless the specific mission objective states otherwise).

Invasion Battles

If you are defending against an Invasion battle, you are simply here to outlast the attacking forces as the war rages all around you. Invasion opponents always have two additional enemies. You must hold out for 6 rounds, then you can flee or fight until you **Hold the Field**. There is no Win condition. Any figure that leaves the table before Round 6 becomes a casualty.

Rival Attacks

If you are being attacked by a Rival, roll objective. If you tracked them down, you will always fight a **Showdown**.

There is no Win condition against Rivals, but if you **Hold the Field**, you have an increased chance of permanently chasing them off.

If you flee from the battle before 4 rounds are up, a random crew member will lose a random item of equipment carried in your flight.