**COMMANDER**

**BASIC REPAIRS**
Discard 2 additional Action Cards to use this Action. Discard a Damage marker from the room you're in. If you’re in Engine room check Engine state and break/repair it.

**DEMOLITION**
Use to: Destroy chosen, closed Bulkhead Door
Use to: Put a Damage marker in a room you’re in.

**INTERUPTION**
When another player performs an Action in the same room you’re in. Another player action is cancelled and his action cards used to perform it are spent as normal.

**MOTIVATION**
All of the characters (including you) in the same room draw 1 Action Card from their Action Deck.

**ORDER**
Move any character in the same room as you to neighboring room, if the Bulkhead Doors are open or destroyed.

**RELOAD**
Add 1 ammo token to the chosen energy weapon in the same room you’re in (yours or any other players).

**REST**
Use to: Discard the Panic token
Use to: Scan one card from your hand. If it is NOT INFECTED card, remove it. If it’s INFECTED card, put young specimen token on your character sheet, and keep that card.

**SEARCH**
Draw an Item Card in colour corresponding to the colour of the room you’re in. If item counter shows 0 you may not perform this action. Reduce count of items by 1. If you’re in white room, you may choose Item deck from which you want to draw a card.

**SEARCH**
Draw an Item Card in colour corresponding to the colour of the room you’re in. If item counter shows 0 you may not perform this action. Reduce count of items by 1. If you’re in white room, you may choose Item deck from which you want to draw a card.
**COMMANDER**

**Discard an ammo token from your weapon to move chosen character (including yourself) to neighboring room (as it were no Intruder in your room), provided that there are open Bulkhead Doors in corridor leading to it.**

**PILOT**

**Use to:** Open/close Bulkhead Doors in a room you’re in.

**Use to:** If you are in room with Computer Icon You may use it’s action, without discarding any additional cards.

**Pilot**

**Use to:** Put a Damage marker in a room you’re in.

**INTERRUPTION**

When another player performs an Action in the same room you’re in. Another player action is cancelled and his action cards used to perform it are spent as normal.

**PILOT**

**Use to:** Take a look at chosen hidden room tile (but not the Exploration Token).

**PILOT**

**Use to:** If you’re in a working room with a Computer Icon check Flight Coordinates

**Use to:** If you are in working Cockpit use it’s action without discarding any additional cards.

**PILOT**

**Use to:** Discard the Panic token

**Use to:** Scan one card from your hand. If it is NOT INFECTED card, remove it. If it’s INFECTED card, put young specimen token on your character sheet, and keep that card.

**PILOT**

**Search**

Draw an Item Card in colour corresponding to the colour of the room you’re in. If item counter shows 0 you may not perform this action. Reduce count of items by 1. If you’re in white room, you may choose Item deck from which you want to draw a card.

**PILOT**

**Repair**

Discard an additional Action Card to use this Action. You may discard a Damage marker for the room you’re in. If you’re in Engine room you may check state Engine is in and break/repair it.

**PILOT**

**Use to:** Discard an additional Action Card to use this Action.

**Use to:** If you’re in Engine room you may check state Engine is in and break/repair it.

**PILOT**

**Use to:** If you’re in white room, you may choose Item deck from which you want to draw a card.
PILOT

**SEARCH**
Draw an Item Card in colour corresponding to the colour of the room you’re in. If item counter shows 0 you may not perform this action. Reduce count of items by 1. If you’re in white room, you may choose Item deck from which you want to draw a card.

PILOT

**TAking AIM**
Perform energy weapon attack and reroll the result if you want to. You have to accept the second outcome. Can’t be used with Flamethrower.

PILOT

**BLOCKING ACCESS**
You may use this Action in a working room with a Computer Icon. Put a damage marker on any other room with Computer Icon.

SCIENTIST

**COMPUTER SKILLS**
*Use to:* Open/close Bulkhead Doors in a room you’re in. *Use to:* If you are in room with Computer Icon You may use it’s action, without discarding any additional cards.

SCIENTIST

**COMPUTER SKILLS**
*Use to:* Open/close Bulkhead Doors in a room you’re in. *Use to:* If you are in room with Computer Icon You may use it’s action, without discarding any additional cards.

SCIENTIST

**DEmolition**
*Use to:* Destroy chosen, closed Bulkhead Door. *Use to:* Put a Damage marker in a room you’re in.

SCIENTIST

**INTRAnet**
Discard an additional Action Card to use this Action. You may use this Action in a working room with a Computer Icon. You may perform a room Action of any other working room with Computer Icon on the ship.

SCIENTIST

**INTRAnet**
Discard an additional Action Card to use this Action. You may discard a Damage marker for the room you’re in. If you’re in Engine room you may check state Engine is in and break/repair it.

SCIENTIST

**INTERRUPTION**
When another player performs an Action in the same room you’re in. Another player action is cancelled and his action cards used to perform it are spent as normal.

SCIENTIST

**REPAIR**
Discard an additional Action Card to use this Action. You may discard a Damage marker for the room you’re in. If you’re in Engine room you may check state Engine is in and break/repair it.
**SCIENTIST**

**REST**
*Use to:* Discard the Panic token
*Use to:* Scan one card from your hand. If it is NOT INFECTED card, remove it. If it’s INFECTED card, put young specimen token on your character sheet, and keep that card.

**SEARCH**
Draw an Item Card in colour corresponding to the colour of the room you’re in. If item counter shows 0 you may not perform this action. Reduce count of items by 1. If you’re in white room, you may choose Item deck from which you want to draw a card.

**SEARCH**
Draw an Item Card in colour corresponding to the colour of the room you’re in. If item counter shows 0 you may not perform this action. Reduce count of items by 1. If you’re in white room, you may choose Item deck from which you want to draw a card.

**SCOUT**

**ADRENALIN**
You may perform an attack (close combat or shoot). If you deal at least 1 Hit, draw a card from your Action deck.

**BASIC REPAIRS**
Discard 2 additional Action Cards to use this Action. Discard a Damage marker from the room you’re in. If you’re in Engine room check Engine state and break/repair it.

**DEMOLITION**
*Use to:* Destroy chosen, closed Bulkhead Door
*Use to:* Put a Damage marker in a room you’re in.

**INTERUPTION**
When another player performs an Action in the same room you’re in. Another player action is cancelled and his action cards used to perform it are spent as normal.

**RECONNAISSANCE**
Discard an additional Action Card to use this Action. Perform a Movement Action. You don’t have to perform Noises roll.

**RELOAD**
Add 1 ammo token to the chosen energy weapon in the same room you’re in (yours or any other players).
REST

Use to: Discard the Panic token
Use to: Scan one card from your hand.
If it is NOT INFECTED card, remove it. If it’s INFECTED card, put young specimen token on your character sheet, and keep that card.

SCOUT

SEARCH

Draw an Item Card in colour corresponding to the colour of the room you’re in. If item counter shows 0 you may not perform this action. Reduce count of items by 1. If you’re in white room, you may choose Item deck from which you want to draw a card.

SCOUT

SEARCH

Draw an Item Card in colour corresponding to the colour of the room you’re in. If item counter shows 0 you may not perform this action. Reduce count of items by 1. If you’re in white room, you may choose Item deck from which you want to draw a card.

SCOUT

SUPPRESSIVE FIRE

Discard an ammo token from your weapon to move chosen character (including yourself) to neighboring room (as it were no Intruder in your room), provided that there are open Bulkhead Doors in corridor leading to it.

SCOUT

BASIC REPAIRS

Discard 2 additional Action Cards to use this Action. Discard a Damage marker from the room you’re in. If you’re in Engine room check Engine state and break/repair it.

SOLDIER

DEMOLITION

Use to: Destroy chosen, closed Bulkhead Door
Use to: Put a Damage marker in a room you’re in.

SOLDIER

INTERRUPTION

When another player performs an Action in the same room you’re in. Another player action is cancelled and his action cards used to perform it are spent as normal.

SOLDIER

NERVES OF STEEL

Discard this card to cancel the effect of just drawn Panic card.

SOLDIER

REST

Use to: Discard the Panic token
Use to: Scan one card from your hand. If it is NOT INFECTED card, remove it. If it’s INFECTED card, put young specimen token on your character sheet, and keep that card.
**SOLDIER**

**SEARCH**

Draw an Item Card in colour corresponding to the colour of the room you’re in. If item counter shows 0 you may not perform this action. Reduce count of items by 1. If you’re in white room, you may choose Item deck from which you want to draw a card.

**SUSTAINED FIRE**

Use it during the fight instead of a normal attack if you have a Pulse Rifle or an Assault Disruptor. Discard the whole ammunition that you have on a given weapon. Each 2 discarded markers are worth 1 Hit. At the end of this action you also perform a normal attack.

**SUPPRESSIVE FIRE**

Discard an ammo token from your weapon to move chosen character (including yourself) to neighboring room (as it were no Intruder in your room), provided that there are open Bulkhead Doors in corridor leading to it.

**TAKING AIM**

Perform energy weapon attack and reroll the result if you want to. You have to accept the second outcome. Can’t be used with Flamethrower.
Contamination
Contamination
Intruder Movement:

2

Nest protection

If the Nest was discovered, take a random Intruder from the pool and place it there (if you draw a Larva, put it back and draw another token). All players present in a room with no Intruder have to perform Noise Rolls in regular order.

Intruder Movement:

3

Sudden attack

All the players who carry an Intruder Egg are instantly attacked by a Larva (flip over the Egg token). All the players present in the room with no Intruder have to perform Noise Rolls in regular order.

Intruder Movement:

1

Heal 1 Hit of each Intruder present on the board.

Intruder Movement:

2

Regeneration

Place a Damage marker in each discovered room with at least 1 Intruder.

Intruder Movement:

4

Damaging the ship

Each adult form of an Intruder which is not in the fight moves to the neighbouring room if there are some characters present. If there are a couple of rooms like that, the Intruder moves to the one with a lower number.

Intruder Movement:

3

Lurking

Move all the Intruder tokens that are not in the fight to the pool. All the players present in the room with no Intruder have to perform the Noises roll (in order).

Intruder Movement:

1

Hunt

The player (or players) with the fewest cards in his hand checks Contamination cards from his deck, using the scanner. If an INFECTED card is found, the player discards it and places a Creeper token on his character sheet. If he already has such a token, he dies. If he has two or more INFECTED cards, he dies. If he dies due to this event, place a Creeper figurine in the room where the player got killed. If the player doesn’t have any INFECTED cards, repeat the whole procedure for the next player with the fewest cards in his hand.

Intruder Movement:

4

Eclosion

Each adult form of an Intruder which is not in the fight moves to the neighbouring room if there are some characters present. If there are a couple of rooms like that, the Intruder moves to the one with a lower number.

Intruder Movement:

3

Hunt

Draw 3 tokens from the Intruder pool. Then change all the drawn Larvae tokens to adult form tokens. Put all the tokens back into the pool. All the players present in the room with no Intruder have to perform the Noises roll (in order).

Intruder Movement:

4

Development: Larva moultion

If the Nest was discovered, take a random Intruder from the pool and place it there (if you draw a Larva, put it back and draw another token). All players present in a room with no Intruder have to perform Noise Rolls in regular order.
**DEVELOPMENT: LARVA MOULTING**

Draw 3 tokens from the Intruder pool. Then change all the drawn Larvae tokens to adult form tokens. Put all the tokens back into the pool. All the players present in the room with no Intruder have to perform the Noises roll (in order).

**DEVELOPMENT: JUVENILE FORM**

Draw 3 tokens from the Intruder pool. Then change all the drawn Creeper tokens to Breeder tokens. Put all the tokens back into the pool. All the players present in the room with no Intruder have to perform the Noises roll (in order).

**DEVELOPMENT: HATCHING**

If an Intruder egg is present in the Nest, put its token into the Intruder pool. All the players present in the room with no Intruder have to perform the Noises roll (in order).

**DEVELOPMENT: LAYING EGGS**

If the Queen is alive but she is not present on the board, put an Egg token in the Nest. If the Queen is present on the board but she is not in the fight, put her token into the Intruder pool. All the players present in the room with no Intruder have to perform the Noise roll (in order).

**FIRE EXPANDING**

- Put the Damage marker on all the rooms with the Fire marker. Then the Fire spreads. Put the Fire markers on all the rooms neighbouring with the rooms where the Fire was to be found. Fire doesn’t spread through closed Bulkhead Doors and Technical Corridors.

**EXPLOSIONS IN ENGINE ROOMS**

Roll the Attack dice for each of the engines. If you roll a 4 or 6, the room with an engine catches Fire. All the players present in the room with no Intruder have to perform the Noise roll (in order). After applying the effect of this card, remove it from the game and shuffle the Event deck.

**ACCELERATED START**

Depending on the time remaining to the hyperspace jump, move the jump marker according to the following instructions:
- 6-1 rounds to jump – do not move the marker.
- 10-7 rounds to jump – move the marker to the “6” space.
- 15-11 rounds to jump – move the marker 4 spaces to the right.

After applying the effect of this card, remove it from the game and shuffle the Events deck.
**CAPSULE MALFUNCTION**

Instantly remove the Evacuation Capsule with the lowest number from the game (unless there’s only one left). After applying the effect of this card, remove it from the game and shuffle the Events deck.

**BLUE SCREEN**

Put the Damage marker on all revealed rooms with the computer. After applying the effect of this card, remove it from the game and shuffle the Events deck.
Heard about poor bastards who bailed from TSH-7 after the engine fire? The company sued them for several billion!

Get the ship to Earth in one piece (2 engines must be working, the coordinates must lead to Earth).

This ship saved my ass a good couple of times, which is more than I can say about any one of you! I’ll be damned if I leave her like that.

Get the ship to Earth in one piece (2 engines must be working, the coordinates must lead to Earth).

Enough with this corporate bullshit. We have to stick with one another, just like we always did.

At least 3 of the crew members must survive (including you).

There’s more at stake than just us. We need to do everything we can to prepare the others for what is coming.

At least 2 Intruder Weaknesses must be discovered.

If it bleeds, we can kill it.

Send the Signal.

A young specimen or Breeder must be killed.

Quarantine

Character number 1 cannot survive this expedition.

You have to get back to Earth alive using an Escape Pod or get to Mars alive using the Hibernatorium.

Send the Signal.

Send the Signal.

If you have sent the signal you can reveal this card when somebody enters Communication Room. Every player gets 6 light wounds, -1 light wound for each card in his hand. Intruders present in this room get 1 hit. Place damage marker on the Communication Room.

A right moment to strike
**Greener Pastures**
Character number 2 cannot survive this expedition.
AND
If you have sent the signal you can reveal this card when somebody enters Communication Room. Every player gets 6 light wounds, -1 light wound for each card in his hand. Intruders present in this room get 1 hit. Place damage marker on the Communication Room.

**An Old Feud**
Character number 3 cannot survive this expedition.
AND
If you have sent the signal you can reveal this card when somebody enters Communication Room. Every player gets 6 light wounds, -1 light wound for each card in his hand. Intruders present in this room get 1 hit. Place damage marker on the Communication Room.

**Hostile Takeover**
Character number 4 cannot survive this expedition.
AND
If you have sent the signal you can reveal this card when somebody enters Communication Room. Every player gets 6 light wounds, -1 light wound for each card in his hand. Intruders present in this room get 1 hit. Place damage marker on the Communication Room.

**The Final Enlightenment**
Character number 5 cannot survive this expedition.
AND
If you have sent the signal you can reveal this card when somebody enters Communication Room. Every player gets 6 light wounds, -1 light wound for each card in his hand. Intruders present in this room get 1 hit. Place damage marker on the Communication Room.

**Enemy Unknown**
Send the signal.
AND
Test an Intruder Egg.

Don’t you see? It all happened before! The top knew about these creatures from the start. We must find a proof! We must make them pay!

**The Great Hunt**
Send the signal.
AND
Kill the Queen (or blow the ship up).

“She’s badass, man, I mean BIG!”
“So what? We just need bigger guns.”

**Aliens on a Spaceship**
Send the signal.
AND
Destroy the Nest by getting rid of Intruder Eggs (or blow the ship up).

I’ve had it with these motherfu**ing aliens on this motherfu**ing ship!
**Alternative Objective**

Escape using an Escape Pod. AND
Send the signal.

**Alternative Objective**

Escape using an Escape Pod. AND
Take an Intruder Carcass with you (it takes up 1 space in the Escape Pod).

**Alternative Objective**

Escape using an Escape Pod. AND
Take an Intruder Egg with you (it takes up 1 space in the Escape Pod).

**Alternative Objective**

Escape using an Escape Pod. AND
You cannot have a Serious Wound or be infected.

**Alternative Objective**

Escape using an Escape Pod. AND
You must have at least 7 items (apart from the starting equipment).
Player has to use 2 cards instead of 1 to perform Use/Pass item action.

Player has to use 2 cards instead of 1 to perform Movement action.

After Intruder phase the player draws 5 Action cards instead of 6. This Wound won’t affect the number of cards drafted by a character in a room with an Intruder.
After Intruder phase the player draws 5 Action cards instead of 6. This Wound won’t affect the number of cards drafted by a character in a room with an Intruder.

At the beginning of each Game Round player gets 1 Light Wound. If he has 3 Serious Wounds he dies instantly.
When the Intruder gets hit with fire (Flamethrower, Molotov Cocktail or Fire), it gets 1 additional vulnerability to fire.

All the weapon attacks (apart from Flamethrower and Molotov Cocktail) give 1 additional vulnerability to enery.

The value of the Panic cards is reduced by 2 (minimum 0).

Intruders (apart from Queen and Breeders) cannot destroy closed Bulkhead Doors.

When you attack an adult specimen and the dice shows , he is instantly killed.

When you check if the Intruder had been killed due to the received Hits, his Endurance (determined on the card) is reduced by 1.

If an adult specimen attacks you with the attack card 'The Bites', it causes a Light Wound instead of a Serious Wound.

Each Intruder affected by Fire Extinguisher or Fire Control System retreats and gets 1.

If the Queen is alive, she instantly gets 4. Don’t draw attack cards to check if she died.

From now on, no new Larvae can be added to the Intruder pool. If you draw the Event card 'Develop', ignore its first effect (the players still have to perform Noise Rolls).

If an adult specimen attacks you with the attack card 'The Bites', it causes a Light Wound instead of a Serious Wound.

Each Intruder affected by Fire Extinguisher or Fire Control System retreats and gets 1.
If the player has less than 3 cards in his hand, he gets a Light Wound and takes a Panic token.

If the player has less than 5 cards in his hand, he draws a card from the Contamination deck and takes a Panic token.

If the player has less than 3 cards in his hand, he discards one of his items (it can be a heavy item) and takes a Panic token.

If the player has less than 1 card in his hand, he puts a Damage marker on this room and takes a Panic token.

If the player has less than 2 cards in his hand, he loses whole ammunition from one chosen weapon and takes a Panic token.

If the player has less than 2 cards in his hand, he takes a Slime token and a Panic token.

If the player has less than 4 cards in his hand, he discards all cards from his hand (apart from the Contamination cards) and takes a Panic token.
SUMMONING
Draw a token from the Intruder pool and place corresponding Intruder in this room. Players don’t draw any Panic cards. If it is a Larva, the player with the smallest amount of cards gets it. This Intruder does not attack this round.

TAIL ATTACK
If the player has at least 1 ☒, he dies. If he doesn’t, he gets 1 ☒ and a card from the Contamination deck.

TAIL ATTACK
If the player has at least 1 ☒, he dies. If he doesn’t, he gets 1 ☒ and a card from the Contamination deck.

FRENZY
All the players present in the room who have at least 2 ☒ die. Other players get 1 ☒ and a card from the Contamination deck.

FRENZY
All the players present in the room who have at least 2 ☒ die. Other players get 1 ☒ and a card from the Contamination deck.

BITE
If the player has at least 2 ☒, he dies. If he doesn’t, he gets 1 ☒ and a card from the Contamination deck.

BITE
If the player has at least 2 ☒, he dies. If he doesn’t, he gets 1 ☒ and a card from the Contamination deck.

BITE
If the player has at least 2 ☒, he dies. If he doesn’t, he gets 1 ☒ and a card from the Contamination deck.

BITE
If the player has at least 2 ☒, he dies. If he doesn’t, he gets 1 ☒ and a card from the Contamination deck.

CLAW ATTACK
If the player has 3 ☒, he dies. If he doesn’t, he gets 1 Light Wound and a card from the Contamination deck.

CLAW ATTACK
If the player has 3 ☒, he dies. If he doesn’t, he gets 1 Light Wound and a card from the Contamination deck.

CLAW ATTACK
If the player has 3 ☒, he dies. If he doesn’t, he gets 1 Light Wound and a card from the Contamination deck.

CLAW ATTACK
If the player has 3 ☒, he dies. If he doesn’t, he gets 1 Light Wound and a card from the Contamination deck.
Change a Young Specimen form into a Breeder. All the players present in this room draw a Panic card.

Transformation

Change a Young Specimen form into a Breeder. All the players present in this room draw a Panic card.

Transformation

The player gets a card from the Contamination deck and a Slime token.

Slime
**FIRE EXTINGUISHER**

**DISCARD AFTER USE**

- **Use to:** Put down the Fire in the room you’re in.
- **Use to:** Use it on a chosen intruder. It immediately withdraws. Draw a card from the Events deck to determine the direction of its withdrawal.

**DISCARD AFTER USE**

- **Use to:** Discard a Damage marker from the room you’re in.
- **Use to:** Open/close a chosen Bulkhead doors to the room you’re in.
- **Use to:** If you’re in Engine room check Engine state and break/repair it.

**DISCARD AFTER USE**

- **Use to:** Fully load 1 of your energy weapon/Motion scanner.
- **Use to:** Remove it together with the Tool card and put a Taser card in front of you.

**Tools**

**DISCARD AFTER USE**

- **Use to:** Discard a Damage marker from the room you’re in.
- **Use to:** Open/close a chosen Bulkhead doors to the room you’re in.
- **Use to:** If you’re in Engine room check Engine state and break/repair it.

**DISCARD AFTER USE**

- **Use to:** Discard a Damage marker from the room you’re in.
- **Use to:** Open/close a chosen Bulkhead doors to the room you’re in.
- **Use to:** If you’re in Engine room check Engine state and break/repair it.

**DISCARD AFTER USE**

- **Use to:** Discard a Damage marker from the room you’re in.
- **Use to:** Open/close a chosen Bulkhead doors to the room you’re in.
- **Use to:** If you’re in Engine room check Engine state and break/repair it.

**DISCARD AFTER USE**

- **Use to:** Discard a Damage marker from the room you’re in.
- **Use to:** Open/close a chosen Bulkhead doors to the room you’re in.
- **Use to:** If you’re in Engine room check Engine state and break/repair it.

**DISCARD AFTER USE**

- **Use to:** Discard a Damage marker from the room you’re in.
- **Use to:** Open/close a chosen Bulkhead doors to the room you’re in.
- **Use to:** If you’re in Engine room check Engine state and break/repair it.

**DISCARD AFTER USE**

- **Use to:** Discard a Damage marker from the room you’re in.
- **Use to:** Open/close a chosen Bulkhead doors to the room you’re in.
- **Use to:** If you’re in Engine room check Engine state and break/repair it.
Use to: Discard your Slime token.

Use to: Discard your Slime token.

Use to: You can fully load your Flamethrower.
Use to: Remove it together with the Tools card and put a (fully loaded and revealed) Flamethrower card in front of you.

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Use to: Remove it together with the Tools card and put a (fully loaded and revealed) Flamethrower card in front of you.

Use to: Fully load 1 of your energy Weapon/Motion scanner.
Use to: Remove it together with the Tools card and put a Taser card in front of you.

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Use to: Fully load 1 of your energy Weapon/Motion scanner.
Use to: Remove it together with the Tools card and put a Taser card in front of you.

Throw it into a neighbouring room or use it in your room. The chosen Intruder receives 2 ⚫️. All the other Beings (you included) present in the room receive 1 ⚫️/Light Wound.

Throw it into a neighbouring room or use it in your room. The chosen Intruder receives 2 ⚫️. All the other Beings (you included) present in the room receive 1 ⚫️/Light Wound.

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Throw it into a neighbouring room or use it in your room. The chosen Intruder receives 2 ⚫️. All the other Beings (you included) present in the room receive 1 ⚫️/Light Wound.

Throw it into a neighbouring room or use it in your room. The chosen Intruder receives 2 ⚫️. All the other Beings (you included) present in the room receive 1 ⚫️/Light Wound.
**Use to:**
Fully load 1 of your energy Weapon/Motion scanner.

**Use to:**
Remove it together with the Tools card and put a Taser card in front of you.

**DISCARD AFTER USE**

**Energy Charge**

**Use to:**
Fully load 1 of your energy Weapon/Motion scanner.

**Use to:**
Remove it together with the Tools card and put a Taser card in front of you.

**DISCARD AFTER USE**

**You can reroll every combat roll. If you roll MISS, discard this card.**

**Ammunition:** 3

**Prototype: Pistol**

**AMMUNITION:** 3

You always (apart from MISS outcome) deal at least 1. A single hit deals 1 additional. If you roll MISS, discard this card.

**Prototype: D. Rifle**

**AMMUNITION:** 1

Every time you roll , deal 1 additional (3 instead of 2). If you roll MISS, discard this card.

**AMMUNITION:** 6

**Prototype: Assault D.**

**Use to:**
Draw 2 cards from your Action deck.

**DISCARD AFTER USE**

**Synthetic Food**

**Use to:**
Draw 2 cards from your Action deck.

**DISCARD AFTER USE**

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Draw 2 cards from your Action deck.

**DISCARD AFTER USE**

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**Medical Kit**

**Use to:**
Heal 1 dressed Serious Wound

**Use to:**
Heal all your Light Wounds

**Use to:**
Remove together with the Chemicals card and put a Antidote card in front of you.

**DISCARD AFTER USE**

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Heal 1 dressed Serious Wound

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**DISCARD AFTER USE**
**Antidote**
Use to: Scan all cards from your hand. Remove all Infection cards from your hand and young specimen token from your character sheet. Put a card from the Contamination deck on the top of your discard pile.

**Flame Thrower**
Use to: During attack you always (apart from "Miss" outcome) give at least 1. If the roll shows the room catches Fire.
AMMUNITION: 4

**Molotov Cocktail**
Use to: Choose a neighbouring room (if its Bulkhead Doors is open/destroyed). This room catches Fire and all the Beings present there receive 1 Serious Wound.

**TASER**
Use to: Choose a player in the same room. The player shows all his cards and discards all the cards apart from Contamination cards.

**Rifle**
Use 1 charge after the Noises roll to reroll it. You can use Energy Charge to fully reload the Motion scanner. Using scanner is not an action, you dont have to discard action card to use it.
AMMUNITION: 5
CHARGES: 2
If you receive serious wound discard Armour instead of taking it.

Every time you give at least 1, you give 1 additional.

AMMUNITION: 5

ASSAULT RIFLE

You can use it only in the working Cockpit. Place the Start marker on the "6" space. You cannot use this card if there are less than 6 rounds to the hyperjump.

DISCARD AFTER USE

EMERGENCY JUMP KEY

Every time you give at least 1, you give 1 additional.

AMMUNITION: 2

SHOTGUN

Every time you give at least 1, you give 1 additional.

AMMUNITION: 2

PILOT

Every time you give at least 1, you give 1 additional.

AMMUNITION: 3

PILOT

You can give 1 only.

AMMUNITION: 3

PISTOL

Use if you’re carrying a Human Corpse, an Intruder Carcass or an Intruder Egg. Discard the carried item and reveal a Intruder Weakness card.

DISCARD AFTER USE

CAPTAIN

You can use this card only in a room with . Check objective card of chosen player.

DISCARD AFTER USE

CAPTAIN

ACCESS CODES

You can use this card only.

AMMUNITION: 2

REVOLVER

You can give 1 only.

AMMUNITION: 2

CAPTAIN

PISTOL

CAPTAIN

ANALYTICAL EQUIPMENT

DISCARD AFTER USE

You can give 1 only.

SCIENTIST

Analytical equipment
### You Are Player

**Round Order**
- Player perform their turns after one another.
- Each player turn consists of actions until player decides to pass his turn.

**Intruder Phase:**
1. Intruder Attack
2. Fire Damage
3. Event

**End Phase:**
- 4. Move the Time Marker
- 5. Draw up to 6 action cards or 2 if are in a room with an intruder.

---

### Basic Actions

- Spend any Action Card
- Movement
- Escape
- Use/Pass an item
- Pick up heavy object
- Shoot
- Close Combat

### Room Actions

- Spend any Action Card

### Special Actions

- Spend corresponding Action Card

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Canteen
Use to rest

Emergency Room
Enables basic medical procedures

Surgery
Enables surgery that removes alien infection

Lab
Used for researching intruders

Command Centre
Use to control doors

Gun Room
You can add 2 ammo to one of your guns.
You can look at 1 unrevealed room.

Draw a card from a chosen item deck.

Put signal token on your character sheet.

Reveal all engine status.

Enables and disables autodestruction.

Use to put down fire.
You can remove a slime token here.

Shower Room

Take both item cards of first deceased character.

Cabin

Unlock chosen escape pod.

Hatch Control

Evacuation Hatch

Section A

Evacuation Hatch

Section B

The moment you enter this room, you get slime token.

Room covered in slime.
DANGEROUS AND FULL OF EGGS