Secrets *of the* LOST STATION

Everything EPIC
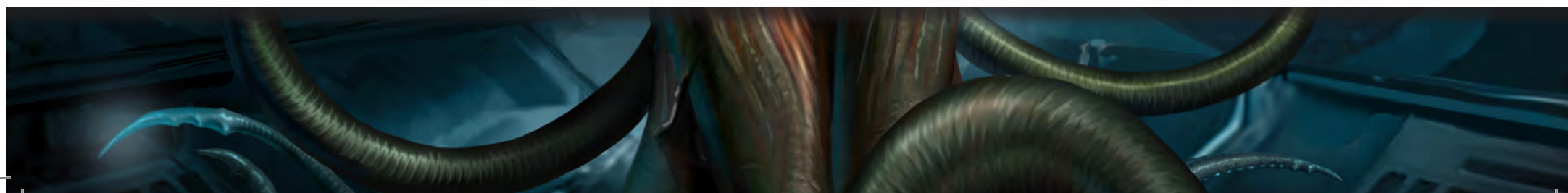

RULES OF PLAY

Dear Intrepid Explorer,

We've been watching your actions and your endeavors. We've seen your skills and talents, and know your motives. We've assessed your background and galactic heritage, known associates, and upbringing.

After careful deliberation and consideration of the Galactic Council of the Eternal Order of Perseus, we cordially invite you to join us on our ongoing mission.

This mission is no ordinary expedition or journey. We give you a lifelong quest – a binding commitment to be one of the guardians of life, a protector against the power of evil. To keep the most sacred secrets, wonders, and miracles through the ages, safe, and out of the hands of those who seek to use them for darkness.

You will undoubtedly face a myriad of dangers, and you shall encounter many unbelievable things. It will be up to you to overcome the greatest of odds and to keep the Order''s secrets until your last breath.

This is your chance, your duty, and your call to Action. We need your help. Please accept our invitation and join us on the adventure of a lifetime.

Kind and Cordial Regards,
Jack Holden

CREDITS

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An Epic Adventure by
Jim Samartino & Christopher Batarlis

INTRODUCTION

Secrets of the Lost Station **is a cooperative story game of sci-fi, action-adventure, and exploration. It is a unique and highly detailed sequel to** *Secrets of the Lost Tomb***, set one thousand years into the future!**

With a new story and a thematic universe extending the lore of the Secrets of the Lost Epic Saga, *Secrets of the Lost Station* **is a standalone game with a familiar but heavily updated rule-set.**

You assume the role of one of the last surviving members a 4000-year-old secret society known as the Eternal Order of Perseus. Your perpetual scenario: face intergalactic dangers, seek out and collect alien artifacts of immense energy, and protect allied races from otherworldly powers. Together, you'll encounter fateful choices leading to thrilling adventures and cliffhangers!

Each of the game's exploration-driven campaigns has its own unique theme, flavor, and powerful Boss, bringing you into the rich and detailed world of The Station. Each Scenario offers new challenges and wonders to behold. Collaborate to complete objectives, combat sinister creatures, survive deadly obstacles, and navigate through scenario-triggered events. Survive, and you'll unlock new Expandable Content to help you through your adventure!

The Station is yours to explore, and its secrets are yours to learn…

A NOTE FROM THE CREATOR

This rulebook is broken into Four sections: this Introduction, the Quick Start Guide, the Explorer's Briefing, and the Oblivion Expansion rules.

Due to the modular nature of the game, there may be situations you encounter that are not covered in detail in these rules. When this happens, I encourage the Expedition Leader to make a judgement call that they believe is fair and consistent with the narrative and logic of Secrets of the Lost Station*.*

Whenever a rule conflict arises between this rulebook and another element of the game, specific game components (such as ability cards) and Scenario-specific rules given in the Scenario Guide supersede the general rules in this rulebook.

Lastly, whenever a tiebreaker is required, each player involved rolls a d6 and continues to do so until one of them rolls a higher number. The Explorer with the higher number wins the tie.

This game is dedicated to my parents, who instilled me with the desire to be creative; my wife, who has supported me as I pursue my dream; and my children, who I hope will play this game and be inspired to create their own stories to share with the world.

"Stay Calm and Game On…

When in Doubt, Make a Decision, Have Fun, continue on your adventure!"

—Jim Samartino, Game Designer

TABLE OF CONTENTS

COMPONENTS

55 ROOM TILES

🔒 **25**

11 EXPLORER STANDEES

🔒 **5**

All standees may be replaced with miniatures when playing the deluxe edition.

30 STANDEE CLIPS

🔒 **5**

11 EXPLORER SHEETS

84 EXPLORER ABILITY CARDS

🔒 **66**

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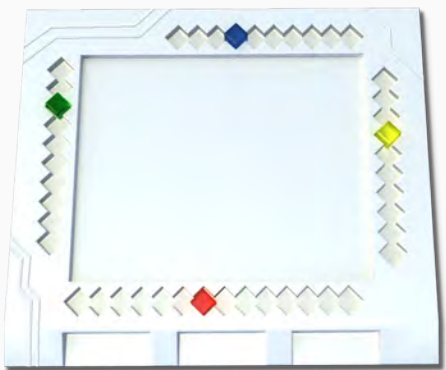
6 A.R.M. DEVICES

6 SPECIAL ABILITY TOKENS
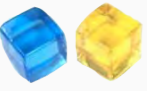
24 TRACKER CUBES

56 COMPANION CARDS

🔒 **11**

64 ITEM CARDS

🔒 **40**

88 CREATURE STANDEES

56 🔒

9 BOSS STANDEES

7 🔒

All standees may be replaced with miniatures when playing the deluxe edition.

60 DAMAGE TOKENS

20 SHIELD TOKENS

24 STATION DICE

36 CREATURE CARDS

25 🔒

9 BOSS CARDS

7 🔒

6 CREATURE TRACKERS

1 STATION SYSTEM BOARD

37 STATION SYSTEM CARDS

33 🔒
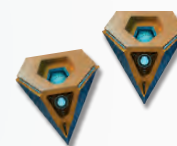
6 DRONE TOKENS

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1 STATION EVENT TRACK

47 RANDOM EVENT TOKENS

15 COMBAT EVENT TOKENS

13 SCENARIO TRIGGER TOKENS

13 QUEST TOKENS

12 SEARCH TOKENS

40 GENERIC TOKENS

2 6-SIDED DICE

OBLIVION CONTENT

Additional components used in the Oblivion Expansion are shown on page 28.

GAME SETUP

1 CHOOSE YOUR SCENARIO

Determine which Scenario you will play next in your current Campaign. (*See "The Scenario Guide" on **page 10** for more detail.*) If this is your first game, you should play the Tutorial Scenario.

Find the section of the Scenario Guide that details the Scenario you are playing. You will refer to the Setup section during the following steps.

2 ADJUST PLAYER COUNT

If you are playing with 3 or fewer players, or you would like to adjust the difficulty of the Scenario, refer to the table on page 9 and adjust setup accordingly.

3 CHOOSE EXPLORERS

Note which Explorers *must* be played, and which *cannot* be played, in the "Explorers" section of the Scenario Setup.

Each player chooses an available Explorer to play. (You may choose any available Explorer — you do not need to play the same Explorer from Scenario to Scenario!)

Each player carries out "Explorer Setup" on page 8.

4 SCENARIO TILES

Place the Icarus Shuttle and Docking Station tiles together to the left of the play area. Unless otherwise stated in the Scenario Guide, these are always part of the starting Station Layout.

Separate out any Scenario Tiles listed in the Scenario Setup. Place the Starting Layout tiles as shown. Leave enough space to add more tiles as you explore.

Additional Scenario Tiles may be set aside to be used in Events, or shuffled into the Room Tile Stack.

If any of the starting tiles you placed has a Search symbol, place 3 search tokens there.

Place Explorers on the start tile indicated by the Scenario.
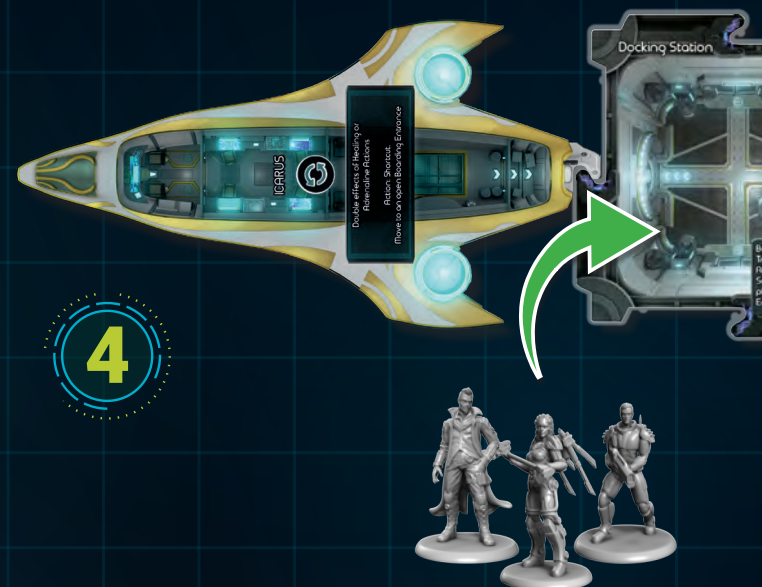
5 ROOM TILE STACK

Shuffle all remaining tiles and place them in a face-down stack in a convenient space near the play area.

6 STATION SYSTEM BOARD

As a party, select the Station System Cards you will use from your inventory. Note the number of Station Systems and any restrictions or requirements listed in the Scenario.
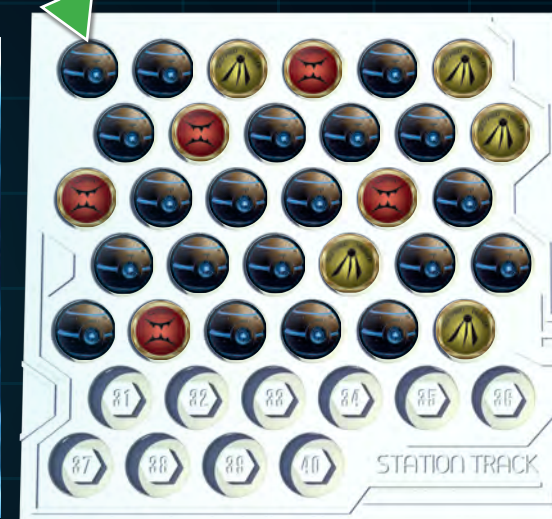
Place the Station System Board next to the map. Place each selected card in a Station Upgrade Slot, with its "Ready" side face-up. Place 1 generic token on each ability for each use it has.

Find any Action Room Tiles associated with the chosen Station Systems and shuffle them into the Room Tile Stack.

7 PLACE OBJECTIVE CARD

Place the numbered Objective Card that corresponds with the chosen Scenario in the Objective Card Slot on the Station System Board, with the list of objectives face-up.

8 STATION EVENT TRACK

Place the Station Event Track next to the Station System Board. Referring to the "Station Track" section of the Scenario Setup, place Scenario Trigger and Combat Event tokens on the indicated Event spaces on the track.

Then shuffle all Station Event tokens, Explorer Event tokens, and Blank tokens, and place one face-down on each empty space on the track.

9 GENERAL SUPPLY

Place all search tokens, damage tokens, quest tokens, generic tokens, and dice in separate piles near the play area. All other tokens can be placed to the side unless otherwise noted by the Scenario.

Shuffle the items in your inventory that were not chosen at setup and place them in a face-down stack. Also place all Companions that were not chosen at setup (excluding generic companions) in a face-down stack.

10 CREATURE HOLDING AREA

Find the Creature Cards listed in the "Scenario Creatures" section of the Scenario Setup, and prepare Creature Trackers for them as shown. Then place the indicated number of standees for those Creatures nearby. Unless instructed by the Scenario, do not spawn any creatures on the starting tiles.

11 RANDOM CREATURE STACK

Shuffle all remaining Creatures (except Boss Creatures) and place them in a face-down stack in a convenient space near the play area.

Stack the remaining Creature Tracker cards next to the Random Creature Stack.

12 CHOOSE EXPEDITION LEADER

Either choose the most experienced player as the Expedition Leader, or choose by random d6 roll.

The Expedition Leader narrates all Events in the Scenario Guide and is responsible for ensuring that all Scenario Events take place, including Scenario Triggers (listed on the back of the Objective Card), Events on the Station Event Track, Win/Lose Conditions, and the Station System Board.

You may alternatively have the player to the right of the active player narrate Events on the active player's turn.

13 START THE GAME

The Expedition Leader reads the Scenario Mission Briefing aloud to the Expedition Party, as well as the Special Rules, Scenario Objectives, and Win and Lose Conditions. Your party may want to take a moment to discuss and strategize before starting the game.

When ready, the Expedition Leader takes the first turn and the game begins.

EXPLORER SETUP

EXPLORER SHEET & A.R.M. DEVICE

Use your A.R.M. Device to track your stats (such as Stamina and Courage), as well as your active Ability Cards and the Attributes you use to make performance checks.

Your starting Items and Companions should be placed in your play area near your A.R.M. Device.

Explorer Name

Audacity Track

Explorer Special Ability

Active Ability Slots

Power Track

Attributes

Courage Track

Stamina Track

PREPARING YOUR EXPLORER

To set up your Explorer:

1. **Take Components:** Take your Explorer Sheet and an A.R.M. Device tray. Place the A.R.M. over your Explorer Sheet, with the card's "Combat Effective" side face-up as shown (*"Wounded" should not be showing*).

2. **Set Starting Stats:** Place tracker cubes of the appropriate color on the highlighted starting positions on your Stamina, Audacity, Power, and Courage tracks.

3. **Place Special Ability Token:** Place a Special Ability token on the Special Ability on your Explorer Sheet to show it has 1 use remaining for this Scenario.

4. **Select Explorer Ability Cards:** Choose up to 3 Explorer Ability Cards from your inventory of available ability cards (*note you may only choose 1 combat ability*). Place your abilities in your 3 Active Ability Slots on your A.R.M., with the "Level 1" side face-up. (*See "Explorer Ability Cards" on* **page 17** *for more detail.*)

5. **Select Starting Items:** Choose items from your party's inventory. The Scenario Guide indicates whether you may choose starting items or draw them at random. **For random draw Scenarios, you may spend 1 Audacity to discard the first item you drew and draw another item instead.**

6. **Introduce Explorer:** Introduce your Explorer and read your Special Ability and selected Ability Cards aloud to the group.

ATTRIBUTES
SUMMARY TABLE

STRENGTH
Pure physical strength. Used for performance checks.

DEXTERITY
Speed and hand-eye coordination. Used for performance checks.

KNOWLEDGE
Intelligence, logic, and general education of an Explorer. Used for Healing checks and performance checks.

MYTHOS
Connection to the supernatural and understanding of the hidden depths of the universe. Used for Adrenaline checks and performance checks.

COMBAT
The base Combat Score an Explorer uses in Combat.

MOVEMENT
The maximum number of of room tiles an Explorer moves with each Action.

STAT TRACKS
SUMMARY TABLE

STAMINA
The amount of damage your Explorer can take before being Downed. Your Stamina can never be raised above the starting Stamina number highlighted on your Explorer Sheet.

AUDACITY
How much your Explorer is able to push their luck. It can be spent to modify the outcome of a performance check or combat roll.

POWER
The experience your Explorer collects from exploration, combat, and completing challenges. When your Explorer exceeds 10 Power, they level up and and upgrade an ability.

COURAGE
Your Explorer's mental status and their effectiveness at using abilities. If your Explorer's Courage falls to 5 or less, they lose Focus and must use the "Unfocused" version of their abilities.

GAMEPLAY OVERVIEW

THE SCENARIO GUIDE

Secrets of the Lost Station is an epic saga that is told over a series of *Campaigns*, which should be played in order.

Each Campaign is made up a series of *Scenarios*. The *Scenario Guide* provides instructions on how to set up and play each Scenario.

You can use the *Campaign Tracker* on page 2-3 of the Scenario Guide to track your Expedition Party's progress through a Campaign between play sessions. (*See "Campaigns" on page 10* for more detail.)

AVOIDING SPOILERS

When starting a new Scenario, DO NOT read any content beyond the Mission Briefing until you are instructed to do so!

Scenario Events and the Scenario Conclusion should be read as they are encountered, so as not to spoil the story.

RESOLVING EVENTS

When an Event activates, the Expedition Leader must find the indicated Event passage in the Scenario Guide and read it aloud to all players.

The player or players affected may need to make important decisions or performance checks in order to resolve the Event. Unless otherwise stated, the player reading should not read the **outcomes of any decisions or checks** until after they are resolved.

Just as an Explorer on the Station wouldn't know the potential consequences of their actions, you shouldn't know what will happen to you before it actually does!

Players take turns in **clockwise** order, beginning with the Expedition Leader.
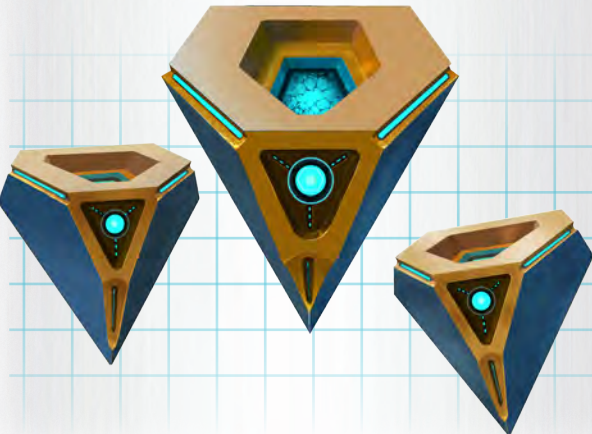
TURN PHASES

Each player's turn consists of two phases: the Explorer Phase and the Station Phase.

- In the *Explorer Phase*, the active player performs various Actions (*such as moving, exploring, and fighting creatures*) and completes Scenario objectives. The Explorer Phase ends when the active player has no remaining Actions, or decides not to use them.

- In the *Station Phase*, the player resolves an *Event token* on the next space of Station Event Track.

At the end of the Station Phase, the next player to the left begins their Explorer Phase.

WINNING THE GAME

Secrets of the Lost Station is a cooperative story-driven adventure. The Expedition Party always claims victory or suffers a loss together!

Each Scenario lists *Scenario Objectives* that the Expedition Party must complete in order to meet the *Win Condition*. Sometimes you will need to find hidden objects throughout the Station, repair a malfunctioning Station system, or defeat a series of enemies.

If you complete all the Scenario Objectives without meeting one of the Lose Conditions, the game ends in a win.

LOSING THE GAME

Each Scenario specifies conditions under which the party *loses* the game.

There are three primary ways to lose:

- **An Explorer Falls:** If a wounded member of your party suffers the *Near Death* status, you immediately lose the mission. (*This is **always** a Lose Condition, and is not generally listed as a Scenario-specific Lose Condition.*)

- **Out of Time:** If you fail to complete the Scenario objectives in an specified number of turns, or before a specific Event occurs, you lose.

- **Enemy Objective:** If you fail to prevent an enemy from completing their objective, you lose.

When you lose a Scenario, you are given the choice to replay the Scenario, or use the Station's Alternate Reality Control to skip ahead to the next mission. But be careful — using the Alternate Reality Control too often may result in unforeseen consequences...

Each Scenario can be played at the same difficulty regardless of whether you are playing with 1 or 6 players.

PLAYER COUNT & DIFFICULTY

If you have *3 or fewer players*, apply the following changes:

- *Companions:* The party may start with a number of Companions based on the table below. Select each Companion from the party's inventory of available Companions, and assign them to an Explorer during Setup.

You may not select a Companion representing an Explorer that a player is actively playing. (*See "Companions" on page 18.*)

- *Audacity Bonus:* Every Explorer gains the extra starting Audacity shown on the table below.

- *Shield Tokens:* Every Creature spawns with 1 shield token on it. (*See "Shield Tokens" on page 24.*)

- *Reducing Difficulty:* If you would like to **reduce** the difficulty of a Scenario at any player count, provide one or more of the Explorers with a Companion.

PLAYER COUNT ADJUSTMENTS

PLAYERS	1	2	3
Companions	2	1	0
Audacity Bonus	+3	+2	+2
Creature Shields	1	1	1

You have completed the Quick Start Guide! You can either begin playing the Tutorial Scenario immediately, or read the Explorer's Briefing for a more detailed explanation of the rules before you play.

THE SCENARIO GUIDE

CAMPAIGNS

Secrets of the Lost Station is divided into a series of *Campaigns*, which have a *recommended* order but can be played in any order.

Each Campaign is made up a series of *Scenarios* that *must* be played in the correct order for the narrative to unfold logically.

Each time you complete a Scenario in a Campaign, mark the checkbox next to the Scenario on the *Campaign Tracker* on page 2-3 of the Scenario Guide. This will help you track progress between gameplay sessions.

EXPLORER ARCHIVES

Each Explorer has an Explorer Archives journal that provides reference material and backstory.

As an Explorer encounters *Explorer Events*, their backstory is revealed by reading *Recall* passages from their Archives. As in the Campaign Tracker, mark off Recall passages in the Explorer Archives as you read them.

UNLOCKING CONTENT

Secrets of the Lost Station includes *locked game content* that should be *only be added to the game* when you are instructed to *unlock* it.

Each Campaign includes content that should be unlocked when *starting the Campaign*, and content that should be unlocked *after each Scenario is completed*. You should unlock content only when prompted by the Scenario Guide.

All unlocked content is stored in your party's *inventory*. Once a component is unlocked, it is *permanently* added to your inventory and is available to be used in *all* future Scenarios and Campaigns.

INVENTORY

- Each Explorer has an individual inventory of unlocked *Explorer Ability Cards* they may choose from during a Scenario.
- The Expedition Party has an inventory of unlocked *Item Cards* and *Station System Cards* that the Explorers may collectively choose from during Scenario setup.

Each Scenario's Setup section states how many *starting items and abilities* the Explorers may choose from their inventory.

Any items that are not chosen at setup will be used to create the *item deck* that players draw from them whenever they discover items during a Scenario.

(*See "Abilities & Items" on **page 17** for more detail.*)

SCENARIOS

Use the Scenario Guide to set up and start playing each game.

Once play is underway, you will continue to use the Scenario Guide to read Scenario Events that tell the story of the mission and provide challenges for your Explorers to face. The Guide also details your objectives and the "Win" and "Lose" Conditions for the Scenario.

Each Scenario in the Guide includes the following sections:

- **Overview:** The Scenario's difficulty level, expected play length, and story summary.
- **Setup Instructions:** Instructions for setting up the Station Event Track, the initial board layout, starting items and abilities, and any specific components that will be used during the Scenario.
- **Special Rules:** Any special rules that are active during the Scenario.
- **Objectives:** A list of objectives that must be completed, as well as the conditions for winning or losing the Scenario.
- **Mission Briefing:** A story passage to be read at the start of the Scenario.
- **Scenario Events:** Events that will be read at various stages of the Scenario.

CAMPAIGN TRACKER

✓ : MISSION SUCCESS   ✓ : ALTERNATE REALITY CONTROL USED

CORE CAMPAIGN

1	TRAINING GROUNDS	pg 6
2	MYSTERY OF THE PALADIN	pg 11
3	HUMAN INTERVENTION	pg 14
	⬚INEERED	pg 17
	⬚TRAYAL	pg 21
6	EUGENICS	

MACHINATIONS

17	MUTINY	pg 76
18	FIRST MATE	
19	SIDEWAYS	pg 82
20		
21	STAR-CROSSED	pg 90

Scenario
Page #
Campaign Name
Mark if you won the mission
Mark if you used A.R.C. to skip mission

Use the Campaign Tracker on page 2-3 of the Scenario Guide to track your progress through the story.

EVENTS

Scenario Events are divided into five different categores. Your party will be instructed to read passages from each category at various points throughout the Scenario. (*See "The Station Phase" on **page 14** for more detail*.)

- **Scenario Triggers:** Main story arc events that may be activated by the Station Event Track, or when your party meets a certain condition on the road to completing your objectives.
- **Station Events:** Environmental events that are randomly activated by the Station Event Track.
- **Explorer Events:** Explorer-specific events that are randomly activated by the Station Event Track.
- **Search Events:** Events that are activated when an Explorer searches a room with a search token.
- **Scenario Conclusions:** Events that are read when the Expedition Party wins or loses the Scenario.

THE STATION EVENT TRACK

Each turn, the active player resolves an Event after taking their Actions.

When it is your turn to resolve an Event, resolve the next token on the Station Event Track, then leave it face-up (*with the white icon showing*) to track your progress through the Scenario.

(*See "The Station Phase" on **page 14** for more detail.*)

SCENARIO TRIGGERS

In addition to Events activated by the Event Track, Events may be activated when the Expedition Party reaches milestones in the Scenario narrative, such as completing an objective or encountering a Boss Creature.

The **Expedition Leader** is responsible for ensuring that all Scenario Triggers activate at the appropriate time. For reference, the opposite side of each Scenario's **Objective Card** lists when Scenario Triggers activate during a Scenario. The Expedition Leader may check the back side of this card at any time.

(*Example: If there is a Scenario Trigger called "Explore Detention Block 3," then when any player explores the Room Tile labeled Detention Block 3, the Leader reads this event immediately.*)

OBJECTIVE CARD

Scenario

1: TRAINING GROUNDS

OBJECTIVES:
- Follow Darwin's instructions to complete your training

1: TRAINING GROUNDS

SCENARIO TRIGGERS:
- Start of First Turn
- Event Track 3
- Event Track 7
- Storage Bay Explored
- Gravity Control Explored
- Airlock Explored
- Communications Explored
- 1st Creature Defeated
- 1st Explorer Exceeds 10 Power
- 1st Combat Event Token Revealed
- First Explorer Downed

Scenario #

Each Scenario has a numbered Objective Card that lists the Scenario objectives on the front and Scenario Triggers on the back.

The Expedition Leader may check the Scenario Triggers on the back at any time.

OBJECTIVES

Each Scenario has distinct conditions under which the Expedition Party can claim victory as a team — or lose at a terrible cost!

- **Win Condition:** If the party has completed all the Scenario objectives (*without meeting a Lose Condition*), you win the Scenario. The Expedition Leader reads aloud the "Win" passage in the **Scenario Conclusion** section. Take note of any rewards you unlock for the next Scenario.

  » Some Scenario Win Conditions require the party to survive a **set number of turns** indicated by the Station Event Track. In this case, the party must complete all listed objectives **and** survive until the last Event is resolved.

- **Lose Condition:** If the party ever meets **any one** of the Scenario Lose Conditions, the game ends in a loss. Each Lose Condition lists a specific "Lose" passage in the **Scenario Conclusion** section for the Expedition Leader to read. (*If you meet multiple Lose Conditions, read only the passage corresponding to the first numbered Lose Condition that you meet.*)

EXPLORER SURVIVAL

Regardless which Scenario you are playing, you can only win if all members of your Expedition Party **survive** to the end of the Scenario.

If any Explorer suffers **Near Death** status and needs to be rushed back to the Icarus, **you immediately lose!** Read the first "Lose" Scenario Condition for an objective you did not complete. (*See "Downed, Wounded, & Near Death" on **page 27** for more detail.*)

LOSING A SCENARIO

If you lose a Scenario by meeting one of the Scenario Lose Conditions, you are given two options:

- **Replay the Scenario:** Set up the Scenario again and replay it to see if you can win this time.
- **Activate the Station's Alternate Reality Control:** The Expedition Leader immediately reads the "Win" passage in the Scenario Conclusion section and the party continues to the next Scenario. Mark each time you use the Alternate Reality Control in the Campaign Tracker on page 2-3, as altering the timeline too often may result in unforeseen consequences...

THE EXPLORER PHASE

During the Explorer Phase of your turn, you may perform *all* of the following, in any order:

- 1 *Move Action*
- 1 *Action* of your choice
- Any number of different *Free Actions* (*once each*)

ACTIONS

Actions are the primary way Explorers move, explore, find useful items, and unlock additional Station and Explorer Abilities, ultimately uncovering the secrets necessary to complete Scenario objectives in the Station.

During your Explorer Phase, you may perform any *one* of the following Actions:

- *Move*
- *Start Combat*
- *Heal*
- *Adrenaline*
- *Investigate*
- *Use an Ability*

MOVE ACTION

Your *Movement* ✷ stat indicates the maximum number of Room Tiles you may travel with each Move Action. (*Example: A Movement stat of 3 means you may move up to 3 tiles with each Move Action you use.*)

You may *always take one Move Action* during your Explorer Phase. You *may* use your main Action to make a second Move.

Once you start moving, taking a different Action (*such as using an Ability*) or a Free Action (*such as Searching*) *ends* your Move Action. You may only continue moving afterwards if you spend another Action.

EXAMPLE: MOVEMENT PART 1

Nakatomi's Movement is 3. He uses a Move Action to move through 3 rooms to the Bridge.

EXAMPLE: MOVEMENT PART 2

Jack Holden's Movement is also 3. On his turn, he uses his free Move Action to move 1 room to the Storage Bay, then stops to use a Search Action (a Free Action). He may not move again unless he spends his main Action as another Move Action.

DOORWAYS

Each tile has between one and four *doorways*, which are indicated by a door symbol.

If two tiles have *Station door symbols* where they meet, then the doorway between them is *open*. Explorers may move through open doorways.

If one or both tiles do *not* have a door symbol where they meet, the doorway between them is *sealed*. Explorers may *not* move through sealed doorways.
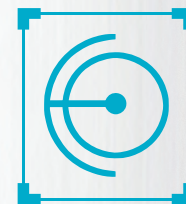
OPEN DOORWAY
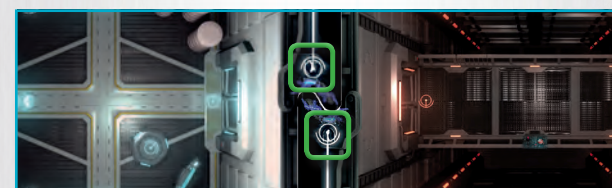
SEALED DOORWAY
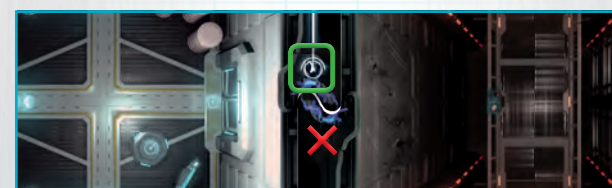
EXPLORING A NEW ROOM

If a doorway with a door symbol is not connected to any tile, then you can move through it and explore a new room.

When exploring a new room:

1. Reveal the next tile in the *Room Tile Stack*. Read its effect to the other players.

2. Place the tile so that *one of its door symbols* aligns with the door that you left through.

3. Apply any immediate effects (*such as traps or Creature spawns*).

4. Gain *+1 Power*.

You may only explore *1 new room* each Explorer Phase (*even if you Move more than once*). Exploring a new tile *immediately ends* your Move Action, even if you did not use your full movement to reach the new room.

- *Empty Room Tile Stack:* If there are no tiles remaining in the Room Tile stack to be explored, all unconnected doorways become *sealed*.

- *Explored Tile Seals the Station:* If you explore a room that would completely seal off the Station from further exploration, return the drawn tile to the bottom of the stack and draw a new one. Continue doing this until you find a tile that does not seal off the Station.

START COMBAT

If you are in a room with one or more **Creatures**, you may use your Action to start a **Combat** with a Creature of your choice.

(*See "Starting Combat" on **page 24** for more detail.*)

HEAL ACTION

If you are **below your starting Stamina**, or in a room with another Explorer who below their starting Stamina, you may take a Heal Action.

Perform a **Knowledge Check** (*see **page 23***). For each success you roll, you or the target Explorer gains 1 Stamina.

● **Alone:** If you are in a room with one or more Creatures and there are no other Explorers present, you may **not** take a Heal Action (*unless you are playing a 1-player game*).

● **Max Stamina:** An Explorer can never gain more than their starting Stamina.

ADRENALINE ACTION

If you have **less than 5 Courage**, or are in a room with another Explorer who has less than 5 Courage, you may take an Adrenaline Action.

Perform a **Mythos Check** (*see **page 23***). For each success you roll, you or the target Explorer gains 1 Courage.

● **Alone:** If you are in a room with one or more Creatures and there are no other Explorers present, you may **not** take an Adrenaline Action (*unless you are playing a 1-player game*).

● **Max Courage:** An Explorer can never gain more than 10 Courage.

INVESTIGATE ACTION

In any room, you may use an Action to perform a thorough investigation. Roll a d6 die and resolve an effect according to the following table:

INVESTIGATION RESULTS

ROLL	EFFECT	
1	THREATENED	SPAWN RANDOM 👁👁
2	INJURED	−1 ⚕
3	SPOOKED	−1 🎖
4	INTRIGUED	+1 ⊕
5	CONFIDENT	+1 🎖
6	DISCOVERED	DRAW RANDOM 📦

USE AN ABILITY

If a component such as an Explorer Ability, Station System, Item, or Room Tile has "**Action**" in its description, then you must use an Action to activate it.

If a component does **not** have "**Action**" in its description (*Example: a Combat Upgrade*), it may be used at the indicated time without taking an Action.

(*See "Abilities & Items" on **page 17** for more detail.*)

You may take each Free Action once per turn, either before or after your other Actions.

SEARCH

If you are in a room with **search token**, you may search the room.

Remove the token and return it to the supply. Have the Expedition Leader read the next **Search Event** in the Scenario Guide. Resolve any effects.

(*Example: If this is the second time an Explorer has searched a room this game, resolve "Search Event #2" in the Scenario Guide.*)

● **Last Search Event:** After the last Search Event in a Scenario is read, all remaining search tokens are removed from the board, and no new tokens are placed.

USE AN ITEM

Using an item does not require an Action, unless the item's description states that it requires an Action.

(*See "Abilities & Items" on **page 17** for more detail.*)

USE A STATION SYSTEM

If a Station System does not require an Action or specific Room Tile to use, then it may be used as a Free Action.

(*See "Abilities & Items" on **page 17** for more detail.*)

TRADE

If you are in a room with another Explorer, you may freely exchange **items** between one another.

You may **not** trade Explorer Ability Cards or Companions.

EXAMPLE: EXPLORER PHASE

At the start of your turn, you are in the Storage Bay, where there are 3 search tokens.

FREE ACTION

You start by using a Free Action to Search. You remove one of the search tokens and the Expedition Leader reads "Search Event #1" in the Scenario Guide: "You find a data log containing Station schematics. Gain +2 Power." You increase your Power track by 2.

MOVE ACTION

You then use your Move Action to explore a new room. You draw the Airlock and orient it so one of its 3 door symbols match up with the Storage Bay doorway.

The Airlock's effect is to spawn a random Creature (see page 21). A Cyborg spawns in the room with you. You then gain 1 Power for exploring the room.

MAIN ACTION (& 2ND FREE ACTION)

You use your main Action to attack the Cyborg and resolve a Combat (see page 24).

You lose 2 Stamina in Combat. Before you end your Explorer Phase, you decide to use a Stim Pack item (a Free Action) to regain your lost Stamina.

THE STATION PHASE

Once you conclude your Actions, the Station Phase begins.

Activate the next Event token on the Station Event Track. Event tokens may either indicate *Triggered Events* or *Random Events*.

TRIGGERED EVENTS

Triggered Events are placed on specific Event spaces as instructed in the Scenario Guide, and are marked so that the Expedition Party will know when they are about to happen.

The Expedition Party may use the knowledge of *when* a Triggered Event will happen to plan their strategy (*but may not read the actual Event passage until it happens*).

Once a Triggered Event has been resolved, its token is flipped to its "resolved" side on the Event Track to mark the party's progress through the Scenario.

SCENARIO TRIGGERS

Scenario Trigger Events progress the Scenario narrative. They may have immediate or ongoing effects on gameplay.

To resolve a Scenario Trigger token on the Station Event Track, have the Expedition Leader read the Scenario Trigger Event passage matching the current numbered Event space. Resolve any effects.

(*Example: If the token is on the #4 space of the Station Event Track, read and resolve the Scenario Trigger Event labeled "Track #4".*)

COMBAT EVENTS

When a Combat token is activated, all Creatures immediately move and attack. No Event passage is read. (*See "Creature Behavior" on* **page 21** *for more detail.*)

- **No Creatures on Board:** If a Combat Token is drawn when no Creatures are on the board, a random Creature immediately spawns at a **Boarding Entrance** (*See "Spawning Creatures" on* **page 21** *for more detail.*). It immediately moves and attacks.

RANDOM EVENTS

During setup, Random Events are shuffled and placed on every Event Track space that does not have a Triggered Event.

In the Scenario Guide, each list of Random Events is numbered **sequentially**. Whenever a Random Event token is revealed, resolve the passage that **follows** the **last passage the party read**.

(*Example: The first time a player reveals a Station Event token, resolve the passage labeled "#1" from the Station Event list. The next time a player reveals a Station Event token, resolve "#2" from the "Station Event" list.*)

Once a Random Event has been resolved, its token is left **face-up** on the track to mark the party's progress through the Scenario.

STATION EVENTS

Station Events are unexpected developments on the Station. This type of Event usually affects all players.

If you reveal a Station Event token, have the Expedition Leader read the next Station Event in the Scenario Guide, then resolve any effects.

EXPLORER EVENTS

Explorer Events reveal more about the Explorers and give them personal challenges to overcome. This type of Event usually only affects the active player.

The first time you reveal a Explorer Event each Scenario, refer to your Explorer's **Explorer Archives**. Find the next **Recall** passage for this Campaign and read it aloud to the other players. Mark the passage as read in the front of your Explorer Archives.

Then have the Expedition Leader read the next Explorer Event in the Scenario Guide and resolve any effects.

If you draw further Explorer Events during the Scenario, do **not** read another Recall entry. (*Each Explorer will read a maximum of 1 Recall entry per Scenario*).

BLANK EVENTS

You do not have to resolve an Event this Station Phase.

ENDING YOUR TURN

Once you have resolved an Event, the next player then starts their Explorer Phase.

THE FINAL EVENT

- **If you are playing a timed Scenario,** the Scenario ends immediately after the last Event Token on the track is resolved. If you have not completed the Scenario objectives when this happens, you lose!

- **If you are playing a Scenario that is not timed,** the Scenario continues after the last Event Token on the track is resolved. During all remaining Station Phases, the active player must resolve either a Combat Event or no Event (*as instructed in the Scenario Guide*).

EXAMPLE: RESOLVING A STATION EVENT

After you finish your Actions on your turn, you move on the Station Phase. You flip the next token on the Event Track and reveal a Station Event.

The Expedition Leader, sitting across from you, opens the Scenario Guide and finds the section on Station Events for this Scenario. She has already read the first Station Event on an earlier turn, so she knows to read "Station Event #2."

She narrates: "A near miss! The Station shakes as it is struck by debris from a passing comet. Ceiling panels and lights fall all around you. All Explorers perform a Dexterity check."

You and all other players (including the Expedition Leader) roll a performance check using your Dexterity attribute (see page 23). Your fellow Explorers all pass, but you fail!

The Expedition Leader then reads the results: "Everyone who passed gains 1 Power. Everyone who fails loses 2 Stamina." You reduce your Stamina by 2, and are thankful the consequences weren't worse...

NAVIGATING THE STATION

The Station is made up of modular rooms that are constantly shifting to optimize the functions of the station. Unfortunately the Station is frequently under attack, which is making many of the rooms malfunction. Many of the resources that would have been at your disposal have been compromised, all while dangerous escaped creatures roam the corridors of the Station.

All is not lost. Darwin is still online and ready to assist you in repairing the Station. He will help protect you and provide sanctuary against the evils that are determined to eradicate you and your allies.

During your expedition you will learn more about the true nature of the Station and how you can use each of the rooms to your advantage. However, be warned — the Station is not functioning properly, so make sure you return to the safety of the Icarus at the end of each Scenario and are not killed by transitioning rooms.

Once you receive confirmation that the Station has reset itself, you can once again venture out of the Icarus and begin your exploration. At times, some rooms may seem familiar, but never get too comfortable, as you never know what may lie behind the next door you open...

ROOM TYPES

The Station rearranges itself between Scenarios, so you should never expect the same configuration twice. In each Scenario you will discover both new and familiar Room Tiles as you explore.

A Room's Type determines when and how its effect activates. Some rooms activate when they are first revealed, some have ongoing effects, and some are activated when an Explorer uses an Action.

Room Name
Door Symbol
Security Chamber
Room Type
Action: Tighten Security. Move to, or Search tile stack and place: Detention Block, Holding Cell or Maximum Security.
Room Effect
Door Symbol

EXPLORATION ROOMS

Exploration Rooms contain hidden secrets and dangers for Explorers to uncover.

When an Exploration Room is *explored*, it has an immediate, one-time effect.

SPAWN ROOMS

Spawn Rooms are where enemy Creatures lie in wait.

When a Spawn Room is *explored*, it immediately spawns one or more new Creatures from the Random Creature Stack.

If the Room Effect description includes a Combat symbol [COMB], the Creatures attack immediately.

SEARCH ROOMS

Search Rooms may contain important clues and materials the Explorers can use to complete the mission, or they may contain unexpected dangers. Be careful!

When a Search Room is *explored*, placed at *setup*, or placed by an *Event*, place 3 search tokens on it. An Explorer can use a Free Action to search the room. (*See "Search" on page 13 for more detail.*)

TRAP ROOMS

Trap Rooms are damaged or malfunctioning rooms that are a danger to the Explorers.

Trap Rooms are activated when an Explorer or Creature *enters* the Room (*as indicated in its Effect description*).

ACTION ROOMS

Action Rooms provide additional special Actions Explorers can use.

When an Explorer is in an Action Room, they may use an *Action* to activate its effect.

- *Limited Uses:* When an Action Room with a limited number of uses is revealed, place 1 generic token on it for each use it has. Remove a token each time the room is activated. Once the last token is removed, the room can no longer be activated.

- *Station System Rooms:* Some Action Rooms activate specific Station Systems. In order to activate a Station System, it must be active on the Station System Board and have uses remaining.

- *Overpowered:* An Action Room may not be activated if Creatures overpower Explorers in the room. (*See "Overpowering and Evasion" on page 22 for more detail.*)
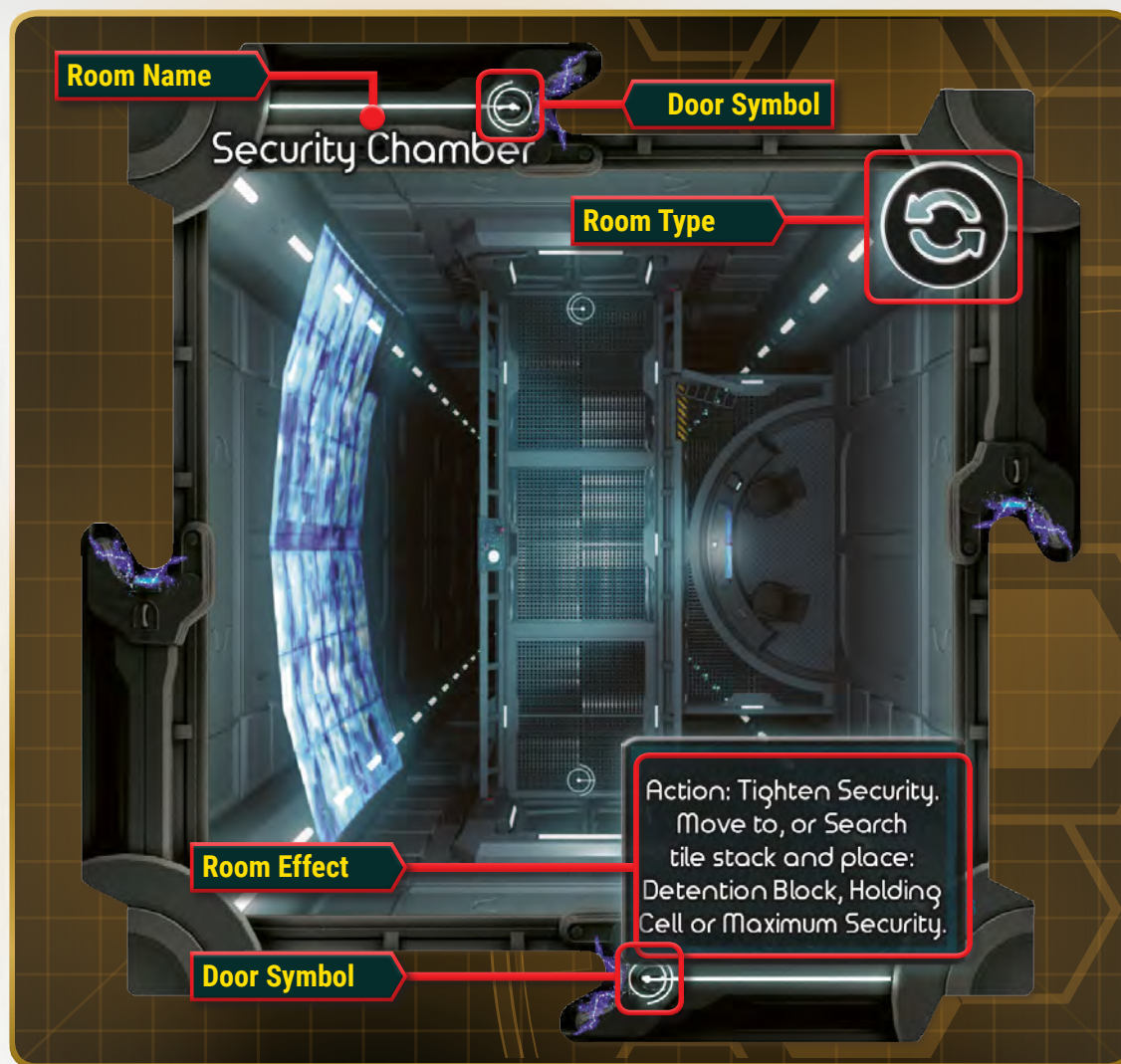
TRANSPORTER LOCATIONS

Transporters allow Explorers to move rapidly around the Station.

If a Room Effect includes "Transporter Location," you may move from the room to *any other* explored Transporter Location as if they were connected by an open doorway.

Using a Transporter is part of a normal Move Action, and does not require a dedicated Action.

● **Overpowered:** A Transporter Location may not be used if Creatures overpower Explorers in the room. (*See "Over-powering and Evasion" on page 22 for more detail.*)

● Creatures *never* use Transporters when moving.

EXAMPLE: TRANSPORTER

You have 3 Movement. You move from the Security Chamber into the Docking Station, which is a Transporter Location. You then use the Transporter to move to the Hangar Bay.

You have 1 unused Movement, so you move to the adjacent Communications room and end your move.
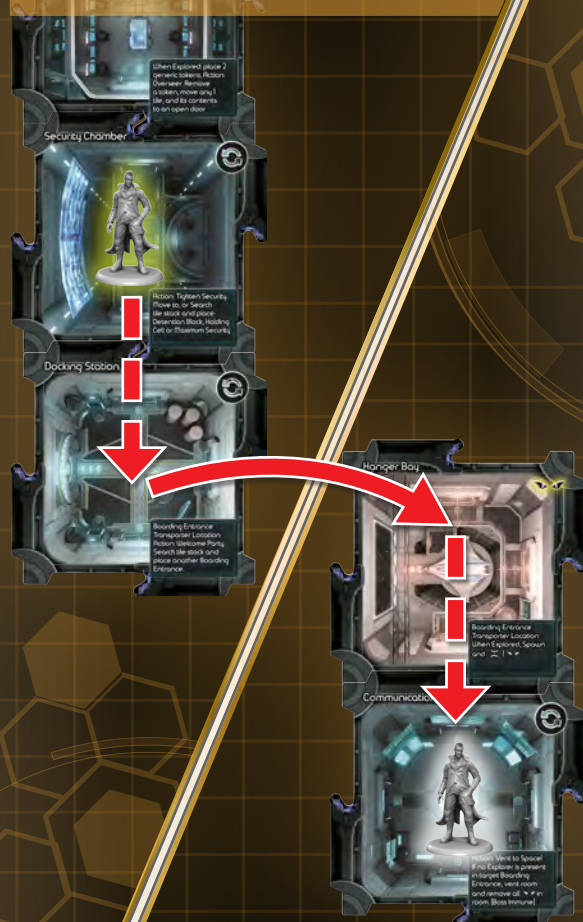
BOARDING ENTRANCES & SHUTTLES

Boarding Entrances are used to board Shuttles, like the Icarus.

If a Shuttle is docked with a Board Entrance, Explorers may move to or from the Shuttle (*as they would move through any open doorway*).

● Creatures *never* board Shuttles; however they may attack a Shuttle if an Explorer is inside. (*See "Attacking Shuttles" on page 22 for more detail.*)

● **Damage to Shuttles:** If there are ever 10 or more damage tokens on a Shuttle, it is removed from play for the rest of the Scenario. Any Explorers on board are immediately moved to the connected Boarding Entrance.

MOVING A SHUTTLE

If you are in a Shuttle, you may use a Move Action to move the Shuttle and any other Explorers in it to a different Boarding Entrance.

If you use a Move Action to enter a Shuttle and have Move-ment points remaining, you may move the Shuttle as part of your Move Action. Moving the Shuttle ends your Move Action.

EXAMPLE: MOVING THE ICARUS

You have 3 Movement. You move from the Docking Station into the Icarus, and have 2 Movement remaining.

You move the Icarus to the Hangar Bay. This ends your Move Action. You may not move into the Hangar Bay unless you expend another Action.
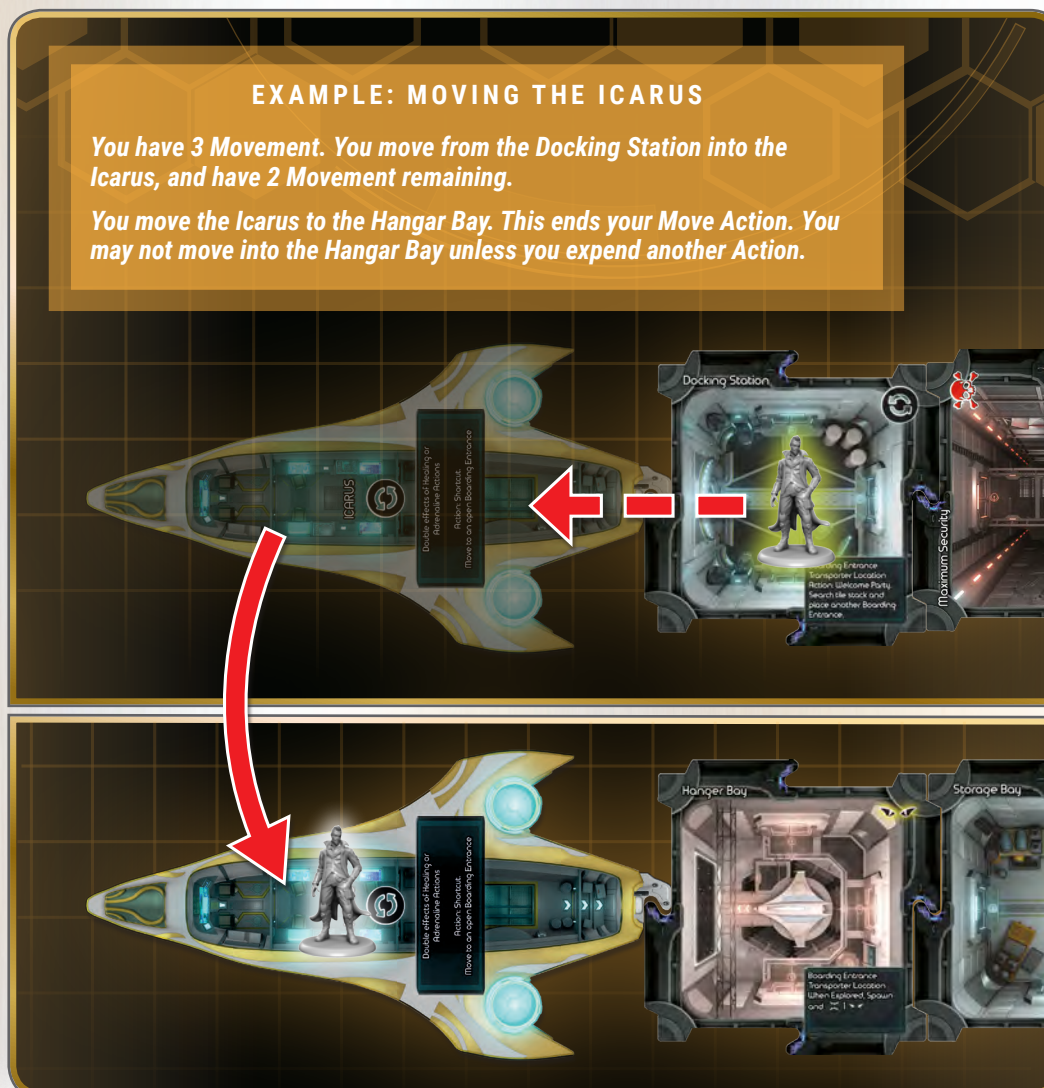
SCENARIO TILES

Each Scenario lists a number of Room Tiles that will be used as Scenario Tiles and gives instructions on what to do with them.

The Scenario may tell you to:

● Place tiles in a specific pattern at *setup*;

● Set aside tiles to be used in *Scenario Events*; *or*

● Shuffle tiles into the top of the *Room Tile Stack*.

Room effects that activate "when explored" (*i.e. Exploration Rooms and Spawn Rooms*) do *not* activate when they are placed at setup or due to an Event.

Search Rooms are an exception. When a Search Room is placed by *any means*, place 3 search tokens on it (*as long as there are unread Search Events remaining – see "Search" on page 13*.)

● **Scenario Tile Seals the Station:** If placing a Scenario Tile would seal off the Station from further exploration, do not place it as instructed. Instead find a non-Scenario tile on the board with only 1 doorway. Move any Creatures or Explorers in the room to an adjacent room, then return it to the bottom of the tile stack and replace it with the Scenario tile.

ABILITIES & ITEMS

EXPLORER SPECIAL ABILITY

Each Explorer has a unique Special Ability they may use once per game. Your Explorer Sheet includes a description of your Special Ability and when you may activate it.

During setup, place a Special Ability token on your Special Ability on your Explorer Sheet to show it has 1 use remaining. When you use your Ability, remove the token to show the ability cannot be used again this game.

EXPLORER ABILITY CARDS

Each Explorer has access to unique abilities via their Explorer Ability Cards. As you progress through Scenarios, each Explorer will unlock new and better abilities to add to their Explorer inventory. Once unlocked, an Explorer Ability is available to be chosen during setup, or when an Explorer levels up.

ACTIVE ABILITIES

The abilities you have available to use during a mission are placed in *Active Ability Slots* on your ARM Device.

Whenever a new ability is placed in an Active Ability Slot during a Scenario (*including during setup*), it always **starts** at Level 1. Upgrades do not "persist" from Scenario to Scenario.

At the end of each Scenario, all your active abilities are returned to your Explorer's inventory.

- **Limit of 3 Abilities:** You may never have more than 3 abilities active. If you gain a new ability during a mission, it **replaces** one of your active abilities. The replaced ability is returned to your inventory.

- **Limit of 1 Combat Upgrade:** You may **never** have more than 1 Combat Upgrade active at a time. If you already have a Combat Upgrade and want to gain a new one, you must **replace** your active Combat Upgrade.

FOCUS

Your *Courage* level determines how effectively you may use an Explorer Ability.
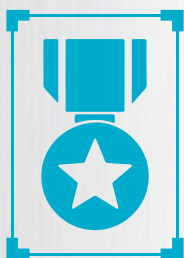
- **Unfocused:** If you have **5 or less Courage**, you must use the basic "Unfocused" version of an Explorer Ability.

- **Focused:** If you have **6 or more Courage,** you may use the improved "Focused" version of an Explorer Ability.

EXAMPLE: USING AN ABILITY

While playing Jack Holden, you are attacked by a Creature.

Holden's base Combat stat is 4, and you currently have 4 Courage. You have the Combat Upgrade "Roundhouse Kick" active on your A.R.M. device.

Because you only have 4 Courage, you must use the Unfocused effect. This adds a +1 Combat Bonus and allows you to roll 5 Combat dice instead of 4.

Card labels:
- Explorer — JACK HOLDEN
- Ability Type — Combat Upgrade
- Ability Level — LEVEL 1
- ROUNDHOUSE KICK
- Unfocused (≤5 🏅) — UNFOCUSED: +1 ⚔
- Focused (≥6 🏅) — FOCUSED: +2 ⚔ & Pass Any Check: +1 ⚡

LEVELING UP

If at **any time** you are at **10 Power** and **gain additional Power**, your Explorer levels up immediately.

Leveling up allows you to **upgrade** one of your active abilities, or **swap out** an active ability for an ability in your inventory.

When your Explorer levels up:

1. **Choose one:**
   - » Flip one of your **Level 1** Explorer Ability Cards in an Active Ability Slot to its **Level 2** side; **or**
   - » Replace one of your Explorer Ability Cards in an Active Ability Slot with a Level 1 Explorer Ability Card from your Explorer's **inventory**.

2. Heal **3 Stamina** and gain **1 Audacity**.

3. Reset your **Power** to 1.

DETAILS

- **Max Stamina:** Leveling Up does not increase your max Stamina.

- **Leveling Up in Combat:** If you Level Up at the end of a Combat where you were reduced to zero Stamina and Downed, you immediately recover with 3 Stamina.

- **Max Level:** If you have 3 Level 2 abilities when you level up, gain Stamina and Audacity but do not take a new ability.

ITEMS

In addition to your Explorer Abilities, you can acquire items to improve your chances of survival.

Some Scenarios allow you to choose items from your party's *inventory* to start with, but in most instances you will have to find items by *exploring*, *searching*, *investigating*, or resolving *Events*.

Your Explorer's active items are placed in your play area near your A.R.M. Device (*separate from inactive items in your inventory*). There is no limit to the number of Items an Explorer can carry.

USING AN ITEM

If a non-Combat item does not state it requires an Action, it may be used as a Free Action on your turn.

Combat items may be used whenever your Explorer is actively in Combat with a Creature.

- **Limited Uses:** When you acquire an item with a limited number of uses, place 1 Generic Token on it for each use it has. Remove a token each time the item is used. Once the last token is removed, return the item to your inactive inventory.

- **Item Checks:** Using an item may require a **performance check** (*see **page 23***). You may only use the item if you successfully pass the check. If you do not pass the check, do not remove a use token.

- **Downed:** Items cannot be used when you are Downed (*see **page 27***), unless they are automatically activated when you are Downed.

ITEM TYPES
SUMMARY TABLE

EQUIPMENT	Used to help prevent damage, heal, or create an advantage for an Explorer.
WEAPONS	Used in Combat or to deal damage to a Creature.
TRAPS	Has a delayed effect and requires an Action to place. The description states when it is triggered.
ITEM UPGRADES	Used to improve, enhance, or replace another item.
SPECIAL ITEMS	Unlockable content contains new special classifications of items.

ITEM CARD

Name

STIM PACK

Type — Item Equipment — Uses:3

Uses

Effect

+3 ✚ to any Explorer in your room. Limit 1 use per turn.

EXAMPLE: USING A STIM PACK

As your main Action on your turn, you start a Combat with a Creature. During Combat you lose 5 Stamina, leaving you with 2 Stamina remaining.

Before ending your Explorer Phase, you use a Stim Pack as a Free Action to heal 3 Stamina. You remove a use token from the Stim Pack.

COMPANION CARD

Name — BALTHAZAR

Stamina

Double any ☢ gained — 19

Ability

COMPANIONS

Companion Cards are avatars of Explorers and other key characters on the Station.

They are used in specific Scenarios to progress the Scenario narrative, or to balance gameplay when there is less than a full exploration team. (*See "Player Count & Difficulty" on **page 9** for more detail.*)

- **Explorer Companions:** You may never use a Companion Card that represents an Explorer a player has chosen to play.

- **Generic Companions:** Generic Companions are used in specific Scenario Events. They can not be selected as a random Companion unless directed by the Scenario.

USING COMPANIONS

Each Companion is attached to a specific Explorer and may not be traded. Your Companion moves around the Station with you and always occupies the same room as your Explorer standee. (*Do not place a standee on the board to represent your Companion.*)

- **Overpowered by Creatures:** Companions do not count as Explorers when checking whether Explorers are **overpowered** by Creatures (*see **page 22***) or whether an Explorer is **alone** with a Creature.

COMPANION ABILITIES

Each Companion has a unique ability described on their card.

- **Limited Uses:** If a Companion Ability has **uses**, place 1 generic token on the Companion Card for each use it has. Each time the Ability is used, remove a token. When there are no tokens left, the Companion's Ability may not be used. (*Do not discard the Companion Card – it may still be used to take damage!*)

COMPANION STAMINA AND COMBAT

Your Companion has Stamina, like an Explorer or Creature.

Any time your Explorer is dealt damage, you may instead apply the damage to your Companion. Place damage tokens on your Companion's Card to reflect their lost Stamina.

- **Splitting Damage:** Damage from a single source must be applied to **either** your Explorer or Companion, and may not be "split" between them. If you or your Companion is Downed by a single source of damage, any additional damage is ignored.

- **Downed Companions:** If a Companion receives Damage Tokens equal to their Stamina, their Companion card is removed from play for the remainder of the Scenario. This does **not** count as an Explorer being Near Death, and does not trigger the end of the game.

- **Healing Companions:** You may use a Heal Action to heal a Companion in the room with you.

- **"All Explorers" Effects:** When an Event or effect deals damage to **all** Explorers (*or all Explorers in a room*), both you and your Companion take damage. In this case, you may not choose to apply the damage to your Companion.

STATION SYSTEMS

Using the Station's systems to your advantage is integral to your success. As you repair the Station, you will gain access to new Station systems in the form of Station System Cards.

Each Scenario will instruct the Expedition Party on how many Station System Cards they may select from their inventory. Place all active Ability Cards on the **Station System Board**.

As you progress through Scenarios and repair more of the Station, you will unlock new and better Station Systems to customize your strategy.

USING STATION SYSTEMS

Each Station System Card describes how it is activated. Unless otherwise stated, an active Station System can be used by any Explorer.

Some Station Systems require you to use an Action in a specific **Action Room**. When setting up the Scenario, is important to ensure any rooms for Station Systems you are using are shuffled into the Room Tile Stack.

LIMITED USES

Most Station Systems have **limited uses**. Track these uses by placing generic tokens on the Station System Card and removing 1 token each time the system is used.

Once all tokens are removed, flip the card face-down to show it is **exhausted** and can no longer be used.

Some Station Systems allow you to **refresh** other Station Systems by adding additional use tokens to them. If you refresh an exhausted system, flip it to its "Ready" side before adding new tokens.

STATION SYSTEM TYPES
SUMMARY TABLE

INTERIOR	Affects the internal functions of the Station, such as activating security features.
EXTERIOR	Affects the external functions of the Station, such as activating blaster turrets to attack exterior creatures.
CREW	Crew members you have cryogenically thawed that can remotely control certain functions of the Station to aid you during missions.
SPECIAL	Allows you to refresh the uses of other abilities.

Uses

Uses Remaining

Exhausted System

Name

Type

Activation

DARWIN
INTERIOR
USES: 2
Spend action in Master Sanctum

Effect

Reveal the next 3 tiles and place them in any order.

STATION ABILITY BOARD

DARWIN
INTERIOR
USES: 2
Spend action in Master Sanctum

Reveal the next 3 tiles and place them in any order.

BRIDGE CREW
CREW
USES: 2
Action: Remove a token, relay command to Bridge Crew.

an Action as if you were located on the Bridge

SCENARIO GUIDE

3: HUMAN INTERVENTION

OBJECTIVES:
- Destroy 5 Pirate Crew
- Disarm any Starling Traps
- Repair any damage caused by the stowaways

3

Master Sanctum

Action: System Diagnostic. Activate Darwin Station Ability

The "Darwin" System requires the "Master Sanctum" tile to use. If Darwin is chosen at setup, you must shuffle the Master Sanctum tile into the top 5-10 tiles of of the Room Tile Stack (depending on the Scenario setup).

CREATURES

While exploring the station you will encounter a multitude of threatening Creatures. They come in many shapes, sizes, and threat levels.

SCENARIO CREATURES

Each Scenario lists a number of Creatures that will be used as Scenario Creatures. Scenario Creatures spawn only when specific Scenario Events are activated.

- **Creature Holding Area:** Unless a special rule is stated for the Scenario, all Scenario Creatures' standees and Creature Cards are placed in the Creature Holding Area during setup.

- **Max Number of Scenario Creatures:** There may never be more Scenario Creatures on the board than the number of standees that were set aside during setup. If you a directed to spawn a Scenario Creature, and there are no standees of that type remaining in the Holding Area, then no Creature spawns. Instead, *all explorers* take damage equal to the Creature's **Damage Value**.

BOSS CREATURES

Boss Creatures are special Scenario Creatures. They are *never* added to the Random Creature Stack. They do not need Creature Trackers, as there can only be 1 of each Boss on the board.

Boss Creatures often have several **Special Abilities**, and may have additional **Special Rules** outlined in the Scenario.

THE CREATURE TRACKER

Creature Trackers allow you to track Stamina and statuses for multiple Creatures of the same type.

The first time you spawn a Creature of a new type during a Scenario, place its Creature Card on top of a Creature Tracker as shown below.

Each numbered space on the Tracker corresponds to a specific standee of the type shown on the Creature Card. Any damage or status effects applied to a Creature on the board are placed in the matching-numbered space on the tracker.

To set up a Creature Tracker, place 2 tracker cards cross-wise as shown. Place the Creature Card in the middle.

Creature Type
Creature Race
Special Ability
Movement
Stamina
Damage Value
Combat Score

Quartermaster
Starling

Power Armor: If a <critical failure> is rolled, reduce damage received by 2

Movement **3**
Stamina **10**
Damage Value **3**

Combat Score **3**

These damage tokens placed on the "4" space indicate that Quartermaster #4 has suffered 2 damage, and has 8 remaining Stamina.

SPAWNING CREATURES

Creatures are spawned at the beginning of each Scenario, during Events, and when Spawn Rooms are explored.

To spawn a Creature, follow these steps:

1. Find the Creature's *Creature Card*. If it is a new Creature type, place the Creature Card in a new **Creature Tracker**. Otherwise, use the existing Creature Tracker.

》 *Random Creature:* If you are instructed to spawn a *random* Creature, draw the top card from the **Random Creature Stack**.

2. Select the standee from the Creature Holding Area of the correct Creature type with the **lowest available number** on its base. (*Example. If Pirate Crew #1 and #2 are on the board, spawn Pirate Crew #3.*)

3. Place the Creature on the board as follows:

SPAWN PLACEMENT

An Event instructs you to spawn a Creature in a specific room	*Example: A Scenario Trigger*	Place as instructed
An Explorer causes a Creature to spawn	*Example: You explore a Spawn Room*	Place in the room with the Explorer
Any other situation	*Example: A Combat Event when no Creatures are on the board*	Place at a Boarding Entrance with the fewest Creatures

● **Shield Tokens:** Some Scenarios and player configurations require that Creatures spawn with a predetermined amount of **shield tokens**. Place these Tokens on the Creature Tracker in the corresponding numbered space. (*See "Player Count & Difficulty" on* **page 9** *for more detail.*)

● **Creature "Enters" Effects:** If something would be activated when a Creature "Enters a room," this is only triggered by a Creature **moving** into the room. Spawning in the room does **not** count as "Entering a room."

● **No Standees Remaining:** If you ever need to spawn a Creature and there are none left, then no new Creature is spawned. Instead, **all Explorers** take damage equal to that Creature's **Damage Value**.

CREATURE MOVEMENT

When an Event (*such as a Combat Event or Scenario Event*) triggers a Creature's movement, it uses its maximum movement to move by the most efficient route towards the **closest** Explorer.

If multiple Explorers are the same distance away, the Creature prioritizes the Explorer with the **highest Power**. If multiple Explorers have the same Power, they each roll a d6, and the Creature moves towards the Explorer that rolled highest.

When a Creature enters a room with an Explorer, it **immediately ends** its movement.

● **Transporters:** Creatures **never** use Transporter Rooms when moving.

● **Shuttles:** Creatures cannot enter Shuttles. However, if the closest Explorer is on a Shuttle, the Creature will move **towards** the Shuttle, and end its movement if it reaches the **Boarding Entrance** where the Shuttle is docked.

CREATURE ATTACKS

When an Event (*such as a Combat Event, Scenario Event, or revealed Spawn Room*) causes a Creature to attack, it starts Combat with an Explorer that is in the room with it, if there is one. (*See "Starting Combat" on* **page 24** *for more detail.*)

● **If there are multiple Explorers a Creature could target:** It prioritizes the Explorer with the **highest Power**. If a Creature must choose between two Explorers with the same Power, the players each roll a d6, and whoever rolls higher is targeted.

● **If multiple Creatures attack at the same time:** They resolve their attacks in order of **highest to lowest Combat Score**. If multiple Creatures in the same room have the same Combat Score, roll a d6 for each of them. The Creature that rolls highest attacks first.

● **If multiple Creatures attack multiple Explorers:** They split their attacks evenly between the Explorers, beginning with the Explorer with the highest Power (*see table below for detail*).

CREATURE ATTACK PRIORITY

SUMMARY TABLE

ATTACKER	EXPLORERS	BEHAVIOR
One Creature	*Multiple Explorers*	The Creature attacks the Explorer with highest Power.
Multiple Creatures	*One Explorer*	Each Creature attacks the Explorer, one at a time, in order of highest to lowest Combat Score.
Multiple Creatures	*Multiple Explorers*	The first Creature (*with the highest Combat Score*) attacks the Explorer with the highest Power. The second Creature attacks the Explorer with the second-highest Power, and so on. If Creatures outnumber Explorers, then once every Explorer has been attacked once, the highest-Power Explorer is attacked a second time, followed by the second-highest-Power Explorer, and so on.

CREATURE BEHAVIOR CONT'D

OVERPOWERING AND EVASION

If enough Creatures occupy a room, they prevent Explorers from interacting with devices in the room and apply an *Evasion Penalty* to any Explorers attempting to leave the room.

When Creatures and Explorers occupy a room together, the Creatures *overpower* the Explorers if the number of Creatures **equals or exceeds** the number of Explorers, *or* if there is a *Boss Creature* in the room.

While Explorers are Overpowered, they may *not* do any of the following:

» Interact with *tokens* in the room, including Search Actions or checks to remove quest or generic tokens

» Use a *Room Action*

» Leave the room without suffering an *Evasion Penalty*

EVASION PENALTY

If an Explorer *leaves* or *moves through* a room where Explorers are Overpowered, the Explorer immediately takes an *Evasion Penalty* of:

» *-1 Stamina* for **each Creature** in the room; *and*

» *-3 Stamina* for **each Boss Creature** in the room.

● Note that the Evasion Penalty applies whether the Explorer moves using a Move Action or as the result of an Event or effect.

ATTACKING SHUTTLES

If a Creature cannot get to an Explorer on a Shuttle, it will attack the Shuttle directly.

When a Creature attack is triggered, a Creature will target a Shuttle if all of the following are true:

● The Creature is in a Boarding Entrance connected to a Shuttle;

● There are no Explorers in the Boarding Entrance; and

● There are one or more Explorers in the Shuttle.

When a Creature attacks a Shuttle, place damage tokens on the Shuttle equal to the Creature's Damage Value.

If a Shuttle ever has *10 or more damage*, it is removed from play. Any Explorers on board are immediately moved to the connected Boarding Entrance.

EXTERIOR CREATURES

Creatures that are labeled as *Exterior* move and attack inside the Station like all other Creatures, but can also be targeted by "Exterior" type *Station Systems* such as Blaster Turrets.

Creatures that do *not* have the Exterior label *cannot* be targeted by Exterior Station Systems.

(*There are unique rules for Exterior Creatures used in Oblivion – see "Cosmic Encounters" on page 32.*)

CREATURE DEATH

If a Creature ever accumulates damage tokens equal to its Stamina, it is *killed*. Remove its standee from the board. Return all damage tokens on it to the supply.

If it was a Scenario Creature, return its standee to the Creature Holding Area.

If it was a random Creature, and it was the last remaining standee of its type on the board, shuffle its Creature Card back into the Random Creature Stack.

KILLING A CREATURE

Whenever you kill a Creature in Combat *or* are indirectly responsible for its death (*for example by using a trap*), you gain *+1 Power*.

Additionally, any Explorers in the room where the Creature was killed (*including you*) gain *+1 Courage*.

CREATURE KILL BONUS

+1 ⊕ **EXPLORER THAT KILLS CREATURE**

+1 🎖 **ALL EXPLORERS IN ROOM**

EXAMPLE: COMBAT EVENT PART 1

It is the Station Phase of your turn. You must resolve a Combat Event on the Event Track.

A Quartmaster and two Cyborgs are on the Station. The Cyborgs are closest to Nakatomi on the bridge, so they move into his room and stop.

The Quartmaster is the same distance (2 tiles) from Nakatomi and Jack Holden on the Icarus. Holden currently has 5 Power ⊕, while Nakatomi has only 3 ⊕, so the Quartermaster moves toward Holden. It has 3 Movement ✷, but cannot board the Shuttle, so it stops in the Boarding Entrance.

EXAMPLE: COMBAT EVENT PART 2

After moving, the Creatures attack. The Quartmaster has the highest Combat Score (3⚔), so it attacks first. It cannot get to Holden, so it attacks the Shuttle, dealing its Damage Value ⊗ of 3 .

Next the Cyborgs attack Nakatomi. He must resolve a separate combat with each one. Since both Creatures have the same Combat Score, he rolls a d6 for each (noting the number on each standee). The Cyborg that rolls higher attacks first.

PERFORMANCE CHECKS

Performance checks test your Explorer's skill and intelligence. Checks can occur during **Events,** or they can be required to perform certain **Actions**, like Healing or using an item.

ATTRIBUTES

Each check tests one or more **Attributes.** Your Explorer's Attribute stats indicate their level of expertise in various areas.

Your stat in the relevant Attribute is the number of dice you will roll for the check. If a check tests multiple Attributes, **add together** your stats in all listed Attributes.

ATTRIBUTE ICONS

- **STRENGTH**
- **COMBAT**
- **DEXTERITY**
- **MOVEMENT**
- **KNOWLEDGE**
- **AUDACITY**
- **MYTHOS**

- **Difficulty Number:** By default, you need to roll 1 success to pass a check. However, if a check has a **difficulty number** in parantheses, this means you must roll at least that many successes to pass. (*Example: To pass a Knowledge (2) Check, you must roll 2 or more successes.*)

- **Base Attribute Checks:** Some checks require you to use your base stat only. This means bonuses from items and abilities are **not** included when determining how many dice you roll.

MAKING A PERFORMANCE CHECK

To make a performance check:

1. Determine the number of dice to roll by adding together the following;
   » Your relevant **base Attribute stats** shown on your Explorer Sheet
   » **Attribute Bonuses** from your items and abilities
2. Roll your dice and count the total number of **successes**.
3. If the number of successes is **equal to or greater than** the check's **difficulty number**, you pass the check.
4. Resolve any **Pass** or **Fail** effects of the check.
   » If the check is part of a Scenario Event, the Expedition Leader reads the "Pass" or "Fail" passage.
   » If you fail a check, you may not attempt it again until your next turn.

STATION DICE

The 12-sided Station Dice are used for performance checks, Combat, and some Events.

Single Success
Counts as 1 success.

Double Success
Counts as 2 successes.

Audacity
May be turned into a success by spending Audacity.

Critical Failure
Triggered if a check or Combat roll has a Critical Failure effect. Ignored otherwise.

Note: When reading the effect of a performance check, a 🔫 icon means "the total number of successes rolled."

RANDOM ROLLS

Occasionally a random number is needed to break ties or resolve Events. Two standard 6-sided dice are provided for this purpose.

- If there are 6 or fewer options, roll 1 d6. If there are between 6 and 12 options, roll 2 d6s.
- Any rolls in excess of the total number of options "wrap around" and continue counting up from 1. (*Example. For a random number between 1 and 10, a roll of 12 is treated as a 2.*)

USING AUDACITY

During a performance check or combat roll, if you roll at least 1 **Audacity symbol**, you may spend 1 Audacity (*i.e. reduce your Audacity track by 1*) to turn **all** rolled Audacity symbols into successes.

- **Limit 1 per Check:** Only 1 Audacity can be spent on each check.
- **No Audacity Remaining:** If your Audacity is at 0, you may not spend Audacity.
- **Audacity Checks:** If a performance check tests your Audacity, roll using your current Audacity as your base stat. Rolling an Audacity Check does not cost you Audacity (*unless you spend Audacity on your roll*).

EXAMPLE: MAKING A CHECK

A Scenario Event tells you to perform a Knowledge (2) Check.

Your Knowledge stat on your character sheet is a 2, and you have an active Explorer Ability that gives you +1 to Knowledge Checks. This means you roll 3 dice.

You roll a total of 2 successes. This is enough to pass, so the Expedition Leader reads the "Pass" effect of the check. (This check has no Critical Failure effect, so you ignore the Critical Failure.)

EXAMPLE: USING AUDACITY

You roll a Mythos (2) Check with Mythos Score of 4. The result is 1 success, 1 blank and 2 Audacity symbols, meaning you fail the check.

You have 1 Audacity left, which you can spend to turn the 2 Audacity symbols you rolled into successes. This would give you 3 successes total, which is enough to pass the check.

After considering your options, you feel that your Audacity is better saved for a more important check. You fail the check, and the Expedition Leader reads the "Fail" effect.

COMBAT

The Station is unstable and very dangerous. You should be prepared to engage in Combat many times during your adventure.

Combat may occur when an Explorer uses an **Action** to attack a Creature, or a Creature attacks an Explorer due to a a **Combat Event** or other effect.

Every Combat is **one-on-one**. If **multiple** Explorers or Creatures initiate Combat at the same time, each of them targets **one** other character in the room and resolves an individual Combat.

If an Explorer initiates the Combat, they may choose which Creature to target.

If a Creature initiates the Combat, they will prioritize the Explorer with the highest Power. (*See "Creature Attacks" on* **page 21** *for more detail.*)

When fighting a Creature, you will need to refer to its **Creature Card** and **Creature Tracker** to determine its **Combat Score** ⚔, **Damage Value** ⬣, remaining **Stamina** ⚕, and any Combat-related **special effects** it has.

SHIELD TOKENS

A shield token on a Creature blocks up to 2 damage from an attack.

- If an Explorer deals **2 or less damage** to a Creature with a shield token, the Creature takes no damage. The shield token remains on the Creature.

- If an Explorer deals **3 or more damage**, the shield token is removed. The first 2 damage is blocked by the shield, and any remaining damage is dealt to the Creature (*or any remaining shield tokens*).

Dealing damage to a shield token (*including removing a shield token*) does **not** count as damage to a Creature for purposes of adjusting **Courage and Power** (*see step 6 below*).

COMBAT OVERVIEW

Combat is resolved as follows:

1. **Build Explorer Dice Pool**
2. **Roll Explorer Combat Score**
3. **Activate Creature Special Abilities**
4. **Creature Takes Damage**
5. **Explorer Takes Damage**
6. **Adjust Courage and Power**

1. BUILD EXPLORER DICE POOL

Determine the number of dice you will roll by adding together the following:

- Your **base Combat stat** shown on your Explorer Sheet
- **Combat Bonuses** from your items and abilities

2. ROLL EXPLORER COMBAT SCORE

Roll the dice in your dice pool and count the total number of **successes**. This is your **Combat Score**.

As with performance checks, you may spend **1 Audacity** to turn all rolled Audacity symbols into additional successes. (*See "Using Audacity" on* **page 23** *for more detail.*)

3. ACTIVATE CREATURE ABILITIES

Resolve any Combat-related Special Abilities listed on the Creature's **Creature Card**.

- **Critical Failure:** Some Creatures' combat effects are triggered by rolling a Critical Failure. If there is a Critical Failure symbol on any dice in your pool, you must activate this effect before continuing to the next step.
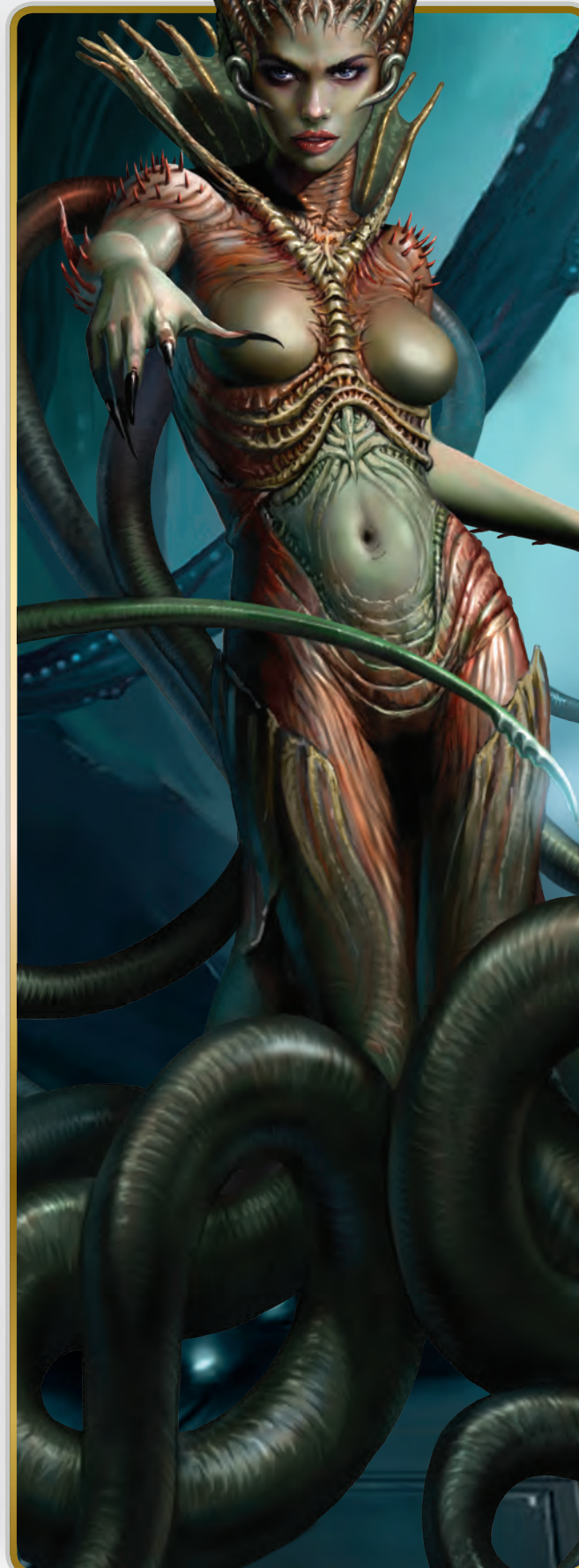
4. CREATURE TAKES DAMAGE

Deal damage to the Creature equal to your **Combat Score**, plus or minus any **damage modifiers** from abilities and effects.

Place 1 damage token on the Creature's numbered Creature Tracker space for each damage it takes.

If the number of damage tokens on its space equals or exceeds its total Stamina, the Creature is killed and removed from play (*see **page 22***). A destroyed Creature still deals damage to your Explorer if you fail to defend (*see step 5 below*).

DAMAGE TO CREATURE

$\times$ **-1**

5. EXPLORER TAKES DAMAGE

To determine whether your Explorer takes damage from the Creature, compare **your rolled Combat Score** to the **Creature's Combat Score** (*printed in the bottom-right corner of its Creature Card*).

- **Successful Defense:** If your Combat Score is **equal to or greater than** the Creature's Combat Score, your Explorer successfully defends and takes **no damage**.
- **Failed Defense:** If your Combat Score is **less than** the Creature's Combat Score, your Explorer fails to defend and takes damage equal to the Creature's **Damage Value**.

Reduce your Stamina by 1 for each damage you take. If your Stamina is reduced to 0, your Explorer is **Downed. (See "Downed, Wounded, & Near Death" on page 27 for more detail.)**

DAMAGE TO EXPLORER

$\geq$ **CREATURE'S** ✴ : **NO DAMAGE**

$<$ **CREATURE'S** ✴ : **CREATURE'S** ⬡ **VALUE**

6. ADJUST COURAGE AND POWER

Depending on the outcome of the previous two steps, your Explorer may gain or lose Courage and Power.

- **Power:** If you **dealt** Damage to the Creature, gain **+1 Power**.
- **Courage:** If you dealt damage to the Creature, gain +1 Courage. If you took damage from the Creature, lose **-1 Courage**. (*If you both dealt damage and took damage, these cancel out to 0.*)
- **Kill Bonus:** If you killed the Creature, gain an additional **+1 Courage and +1 Power**. If other Explorers are in the room with you, they also gain +1 Courage. (*See "Killing a Creature" on **page 22** for more detail.*)
- **Explorer Downed:** If you are Downed in Combat, you still gain Courage and Power from any damage or kills you dealt. If you gain sufficient Power to level up, you immediately recover with 3 Stamina. (*See "Leveling Up" on **page 17** for more detail.*)

COMBAT OUTCOMES
SUMMARY TABLE

CREATURE DAMAGED	EXPLORER DAMAGED	COURAGE	POWER
⬡	⬡	–	+1
⬡	–	+1	+1
–	⬡	–1	–
–	–	–	–

EXAMPLE: BOSS BATTLE

While playing as *Jack Holden*, you are attacked by *Captain De'Sotoh* and *2 Cyborgs*.

At the start of the fight you have 11 Stamina 🩺, 6 Courage 🎖, and 7 Power ⊕.

Captain De'Sotoh has a *Combat Score* ⚔ of 5, which is the highest of the 3 enemies, so she attacks first.

1. BUILD EXPLORER DICE POOL

First you determine how many dice you will roll. Your base *Combat* ⚔ stat is 4.

You have the *Combat Upgrade* "Muscle Memory" active, and because you have 6 🎖 you can use its *Focused* ability, which grants +1 ⚔. This gives you a total of *5 dice* to roll.

2. ROLL EXPLORER COMBAT SCORE

You roll 5 dice and get a total of *3 successes*.

3. ACTIVATE SPECIAL ABILITIES

De'Sotoh's Special Ability does not activate until the *end of combat*, so you ignore it for now.

4. CREATURE TAKES DAMAGE

You rolled 3 successes, so you place *3 damage tokens* on De'Sotoh's Creature Card. (She is a boss, so she does not need a Creature Tracker.)

5. EXPLORER TAKES DAMAGE

The number of successes you rolled is *lower* than De'Sotoh's 5 ⚔, so you *fail to defend*. Her *Damage Value* ⊗ is 4, so you lose -4 🩺 and are reduced to 7 🩺.

6. ADJUST COURAGE AND POWER

Both you and De'Sotoh took damage, so you gain 0 🎖 and +1 ⊕.

De'Sotoh's *Special Ability* now takes effect. You must make a *Dexterity (2) Check* using your *Dexterity* 🗲 stat of 4. You roll 2 successes and pass, so you don't lose extra Stamina.

Captain De'Sotoh
Starling – Boss

Laser Sword: After <Combat>, <Dexterity>
Check (2): Fail: −2 <Stamina>

❄	4
🩺	16
⊗	4

-1 -1 -1

5 ⚔

Some weapons, Explorer Abilities, or Creature Special Abilities allow you to attack from an *adjacent room*.

When an Explorer or Creature uses a *ranged* ability to initiate Combat, Combat is resolved as normal, except that the ranged attacker always takes *no damage*.

- *Doorways:* Ranged attacks may only be made through an *open doorway*.
- *Alerting a Creature:* Attacking a Creature from range alerts it to your presence. After an Explorer makes a ranged attack on a Creature, it immediately moves into the Explorer's room (*unless there is another Explorer in the Creature's room*)*.*
- *Target in Same Room:* If an attacker uses a ranged ability to start Combat with a target in their room, resolve a Standard Combat instead.

In some instances, the narrative may require you to resolve Combat between Explorers or between Creatures.

EXPLORER VS. EXPLORER

You may only begin Combat between Explorers when instructed to by a specific Event or effect.

When resolving Explorer-vs-Explorer combat:

- Each Explorer rolls their own dice pool to determine their respective *Combat Scores*.
- *Only* the Explorer with the *lower* Combat Score takes damage. The damage they take is equal to the *difference* between the two Combat Scores.
  - » If the Explorers roll the *same* Combat Score, neither takes damage.
- The Explorer that *deals* damage (*i.e. has a higher Combat Score*) gains *+1 Courage and +1 Power*. The Explorer that *takes* damage loses *-1 Courage*.
  - » If *neither* Explorer deals damage, neither adjusts their Courage or Power.
  - » If an Explorer *downs* another Explorer, they gain a *kill bonus* as if they had killed a Creature. (*See "Killing a Creature" on page 22 for more detail.*)

CREATURE VS. CREATURE

Creatures may enter Combat with each other when one or more Creatures are being controlled by a player or effect.

When resolving Creature-vs-Creature combat, note which Creature is *initiating* the Combat (*the attacker*), and which is the *target*.

No dice are rolled. Instead, simultaneously apply damage to both Creatures as follows, using their respective Combat Scores on their Creature Cards.

- The *attacker* deals its *Damage Value* to the target.
- If the attacker's Combat Score is *equal to or higher than* the target's, the attacker takes no damage.
- If the attacker's Combat Score is *lower than* the target's, the attacker takes damage equal to the *target's Damage Value*.
- No *Courage*, *Power*, or *kill bonuses* are awarded, *unless* an Explorer is in direct control of a participating Creature.
  - » An Explorer controlling a Creature gains a *kill bonus* if it *kills* another Creature, but does not gain Courage and Power if it *damages* another Creature.

EXAMPLE: CYBORG BATTLE

After De'Sotoh attacks, the Cyborgs are next.

FIRST CYBORG COMBAT

Both Cyborgs have the same Combat Score, so you randomly determine that Cyborg #1 attacks first. As before, you roll 5 dice, this time scoring 2 successes. You place 2 damage tokens on the #1 space of the Cyborg Creature Tracker to indicate Cyborg #1 is damaged.

The Cyborg has 2⚔, which is equal to your rolled successes – so it deals no damage!

The Cyborg took damage, but you did not, so you gain +1🏅 and +1⊕.

SECOND CYBORG COMBAT

Cyborg #2 attacks next. There are 6 damage tokens from an earlier combat on the #2 space of the Cyborg Creature Tracker, which means this Cyborg only has 1⚕ remaining.

You again roll 5 dice, this time getting only 1 success. This is enough damage to kill the Cyborg – however, because you rolled fewer successes than the Cyborg's 2⚔, it still deals damage to you (even though it dies!) The Cyborg has a Damage Value ⊗ of 2, so you are down to 5⚕.

Both you and the Cyborg took damage, so you gain 0🏅 and +1⊕, bringing you to 10⊕.

You also get a *kill bonus* of +1🏅 and +1⊕ for killing the Cyborg. After adding your kill bonus, you exceed 10⊕ and level up immediately. You regain +3⚕ and choose one of your abilities to upgrade.
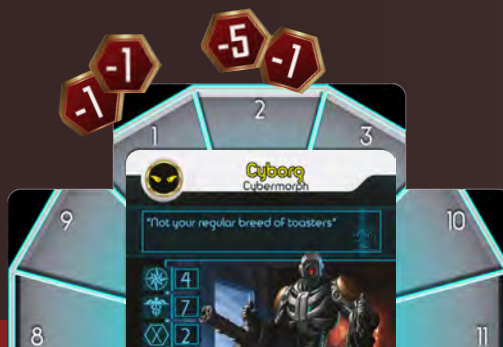
EXAMPLE: EXPLORER VERSUS COMBAT

While playing as Nakatomi, you move into a room and attack your friend, who is playing Balthazar. Balthazar is currently *Wounded*.

Nakatomi has 3⚔, so you roll 3 dice. Balthazar normally has 5⚔, but because he is Wounded, his stats are reduced. He has only 3⚔, and rolls 3 dice.

Thanks to a double success on one of your dice, you get *4 successes*. Balthazar gets 2. Because Balthazar rolled *fewer* successes, he takes damage, while you do not. He loses -2⚕, the difference between your roll results.

Since you did not take damage, you gain +1🏅 and +1⊕. Balthazar took damage but dealt none, so he loses -1🏅.

EXAMPLE: DOWNED

Your ally Balthazar is Wounded and has only 2⚕ remaining. During your Station Phase, you resolve a Station Event that deals 2 damage to all Explorers. Balthazar is *Downed*. The party must revive him before his next turn, or lose the mission!

Your turn is over, and it is now Cassy Opia's turn. She is in the room adjacent to Balthazar, so she moves into his room and takes a *Heal Action*.

She makes a *Knowledge Check* using her *Knowledge* 📚 of 4. She rolls 3 successes, and spends *1 Audacity* 🏃 to turn 2 Audacity results into 2 more successes. Balthazar recovers 5 ⚕ and is no longer Downed (but is still Wounded). Close call!

DOWNED, WOUNDED, & NEAR DEATH

If your Stamina is ever reduced to 0, you are *Downed*. Place your Explorer's standee on its side to show you are incapacitated.

The Exploration Party has *until your next turn* to reach you and restore you to Combat Effective status.

If another Explorer uses a *Healing Action* or other ability to increase your Stamina before your next turn, you are immediately returned to Combat Effective status. Stand your standee up and raise your Stamina by the amount you were healed.

WOUNDED

The first time you are Downed during a Scenario, if the Exploration Party fails to rescue you by your next turn, you become *Wounded*.

At the start of your turn:

1. Flip your Explorer Sheet to its *Wounded* side.

2. Note any *reduced stats,* as well as your new *Explorer Special Ability*. Place a generic token on your new Special Ability (*even if you used your Combat Effective Special Ability earlier in the game*).

3. Set your *Stamina*, *Audacity*, and *Courage* to the new starting values highlighted on each track. Set your *Power* to the same value you had before you were Wounded.

4. Stand your standee up and take your turn as normal.

Wounded status persists until the *end of the Scenario*. An Explorer always starts a new Scenario at Combat Effective status.

NEAR DEATH

If you are *already Wounded* and your Stamina is *again* reduced to 0, you are Downed as before. The Exploration Party again has until your next turn to restore you.

If you are still Downed at the start of your next turn, you become *Near Death*, and the party *immediately loses the Scenario!* The Explorers must attempt to retreat to the Icarus with your critically injured body.

Find the first "Lose" Condition your party meets, and read the corresponding entry in the *Scenario Conclusion* section of the Scenario Guide.

DOWNED EXPLORER EFFECTS

While an Explorer is Downed:

● They *can* be targeted with *Heal Actions* and abilities that heal Stamina.

● They cannot take any *Action* or *Free Action*, participate in *Combat*, or use *Explorer Abilities* (*unless stated in a component's description*).

● They cannot lose additional *Stamina* (*an Explorer's Stamina cannot go below zero*).

● They cannot be targeted or attacked by *Creatures*.

● They are not affected by *Events* and do not make *performance checks*.

● They do not receive Courage from other Explorers' *kill bonuses*.

● Other Explorers may not *trade* items with them.

● They do not count when checking whether Creatures *overpower* Explorers or whether an Explorer is *alone* with a Creature. (*See "Overpowering and Evasion" on page 22 for more detail.*)

NEW COMPONENTS

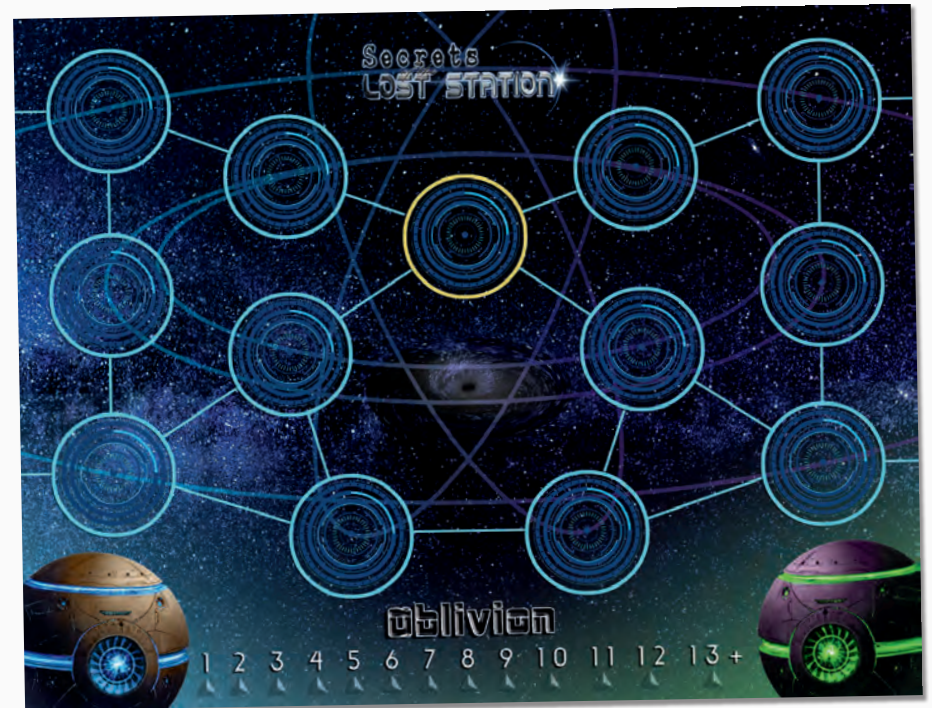*The following components are only used in the Oblivion Expansion, and are not listed on pages 4-5*

1 THREAT MARKER

13 PLANET TOKENS

36 ALLIANCE TOKENS

1 GALAXY MAP

The time has come. The Tombs located on planets across the galaxy have amassed the Darc Energy needed to bring Cosmos into our dimension.

You must use the Station to hunt down the Darc Arc and stop it from gathering the Darc Energy collected in the Tombs. The Galaxy is vast, so choose your path wisely, and do not waste precious time. The Darc forces are mounting, and the emergence of Cosmos is near!

INTRODUCTION

Oblivion is the final Campaign of Secrets of the Lost Station. It brings together all the skills, experience, and resources you've acquired throughout your long journey.

As the Campaign progresses, you will move the Station around the Galaxy to visit planets where the Tombs are located and attempt to prevent the Darc Arc from capturing them.

Each time you move the Station, you must resolve a Cosmic Encounter and increase the threat level on the Oblivion Track, making the Galaxy more dangerous for the Station and the Expedition Party.

Each time you explore a planet, you will play a Scenario to attempt to save it from the Darc. Unlike Scenarios in other Campaigns, Oblivion Scenarios can each only be played once, win or lose. Winning will earn you rewards that will help in the fight against Cosmos, while losing strengthens Cosmos ahead of your final confrontation.

THE OBLIVION TRACKER

The Oblivion Tracker on page 311 of the Scenario Guide allows you to keep track of your progress between gaming sessions.

At the end of each session, record the following information in the Oblivion Tracker:

- Mark which planets have been saved or have fallen to the Darc on the Galaxy Map chart on page 311. (*You may also want to take a photo of the Map.*)

- Record whether the Station is Damaged (*see **page 31***), as well as its current Hull Integrity, shield tokens, and Special Attack use tokens

- Record the Darc Arc's current Hull Integrity and shield tokens

- Record the Expedition Party's location and your inventory of unused Planet Tokens and Alliance Tokens

THE STATION SHEET

The Station Sheet is used to track the Station's Hull Integrity and the abilities it may use during Cosmic Encounters.

To prepare the Station Sheet:

1. Place the Station Sheet near the Galaxy Map with the "Combat Effective" side face-up.
2. Set the Station's Hull Integrity to 20.
3. Place 2 shield tokens on the Station Sheet.
4. Place 7 generic tokens near the "Fighter Squadron" Special Attack.

THE GALAXY MAP

You will set up the Galaxy Map once at the beginning of the Campaign, and then save your progress at the end of each gaming session.

To initially prepare the Galaxy Map:

1. *Place Station:* Place the Galaxy Map to the side of the play area. Place the Earth Planet Token with its reward side face-down on the gold ring in the center of the map. Place the Station Token on top of it.
2. *Place Planets:* Randomly place all Planet Tokens on the Galaxy Map locations with their *reward* values *face-down*.
3. *Place Threat Marker:* Place the threat marker on the "1" space on the Oblivion Track.

THE DARC ARC

Remember the Alternate Reality Control you were warned against using? The number of times it was used throughout your previous Campaigns now determines how strong the Darc Arc is. This is the reality you have created!

You will encounter the Darc Arc throughout the Campaign. Use the Darc Arc's Boss Creature Card to track its Hull Integrity and shield tokens. To prepare the Darc Arc:

1. *Darc Arc Initial Strength:* Place the Darc Arc Creature Card next to the Galaxy Map. Open the Scenario Guide to the Campaign Tracker on page 2-3. Count the total number of times the Expedition Party has used the Alternate Reality Control through every campaign. For every 3 uses (*rounded down*), place 1 shield token on the Darc Arc.
2. *Stack Exterior Creature Cards:* Place the Oblivion Exterior Creature Cards in a face-up stack next to the Galaxy Map.

Station Actions

Shield Tokens

Starting Hull Integrity

Starting Shields

Special Attack

Special Attack Uses

STATION

*Activate Fighter Squadron: Combat with available ships to deal damage to exterior opponent.

If the Station loses Hull Integrity: Active Explorer loses –1 Stamina. *See Rule Book Page 32 – 34 for Additional Combat Details

Planet Token

Station Standee

Oblivion Track

Threat Marker

Exterior Creatures

The Darc Arc

Shield Tokens

PHASES OF PLAY

EARTH'S LAST STAND

Once you have completed Campaign setup, open the Scenario Guide to the first Scenario, "Earth's Last Stand." Set up and play through the Scenario. Note that for this first Scenario, the Oblivion Cycle is skipped.

THE OBLIVION CYCLE

After you complete the "Earth's Last Stand" Scenario, you will begin the Oblivion Cycle, which involves moving the Station, dealing with cosmic threats, and exploring new planets.

The Oblivion Cycle is made up of the following four phases, which the Expedition Party performs together:

1. **Move the Station**
2. **Resolve a Cosmic Encounter**
3. **Increase the Oblivion Track**
4. **Explore Planet**

MOVING THE STATION

Move the Station token to an adjacent location on the Galaxy Map. You may move to a location with a Planet Token or to an empty location.

- **Adjacency:** The blue lines on the Galaxy Map indicate which locations are adjacent. The blue line leading off the **top right** of the map connects to the line leading off the **top left** of the map; likewise for the blue lines at the bottom left and right of the map.

RESOLVING COSMIC ENCOUNTERS

You must resolve a Cosmic Encounter each time the Station moves to a new location on the Galaxy Map (*whether or not there is a planet there*).

Roll a D6 and add the result to the current threat level on the **Oblivion Track**. Find the corresponding numbered entry on the Cosmic Encounter Chart on page 32 and resolve an Encounter of that type.

INCREASING THE OBLIVION TRACK

After each Cosmic Encounter, move the threat marker 1 space to the right on the Oblivion Track.

The Oblivion Track represents the current threat level within the galaxy. The higher it gets, the more difficult the Cosmic Encounters you will experience.

- **Maximum Threat:** If the Oblivion Track would ever exceed 13, instead the Station loses 1 Planet Token. The lost token is awarded to the Darc. (*Make sure to update the Galaxy Map chart on page 311 to reflect this.*)

EXPLORING PLANETS

If the Station is at a location with a Planet Token, you may choose whether to explore the planet.

- **If you choose to explore the planet,** use the Planet Scenario table on page 311 of the Scenario Guide to find the correct Scenario. Set up and play the Scenario as normal.
- **If you choose not to explore the planet,** you may instead move the Station again and resolve a new Cosmic Encounter.
- **If the Station is on an empty location,** you **must** move again and resolve a new Cosmic Encounter.

SAVING PLANETS

Exploring a planet may end with either the planet's salvation (*if the Expedition Party meets a Win Condition*) or the planet's fall to the Darc Arc (*if the Party triggers a Lose Condition*).

Each planet may only be explored **once**. Whether you win or lose the Scenario, you must continue forward on the Campaign.

PLANET IS SAVED

If you meet the Win Condition for a Planet Scenario:

1. Earn the rewards listed in the Scenario Guide.
2. Flip the Planet Token over to reveal its **Alliance icons**. Gain the corresponding number of **Alliance Tokens** for this race.
3. Place the Planet Token on the **Station Sheet** to show it has been saved.
4. Refresh the **Station Shields** and **Special Attack** tokens.
5. Move the Station and start a new Cosmic Encounter.

PLANET FALLS TO DARC

If you trigger the Lose Conditions for a Planet Scenario, you may **not** replay it or use the Alternate Reality Control — instead, the planet falls to the Darc Arc.

1. Place the Planet Token near the Darc Arc Creature Card to show it has fallen.
2. Increase the Darc Arc's **Hull Integrity** by 3 and add 1 **shield token** to its Creature Card.
3. Do **not** referesh the **Station Shields** or **Special Attack** tokens.
4. Move the Station and start a new Cosmic Encounter.

THE ENDGAME

Once all 10 Planet Scenarios in the Scenario Guide have been played, move the Station Token to the black hole in the center of the Galaxy Map and immediately begin the Endgame Scenario "Darc Matter."

- **Trap Planets Remaining:** There are more than 10 Planet Tokens on the Galaxy Map, as several planets are Trap Planets that do not have a full Planet Scenario. (*See "Trap Planets" on* **page 31** *for more detail.*)

  If the party completes 10 Planet Scenarios and there are still Planet Tokens on the board (*i.e. Trap Planets*), immediately award these planets to the Darc Arc. Then begin the "Darc Matter" Scenario.

EXPLORING THE GALAXY

STATION HULL INTEGRITY

Instead of Stamina, the Station has 20 **Hull Integrity**. When the Station takes damage, place damage tokens on it to mark lost Hull Integrity.

The Station primarily takes damage during Cosmic Encounters, when the Station is attacked or meets an obstacle. Explorers may be able to restore the Station's Hull Integrity by using Station Actions during an Encounter.

Unlike Explorer Stamina, Hull Integrity does **not** reset at the start of each new Encounter or Scenario. Damage to the Station persists through the Campaign (*until it is repaired*).

Remember: Use the Oblivion Tracker on page 311 of the Scenario Guide to track the Station's Hull Integrity between gaming sessions.

- **Maximum Hull Integrity:** The Station may never gain more than its starting Hull Integrity.

DAMAGED STATUS

If the Station has damage tokens equal to its Hull Integrity, the Station Sheet is flipped to its **Damaged** side (*similar to an Explorer being* **Wounded**). No further damage is applied. Then restore the Station's Hull Integrity to its new maximum of 10.

Once the Station is Damaged, it may **only** be restored to Combat Effective Status when a **Planet Token** is used to repair it. Other abilities that repair Hull Integrity cannot raise the Damaged Station above its maximum of 10.

While the Station is Damaged, its effectiveness in Cosmic Encounters is reduced:

- It may not use the "Primary Combat" or "Fighter Squadron" abilities. Discard all Fighter Tokens on the Station.
- It gains a new Special Attack, "Activate Paladin Rooms." Place 1 generic use token on this ability.
- The number of dice rolled for "Secondary Combat," "Evasive Maneuvers," and "Hull Repair" are modified. (*See "Station Actions" on* **page 33**.)
- When the Station loses Hull Integrity during a Cosmic Encounter, the Explorer in control of the Station loses **2 Stamina** (*instead of 1 Stamina*).

STATION PLANET TOKENS

Planets that have been saved by the Station are indebted to the EOP and will offer their resources to support the war against Cosmos.

Planet Tokens on the Station Sheet may be discarded at **any time** to immediately restore **3 Hull Integrity**.

- **Restoring the Station:** If the Station is Damaged and discarding a Planet Token would repair it above 10 Hull Integrity, it is restored to Combat Effective status with the remaining Hull Integrity repairs.

    (*For example if the Station is Damaged and has 2 damage tokens on it, discarding a Planet Token removes the 2 tokens and then restores the Station to Combat Effective with 1 Hull Integrity.*)

STATION DESTROYED

If the Station is Damaged and its Hull Integrity again drops to zero, the Explorers have one last chance to save it.

If **every** Explorer has at least **1 Audacity,** then **all** Explorers may spend 1 Audacity to roll 1 Station Die each. For each success rolled, the Station regains 1 Hull Integrity.

If **no successes** are rolled, or if **any** player has **0 Audacity**, the Station is **destroyed**, and the Explorers immediately **lose the Campaign!**

ALLIANCE TOKENS

These tokens represent alliances you have made on the worlds that you visited and saved from the scourge of the Darc. They are earned by destroying enemy ships in Cosmic Encounters and saving planets in Planet Scenarios.

The Alliance icons on the back of a Planet Token indicate which race you gain an Alliance with after saving the planet. Each race offers different resources that you may use during the Campaign.

- **Alliance Infinity Symbol:** This icon indicates you may choose Alliance Tokens from any race.
- **No Alliance Tokens Left:** If there are no Alliance Tokens for a particular race remaining in the supply, you may not be rewarded with Alliance tokens for that race. (*Note: Used Alliance Tokens are returned to the supply.*)

USING ALLIANCE TOKENS

During a Planet Scenario, any Explorer may discard an Alliance Token on their turn to gain the bonus shown. Only 1 Alliance may be used each turn.

- **Seraphic:** Any one Explorer gains +2 Audacity
- **Starling:** Any one Explorer gains +4 Stamina
- **Human:** Deal +5 Damage in Combat
- **Cybermorph:** Deal +5 Damage in Combat
- **Draconian:** Any one Explorer gians +5 Courage
- **Ancient:** Any one Explorer gains +5 Power

TRAP PLANETS

Occasionally, a planet you explore will be deserted or already fallen to the Darc.

When you explore a Trap Planet, the Scenario Chart will direct you to a short narrative with a "Results" section rather than a full Scenario. After reading the narrative, award the planet to the Darc Arc and continue the Oblivion Cycle with your next Station movement.

Remember: Trap Planets do not count toward the 10 Planet Scenarios that must be completed to reach the Endgame.

THE DARC ARC

As with the Station, the Darc Arc's Hull Integrity and shield tokens do not reset with each Encounter. The Darc Arc's Hull Integrity and remaining shields should be recorded at the end of each gaming session.

Planet Tokens awarded to the Darc Arc serve to strengthen Cosmos, and do not have an effect until the Endgame.

COSMIC ENCOUNTERS

ENCOUNTER TABLE

Cosmic Encounters are randomized challenges that the Station and Explorers must overcome.

When you resolve a Cosmic Encounter, roll a D6 and add the number rolled to the current threat level on the Oblivion Track.

Find this number on the Encounter table to the right and resolve an Encounter of that type.

This Table is also found on __ in the Scenario Guide.

ROLL	ENCOUNTER	
1	NO THREAT	*No Encounter*
2	DEBRIS FIELD	*Roll a D6. Lose Hull Integrity equal to the result.*
3	EMBATTLED FLOTILLA	*Roll a D6. On a result of 1-4, render aid to the flotilla (+1 to Oblivion Track); on a result of 5-6, scare off the raiders (Gain 2 Seraphic Alliance Tokens).*
4	COMBAT	*Resolve a Combat Encounter with a Human Ravager.*
5	COMBAT	*Resolve a Combat Encounter with a Cybermorph Assimulator.*
6	COMBAT	*Resolve a Combat Encounter with a Starling Marauder.*
7	COMBAT	*Resolve a Combat Encounter with a Draconian Wraith.*

ROLL	ENCOUNTER	
8	COMBAT	*Resolve a Combat Encounter with an Ancient Kraken.*
9	COMBAT	*Resolve a Combat Encounter with a Darc Shadow Squadron.*
10	SPLIT THE RIFT	*A hyper-event causes the Station to overshoot its target; move to the next available planet.*
11	DARC ARC	*Resolve a 1 turn Combat Encounter with the Darc Arc.*
12	DARC ARC	*Resolve a 2 turn Combat Encounter with the Darc Arc.*
13+	DARC ARC	*Resolve a 3 turn Combat Encounter with the Darc Arc.*

COMBAT ENCOUNTERS

RESOLVING A COMBAT ENCOUNTER

If you roll a "Combat" Cosmic Encounter, the Station is attacked by an enemy Creature, and the Expedition Party must cooperatively control the Station to fight them off.

When you roll a Combat Encounter:

1. Find the indicated Exterior Creature Card in the stack next to the Galaxy Map.

2. Starting with the Expedition Leader and proceeding clockwise, each player takes a turn controlling the Station. On each player's turn, they choose 1 Station Action for the Station to take.

3. Players continue taking Actions until one of the following occurs.

   » The Exterior Creature is destroyed
   » The Station successfully evades the Creature
   » The Station is destroyed

TAKING DAMAGE

Whenever the Station takes damage during a Combat Encounter, the Explorer that is currently in control of the Station also takes damage.

- **Combat Effective:** If the Station loses Hull Integrity while Combat Effective, the Explorer in control loses **1 Stamina**.
- **Damaged:** If the Station loses Hull Integrity while Damaged, the Explorer in control loses **2 Stamina**.

STATION SHIELDS AND AUDACITY

Shield tokens on the Station may be used either to block an incoming attack, or to turn all Audacity results on rolled dice into successes.

- **Block Damage:** Whenever the Station takes damage, the Explorer in control may discard 1 shield token to ignore all damage.
- **Audacity:** After rolling dice during any Station Action, the Explorer in control may discard 1 shield token to turn all **Audacity results** rolled into successes.

Important: The Station's shield tokens act as its "Audacity" resource during Encounters. Explorers may **not** spend their own Audacity during an Encounter.

REGENERATING SHIELDS

The Station starts with 2 shield tokens and regenerates shields each time the Expedition Party **wins** a Planet Scenario (*it does not regenerate if the party loses a Scenario*).

If the Station is Combat Effective, it regenerates up to 2 lost shields. If it is Damaged, it regenerates up to 1 lost shield. (*If the Station already has full Shields, it does not gain any new Shields.*)

When it is your turn to control the Station during a Combat Encounter, choose one of the following Station Actions to take:

- **Primary Combat**
- **Secondary Combat**
- **Evasive Maneuvers**
- **Hull Repair**
- **Use a Special Attack**

EXTERIOR COMBAT

You may use either the *Primary Combat* or *Secondary Combat* Action to initiate Exterior Combat.

Exterior Combat is similar to Standard Combat:

1. The size of your dice pool is determined by which *Action* you used to start Combat.

> ≫ **Primary Combat:** Roll 6 dice.

> ≫ **Secondary Combat:** Roll 4 dice (*5 when Damaged*). After resolving damage, restore 2 Hull Integrity.

2. Roll the dice in your dice pool and count the number of successes to determine your *Combat Score*.

> ≫ **Audacity:** You may discard 1 shield token to turn all Audacity results into successes.

3. Activate any *Creature Special Abilities* on the Creature Card.

> ≫ **Spawning Creatures:** If an Exterior Creature spawns additional Creatures, they are placed in the Docking Station in the next Scenario.

4. The Creature takes *damage* equal to your *Combat Score*.

5. Compare your Combat Score to the Creature's Combat Score to determine if you *defend* successfully.

> ≫ **Successful Defense:** If your Combat Score is *equal to or greater than* the Creature's, the Station takes *no damage*.

> ≫ **Failed Defense:** If your Combat Score is *less than* the Creature's, the Station loses Hull Integrity equal to the Creature's *Damage Value*. Place damage tokens on the Station to indicate lost Hull Integrity. Your Explorer also loses 1 Stamina (*2 Stamina if the Station is Damaged – see "Damaged Status" on page 31*).

EVASIVE MANEUVERS

Use the *Evasive Maneuvers* Action to attempt to escape from the Creature.

Roll 4 dice (*3 when Damaged*) and count the number of successes. You may discard 1 Station shield token to turn all Audacity results into successes.

> ≫ **Successful Evasion:** If the number of successes is *equal to or greater than* the Creature's *Combat Score*, the Station evades successfully.
>
> Immediately end the Encounter and return the Creature Card to the stack. Then start the next phase of the Oblivion Cycle.

> ≫ **Failed Evasion:** If the number of successes is *less than* the Creature's Combat Score, the Station fails to evade and must continue the Encounter.
>
> Roll a D6. The Station takes damage equal to the result. Your Explorer loses 1 Stamina (*2 Stamina if the Station is Damaged – see "Damaged Status" on page 31*).
>
> The Encounter continues with the next Explorer taking their turn.

HULL REPAIR

Use the *Hull Repair* Action to attempt to restore lost Hull Integrity.

Roll 3 dice (*2 when Damaged*). The Station regains 1 Hull Integrity for every success rolled. You may discard 1 Station shield token to turn all Audacity results into successes. (*Note that the Station may never be repaired above its maximum Hull Integrity.*)

> ≫ **Failed Repair:** If you have *no successes*, the enemy Creature fortifies its defenses and gains 1 *shield token* (*see page 24*).

STATION ACTIONS

SUMMARY TABLE

ACTION	DICE POOL		EFFECT	IF 🔫 < ✕
	EFFECTIVE	**DAMAGED**		
PRIMARY COMBAT	6	–	Deal 🔫 damage.	Station takes ⬡ damage. Active Explores loses ⚕.
SECONDARY COMBAT	4	5	Deal 🔫 damage. After taking damage, remove 2 damage from Station.	Station takes ⬡ damage. Active Explores loses ⚕.
EVASIVE MANEUVERS	4	3	If 🔫 ≥ ✕ , end the Encounter immediately.	Station takes D6 damage. Active Explores loses ⚕.
HULL REPAIR	3	2	Remove 🔫 damage from Station.	If you roll no 🔫 , place 1 shield token on Creature.

SPECIAL ATTACKS

The Station may only use its Special Attack *once* per Encounter.

● **Combat Effective:** If the Station is Combat Effective, its Special Attack is *Fighter Squadron*.

● **Damaged:** If the Station is Damaged, its Special Attack is *Activate Paladin Rooms*.

Important: A Special Attack does not count as a Station Combat, so the enemy Creature does not deal damage to the Station.

FIGHTER SQUADRON

This Action uses generic tokens representing *Fighters*. The Station starts with 7 Fighters, and regenerates Fighters when the Expedition Party *wins* a Planet Scenario (*it does not regenerate if the party loses a Scenario*).

When you use this Special Attack, commit any number of available Fighter Tokens to the attack. For each Fighter you commit, deal 1 damage to the enemy Creature.

Then roll 1 die for each Fighter committed.

» **Fighter Lost:** For each Blank result, discard 1 Fighter Token.

» **Fighter Crashes:** For each Critical Failure result, discard 1 Fighter Token, and lose 1 Hull Integrity. If at least 1 Critical Failure is rolled, the Explorer in control loses 1 Stamina.

ACTIVATE PALADIN ROOMS

When this Action is used, remove the generic use token. It may not be used again until the Station regenerates its Special Attack when the Expedition Party *wins* a Planet Scenario.

When you use this Special Attack, roll a D6 to attempt to activate the Paladin Rooms on the Station.

» **Success:** On a roll of *3 or higher*, deal damage to the Creature equal to 2x the die result.

» **Power Surge:** On a roll of *2 or lower*, the Station loses 2 Hull Integrity. The Explorer in control loses 2 Stamina (*because the Station is Damaged*).

ENDING A COMBAT ENCOUNTER

If the Station successfully evades or the Creature is destroyed, return the Creature Card to the stack, and proceed with the Oblivion Cycle by increasing the Oblivion Track by 1.(*Note that if the Station is destroyed in an Encounter, the Explorers immediately lose the Campaign.*)

DESTROYING A CREATURE

If an Encounter ends with the destruction of a Creature, gain the following rewards:

● **Gain 2 Alliance Tokens** of the Exterior Creature's racial type. (*Do not gain Alliance Tokens if fighting a Darc Creature.*)

● **All Explorers** gain a Kill Bonus of *+3 Power and +3 Courage* at the start of the next Scenario. (*This bonus may be gained multiple times if multiple Creatures are killed between Scenarios.*)

DARC ARC ENCOUNTERS

If you encounter the Darc Arc, you will engage for a fixed number of turns. At the end of this time, the Darc Arc evades and the Encounter immediately ends.

● **No Evasion:** You may not use *Evasive Maneuvers* in a Combat Encounter with the Darc Arc.

● **Darc Arc Shields:** Shield tokens on the Darc Arc behave differently than shield tokens on other Creatures. If *3 or more damage* is dealt to the Darc Arc's shields, it loses 1 shield token but otherwise takes no damage. If *2 or less damage* is dealt to the Darc Arc's shields, it takes no damage and does not lose any shield tokens. (*Note this means that the Darc Arc only loses Hull Integrity if it has no shield tokens at the start of a Station Action.*)

● **Darc Arc Weakened:** If the Darc Arc has *10 or less Hull Integrity* and *no shield tokens*, it will avoid battle with the Station. If the Darc Arc is weakened, and you roll a Cosmic Encounter with the Darc Arc, no Encounter occurs. Instead, the Station gains 2 Hull Integrity, and the Oblivion Cycle continues. (*You must still increase the Oblivion Track by 1.*)

EXAMPLE: COMBAT ENCOUNTER

After completing "Earth's Last Stand," Your Expedition Party decides to move the Station from Earth to Mars on the Galaxy Map.

ROLL ENCOUNTER

When you reach Mars, the party must resolve a Cosmic Encounter. You roll a D6 and get a 4. The marker on the *Oblivion Track* is at 1, so you add 4 + 1 = 5 to determine the Encounter you face.

You check the Encounter Table and see you must battle a *Cybermorph Assimulator*. You find the corresponding Creature Card in the Exterior Creatures stack and place it in the play area.

TURN 1: PRIMARY COMBAT

As the Expedition Leader, you take the first turn controlling the Station. You decide to use the Station's *Primary Combat* Action to attack the Assimulator.

The Station is *Combat Effective*, so you roll 6 dice. You score *4 successes* and place *4 damage* on the Assimulator.

The Assimulator has a *Combat Score* ⚔ of 5. You rolled fewer than 5 successes, so the Station *fails to defend*, and the Assimulator deals its *Damage Value* ⬡ of 4. You place 4 damage tokens on the Station. As the Explorer in control of the Station, you also lose *-1 Stamina* ⚕.

This triggers the Assimulator's *Special Ability*, which causes a Cybermorph to spawn in the Docking Station at the start of the next Scenario. Draw from the Random Creature Stack until you draw a Creature Card with the "Cybermorph" racial type. Place the card and the "#1" standee in the Creature Holding Area.

It is now the next player's turn.

TURN 2: SECONDARY COMBAT

The next Explorer chooses to use Secondary Combat. She rolls 4 dice and gets *3 successes* and *2 Audacity symbols*. She decides to discard 1 of the Station's *shield tokens* to turn the Audacity symbols into successes, for a total of 5 successes. The Assimulator takes 5 Damage, and has 4 Hull Integrity remaining.

The Station rolled successes equal to the Assimulator's ⚔, so the Station and the active Explorer take no damage. The Station then restores *2 Hull Integrity* as part of the Secondary Combat Action, removing 2 damage tokens.

TURN 3: SPECIAL ATTACK

The third Explorer decides to use the *Fighter Squadron Special Attack* to finish off the enemy. He commits *4 Fighters* to deal an automatic *4 damage* to the Assimulator.

He then rolls 4 dice to determine the fate of the Fighters. He rolls 1 success, 1 Audacity, and 2 blanks. Because he rolled 2 blanks, he loses 2 Fighters and must discard 2 generic tokens from the Station sheet.

END OF ENCOUNTER

The party has destroyed the Assimulator, ending the Encounter. The party receives *2 Cybermorph Alliance Tokens*, and all Explorers gain *+3 Courage* 🛡 and *+3 Power* ⊕.

You then increase the *Oblivion Track* by 1 and proceed to explore Mars.

INDEX

EXPLORER ACTIONS

During your Explorer Phase, you may take 1 *Move Action* and 1 *Action* of your choice.

MOVE	Move to a new room. Your ✵ is the max distance you may move.
COMBAT	Start ✕ with target Creature in your room.
HEAL	📘 **Check:** Restore 🔫 x ⚕ (May target yourself or Explorer in your room).
ADRENALINE	✗ **Check:** Gain 🔫 x 🎖 (May target yourself or Explorer in your room).
INVESTIGATE	Roll a D6 and resolve an effect on the Investigation Results table (*see right*).
ABILITY	Use an *Explorer Ability*, *Station System*, *item*, or *room action* that requires an Action to activate.

FREE ACTIONS

During your Explorer Phase, you may take each *Free Action* once.

SEARCH	Remove a search token from your room and read the next Search Event.
TRADE	Exchange item(s) with an Explorer in your room.
ITEM	Use an item.
STATION SYSTEM	Use a Station System that does not require an Action.

INVESTIGATION RESULTS

ROLL	EFFECT	ROLL	EFFECT
1	SPAWN 👀	4	+1 ⊕
2	−1 ⚕	5	+1 🎖
3	−1 🎖	6	DRAW 🗎

COMBAT SEQUENCE

When you resolve any Combat, follow the steps below in order.

1	**Build Explorer Dice Pool** # of Dice = Explorer's ✗ attribute
2	**Roll Explorer Combat Score** Roll dice and count 🔫 (May spend 1 ↗ to turn all rolled ↗ into 🔫)
3	**Activate Creature Special Abilities**
4	**Creature Takes Damage** Deal 🔫 damage to Creature
5	**Explorer Takes Damage** If 🔫 ≥ ✕ : Take no damage If 🔫 < ✕ : Take ⬡ damage
6	**Adjust Courage and Power** If **Creature** took damage: +1 🎖 +1 ⊕ If **Explorer** took damage: −1 🎖

EXPLORER & CREATURE STATS

💪	STRENGTH	⚕	STAMINA
⚡	DEXTERITY	↗	AUDACITY
📘	KNOWLEDGE	🎖	COURAGE
✗	MYTHOS	⊕	POWER
✕	COMBAT		
✵	MOVEMENT	⬡	DAMAGE VALUE

RACIAL TYPES

◉	HUMAN & CYBERMORPH
✴	STARLING
🐉	DRACONIAN
⚜	SERAPHIC
👹	ANCIENT
👁	DARC

ROOM TYPES

🔄	ACTION
🧭	EXPLORATION
🔍③	SEARCH
☠	TRAP
👀	SPAWN