

FAQS



There is no number 16 (or 20) mission tile. These two are always the final locations of each mission (red/blue) and their numbers are pre-printed on the board. You can use the empty mission sector tile as you want and create house rules (e.g. treating it as a space sector).



ADELE starts the game already with 10/15 energy depending on the number of players (as her board indicates). At the end of her phase, she gains 10/15 more energy, the track is not set to 10/15 (e.g. she starts with 10 energy, uses 7, finish her phase at 3 and then gains 10 more, ending up with 13).



All locations must have a face-down object tile at the start of the game (e.g. if you are playing solo, during setup you remove the Blue Card from the mix and then add another random object for a total of 20).

Crew members cannot drop objects freely in a location. You can choose not to pick the object up after looking at it, in order to leave it there for later (or for another crew member). You only drop an object if you already have the inventory full and want to pick another object or if you take a point of damage that makes you reduce your inventory capacity.



ADELE can only put into play 1 hazard token per card (choosing one of the numbers in it). If she wants to play 2 hazard tokens in a single location on the same turn, she must discard two different cards with that number, or do it via special effects (e.g. spreading a fire/hypoxia).



In Resolution Phase all hazards in crew member locations resolve their effects, that being relevant in case of Hypoxia (making you lose an action cube before your turn), Fire (making you roll for damage before your turn) or Espionage hazards.



When entering a location with a Fire hazard while carrying an activated Fire Extinguisher, the Fire Extinguisher effect resolves first, discarding the hazard token before any dice rolls (up to 3 times when you move this turn). However, if you start the round in a location with a Fire hazard, you have to roll for damage before you can activate the Fire Extinguisher in your inventory (resolution phase).



Regarding the Hypoxia hazard effect, an unused action cube is an action cube assigned to one of your player actions that you have not resolved yet this turn.



Mei Zhao never rolls for the special action. Her cost for this action is 2 but can be increased by other effects, like Darkness or the Malware event.



Computers and Terminals are two different things. If ADELE plays a Computer Failure hazard in a location containing both, she has to choose between disabling one or the other.



You can repair an Alert Terminal by normal means: using a battery or with the Central Computer Terminal (location 20).



Both ships are divided in five different sectors (with 4 locations in each one, for a total of 20) identified by colors: yellow, blue, red, green and gray.

The colored hex on event cards is only relevant for one of ADELE's special cards or if the Selective Attack anomaly is active.



Example of ADELE activating an anomaly: 1 First, she pays 5 energy and selects which anomaly to play from her board. She wants to activate the Hatches Closed! one to trap a crew member in space.



2 She discards a hazard from play (already placed on the ship) for every sector color present in the anomaly tile. In this case, 3 hazards: one from a green sector location (Fire in #4), another one from a blue sector location (Espionage in #17), and the last one from a gray sector location (Blocked Door between #8-#9, as it can be used as either color).



3 Lastly, she places the anomaly face-up on the dedicated space of the main board and activates its effect, thus closing all 6 hatches.



Discarded hazard tokens (either as a result of crew actions or because used to pay for an anomaly) are removed from the game and not returned to ADELE's bag.



Andreas can repair an impact without going outside the ship nor having to use Terminal in location 16, but he has to be in the same location as the impact and succeed on a Special Action (usually requiring an operative computer, but since there's an impact there, he overrules that).



A door frame between locations is needed to consider them adjacent, even for removing a hazard using a Special Action.