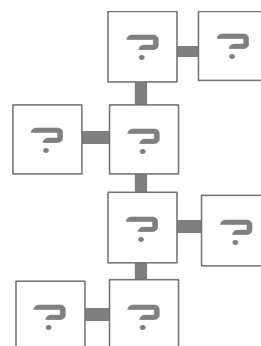


DISTRESS SIGNAL

OBJECTIVE: your Crew must board a medical starship that sent a distress signal and now lay silent.

Scenario ends when all the Markers have been revealed and there are no Enemies on the map

REWARD: Gain 1 VP per surviving member of the Crew.



TERRAIN

Starship Mission. Roll 1d6 and consult the Starship Layouts sheet to determine the ship layout.

Use the standard rules to determine the terrain in Zones 1..8

INITIAL SETUP

Shuffle Event Markers 2..10 and place one Marker in each Zone 1..7 near a terrain feature. Place EM 1 in Zone 8. Discard the remaining markers.

SEARCH DEAD BODIES

A PC adjacent to a dead body can search them to find useful info: this Special Action can only be execute once per Zone. Roll 1d6:

(1-4) Nothing useful

(5-6) Personal Data records found: the downloaded data is worth 1d3 kC.

PITCH BLACK

Missile attacks suffers a -2 DRM on a Pitch Black Zone. In addition, if in the Zone there are no Enemies and at least one PC is present roll 1d6: on a result of (5-6) a Mutated Xeno attacks a random PC in the Zone; place the Xeno adjacent to the PC.

*Loot Tokens

You must immediately assign each Loot Token to a PC. Loot Tokens can be moved between adjacent figures using the with a "Drop/Pick/Exchange equipment" action.

A unit with a Loot Token:

- has a -1MP movement penalty
- attacks with a -1 modifier

At the end of the Scenario, each Loot Token is worth 1 additional VP.

CREW PLACEMENT

Your Crew enters in Zone 1.

SPECIAL ENEMIES

For this Mission only use the Special Enemies provided in the separate sheet.

A reference to "**Mutated Xeno**" in the events means that you need to place within 2MP from the EM a Mutated Xeno, placing an Enemy Marker in the activation pool.

EVENT MARKERS

- [1] Medical area, guarded by two Mutated Xenos. Spending one Special Action (if there are no Enemies in the Zone), a PC can gather 1d6 kC of data from the medical computers located here.
- [2] Dead Bodies (Search possible).
- [3] Dead Bodies (Search possible). Area defended by Defense Turret
- [4] Dead Bodies (Search possible).
- [5] *Loot token, defended by one Mutated Xeno
- [6] Defense Turret
- [7] *Loot token on a Pitch Black Zone
- [8] Mutated Xeno
- [9] Pitch Black Zone
- [10] Several large Vats are located in this lab. Roll 1d6 if you want to analyze it (Special Action):
 - (1-2) Empty Vat
 - (3-5) Mutated Xeno: place it adjacent to the active Character; the active Character gains 1 XP.
 - (6) Xeno embryos. Gain 1 RP

ENEMY ACTIVATION

	ENEMY	ORDER
1	Nearest (PC)	Attack (Easiest PC)
2	Nearest (PC)	Attack (Nearest PC)
3	Nearest (Enemy Unit)	Support (Nearest Enemy unit)
4	Nearest (PC)	Attack (Easiest PC)
5	Weakest	Attack (Easiest PC)
6	Engaged, Weakest	Attack (Weakest PC)

DISTRESS SIGNAL I SPECIAL ENEMIES

DEFENSE TURRET

HP 12

— Melee — — Missile —

Move	Attack	DMG	Attack	DMG	Range	TN	DR
-			2D+1	L+1	6	9	-3

#1	○ ○	○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○ ○
#2	○ ○	○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○ ○
#3	○ ○	○ ○ ○ ○ ○	○ ○ ○ ○ ○ ○ ○

-2 Atk | -1 Atk

A Defense Turret always attacks when the first «End Turn» marker is drawn.

MUTATED XENO

HP 18

— Melee — — Missile —

Move	Attack	DMG	Attack	DMG	Range	TN	DR
7	3D	H				11	-2

#1	○ ○ ○	○ ○ ○ ○ ○	○ ○ ○ ○ ○
		○ ○ ○ ○ ○	○ ○ ○ ○ ○
	-1 Atk		○
	-3 TN		
	-2 Move	-1 Atk	

Mutation. Roll 1d6 for each Xeno to determine its mutation:

- (1) Carapace
- (2) Toxin
- (3) Bash
- (4) Multiple Attacks
- (5) Acid Blood
- (6) Weak

Apply mutation effects using the special rules described in the box here below.

Unknown Xeno, result of multiple induced mutations

XENO MUTATIONS

Toxin: The first time a PC is damaged by the Xeno, the unit must execute a CON(8) check. Fail: -2 DMG (no DR).

Multiple Attacks: An Engaged Mutated Xeno that succeeds in attacking a PC can immediately execute a second attack with a -3 DRM against a different adjacent target (if present) or against the same target (if only one PC is engaging the Xeno)

Weak: the Xeno has only 14 HP instead of 18

Carapace: the Xeno has a DR of -4 instead of -2

Bash: If the Xeno attack is successful, regardless the DMG inflicted, the PC must undergo a STR(9) skill check; failure of this check will cause the PC to become Prone.

Acid Blood: Each time the Xeno is damaged, each PC within 1MP of distance from the Xeno must execute a DEX(7) check or reduce the armor DR of one point. If the DR is zero the PC suffers 2 DMG instead.