

## OBJECTS



**Stimulants:** You gain 3 extra action cubes to use this turn. You don't need to program them and can be used in conjunction with the ones you still haven't used.



**Battery:** Removes a *computer failure* hazard token from a computer or terminal in your location and protects it until discarded. Leave this object beside the computer as a reminder (it's no longer in the crew member's inventory). Can also be used to flip back an Alert Terminal.



**Tracker Drone:** Once per turn, you can secretly look at an object in any location.



**Parts:** You must have 2 copies of this object to activate it (using one single action cube). Secretly take an available object from the Engineering Terminal (you don't need to be there) and put it in your inventory.



**Teddy Bear:** You have +1 Spirit.



**First Aid Kit:** Heal up to 3 wounds. Can be split between any number of crew members present at the location.



**Space Suit:** You are unaffected by *hypoxia* hazard tokens. You can move through hatches to get out of the ship.



**Flashlight:** *Darkness* hazard tokens have no effect in locations you are in.

### Blue Mission Objects

### Red Mission Objects



**Fire Extinguisher:** Remove up to 3 fire hazard tokens from locations you enter this turn, before taking damage. You can remove a token in the location you are in.



Blue Card / Credentials / Axe



Retina Lens



Chip / Helmet / Toolbox

## ADELE SPECIAL CARDS



Gain 5 energy.



You can play a hazard in a location of the color shown in the active event card's hex, paying its energy cost.



Pay 3 energy to move 1 card of your choice from the discard pile to the top of the deck (don't shuffle it).



Pay 3 energy to place a *fire* or *hypoxia* hazard token from your console in a location adjacent to another that already has a token of the same type.



Pay 3 energy and discard this card along with up to 3 more to draw the same number of cards.



Pay 3 energy to return up to 3 discarded hazard tokens back into your console.



Pay 3 energy to shuffle the event deck and reveal a new event to be executed next turn.

## CHARACTER SPECIAL ABILITIES



### Morales, Bruce

Your charged objects get +1 charge when activated (you may need 2 tokens to represent this)



### Ronzoni, Emma

You heal 1 additional wound when using a First Aid Kit. When using the Medical Terminal, you can heal all the crew members present at the location.



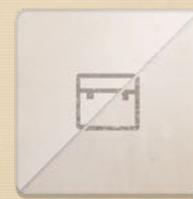
### Zhao, Mei

You can use the Special Action with only 2 action cubes, never having to do a Spirit roll. You don't lose inventory space when reaching 2 wounds.



### Tenai, Sanga

You can fabricate an object with just 1 parts. You don't lose inventory space when reaching 2 wounds.



### Bayer, Marcus

You can carry an extra object.



### Graeser, Andreas

You can repair Impacts from inside the ship, while in the same location.

## HAZARDS



**ESPIONAGE:** Play this hazard on the designated room. **ADELE can secretly look at all the objects in this room at any time.** When a crew member enters this location or is present in it during a Resolution Phase, **ADELE can look at all their carried objects and also attempt to discover one of the Sector Mission Tiles this crew member knows** (the ones with a cube of this player's color beside them). To do so, **ADELE takes both the tile she wants to discover and the one marked with an X**, shuffles them face down and secretly **takes a look at one of them.** Afterwards, she shuffles them again and gives them to the player she's spying on to place them back in their places (so there's a 50% chance that ADELE has seen the correct tile, but only she knows).



**BLOCKED DOOR:** Put this hazard on a door frame in the designated room. **No one can move through the door until this hazard is removed.**



**FIRE:** Put this hazard in the designated room. **All crew members entering this location or being present in it during a Resolution Phase must succeed on a Spirit roll or suffer 1 wound.**



**HYPOXIA:** Put this hazard in the designated room. **All crew members entering this location or being present in it during a Resolution Phase must discard one of their unused action cubes, if they have any.**



**DARKNESS:** Put this hazard in the designated room. **All actions performed in this room, including leaving the room, have an extra cost of discarding an action cube.** This cube can come from any programmed action but, if the cube is not discarded, the action cannot be performed. **If there is also a Fire hazard in the same room, this hazard has no effect.**



**COMPUTER FAILURE:** Play this hazard on a computer or a terminal to disable it. When a computer is disabled this way, mission objects cannot be delivered in this room, no hazard tokens can be removed from this computer and the hatch in this room cannot be unlocked. When a terminal is disabled this way, its special action cannot be performed.

## ANOMALIES



**HATCHES CLOSED!** Place a "Hatch Blocked" token on each hatch. This token must be removed with a successful special action to make movement through a hatch possible.



**DEACTIVATED TERMINALS:** The Alert Terminals become disabled as if they both had a "Computer Failure" hazard on them. Turn both counters to the red side to indicate that.



**LOW BATTERIES:** All objects with charges get 1 less charge when activated.



**EXPLOSIONS:** All Spirit rolls to avoid getting a wound from a "Fire" hazard get a penalty of -2 to the Spirit value. In any case, a roll of 1 is always a success.



**PANIC:** Once this anomaly becomes active, every time an event shows this anomaly icon, all crew members must make a Spirit roll to avoid suffering a wound. This anomaly triggers even if the event is canceled.



**SELECTIVE ATTACK:** Once active, in every event phase, ADELE may play 1 hazard in a location of the color shown on the HEX of the event card. All costs, save for playing a card, must be met.

## TERMINALS



### MEDICAL TERMINAL

By successfully activating this terminal, a crew member can heal all wounds affecting themselves or another crew member in this location.



### COMMAND TERMINAL

By successfully activating this terminal, the "No Return" marker retreats one space down, but never below turn 1.



### COURIER TERMINAL

By successfully activating this terminal, a crew member can give one of their objects to another crew member located anywhere in the ship or get one object from them, if both players agree.



### ENGINEERING TERMINAL

By successfully activating this terminal, a crew member can create an object as explained in 9.2 Create Objects.



### REPAIRING TERMINAL

By successfully activating this terminal, a crew member can remove an Impact token from anywhere on the ship.



### CENTRAL COMPUTER TERMINAL

By successfully activating this terminal, a crew member can remove a "Computer Failure" hazard from any computer or terminal.