



ENERGY CORE

When all rooms have diverted power, get here and use 1 action to reactivate the Energy Core.

ARMOURY

Give 1 protection token to any player. Discard if the room that player is in takes damage.

REPAIR CENTRE

Give a Repair cube to any other player from the supply.

ENGINE ROOM

Take a resource card from the discard pile. Then discard one from the resource deck.

MEDICAL BAY

As two actions, give three action tokens to any other player(s)

MESS HALL

Exchange 2 resource cards between two other players.

BRIDGE

Look at the next 2 Damage cards and put them back either on the top or the bottom of the deck.

CARGO HOLD

Take a resource card from the resource deck or from the visible supply.

CREW QUARTERS

Move a player's meeple to a room that does not have another meeple in it.



PROTECTION



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REFERENCE

PHASE 1

TAKE 3 ACTIONS

MOVE

REPAIR A ROOM

ACTIVATE A ROOM

DIVERT ROOM POWER

SCAVENGE

Roll **3/4/5** take **ONE** card

Roll **6** take **TWO** cards

SHARE RESOURCES

SAVE ACTION

REFERENCE

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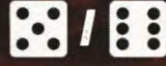
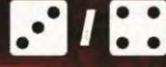
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⚠ HULL BREACH ⚠





PROTECTION



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REFERENCE

PHASE 2

TAKE RESOURCES

Take **ONE** face up card
or **TWO** cards from
the resource deck

PHASE 3

DAMAGE THE SHIP

Remove the upper most
cube from each stated room

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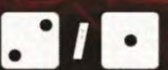
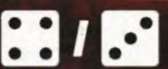
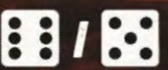
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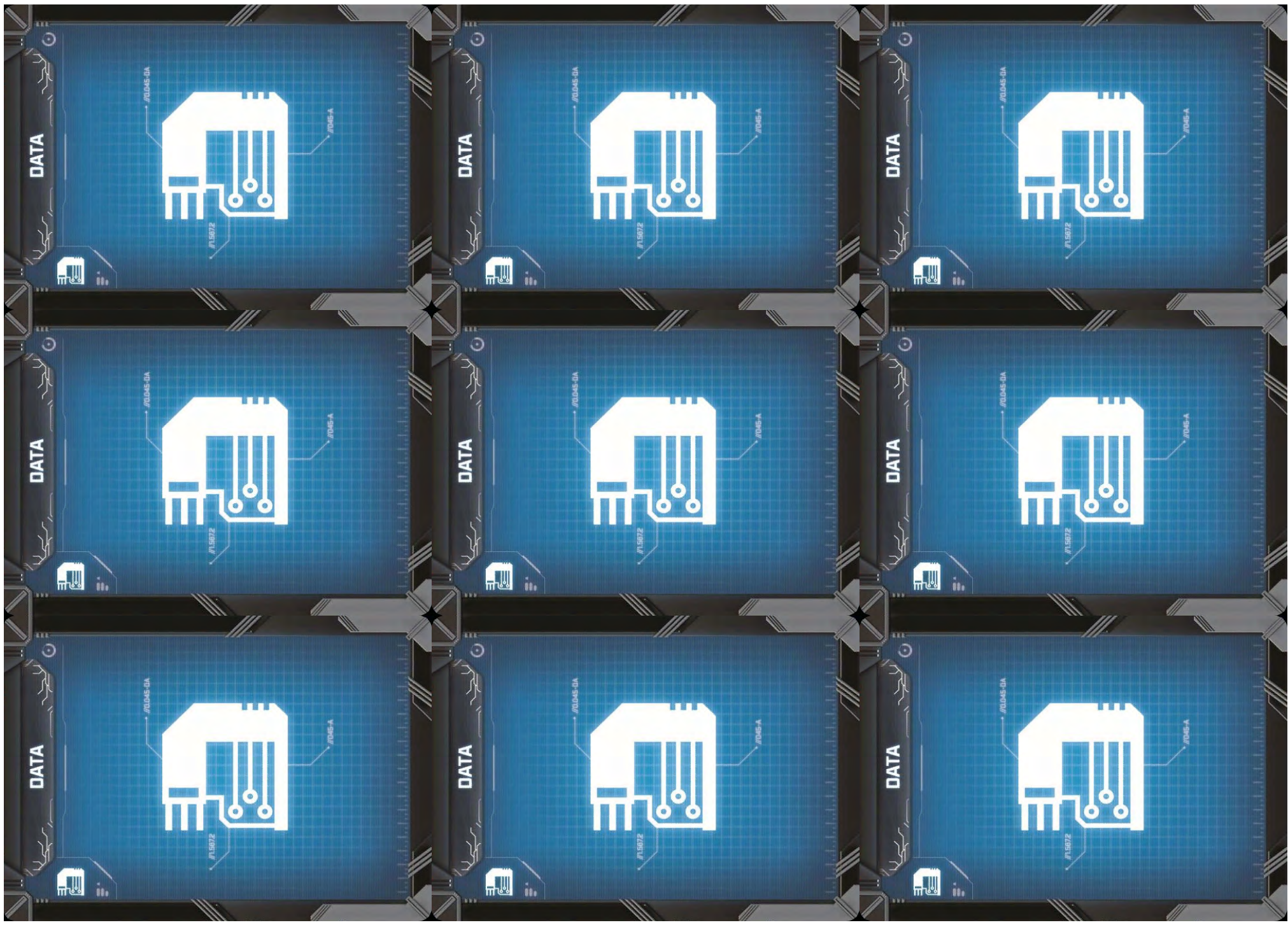
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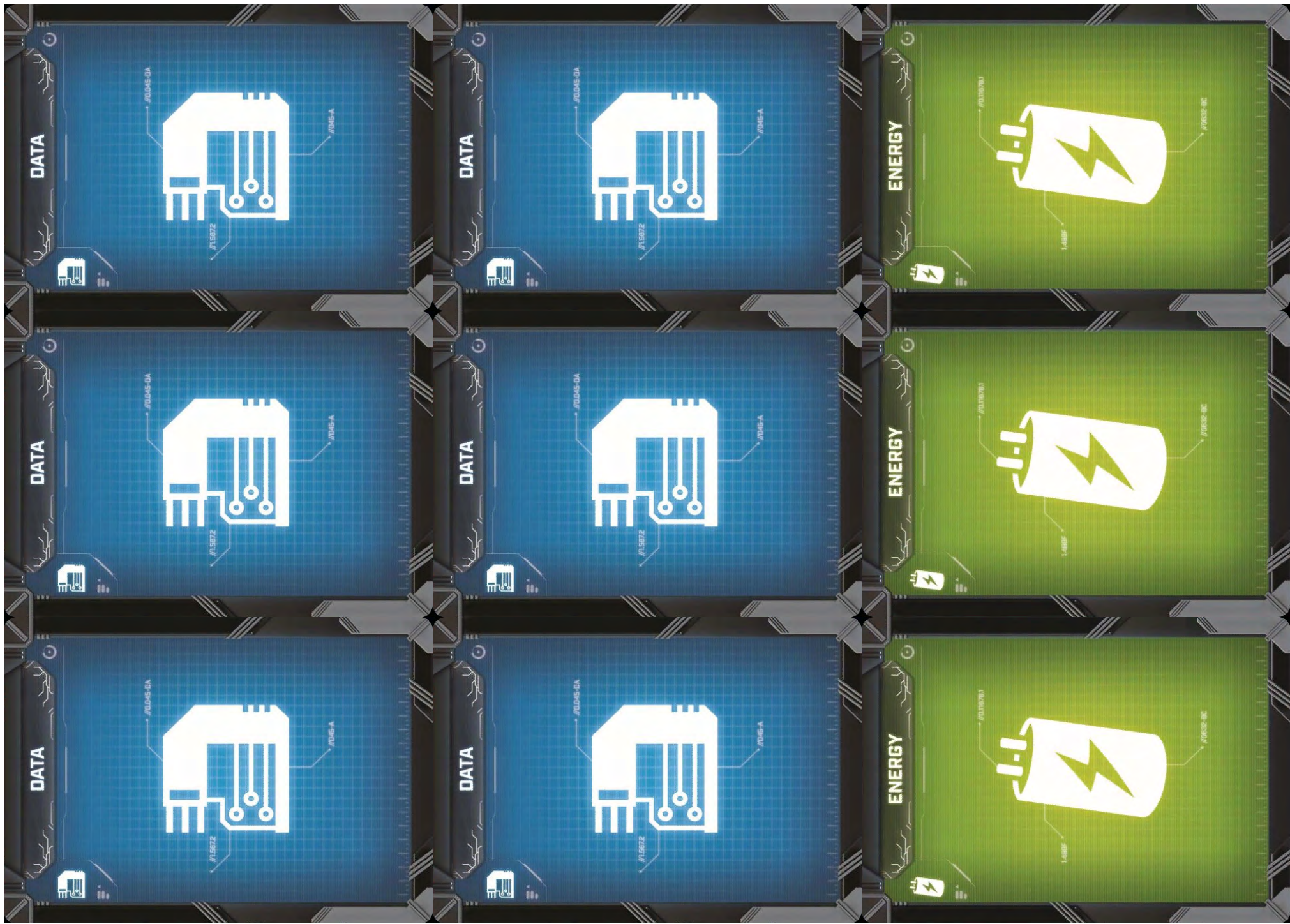
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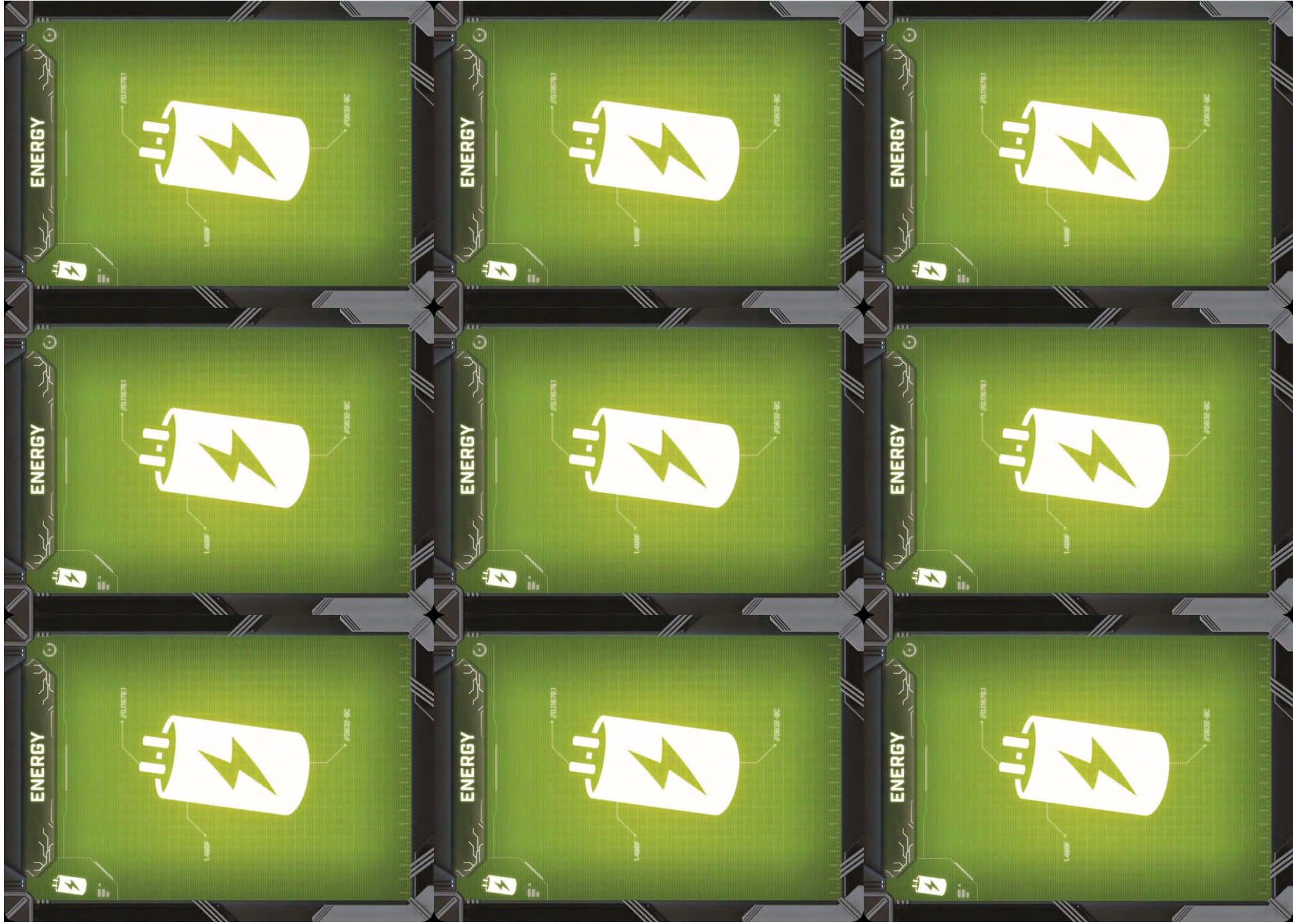
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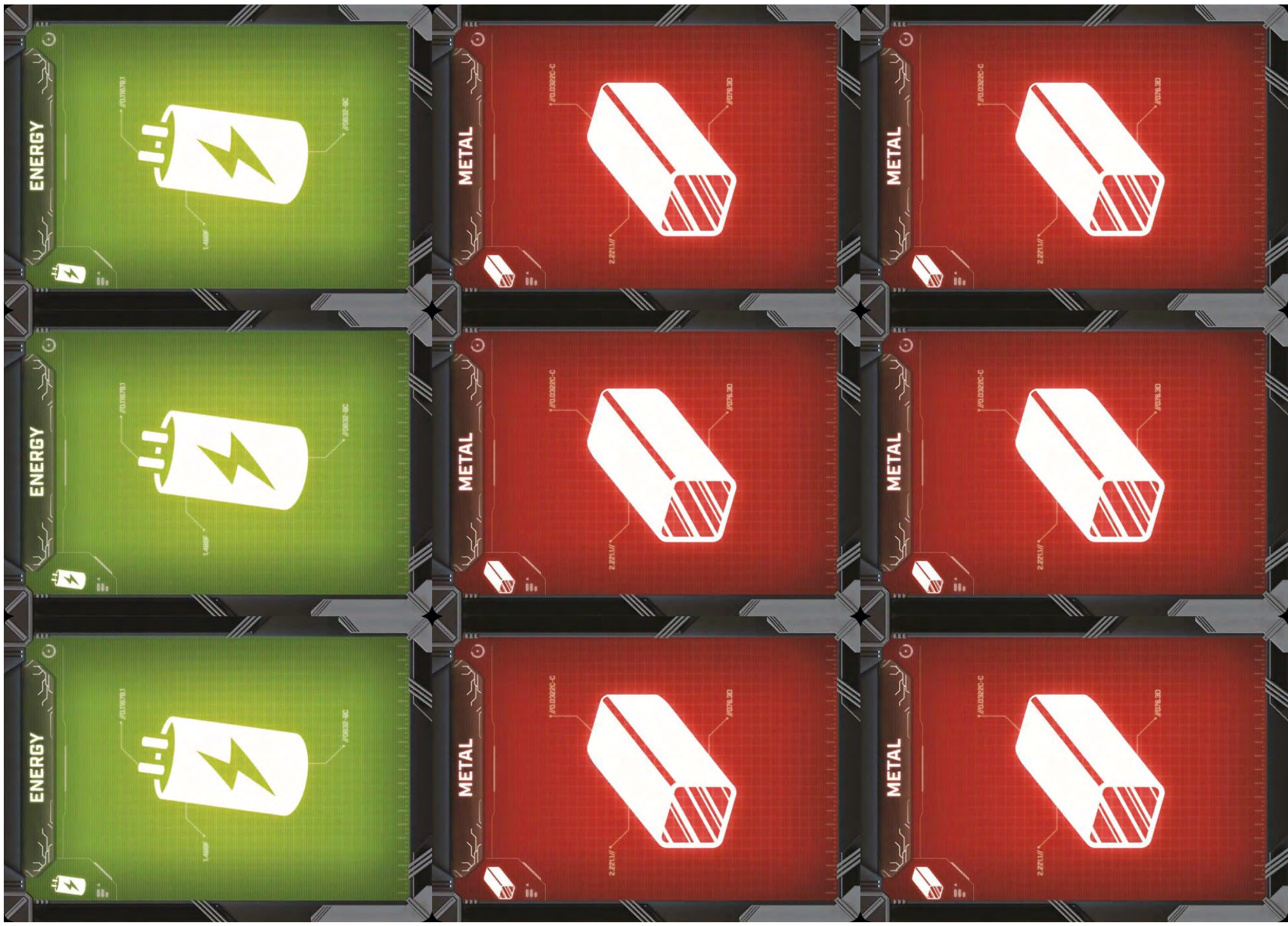
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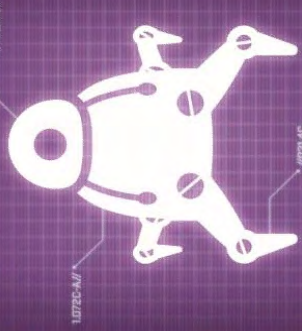
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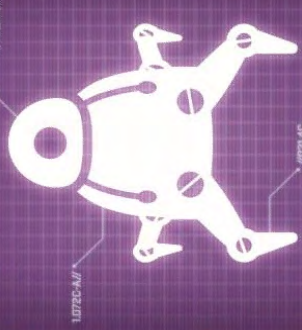
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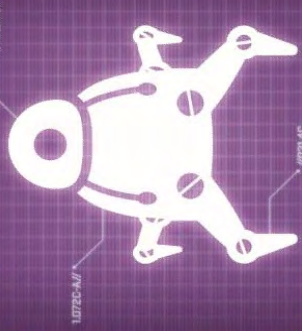
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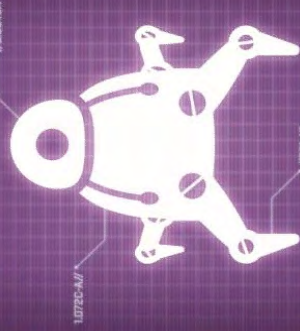
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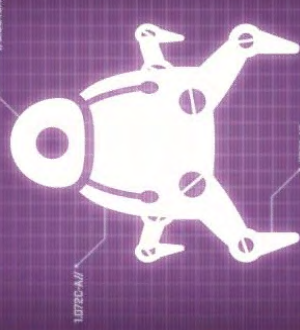
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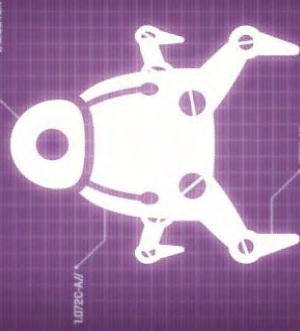
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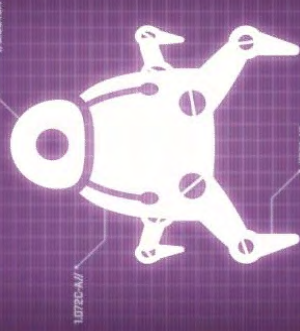
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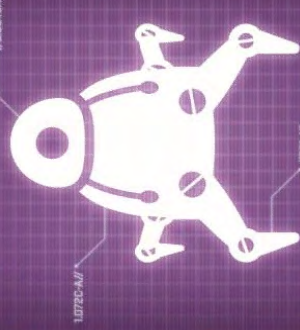
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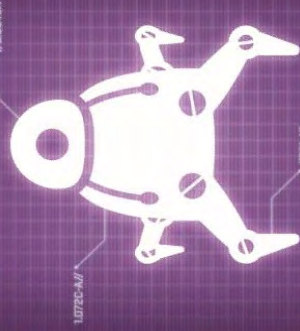
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ESCAPE POD

ONLINE. Roll the die.
Draw a card from the discard pile if you roll
equal to or lower than your hand size.

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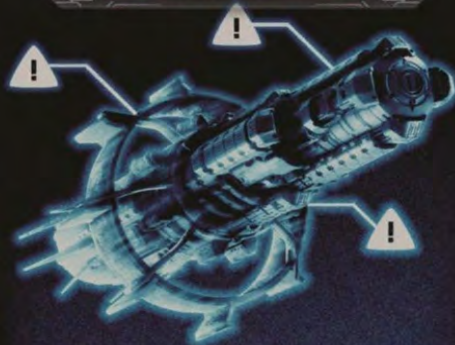


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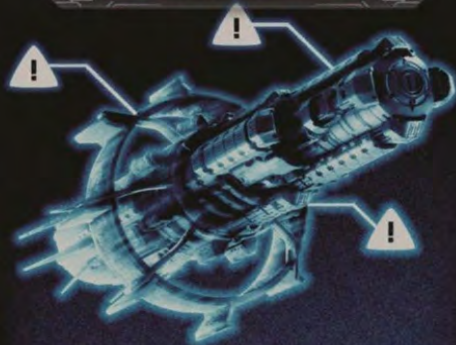
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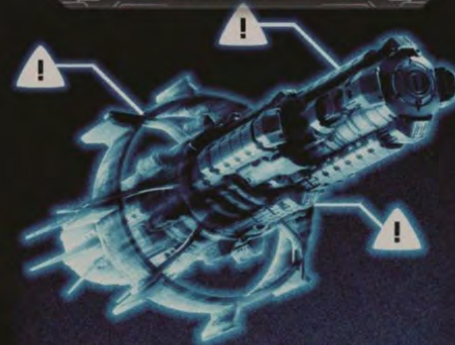
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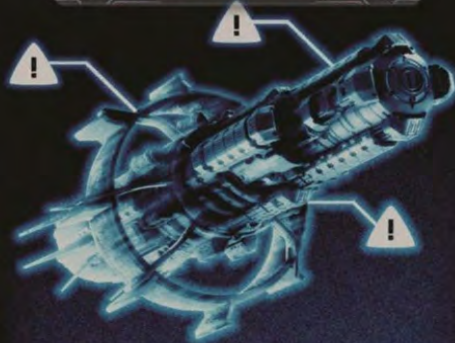
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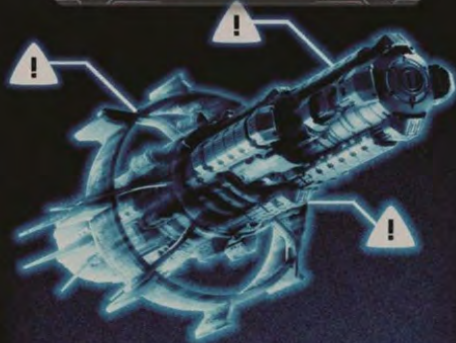
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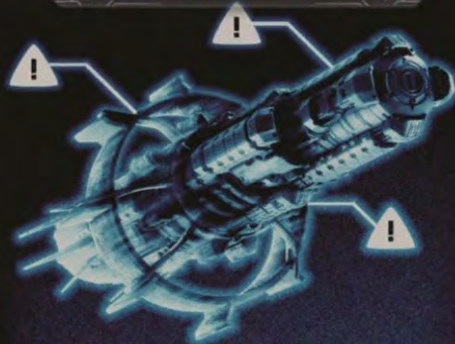
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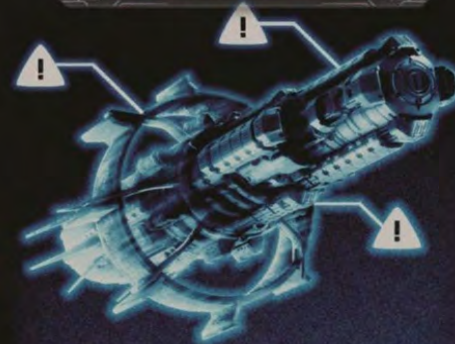
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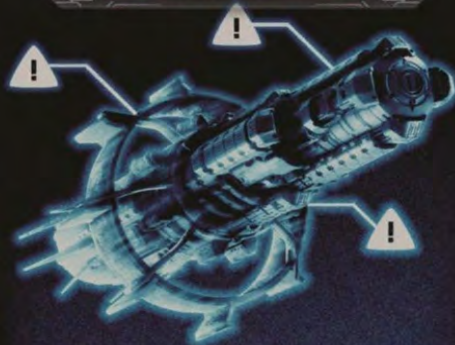


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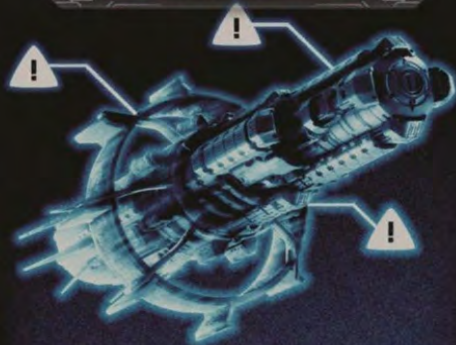




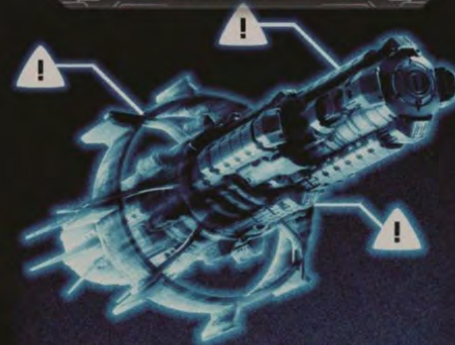
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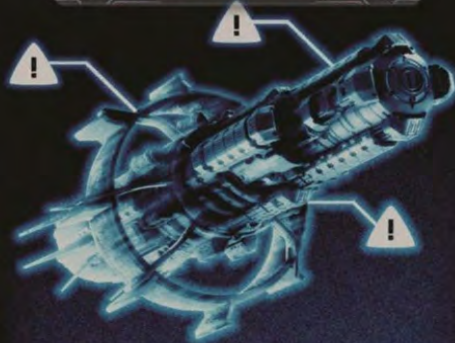
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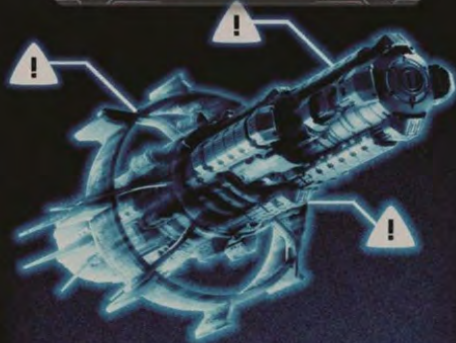
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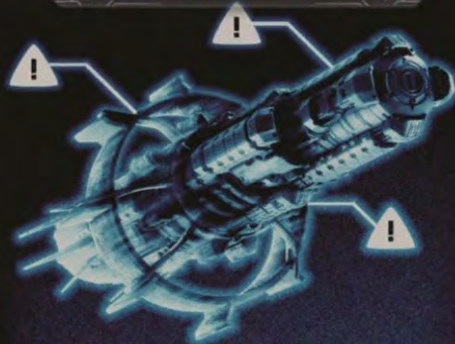
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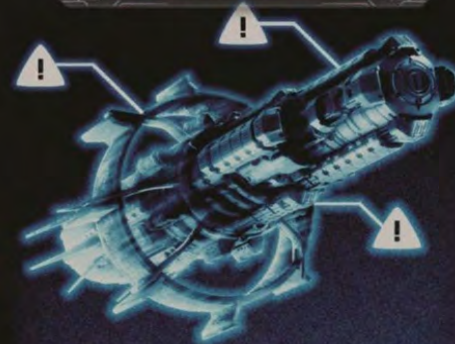
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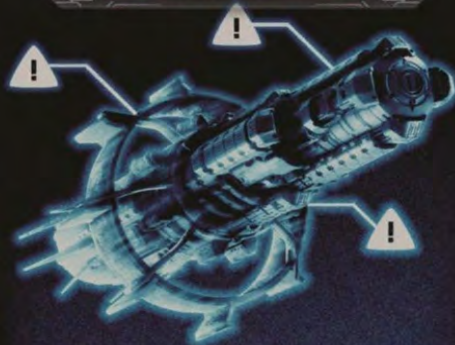


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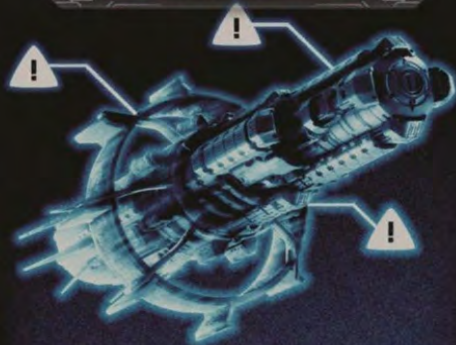




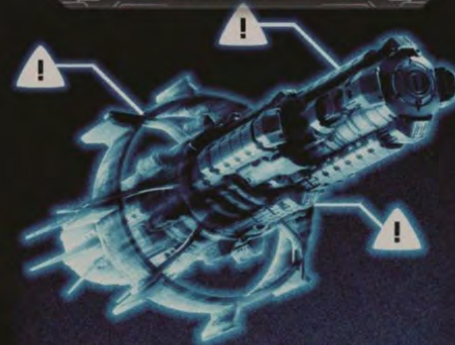
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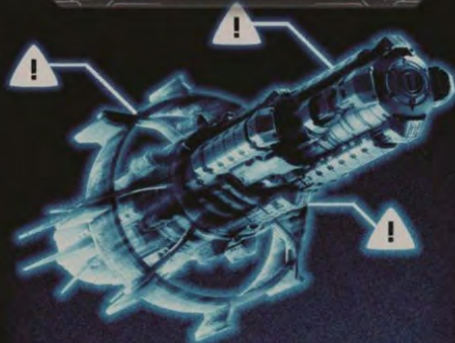
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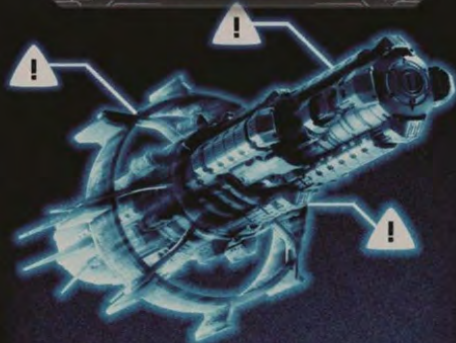
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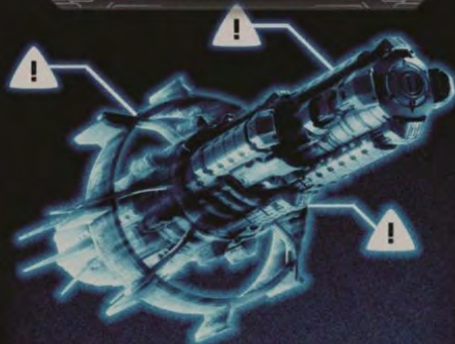
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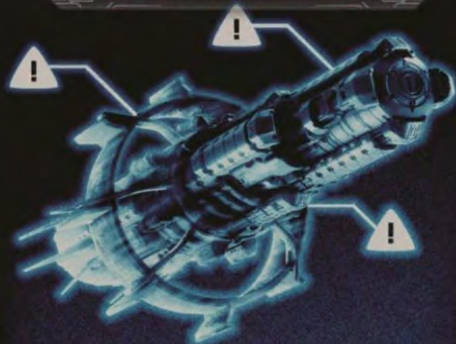
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