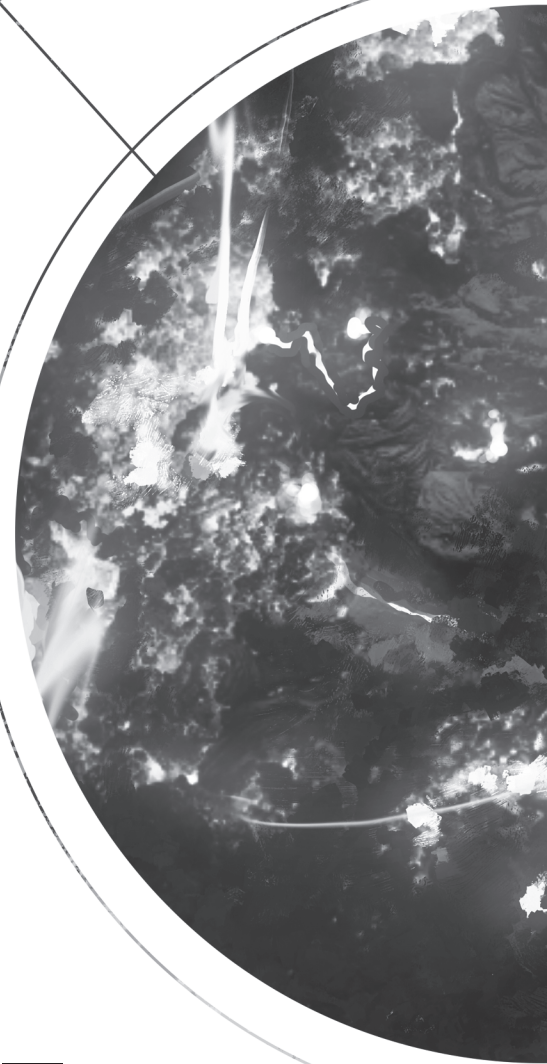


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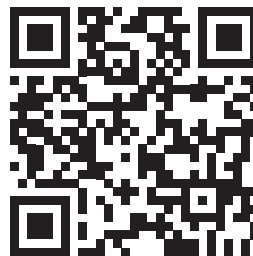
ISS VANGUARD
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LOST FLEET CAMPAIGN
LOGBOOK



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LOST FLEET DRAMATIS PERSONAE

Vanguard's crew:

- Captain Tamara Lee, commanding officer
- Professor Peter Valinsky, new head of the Science Section
- Lieutenant Marco Banini, first officer
- Doctor Anita Juarez, xenologist
- Doctor Beatrice Morra, psychologist
- Sergeant Harrold Best, investigating officer
- Jenny the AI
- Jill Ganbat, head of communication
- Jusuf Chakrabarti, engineer

The ships:

- ISS Vanguard, veteran of the first mission
- ISS Dauntless, second-generation planetary research vessel
- ISS Wayfarer, Dauntless-class research vessel
- ISS Starchild, ultra-modern third-generation planetary research vessel

The others:

- Captain Theodore Huang, commanding officer of ISS Wayfarer
- Lieutenant Francois de Burgh, first officer of ISS Wayfarer
- Andrea Gitelli, head of security of ISS Wayfarer
- Captain Vanessa Fournier, commanding officer of ISS Dauntless
- Captain Anthony da Silva, commanding officer of ISS Starchild

LOG 991

Vanguard triggered its emergency draft procedure for the first time.

Vanguard triggered its emergency draft procedure again.

LOG 1200

ISS Vanguard's successful mission 37 years ago marked the beginning of a new era in Earth's space exploration. Thanks to Vanguard's voyages - and technologies gained from other sentient species - Earth built three more spaceships: ISS Dauntless, ISS Wayfarer, and ISS Starchild, each faster, better equipped and more resilient than the Vanguard. Earth's expansion throughout the galaxy continued, and with each passing year, humanity uncovered more secrets from the star map of the Builders.

The first hurdle appeared soon after the Dauntless and the Wayfarer embarked to explore new coordinates in the Perseus Arm. The destination was inspired by a few remarks left by the Builders, who had undoubtedly attached great importance to the area. Unfortunately, Earth lost contact with both ships as soon as they entered the Perseus Arm. The same fate befell the Starchild, sent on a rescue mission.

Earth lost three of its finest ships in mysterious circumstances, which caused tremendous uproar. Societies wanted to know what had happened to their friends and families the ships and, most importantly, wished to know whether Earth was in danger again. What was more, the dramatic news soon spread across the galaxy, and the loss of the entire fleet could soon affect Earth's diplomatic status. The global government had no choice, but to organize another mission to find the lost ships, rescue their crews and investigate the threat.

However, the only vessel capable of an interstellar journey was the Vanguard, decommissioned years ago and serving as a memorial museum in Earth's orbit.

Hastily refitted and modernized, ISS Vanguard prepares to depart the Solar System for the first time in decades. Thanks to bioengineering therapies, most of first mission veterans look and act as young as they were 37 years ago, but since Vanguard operates on new computer systems, they must undergo extensive, time-consuming training.

Once the first hope of Earth, and now its last, the Vanguard and her crew must find the missing vessels, save their crews, and deal with any threats - especially those posing danger to Earth or its allied planets.

ISS Vanguard will plunge into the unknown any day now, alone and with no backup, facing all the dangers of the deep, cold, merciless void. It might be a one-way trip, yet there are none aboard who had second thoughts about their participation. The Vanguard, after all, excels at doomed missions.

Go to **Log 1201**.

LOG 1201

BBC World News - This is Elisabeth O'Reilly with the headline news for today. The Space Exploration Committee within the United Nations have finally made the announcement for which we have all been waiting. There have been several excellent candidates for the post of ISS Vanguard commanding officer, so the official appointment was postponed three times. However, today at 9:30 CET, the committee spokesperson, Admiral Albert D. Sinclair, announced that Captain Tamara Lee will assume the post.

Tamara Lee, aged 34, has devoted her life to serving Earth and the Solar System. A top graduate of the Orbital Military Academy, she has flown space fighters and commanded squadrons, achieving high results in asteroid response maneuvers. In the later stages of her career, Captain Lee served as a commanding officer of space destroyers and research ships. Her intrepid endeavors as the captain of ISS Runic inspired both writers and filmmakers, and now she is joining Earth's finest to continue her mission to protect our home planet and its interests.

Together with the commanding officer, the committee has chosen the lead researcher, Professor Peter Valinsky, a world-class expert on quantum mechanics and, surprisingly enough, xenolinguistics. A three-time Nobel Prize nominee, Professor Valinsky is already collecting a team of brilliant minds to continue the research during the space trek. Professor Valinsky, Captain Lee: we are proud of you, and Earth and her allies put their trust in you.

Go to **Log 1202**.

LOG 1202

If this box is NOT marked, go to **Log 1203**. Otherwise, read on:

An excerpt from "The Call of the Void", an autobiography of Capt. Morgan G. Wayman, the first captain of ISS Vanguard

The news came from the blue.

I never expected this to happen, not even in my dreams.

The journey of the Vanguard was the highlight of my life, but it also brought about my demise. My long, nerve-racking interstellar journey, its dramatic climax, and the subsequent months in the spotlight were, after all, followed by decades of personal problems. I battled PTSD and struggled with alcoholic episodes. My first wife, who had waited for me to return to Earth, left me soon after I did. At least she was decent enough to leave me some of my hard-earned money. The second one was not so lenient, and put me through a long divorce. I made it through, but I was a wreck of a man once it was done, to put it mildly.

And yet, they offered me my old job again. Earth wanted me back in the stars.

I was too old to be in charge of a vessel, obviously. They asked me if I wanted to join the crew as a counselor and support Captain Lee, the new commander of the Vanguard. I told them I first needed to see Captain Lee and the lead researcher, Professor Peter Valinsky. I wanted to know if we would see eye to eye, but already on the way to the meeting, I knew I had made the decision. I wanted to be back in the void. After all, what else could I do with my life?

Open the Ship Book at page **41** and remove Facility Upgrade **F08** from the game.

Move Facility Upgrade **F07** from "Facility Upgrades" (Card Tray B) to the "Awaiting..." envelope.

Go to **Log 1203**.

LOG 1203

If this box is NOT marked, go to **Log 1204**. Otherwise, read on:

An excerpt from "To the Stars" by Peter Valinsky

"Beautiful," she whispered. "Still so beautiful."

For a minute, she just sat there in her wheelchair, eyeing the hull of the Vanguard.

I still had the elegant smoothness of ISS Starchild before my eyes. Compared to her, Vanguard looked like a space school bus from the previous century, so I had no idea how to reply.

"They patched her up, didn't they?" Professor Corey looked at me.

"Yes. Yes, of course. She is ready for her next interstellar journey, professor," I replied.

"No doubt she is. No doubt. You know what, young man? There was a time when I would gladly trade all my Nobel Prizes for one month of a stellar voyage."

"I understand," I said.

"No, you don't," she said, eyeing me keenly. "But you will. Very soon. You are Professor Peter Valinsky, aren't you?"

"Yes, ma'am. It is my pleasure."

"Mine, too." Her eyes glinted. "I have read about your achievements. I am looking forward to working with you. I suppose you need some introduction into your future duties, don't you?"

Gain 1 *Strange Flora* and 1 *Live Specimen Discovery* and place them in the "Awaiting..." envelope.

Go to **Log 1204**.

LOG 1204

If this box is NOT marked, go to **Log 1205**. Otherwise, read on:

An interview with Anu the Idemian ambassador for The Interstellar

[Felicity Hughes]: This is Felicity Hughes from The Interstellar. Today I have the privilege and pleasure to talk to Anu, the ambassador of the Idemian nation and a Vanguard veteran. I feel honored to meet you.

[Anu]: It has always intrigued me why you Earthlings value some people over others. I am not anyone unique. My stories and experiences may seem interesting, but not me.

[Felicity Hughes]: Such modesty!

[Anu]: No. Accurate self-assessment.

[Felicity Hughes]: Right. Do you miss your home world?

[Anu]: We Idemians don't "miss" things. We are not prone to nostalgia, but during all those years on Earth, I have adopted a little of your philosophy. I realize what sentiment is, and yes, I would like to see my world again.

[Felicity Hughes]: What was your first thought when you were invited to join the ISS Vanguard crew?

[Anu]: Reluctance.

[Felicity Hughes]: What? Oh, I sometimes forget about Idemian radical honesty.

[Anu]: You shouldn't. But I suppose that our listeners may want me to elaborate, so let me say that I am not a hero. I am an aging politician who has lately developed a typical Earthling passion for gardening and backpacking. I am not fit for interstellar adventures anymore, and your expedition seems to be a rather desperate one.

[Felicity Hughes]: Oh. Desperate is a rather harsh term for—

[Anu]: For refitting an ancient spaceship and sending her to save three others, much more advanced, yet hopelessly missing?

[Felicity Hughes]: Well, if this is how you see it—

[Anu]: It is not how I "see" it, it is how things are.

[Felicity Hughes]: If so, what made you accept the offer?

[Anu]: I am still not sure, Mrs. Hughes, but it could be the awareness of the void. I have spent most of my life in space, and I know when things look threatening. I sense imminent danger.

[Felicity Hughes]: To all of us?

[Anu]: Yes.

All players choose 1 Section between them. The chosen Section player takes 1 Idemian Alien die from the supply of unbought Section dice and adds it to their Section Compartment. Then, the chosen player removes 1 die from their Section Compartment and returns it to the box.

Go to **Log 1205**.

LOG 1205

If this box NOT marked, go to **Log 1206**. Otherwise, read on:

Thrall's goodbye letter

I am tired of Earth. I thought I would never say that, but this is the reality. I am a human - Visitor's body, tentacles, and all that - but still a human. I have feelings, plans for the future, a wicked sense of humor, and everything else which makes me human; but for most people, it is simply not enough.

You Earthlings can say what you want about tolerance. Yes, sure, you are open-minded and religiously liberated, but if your kids run away screaming when they see me, it's all utter nonsense.

I don't want to be surveilled by secret agencies.

I don't want to live on a Swedish island where I can scare no one. I've had enough.

I am joining the Vanguard mission because space is where I seemingly belong. There I can be a part of something.

I am leaving with relief.

Thrall the human.

All players choose 1 Section between them. The chosen Section player takes 1 Visitor Alien die from the supply of unbought Section dice and adds it to their Section Compartment. Then, the chosen player removes 1 die from their Section Compartment and returns it to the box.

Go to **Log 1206**.

LOG 1206

If this box NOT marked, go to **Log 1207**. Otherwise, read on:

The Deadspeaker testimony

It was my request to go on standby. I had many problems - issues to analyze - and there was too much noise-confusion for me to do it properly. Besides, I was not fond of the peaceful nature of Earth nor the irritating passage-of-time sensitivity of the Earthlings. I am the Deadspeaker, a powerful creation of a once dominant civilization; a relentless, time-resistant war machine, impervious to the fragility of organic creatures.

Yet your fragility evokes pity in me. You are defenseless against the threats of the void, and your technology is miserably primitive. I cannot believe that you try-attempt to conquer the perils of the universe in the same old, decrepit ship as before. You need me, Earthlings. You need the Deadspeaker. You need someone to protect you. Someone to fight alongside you as we once did.

It was smart of you to wake me. Show me to that Vanguard of yours.

Open the Ship Book at page 41 and increase the Diplomacy and Obedience levels from "Very Low" to "Low".

Go to **Log 1207**.

LOG 1207

If this box NOT marked, go to **Log 1208**. Otherwise, read on:

Theodore McGraff, "Pluto and the Aerugons"

There was a conflict in the United Nations concerning the sharing of the Builders' technology. Many were in favor of keeping it secret for the benefit of Earth, but the balance shifted when the First Aerugon Delegation appeared. Their approach was tactful and well-balanced, but it made everyone aware of the fact that other sentient, space-faring nations are literally in our vicinity. What was more, they had much bigger fleets, more advanced technology, and more experience in combating the universe. At the same time, we were space travel beginners, the newbies of the void who haphazardly cracked one of its biggest riddles and who were unprepared for the next ones to come.

We could use all the allies we could find.

The First Aerugon Delegation signed an initial agreement later called the Pluto Agreement. The Second Aerugon Delegation came with transport and engineering ships. Ours had been waiting there, and together we built a research facility where the Builders' technology could be shared, tested, and developed.

Without the achievements of the Pluto Base, the building of the Wayfarer, the Dauntless, and the Starchild would have taken the Earth much longer.

All players choose 1 Section between them. The chosen Section player takes 1 Aerugon Alien die from the supply of unbought Section dice and adds it to their Section Compartment. Then, the chosen player removes 1 die from their Section Compartment and returns it to the box.

Go to **Log 1208**.

LOG 1208

Engineering report

According to the Refit Protocol, we have completed the renovation of the living quarters. By decreasing the size of the existing cabins and adapting less-necessary compartments, we have created a substantial number of new cabins meant for potential survivors of our other space missions. For the time being, some of the space will be assigned to spare crewmembers and Vanguard veterans.

The ISS Vanguard: Lost Fleet campaign introduces the new Add-on Facility. Read the text of the *Survivors Quarters* page to familiarize yourself with its rules.

The next time you activate Ship Facilities during Ship Management, this new Facility will become available.

Go to **Log 1212**.

LOG 1210

Away Team recordings

[Away Team Commander]: This must be the command center. The medical wing is to the left, and crew quarters to the right. Am I right, Jenny?

[Jenny the AI]: The assumption is valid.

[Away Team Commander]: Are you OK, Jenny?

[Jenny the AI]: This is irrelevant.

[Crewmember 1]: Commander, our AI is mad at you.

[Crewmember 2]: Look! There is more of that... that growth there. It's covering a huge portion of the floor. And still no signs of life.

[Away Team Commander]: Weird. Jenny, any theories about this thing?

[Jenny the AI]: No.

***** a deafening crash behind *****

[Crewmember 1]: What on Earth was that?

[Crewmember 2]: Commander, the scanner indicates signs of... no, not of life! Signs of activity!

[Crewmember 1]: A drone?

[Crewmember 2]: No, I'd rather say an electronic

disturbance. Damn, the scanner's crashed.

[Crewmember 1]: We can't retreat the way we came in!

[Away Team Commander]: No, but we can move forward. We will cover the door, and you download the black box data. That is the main computer, still accessible, courtesy of our pixelated oddity. Move, move!


Place card **P104** in Sector **7**.

Place card **P105** in Sector **8**.

Place card **P106** in Sector **6**.

Place the *Unknown Entity Threat* card in the indicated slot on top of the Planet board.

Place the *Unknown Entity* standee in Sector **4**.

If Global Condition card **G02** is on the Planet board, gain 1  and go to **Log 1215**. Otherwise, nothing happens.

LOG 1211

Away Team recordings

[Away Team Commander]: Is this the main corridor of the shuttle?

[Crewmember 2]: Yes. I'm cranking the lights because... Commander, what is it?

[Away Team Commander] (awed): Hell if I know. Stay where you are. CAPCOM, do you copy? We've got something here. I am feeding visual.

[CAPCOM]: Commander, can you enhance the quality of the video?

[Away Team Commander]: No, I can't. This is the top quality. The object you're looking at is a... digital, pixelated growth, covering the wall next to the door.

[Crewmember 1] (confused): Still no life signs.

[Crewmember 2]: That thing must have somehow got in here through that door.

[Away Team Commander]: How? It's sealed tight!

[CAPCOM]: Commander, we're losing you. OK, audio is back. Can you take a sample? Carefully?

[Away Team Commander]: We will try. Weapons free. Should the thing move, don't hesitate to shoot. Meanwhile, can anyone check the door?

[Crewmember 1]: It opens.

[Away Team Commander]: Good. Now, let's cut a bit off this thing.

Place card **P101** in Sector **4**.

LOG 1212

Captain Lee's log

I am still suffering from post-hibernation nausea, so I apologize if the entry seems unclear. I will do my best to recapitulate the events that have led to the recent de-hibernating of our skeleton crew.

Close to the Perseus Arm, the ship's sensors detected an Earth-built vessel emitting a distress call. The vessel is called the Raindrop, and comes from Snowflake-class scouting and rescue vessels, much larger than our landers. The Raindrop belonged to ISS Dauntless, so the AI ran a thorough scan. As no life signs were detected aboard, the AI decided not to wake the crew, but instead send a probe to investigate. Unfortunately, the probe did not come back, and the scanners started feeding chaotic error messages.

At that point, the AI deemed it necessary to wake the crew. The chance to find some clue as to the whereabouts of the lost ships somewhere aboard the shuttle is too big to ignore.

Technically, we are not ready for challenges. After the four-year journey, our crew are not at their best, and the ship has also not reached its peak performance. We cannot contact Earth, but that was to be expected. We are on our own, but not afraid to take action. We must journey to the shuttle, and search it.

The Away Team has been briefed. I wish them the best of luck.

Prepare Sections

1. Choose Sections:

Players should discuss between themselves which Sections each of them will control during the game. Each Section is controlled by 1 player, but all 4 Sections must be represented in the game. Therefore, if there are fewer than 4 players, some players must control more than one Section. The player who controls a Section is referred to as the "Section player."

Section Control

- 1 Player – One player controls 4 Sections.
- 2 Players – Two players control 2 Sections each.
- 3 Players – Two players control 1 Section, one player controls 2 Sections.
- 4 Players – Each player controls 1 Section.

2. Decide on Crewmembers:

Most crewmembers are veterans from ISS Vanguard's first mission who have found the call of adventure and the sense of duty irresistible. They joined the reformed crew of ISS Vanguard to refresh their knowledge and pick up new skills.

Check the number of Crewmembers in each Section Compartment:

- If there are 5 or more Crewmembers, choose 5 cards for each Section and put the rest behind the "Recruits" divider (Card Tray B) in any order.
- If there are 4 or fewer Crewmembers, take random cards from "Recruits" (Card Tray B) to make sure each Section has 5 Crewmembers.

Note: Each Section Compartment should contain 5 Crewmembers after this step.

Choose 2 Crewmembers for each Section and place them in Rank 2 sleeves matching their Section. Place the rest of the Crewmembers in Rank 1 sleeves.

3. Gain new dice:

Each Section gains 1 Section die. Place them in the Section Compartments.

Note: If you have any available Alien dice, you may gain them as well as the other dice.

Prepare the Away Team

Each player selects 1 of their Available Crewmembers to take part in the Away Team. If playing solo, you must select at least 2 Crewmembers from 2 different Sections.

Return any remaining Crewmembers in players' hands to "Resting Crew" (Card Tray B).

Each player then takes a Crew board for each Crewmember in the Away Team under their control and places each Crewmember on their own Crew board.

Each player fills their Crew boards with Section dice from their Section Compartment following these rules:


- Section dice may only be placed in matching colored slots.

Note: Alien dice may be placed in any colored slots.

- Slots depicting a Rank are only available if the Crewmember is of that Rank or higher.
- If you have more Section dice than available empty slots, choose which dice to use. Any remaining dice are placed back in the corresponding Section Compartment.

Take all Equipment cards from the "Armory" (Card Tray B) and place them face up on the table.

Choose 4 Personal Equipment cards to take on this Mission. Do not choose any Mission Equipment.

Each Crewmember in the Away Team may choose 1 Small Equipment  card and place it next to their Crew board.

Place the chosen Equipment cards in the middle of the play area and return the rest to the "Armory."

Each Section player creates a Section deck of at least 10 cards from their Section cards. Only cards that have a Rank equal to or lower than the Crewmember may be chosen. Each Section deck is then shuffled and placed next to the corresponding Crew board.

Place the indicated number of markers in the Charges slot of each Crew board.

Go to **Log 1227**.

LOG 1213

Shuttle mission psychiatric analysis by Doctor Beatrice Morra, part 4

The video from the command center is disturbing. It presents the mission member delegated to download the data from the black box of the shuttle. The body language of the crewmember sends clear signals of emotional distress. The person is looking around and unconsciously shifting their feet. The recorded monologue, although consistent and comprehensive, contains loops, profane language, and sentences in the crewmember's mother tongue.

Such a reaction is not surprising after one hour spent on an inexplicably abandoned shuttle with a malfunctioning AI and the erratic growth, later referred to as the Raindrop Find. Also, a moment before they had heard a disturbing crash from the main corridor.

As we all know what happened later, I strongly recommend relegating said crewmember to psychiatric observation.

Personally, I conclude that encounters with the Raindrop Find may lead to serious trauma, and the phenomenon must be researched for that reason alone.

Replace the card in Sector 7 with card **P000**.

Go to **Log 1218**.

LOG 1214

Away Team recordings


[Away Team Commander]: The crew's quarters. Dear God. I have seen ships hit by a torpedo, and they looked better.

[Crewmember 2]: All the bulkheads crushed, the furniture destroyed. What happened here?

[Crewmember 1]: It must have been our drone. The one Jenny told us about. Remember? It went berserk.

[Crewmember 2]: And look, the ruins have made a perfect lair for our growth. How comfortable it looks.

[Away Team Commander]: Good, it's not aggressive. Now, crew, let's scavenge. The Dauntless is light-years ahead of us when it comes to her technological level. Try to grab some tech for our engineers to chew on.

Gain 1  and 1 Alien Tech Discovery. Replace the card in Sector 8 with card **P000**.

LOG 1215

Away Team recordings

[Away Team Commander]: Jenny, are you with us?

[Crewmember 1]: Something is wrong. Normally she responds automatically.

[Away Team Commander]: Jenny?

[Jenny the AI]: I am sorry, commander. Vanguard is facing an extensive hacking attack.

[Away Team Commander]: A what?

[Jenny the AI]: There have been hundreds of unauthorized login attempts. The attempts have *** **electronic disturbance** ***

[Away Team Commander]: Jenny, is Vanguard in danger?

[Jenny the AI] (after a pause): Vanguard fine. Still. Danger.

[Crewmember 1]: She is overloaded. Fighting hard to repel the hacking.

[Crewmember 2]: Who the hell hacked the ship?

[Away Team Commander]: Doesn't matter now. We have a job to do, and we'd better hurry.

Note: Vanguard is under cybernetic attack! There is a lot to find on the Raindrop, but taking too much time will have major consequences!

Move 1 random **S27** Situation card from "Future Situations" to the "Awaiting..." envelope.

Discard the current Global Condition card.

LOG 1216

Crewmembers live feed

The object is perfectly still. From some distance, it could be easily taken for a huge phosphorescent fungus, but up close, we can clearly see it is made of irregular, multi-faceted pixels. Life detectors claim the thing is not alive, but I am not so sure about that. The pixels glow in a pattern that could represent a life signal.

I am next to it now, and I am having second thoughts. I want to take a sample, but... what if the thing is actually alive?

Oh, dammit. You only die once, as they say. Let's do it. OK, the sample is taken. Absolutely no reaction from the being. I am taking off.

Place card **P000** in Sector 5.

Gain 1 *Alien Tech Discovery*.

Mark box **D** in **Log 1566** and resolve its text.

LOG 1217

Away Team recordings

***** static in the background *****

[**Away Team Commander**] (with growing frustration): Jenny? Jenny? There is no response.

[**Crewmember 1**]: I was afraid this would happen. Anything?

[**Away Team Commander**]: No. All I hear is meaningless static. The AI has been overloaded for some time. No wonder it collapsed.

[**Crewmember 1**]: That static you mentioned... Can we run it through some data analysis?

[**Away Team Commander**]: Sure, but what for?

[**Crewmember 1**]: Just a hunch. Hey, the sound analysis system has detected a pattern. Long sounds, short sounds.

[**Crewmember 2**]: It's Morse code!

[**Away Team Commander**]: Good, old Jenny is still kicking back! What does she say?

[**Jenny the AI**]: Situation critical. The assault is unstoppable. The shuttle will be destroyed. Hurry.

[**Crewmember 2**]: What? Jenny, but we're still here!

[**Jenny the AI**]: No alternative. Evacuate. Hurry.

[**Away Team Commander**]: You heard Jenny. Let's move!

Move 1 random **S27** Situation card from "Future Situations" to the "Awaiting..." envelope.

Discard the current Global Condition card.

Note: The shuttle will soon be destroyed. This is your last chance to escape!

LOG 1218

Away Team recordings

[**Jenny the AI**]: Congratulations, Away Team. You have obtained the black box data.

[**Away Team Commander**] (ironically): You almost sound like yourself, Jenny.

[**Jenny the AI**]: The name is not relevant. And, since your mission is over, you may return to Vanguard.

[**Away Team Commander**]: Sure, but I think we could stay here and search the shuttle. There could be more pieces of the puzzle. Crew, let's do some rummaging.

Gain Unique Discovery 1.

Discard Mission card **M01**.

Note: From now on you may return to Vanguard. However, a similar chance to gather more information about the Dauntless situation may not happen soon.

Find Optional Mission card **M02** and place it face up in the Mission card space.

Mark box **B** in **Log 1566** and resolve its text.

LOG 1219

Away Teams recordings

[**Away Team Commander**]: Look sharp. We're coming in.

[**Crewmember 1**]: Careful as always, commander.

***** slow footsteps *****

[**Crewmember 2**]: The room is empty. Damaged, but empty.

[**Crewmember 1**]: More growth, but what did you expect?

***** more footsteps *****

[**Away Team Commander**] (awed): Look at that. What havoc.

[**Crewmember 1**]: This is our drone's job.

[**Away Team Commander**]: Yep. And here is a part of it.

[**Crewmember 2**]: How about I retrieve it— Aaargh!

[**Away Team Commander**]: What is it? Are you OK?

[**Crewmember 2**]: I fell into... damn, I fell into a crack in the floor. I didn't notice it. I am OK, but... it scared the hell out of me.

[**Away Team Commander**]: Give me your hand. And let's take a look at the drone.

Your Crewmember rolls  or  and rolls .

Place card **P103** in Sector 3.

LOG 1220

Away Team recordings

[**Away Team Commander**]: Jenny, status report.

[**Jenny the AI**]: The shuttle is inactive. No crew members detected. No substantial hull damage. The drive is operational.

[**Away Team Commander**]: Jenny, why are you so serious?

[**Jenny the AI**]: The question is irrelevant.

[**Away Team Commander**]: Irrelevant? Jenny, I thought we had a thing going.

[**Jenny the AI**]: Irrelevant.

[**Away Team Commander**] (sighs): Right, right. We're here to work, not to chat. Any intriguing readings?

[**Jenny the AI**]: The starboard side of the shuttle emits signals not included in my database.

[**Away Team Commander**]: Interesting.

[**Jenny the AI**]: The interior on the port side has been damaged by the ***** electronic disturbance *****

[**Away Team Commander**]: The what?

[**Jenny the AI**]: The drone sent by Vanguard.

[**Away Team Commander**]: Damaged? How strange. Jenny, stay put.

[**Jenny the AI**]: The name is not ***** electronic disturbance *****

***** commander's sigh of slight irritation *****

If card **P103** is in Sector 3, Refresh 1 . Otherwise, place card **P103** in Sector 3.

LOG 1221

AI recorded feed

[**Jenny the AI**]: The hacking attack continues relentlessly. ISS Vanguard's systems are in critical danger. Most firewalls are down. The source of the attack is the Raindrop shuttle. Destruction of the shuttle: unavoidable. Execute the destruction of the shuttle. The command is not cancelable. I repeat, the command is not cancelable.

If there are no Unique Discoveries on the Planet board, go to **Log 1228**.

Each Crewmember on the planet dies – remove these Crewmembers from their Rank sleeves.

Go to **Log 1231**.

LOG 1222

If Unique Discovery 1 is on the Planet board, Refresh 1  and go to **Log 1226**.

If there are no Unique Discoveries on the Planet board, go to **Log 1228**.

LOG 1223

The examination of the retrieved drone

[Head Engineer]: And? Can you give us anything, Jenny?

[Jenny the AI]: Yes, of course, Jusuf. I have scanned and rescanned the memory of the drone, and I believe it has been hacked, which led to its erratic behavior.

[Head Engineer]: Hacked. This makes it remarkably interesting. By whom?

[Jenny the AI]: It is indeed interesting, Jusuf. Random lines of chaotic code in its system forced the machine to go on a suicidal rampage.

[Head Engineer]: Has the same thing happened to you, Jenny?

[Jenny the AI]: A similar experience, yes, Jusuf.

Place card **P000** in Sector 3.

Gain 1 *Alien Tech* Discovery.

Mark box **C** in **Log 1566** and resolve its text.

LOG 1224

The analysis of the Raindrop's drive

The parts of the engine retrieved by the Away Team were fascinating objects to study. It is incredible that even small shuttles like the Raindrop operated on engines much more effective than ISS Vanguard's current drive, and together with my team, I would like to use the retrieved technology to enhance the ship's performance. Still, the structure and the size of ISS Vanguard will not allow us to take full advantage of the find. We suggest keeping it, though, as the retrieved technology may be used as spare parts for a Dauntless-class vessel.

Jusuf Chakrabarti, Head of the Engineering Team

Replace the card in Sector 6 with card **P000**.

Mark box **E** in **Log 1566** and resolve its text.

LOG 1225

Away Team recordings

***** weapons firing *****

[Away Team Commander]: Cease fire! It's down. Life signals?

[Crewmember 2]: Still none, but...

[Crewmember 1]: We got it, commander! It's down! Yeehaw!

[Away Team Commander] (sighs with relief): CAPCOM, we have eliminated the threat. The hostile is down and not moving.

[CAPCOM]: Good job, Away Team. Anyone hurt?

[Away Team Commander]: No, we're fine. Shaken, but fine.

[CAPCOM]: Away Team, take samples, and proceed.

[Away Team Commander]: On it.

If the box below is unmarked, mark it and resolve its text. Otherwise, nothing happens.

Mark box **A** in **Log 1566** and resolve its text.

LOG 1226

Away Team recordings

[Away Team Commander]: Jenny, we're close to the sleeve lock. Prepare for opening.

[Jenny the AI]: Negative.

[Away Team Commander]: Ah, is this a joke?

[Jenny the AI]: No. I can't open it.

[Away Team Commander]: Jenny, we need to get back

to the Vanguard. Now!

[Jenny the AI]: The name is not relevant. And the answer is negative. You haven't completed the mission.

[Away Team Commander]: But we couldn't! And our lives are threatened! Your protocol forbids you from putting people in danger!

[Jenny the AI]: Statistically, you are not in danger. Go back. Complete the mission.


LOG 1227

Crewmembers personal log

Nothing has been more surprising for the crew of the Vanguard than the accidental encounter with the Raindrop, one of many space shuttles assigned to ISS Dauntless. The shuttle appears to have no crew, which makes matters even more mysterious. The Away Team has been sent to investigate the vessel and learn anything they can about the fate of the Dauntless.

Open the Planetopedia at pages **2-3** (*Raindrop*).

- Populate the right side of the Planet board with the indicated Unique Discoveries (place them face down in the order in which they are listed – first card on the bottom, last card on the top).
- Place the Lead bag next to the Planet board. Ensure it contains 20 Lead tokens.
- Shuffle all 5 Discovery decks (Card Tray A) separately and place them above the Planet board.
- Shuffle the Event deck (Card Tray A) and place it above the Planet board.
- Place the Injuries deck (Card Tray A) to the right of the Planet board.
- Take **G02**, **G03** and **G04** Global Conditions and stack them face up in the Global Conditions slot with **G02** on the top and **G04** on the bottom.
- Set the Supplies track on the Planet board to 8.
- Do not draw a Rank-Up card. Crewmembers who survive will Rank-Up based on their performance in this scenario.
- Place the **M01** Mission card in the indicated slot next to the Planet board.
- Place all Crewmembers in Sector 1.
- Divide the Personal Equipment cards between Crewmembers. If players cannot agree, the Recon Section player makes the decision.
- Each Crewmember places a Turn token on their Crew board with its "Turn Available" side up.
- Each Crewmember draws a number of Section cards indicated on their Crew board from their Section deck.
- The Recon Section player chooses a Crewmember to receive the Start token.

Any Discoveries and  you gather in this Planetary Exploration should be placed in the indicated slots next to the Planet board – Crewmembers may use Discoveries placed there as if they were in the Lander.

Note: Your primary mission is to retrieve data from the Raindrop's black box.

Perform a Planetary Exploration, following the rules in Chapter III of the Rulebook.

LOG 1228

AI message

Captain, this is Jenny the AI. The black box has been retrieved. The intensity of electronic assault is higher still. I suggest immediate separation from—

Place your Crewmember and all Assisting Crewmembers on their corresponding Crew boards. The Planetary Exploration continues without these Crewmembers. If there are no Crewmembers left on the Planet board, read on:

Count the number of marked boxes in **Log 1566**.

- If one or fewer boxes are marked, no Crewmembers Rank-Up.
- If two or three boxes are marked, all Rank 1 Crewmembers involved in this Planetary Exploration Rank-Up.
- If four or more boxes are marked, all Rank 1 and Rank 2 Crewmembers involved in this Planetary Exploration Rank-Up.

Shuffle all **S27** Situation cards from "Future Situations" into "Possible Situations" (Card Tray B).

Find the following components:

1. Hacked Ship Facilities sheet (pages 5-6).
2. *Facilities* cardholder (page 6A).
3. 9 Facility cards.

Open the Ship Book and replace the Ship Facilities (pages 5-6) with the Hacked Ship Facilities (pages 5-6).

Place the *Facilities* cardholder (page 6A) next to the Hacked Ship Facilities (page 6).

Place 9 Facility cards numbered 1-9 face-up (with the number visible) in the *Facilities* cardholder in the appropriate numbered slots.

Move Objective **O01** and Secondary Objective **O15** from "Bridge Cards" to the "Awaiting..." envelope.

Open the Ship Book at page 25 and begin Ship Management.

LOG 1229

Crewmember feed

The rest of my team are busy retrieving the technology, and I was sent forward to scan the engine room. Not a big deal, you know, just a weird, alien mystery. OK, it does creep me out.

I am entering the room. Still no life signs, but... Oh, no. CAPCOM, the growth we encountered – I think I have found its source. ***** electronic distortion ***** and yet this pixelated thing is all over the place. Its colors vibrate, numbing my senses. It's like... it's like the graphics of a video game penetrating our world. I think ***** electronic distortion ***** alive.

CAPCOM, can you see it? I am not losing my mind, am I?

Place card **P102** in Sector 5.

LOG 1230

Away Team recordings

[**Away Team Commander**]: Jenny, what is going on around here?

[**Jenny the AI**]: The name is not relevant. There is ***** electronic disturbance *****

[**Away Team Commander**]: The AI is down for good. We are on our own. We must—

[**Jenny the AI**]: Commander, I am ready to give the status report.

[**Away Team Commander**]: Jenny? Is that really you?

[**Jenny the AI**]: Yes, commander. The joy is mutual. I report there has been an unauthorized entry into Vanguard's systems.

[**Away Team Commander**]: A hacking attempt? From where?

[**Jenny the AI**]: I am trying to determine that, commander. I am analyzing certain options and

*****electronic disturbance*****

[**Away Team Commander**]: Jenny? Are you holding on?

[**Jenny the AI**]: I am doing my best, commander. The assault is unusually strong. I may suc*

****electronic disturbance****

[**Away Team Commander**]: If Jenny loses this fight, we are all screwed.

Move 1 random **S27** Situation card from "Future Situations" to the "Awaiting..." envelope.

Discard the current Global Condition card.

LOG 1231

AI recorded feed

[**Jenny the AI**]: Scanning the shipwreck of the Raindrop. Imperative to retrieve the black box. Located the black box. Sending a drone to retrieve the black box. Condition critical. Initiating self-repair system.

Gain Unique Discovery 1 and place the Mission Failed token next to the Ship Book.

Count the number of marked boxes in **Log 1566**.

- If two or fewer boxes are marked, no Crewmembers Rank-Up.
- If three or four boxes are marked, all Rank 1 Crewmembers involved in

this Planetary Exploration Rank-Up.

- If five boxes are marked, all Rank 1 and Rank 2 Crewmembers involved in this Planetary Exploration Rank-Up.

Shuffle all the **S27** Situations cards from "Future Situations" into "Possible Situations" (Card Tray B).

Find the following components:

1. *Hacked Ship Facilities* Ship Book page (pages 5-6).
2. *Facilities* cardholder (page 6A).
3. 9 Facility cards.

Replace the Ship Facilities (pages 5-6) with the Hacked Ship Facilities (pages 5-6).

Place the *Facilities* cardholder (page 6A) next to the Hacked Ship Facilities (page 6).

Place 9 Facility cards numbered 1-9 face-up (with the number visible) into the *Facilities* cardholder in the appropriate numbered slots.

Move Objective **O01** and Secondary Objective **O15** from "Bridge Cards" to the "Awaiting..." envelope.

Open the Ship Book at page 25 and begin Ship Management.

LOG 1232

Away Team recordings

***** heavy breathing, running footsteps *****

[**Away Team Commander**]: We are close to the sleeve, finally. Jenny? Jenny, do you copy?

[**Jenny the AI**]: The name is not relevant.

[**Away Team Commander**]: Glad to hear you, anyway. We can't reach CAPCOM, Jenny. Open the lock to the sleeve, please.

[**Jenny the AI**]: Negative.

[**Away Team Commander**]: What? What do you mean, negative?




[**Jenny the AI**]: The systems of Vanguard are under attack. Some of them need updates.

[**Away Team Commander**]: Is this really the right time? Jenny, we need to evacuate.

[**Jenny the AI**]: The protocol is infrangible. For your safety, the diagnostics must be finished and updates must be downloaded.

[**Away Team Commander**]: Dammit, and we have a critically wounded crewmember! We need assistance... Enable the damned sleeve!

[**Jenny the AI**]: Negative. The updates have not been ***** electronic disturbance *****

Each Crewmember with 3 Injuries rolls all their Injury dice. If they roll either 1  and 1  OR 2 , the Crewmember dies. Remove this Crewmember from their Rank sleeve and remove their model from the board.

The Planetary Exploration continues without them.

If you roll anything else, continue the game.

If that was the last Crewmember, go to **Log 1221**.

LOG 1233

If the following box is unmarked, mark it and resolve its text:

Read on:

Away Team recordings

[**Crewmember 1**]: I am looking at this digital pixelated oddity. Is it real or am I hallucinating?

[**Jenny the AI**]: It is real in its unique, unspecified manner.

[**Away Team Commander**]: Oh, Jenny. Nice to hear the true you again. Are you OK?

[**Jenny the AI**]: As the voice of a supercomputer, I appreciate such care. And no, I am not OK. I am dealing with a major system problem.

[**Away Team Commander**]: But can you help us examine the pixel being? It seems to defy the laws of physics. Look, it changes the way we perceive its surroundings as if it

slowly absorbed the area around itself and reconfigured it.

[Jenny the AI]: Can you use your scanners?

[Crewmember 2]: We could at the beginning, but then the readings erred and changed. And they keep changing. Nothing solid.

[Away Team Commander]: Listen, we must discover what the thing is. It may be connected to the fate of the shuttle, and it's likely dangerous to us all.

[Jenny the AI]: Well said, commander. I will help you if I can.

LOG 1234

Captain Lee's log

We have finally reached the edge of the Perseus Arm.

Our search for ISS Wayfarer and ISS Dauntless has so far been long and tiring, but we hope that events will accelerate. Thanks to the data downloaded from the Raindrop shuttle, we can more or less determine the coordinates of the place where it separated from ISS Dauntless. Trying to predict the subsequent course of the Dauntless is much harder, but again we know of a few planets the ship has visited. One of them has rich sources of water, and it is likely that the Wayfarer or the Dauntless may have returned there or at least left clues as to their itineraries.

Meanwhile, we are still struggling with the malfunctions caused by the hacking assault. Parts of our system repeatedly keep failing, but we eliminate the problems one after another. Luckily, Vanguard is not as technologically advanced as Earth's newer vessels, and a lot of systems can be controlled manually.

Personally, I am much more concerned with the identity of the beings who were responsible for the hacking attack. The black box data identifies them as the Planidians, and recent events suggest they mastered electronic warfare, but the rest is a matter of speculation. I can only hope that the Wayfarer and the Dauntless somehow survived contact with those Planidians.

As if that was not enough, I am still worried about our Away Team members, some of whom are showing clear symptoms of PTSD. The Raindrop mission took a heavy toll on them. Doctor Morra, our lead psychologist, believes that all they need is time, and I trust her. I don't want to lose my best AT.

Go to page 2 of the System Maps book.

Use the Current System bookmark of the System Maps book to mark the Omega Persei system page.

Add two chosen Universal dice and two chosen Expert dice to your supply of unbought Section dice.

LOG 1235

Away Team recordings

[Away Team Commander]: Jenny?

[Jenny the AI]: The name is not relevant.

[Away Team Commander]: Oh, didn't I miss that... Listen, nameless AI, we have retrieved the black box data and searched the entire shuttle. There is nothing else we could find here. We're heading for the sleeve lock.

[Jenny the AI]: Good. The lock is now open.

[Away Team Commander]: All right, let's go.

Gain 1 .

Discard Mission card M02.

LOG 1236

Away Team recordings

[Crewmember 1]: And here is the medical wing. Look, half of it is covered by the growth.

[Crewmember 2]: Horrifying. I bet the eggheads are gonna give it a fancy name. The Raindrop Find or something.

[Crewmember 1]: Why Raindrop?

[Crewmember 2]: That's the name of the shuttle. Did you even pay attention to the briefing?

[Away Team Commander]: Shut up, will you? And run the scanners. We must learn more about this thing!

*** electronic beeping ***

[Crewmember 1]: Nothing solid, commander. The software crashes or gives implausible results.

[Crewmember 2]: This is the medical wing, and too many electronic disturbances to get a credible reading.

[Away Team Commander]: Or we're too close to the drive. Jenny, am I right?


[Jenny the AI]: Yes, commander. The designers of the Raindrop shuttle have placed the engine room next to the medical wing and connected it with—

*** a pause ***

[Jenny the AI]: A corridor. Accessible by a hatch. Western wall.


[Crewmember 2]: And she's broken again.

[Away Team Commander]: Nevermind. We know enough. Let's try to retrieve some of the tech from here. Our engineers would love a new toy or two.

Gain 1  and replace the card in Sector 6 with card P108.

LOG 1240

Count the number of markers on Mission card M03:

- 0-1 – Go to box D in Log 1264 and resolve its text.
- 2-3 – Go to box C in Log 1264 and resolve its text.
- 4-5 – Go to box B in Log 1264 and resolve its text.
- 6-7 – Go to box A in Log 1264 and resolve its text.
- 8+ – Gain 1 . Go to box A in Log 1264 and resolve its text.

LOG 1241

Away Team recordings

*** voices echo in an empty hall ***

[Crewmember 2]: How creepy it all seems. I visited the Wayfarer once, you know. It was teeming with life, so full of energy and enthusiasm. And now? A lifeless shell. Sad.

[Away Team Commander]: Sad and frightening. And I am deeply concerned with the vibrating fractal growth covering the inside of the ship. We have seen such things before.

[Crewmember 2]: Yep. Science called it the Raindrop Find. The shuttle we found months before was overgrown with almost the same thing. What do we do about it, commander?

[Away Team Commander]: I think we should let our eggheads earn their living. Take a sample. A big one.

*** echoing footsteps ***

[Crewmember 1]: Commander, I have access to the computer system of the Wayfarer.

[Away Team Commander]: And?

[Crewmember 2]: Well, I wanted to activate the AI, but I couldn't. All I got was a long list of messages showing that the AI had been acting totally erratically.

[Away Team Commander]: Ugh... I have a bad feeling about this.

LOG 1242

Choose one:

- » Enter the cave to the south – Go to Log 1269.
- » Enter the cave to the north – Go to Log 1243.


LOG 1243

Away Team recordings

[Away Team Commander]: Got it! We have finally found the passage. I see it in the scanner.

[Crewmember 1]: Me too. Right ahead of us.

[Away Team Commander]: Great. We are close to finishing the exploration for good.

If this box not marked, mark it and gain 1 .

Place your Crewmember and all Assisting Crewmembers from this Sector in Sector 4.





















LOG 1244

Away Team final briefing

Team members, do you copy? This is your commanding officer speaking. Our lander is scheduled to touch down in exactly 60 minutes, so let me give you a heads-up before it does. The planet we are about to explore is uninhabited, but its surface has cracked into deep ravines and canyons, so we may expect only rough or very rough terrain. It is also harrassed by very strong winds. We are still picking up the signature signal of the Wayfarer, but it is weak due to magnetic storms in the atmosphere. Determining the exact location of the ship is still impossible, but we are doing our best to narrow it down. This will be one of your most difficult missions, so look sharp and think before you act. Our thoughts are with you. Any questions?

Begin the landing procedure:

1. On the Lander board, place a marker in the starting space (indicated with an "S" on the Landing track).
2. Roll the Danger die and apply the effect corresponding to the rolled result in the table below. If more than one option is available, choose one (you cannot choose an option you cannot fully resolve). In rare cases where a Crewmember would gain a fourth Injury, ignore that Injury card and Injury die.
3. Progress the Landing track (move the marker 1 space to the right), but not beyond the last space.
4. If the marker has reached the "Landing Successful" space, go to **Log 1253**. Otherwise, go back to step 2.

	Turbulence	Choose one: <ul style="list-style-type: none"> » Change Course Put 2 random Equipment cards in the "Armory." » Endure Each Crewmember 6  Reduced by .
	Rock Shower	Choose one: <ul style="list-style-type: none"> » Ignore If  is 3 or less, each Crewmember rolls . If  is 4 or more, nothing happens. » Evasive Maneuver Return 5 random Equipment cards reduced by  to the "Armory."
	Strong Wind	Choose one: <ul style="list-style-type: none"> » Change Approach Vector If  is 3 or more, move the marker 1 space to the left. If  is less than 3 additionally each Crewmember rolls . » Fly into the Eye of the Cyclone If your total  and  is 7 or less, each Crewmember rolls . If your total  and  is 8 or more, nothing happens.
	Hatch Open	Choose one: <ul style="list-style-type: none"> » Endure Lose 5 Supplies reduced by . » Secure Cargo Each Crewmember 1 .

LOG 1245

Away Team recordings

*** *electronic beeping, muffled footsteps* ***

[Crewmember 1]: I have always hated labyrinths and mazes, and this one?

[Crewmember 2]: It's too late for complaining, my friend. Commander, I see an object in the northeast. A big one. Not as big as the Wayfarer, but definitely not a part of the underground rock system.

[Away Team Commander]: It could be a part of the ship. Given the conditions here, she could have fallen apart while landing.

[Crewmember 2]: Yeah, but how do we get there?

[Away Team Commander]: Good question. We need to find a passage.

[Crewmember 1]: It's gonna take forever.

[Away Team Commander]: And each passage could be a deadly trap. Stop complaining and keep your eyes open.

Place card **P201** in Sector 2.

Place card **P202** in Sector 3.

LOG 1246

Gain 2 *Alien Tech Discoveries* and move them to "Gathered Discoveries."

LOG 1247

Away Team recordings

[Away Team Commander]: Tell me again, but slowly this time.

[Crewmember 1]: You know, I have been trying to make some sense of Wayfarer's computer system. The software is all jumbled with huge chunks missing like it was physically ripped to pieces during a hacking attack. Trying to reach sections of the memory, I wormed around the warped parts of the protocol and redirected the—

[Away Team Commander]: Cut the jargon. What did you find?

[Crewmember 1]: Commander, I reached the navigational data. And I know that the Wayfarer spent some time in another habitable solar system before they came here.

[Away Team Commander]: What system? Have you got the coordinates?

[Crewmember 1]: This is, I am afraid, the missing part.

LOG 1248

Away Team recordings

[Away Team Commander]: Take a look at this, everybody. Our expeditions weren't the first sentients to visit this planet.

[Crewmember 1]: Drawings! Charcoal drawings! A whole gallery!

[Crewmember 2]: Not unlike prehistoric art from Earth.

[Away Team Commander]: Look, they show natural disasters, I think. Those local sentients could have hidden in the caves from hurricanes raging on the surface.

[Crewmember 2]: These drawings are old but not ancient. I wonder what happened to those people. Are they still here?

[Away Team Commander]: Maybe. But I have a bad feeling. Look at this picture.

[Crewmember 2]: It looks like... Is it a worm?

[Crewmember 1]: Indeed. A mechanical one, I would say.

[Away Team Commander]: Arrogators. Damn them. OK, photograph everything, and let's get out of here.

Gain 1 .

Place card **P000** in Sector 8.

LOG 1249

Away Team recordings

*** *echoing footsteps* ***

[Away Team Commander]: I had a friend here. In Wayfarer's crew.

[Crewmember 1]: You never told us.

[Away Team Commander]: I told nobody. They wouldn't have chosen me for this mission. Captain Lee may have thought I would take it too personally.

[Crewmember 1]: Are you, commander? Taking it personally?

[Away Team Commander]: No. Well, I am trying not to.

[Crewmember 1]: Look, there is another dead body there. Would you like me to—

[Away Team Commander]: No, I am good.

*** *rustling of clothes* ***

[Crewmember 1]: Not your friend?

[Away Team Commander]: No. Definitely not. See the badge? It was Captain Theodore Huang, the commanding officer of the Wayfarer.

[Crewmember 1]: Died with his ship. Like in the tales of old.

[Away Team Commander]: What a loss. He was a fine officer. But if this is any consolation, we haven't seen many dead bodies here, right?

*** *running footsteps* ***

[Crewmember 2]: Boss, I have checked both the port and the starboard capsule sections. All of them are gone!

LOG 1250


Away Team recordings

[Away Team Commander]: CAPCOM, Away Team commander here. We're searching the wreckage. We hope to come across something vital.

Mark the topmost unmarked box and resolve its text.

We managed to get inside the wreckage! – If Mission card **M03** is revealed, place 1 marker on that card.

We found the Wayfarer's black box! – Gain Unique Discovery 3. If Mission card **M03** is revealed, place 1 marker on that card.

The wreckage uncovered something interesting! – Gain 1 . If Mission card **M03** is revealed, place 1 marker on that card. Replace the card in Sector 7 with card **P208**. Go to **Log 1241**.

LOG 1251

Away Team recordings

[Away Team Commander]: CAPCOM, we got it! We see a part of the Wayfarer! She has apparently slid down the canyon.

[CAPCOM]: Good job, Away Team. Proceed with caution.

[Away Team Commander]: There is... Well...

[CAPCOM]: There is what, commander?

[Away Team Commander]: I am not sure. It is her hull. Some elements appear sort of different. We need to get down there to—

[Crewmember 1]: Commander, I'm reading activity.

[Away Team Commander]: What? We didn't pick up any life signs! Show me that scanner.

[Crewmember 2]: There! There! I can see it!

[Away Team Commander]: CAPCOM, we have visual. We are watching an object which looks like an activated Arrogator war machine.

[CAPCOM]: Run it against the database, commander. We need to make sure.

[Away Team Commander]: We have, CAPCOM. And it is an Arrogator machine, but its armor is cracked, and there

are strange crystals jutting out of it.

[CAPCOM]: Does it look damaged?

[Away Team Commander]: Could be. Its actions are weirdly erratic. The Arrogator changes its course rapidly, and for no obvious reason, then it halts and runs again. Really weird.

Place card **P203** in Sector 4.

Place card **P204** in Sector 5.

Place the *Lost Arrogator Threat* card in the indicated slot on top of the Planet board.

Place the *Lost Arrogator standee* in Sector 5.


Go to **Log 1256**.

LOG 1252

Choose one:

- » **Enter the cave to the east** – Go to **Log 1258**.
- » **Enter the cave to the west** – Go to **Log 1260**.

LOG 1253

- Open the Planetopedia at pages 6-7 (*Rupturis*).
- Check the boxes in **Log 226** and resolve the topmost possible option.
 - If no boxes are marked – Place Mission card **M03** in the Mission slot on the right of the Planet board. Then, place Optional Mission card **M04** on the right edge of the Planet board.
 - If box **A** is marked – Find all **M20** Mission cards and place 1 at random in the Mission slot on the right of the Planet board. Then if Optional Mission card **M04** has not been removed from the game, place it on the right edge of the Planet board.
 - If box **B** is marked – Place Mission card **M03** in the Mission slot on the right of the Planet board. Then if Optional Mission card **M04** has not been removed from the game, place it on the right edge of the Planet board. Place 5 markers on Mission card **M03**.
 - If box **C** is marked – Place Mission card **M03** in the Mission slot on the right of the Planet board. Then if Optional Mission card **M04** has not been removed from the game, place it on the right edge of the Planet board. Place 3 markers on Mission card **M03**.
 - If box **D** is marked – Place Mission card **M03** in the Mission slot on the right of the Planet board. Then if Optional Mission card **M04** has not been removed from the game, place it on the right edge of the Planet board. Place 1 marker on Mission card **M03**.
- If box **A** in **Log 1541** is marked, gain 1  and place card **P205** in Sector 7. Then place 1 marker on Mission card **M03**. Otherwise, nothing happens.
- Find Global Condition **G01 Dust Storm** and place it in the Global Conditions slot on the Planet board.
- Open the Ship Book at page 24 and perform the "Begin Planetary Exploration" procedure.

LOG 1254

Away Team recordings

[Away Team Commander]: CAPCOM, do you copy? We have an emergency down here! One of my crew has been severely wounded! We are activating emergency take-off procedures. Get the med team and the sick bay ready! See you up there in no time!

Each Crewmember gains a *Wounded Injury*. If any Crewmember would gain a fourth Injury, ignore the fourth Injury die and card instead.

Place all Crewmembers in the Lander Sector.

Go to **Log 1259**.

LOG 1255

Report summary of Peter Valinsky, head of research team

Some discoveries made by the Away Team are still being subjected to deliberation or analysis, but a few facts remain certain and solid.

To begin with, there are two causes of ISS Wayfarer's demise. First, her computer systems were partially paralyzed due to a hacking assault, and then her hull was hit by unknown torpedoes. Luckily, most of the crew evacuated and escaped to the star system previously

visited by ISS Wayfarer. Captain Huang and some of the crew, unfortunately, did not survive, but their remains can be retrieved.

The Wayfarer is no longer space-worthy. Her hull broke into three pieces during the crash landing, and her core has overgrown with a strange fractal mass, not unlike the one spotted aboard the Raindrop shuttle.

It is essential to learn the true nature of the growth, as it may be the true cause of the vessel's demise, and a threat to the continuation of the mission.

Discard Mission card **M03**.


Mark the topmost unmarked box in **Log 1550** and resolve its text.

LOG 1256

Away Team recordings

[**Away Team Commander**]: CAPCOM, Away Team commander here. We're searching the wreckage. We hope to come across something vital.

Mark the topmost unmarked box and resolve its text.

- We managed to get inside the medical wing** – If Mission card **M03** is revealed, place 1 marker on that card.
- We managed to retrieve some of Wayfarer's important research files** – Move Research Project **R09** from "Research Projects" (Card Tray B) to the "Awaiting..." envelope. If Mission card **M03** is revealed, place 1 marker on that card.
- Miraculously, some bacteria samples studied in Wayfarer's laboratory survived the crash. The removed parts also revealed something interesting** – Gain 1 . If Mission card **M03** is revealed, place 1 marker on that card. Gain 3 *Microorganism Leads* and replace the card in Sector 5 with card **P209**. Go to **Log 1247**.

LOG 1257

Away Team recordings

[**Away Team Commander**]: CAPCOM, I have a development. We have scanned the found missiles repeatedly, and we have no doubt that they were launched from ISS Dauntless. Another disturbing discovery is that each missile contains some fractal growth which probably damaged the software of our scanners. It took some time to reboot them and get them back to work.

Mark box **B** in **Log 1541**. Move Situation card **S37** from "Future Situations" to the "Awaiting..." envelope.

LOG 1258

Away Team recordings

[**Crewmember 2**]: We're so deep underground that the scanners don't function properly.

[**Away Team Commander**]: If so, keep your eyes open. You never—


[**Crewmember 1**]: Look at the cracks in the walls. Incredible fungi specimens. I will take a few samples for our eggheads.

[**Crewmember 2**]: Actually, this is all we can do here. It's a dead-end.

[**Away Team Commander**]: I feared so. Hey, those cracks look dangerous. Careful with those fungi! One false move and—

[**Crewmember 1**]: It'll be fine. It's just—

***** crash of falling rocks *****

Gain 2 *Strange Flora Leads*. You and any Assisting Crewmembers from your Sector roll . If any Crewmember would gain a fourth Injury, ignore it.

LOG 1259

If Mission card **M05** is not revealed, go to **Log 1240**. Otherwise, read on:

If the *Lost Arrogator* standee is in Sector 1 and the Threat card is on the *Stunned Arrogator* side, go to **Log 1268**.

If the *Lost Arrogator* standee is in Sector 1 and the Threat card is on the *Lost Arrogator* side, your Lift-Off might be very dangerous. All players discuss

and choose one (in case of a tie, the Security Section player makes the final decision):

- » **Proceed with Lift-Off** – Go to **Log 1265**.
- » **Continue the Planetary Exploration** (If any Crewmember has 3 Injuries, you cannot choose this option).

LOG 1260

Away Team recordings

[**Crewmember 1**]: I have a feeling we're walking into a dead-end.

[**Away Team Commander**]: Hey, do you see those things on the cave floor?

[**Crewmember 2**]: They look like pieces of a machine. Rusty, all of them. And they look familiar. Let me scan them.

***** electronic beeping *****

[**Crewmember 2**]: Huh, I knew it. These here are pieces of an old Arrogator war machine.

[**Away Team Commander**]: Let's take a few for our engineers to study. They always love a gift.

[**Crewmember 1**]: Sure thing, commander.


[**Away Team Commander**]: Leave that one, though. It is wedged against a rock which from my perspective looks—

***** crunch of moving stones *****

[**Away Team Commander**]:... loose.

***** crash of falling rocks *****

[**Away Team Commander**]: The ceiling is crumbling! Run!

Gain 2 *Alien Tech Leads*. You and any Assisting Crewmembers from your Sector roll . If any Crewmember would gain a fourth Injury, ignore it.

LOG 1261




Away Team recordings

***** the humming of the engine is strained and interrupted *****

[**Away Team Commander**]: CAPCOM, the Arrogator has damaged our storage compartment. We have lost all samples. Luckily, the engine is still working! Hope to reach you soon!

Discard all non-Unique Discoveries from the Lander board.

Open the Ship Book at page **19** and flip the Lander card representing your current Lander to the Damaged side (unless it is a Basic Lander).

All Crewmembers with 3 Injuries perform a Survival Check: roll three Injury dice. If the result is either 1  and 1  or 2 , the Survival Check is failed and the Crewmember dies. Remove this Crewmember from their Rank sleeve.

All other Crewmembers gain 1 *Wounded Injury*. If a Crewmember would gain a fourth Injury, ignore that Injury card and Injury die.

Then, go to **Log 1240**.

LOG 1262

Away Team recordings

[**Away Team Commander**]: CAPCOM, Away Team commander here. We're searching the wreckage. We hope to come across something vital.

Mark the topmost unmarked box and resolve its text.

- We managed to find the destroyed wing!** – If Mission card **M03** is revealed, place 1 marker on that card.
- We found some of Wayfarer's unfinished blueprints!** – Move Production Project **C19** from "Production Projects" to the "Awaiting..." envelope. If Mission card **M03** is revealed, place 1 marker on that card.
- We found some well-preserved samples inside the wreckage. Additionally, the removed parts revealed another mystery** – Gain 1 . If Mission card **M03** is revealed, place 1 marker on that card. Gain 2 *Strange Flora Leads* and replace the card in Sector 8 with card **P207**. Go to **Log 1249**.

LOG 1263

Away Team recordings


***** wind howling *****

[Away Team Commander]: CAPCOM, do you copy?

[CAPCOM]: Yes, we do. What's your status, commander?

[Away Team Commander]: Well, not so good. The wind is intense here, but we have found another part of the Wayfarer!

[CAPCOM]: Good job, Away Team.

Gain 1 .

Place card **P206** in Sector 8.

Go to **Log 1262**.

LOG 1264

D - The Mission was a total failure.

If this box unmarked, mark it and go to **Log 1564**.

C - The Mission was a minor failure.

If this box unmarked, mark it and go to **Log 1564**.

B - The Away Team came close to accomplishing the Mission.

If this box is unmarked, mark it and go to **Log 1564**.

A - The operation was successful!

Gain 1 . If this box is unmarked, mark it and go to **Log 1255**.

LOG 1265

Away Team recordings

***** engine humming *****

[Away Team Commander]: CAPCOM, we are initiating the take-off procedures. We're going to-

***** muffled sounds of a scuffle *****


[Away Team Commander]: What's that noise?

[Crewmember 1]: It's the Arrogator! It is trying to smash its way inside!

***** a ripping sound *****

[Away Team Commander]: Grab your weapons!

***** sounds of fighting *****

Each Crewmember rolls  three times. If any Crewmember would gain a fourth Injury, ignore it.

Go to **Log 1268**.

LOG 1266

Away Team recordings

***** the buzz of a winch *****

[Away Team Commander]: CAPCOM, we are sliding down to the cave below us.

[CAPCOM]: Away Team, be careful.

[Away Team Commander]: We've done this before. And we have quality ropes-

[Crewmember 1] (echoing): Commander? Are you coming? We've got something amazing here!

[Away Team Commander]: Coming!

***** the thud of shoes hitting the ground *****

[Away Team Commander]: Yes, what is it?

[Crewmember 1]: Just look.

[Away Team Commander]: Whoa. This is interesting. CAPCOM, I am enabling visual. The quality isn't great, but we're three-thousand meters below the surface. Do you see? There are dead bodies here.

[CAPCOM]: Wayfarers?

[Away Team Commander]: Luckily, not. Incredibly old ones, only skin and bones. Humanoid but definitely not Earthlings. It could be some sort of burial site. The

bodies are not covered but respectfully arranged, and... here comes a shocker. There are rusty pieces of Arrogator gear around them.

[CAPCOM]: Like trophies?

[Away Team Commander]: I would say so, yes. This gives us some idea of what was happening here ages ago.

Gain 1 .

Place card **P000** in Sector 7.

LOG 1267

Away Team recordings

[Away Team Commander]: CAPCOM? I have good news to report. We have found the main part of the Wayfarer. The hull is right here, in front of us. We're going in.


[CAPCOM]: Great job, everybody.







Gain 1 .

Place card **P205** in Sector 7.

Go to **Log 1250**.

LOG 1268

If the number of markers is higher than , go to **Log 1261**. Otherwise count the number of markers on the Lander board and resolve the corresponding effect:

- 1 marker - Nothing happens.
- 2 - 3 markers - Discard 1 non-Unique Discovery from the Lander board.
- 4 - 5 markers - Discard 2 non-Unique Discoveries from the Lander board. Each Crewmember without 3 Injuries gains a Wounded Injury. After that, all Crewmembers with 3 Injuries perform a Survival Check: roll three Injury dice. If the result is either 1  and 1  or 2 , the Survival Check is failed and the Crewmember dies. Remove this Crewmember from their Rank sleeve.
- 5+ markers - Discard 3 non-Unique Discoveries from the Lander board. Each Crewmember without 3 Injuries gains a Wounded Injury. After that, all Crewmembers with 3 Injuries perform a Survival Check: roll three Injury dice. If the result is either 1  and 1  or 2 , the Survival Check is failed and the Crewmember dies. Remove this Crewmember from their Rank sleeve.

Go to **Log 1240**.

LOG 1269

Away Team recordings

[Away Team Commander]: The first place on this planet that I would call beautiful.

[Crewmember 1]: Take a look at all those crystals!

[Crewmember 2]: Shall we take samples?

[Away Team Commander]: Well, our eggheads will never forgive us if we don't clutter them with finds. Take those little ones, then let's wrap them up.


***** whizz of an electric sawing device *****

[Crewmember 2]: Come off, you little...

[Away Team Commander]: Watch it!

***** crash of falling rocks *****

[Crewmember 1]: Run! The ceiling is caving in!

Gain 2 *Mineral* Leads. You and any Assisting Crewmembers from your Sector roll . If any Crewmember would gain a fourth Injury, ignore it.

LOG 1270

Vanguard bridge audio log

[Lieutenant Banini]: Captain, the Away Team have cut off a part of the pixelated fractal growth from the Arrogator. They are almost sure that the thing took control of the Arrogator and made it attack the Lander.

[Captain Lee]: The growth reminds me of the Planidians. Remember? We met one on the Raindrop.

[Lieutenant Banini]: I do. Looks like the Planidians consider us to be a threat.

[Captain Lee]: We have a powerful enemy. And,

lieutenant, ask the Away Team to bring the growth along.

Mark the topmost unmarked box and resolve its text. If all boxes are marked, nothing happens.

 Gain 2  and Unique Discovery 2. Remove Optional Mission card M04 from the game.

LOG 1271

Away Team commander official report

The Arrogator base looked suspiciously empty. We treaded in cautiously only to realize it hadn't been used for centuries. There was a thick layer of dust everywhere. Soon, however, we went into a lab of sorts where we saw a partially assembled mechanical worm. Its jaws seemed strong enough to bite through solid basalt rock, and the inside of the body was hollow. The machine could have been used by Arrogators to extract natural resources.

Gain 1 .

Gain Unique Discovery 9. Place card P000 in Sector 5.

LOG 1272

Away Team recordings

*** howling wind ***

[Crewmember 1]: Hey, what is that? This lunatic of an Arrogator is bashing our lander!


[Away Team Commander]: The lander is a solid structure, but there is no time to lose. Hurry! Hurry!

[Crewmember 1]: Permission to open fire when we get there?

[Away Team Commander]: Granted. Move!

If Mission card M05 is not revealed, find it and place it in the indicated slot next to the Planet board.

Place 1 marker on your Lander board.

Note: Each marker on the Lander board represents the damage dealt to your Lander. When there are more markers on the Lander board than your , Lift-Off or Evac will be much harder.

LOG 1275

Live recordings of the investigation

[Harrold Best] (moved): Jenny, what is this place?

[Jenny the AI]: This is the capital city of the crystalloids.

[Harrold Best]: This? Charred, roofless buildings? Craters in the streets?

[Jenny the AI]: Yes, Harry. It used to be the hub city of all crystalloids, and now it is under our control. And all those ruins and holes and armed sentinels at each corner are the price of victory.

[Harrold Best]: But it is not our fault! The crystalloids opened fire on the Wayfarers. They started it.

[Jenny the AI]: I am not placing blame, Harry. I am pointing out the scars of war. Failing to communicate is the major flaw of all sentients, even though you have me, the AI, to help you.

[Harrold Best]: True enough.

Place card P301 in Sector 7.

LOG 1276

Live recordings of the investigation

[Harrold Best]: Lieutenant? I am happy to see you.

[Francois de Burgh] (tiredly): Is that so?

[Harrold Best]: Yes, sir! I was one of your students at the Space Academy in Reykjavik! You probably don't remember me, but-

[Francois de Burgh]: I remember you. You flunked basic astrophysics.

[Harrold Best]: Well, uhm...

[Francois de Burgh]: Forget that. I am happy to see you, too. Are you here to take us home?

[Harrold Best]: Yes, of course.


[Francois de Burgh]: Waste of time.

[Harrold Best]: What?

[Francois de Burgh]: This planet is just as good as any other to spend the rest of my days and not worry about the past.

[Harrold Best]: Well, the past, actually, made me come here. Could you please tell me what happened to the Wayfarer?

[Francois de Burgh]: What is the point in reliving it, lad? It won't bring back the dead.

Move the marker on the Uncertain Times track 1 space in the  direction. Choose and perform one of the following Dice Checks:

 INTERROGATE THE FIRST OFFICER
 Go to Log 1327.

 ASK A FEW QUESTIONS OF THE FIRST OFFICER
 Go to Log 1324.

 FIGURE OUT WHAT THE FIRST OFFICER KNOWS
 Go to Log 1316.

LOG 1277

Live recordings of the investigation

[Jenny the AI]: Harry, you're set to cooperate with Andrea Gitelli, the Security Section Leader both on the Wayfarer and here. She is here to help with the interrogation.

[Harrold Best]: Good. Hello, Andrea. What is the situation here?

[Andrea Gitelli]: Listen, Harry. You are about to see the Crystal Council, the main ruling body of the crystalloids. They are not hostile, but not friendly either. You must tread carefully.

[Harrold Best]: Thank you, Andrea. I will.

[Jenny the AI]: We've got your back. I will translate the conversation.

*** echoing footsteps, a door opens ***

[Andrea Gitelli]: Revered Crystalloid Council, please meet the envoy from an Earthling spaceship.

[Harrold Best] (clears their throat): Revered Crystalloid Council, my name is Harrold Best, and I come from ISS Vanguard. I come in peace which, much to my satisfaction, is the main policy here.

[Jenny the AI] (her voice imposed on angry clinking sounds): It is. Our nation has suffered enough.

[Harrold Best]: We know. Accept our condolences for all of you who have fallen.

[Jenny the AI]: Death is a part of the cycle. We can accept death, even if it comes uninvited. What we can't accept is treason.

[Harrold Best]: And have you been betrayed?

[Jenny the AI]: Our nation has been tricked into starting a war nobody could benefit from. It is technically us who aimed the crystal gun at you, but we never wanted that to happen.

[Harrold Best]: We know. And we are ready to support you in discovering who has been pulling the strings. We don't want that to happen again.

[Jenny the AI]: Neither do we, guest. It is a relief we are like-minded.

LOG 1283

Research team live feed

***** heavy breathing, wind singing *****

CAPCOM, we are about to clear the range of hills and go down to the lake. Our progress has been undisturbed so far. No signs of crystalloids nor anything dangerous, but just in case, we never put the weapons on standby.

There is a lake in front of us and... Interesting. There is a camp near the water. An operating science camp, I think. I am heading there.

Move the marker on the Uncertain Times track 1 space in the  direction.

If the topmost box in **Log 1290** is unmarked, mark it and place card **P311** in Sector 8.

Go to **Log 1294**.

LOG 1284

Live recordings of the investigation

[Harrold Best]: We should find someone who knows the first officer, de Burgh. He has always been a private person, even a recluse.

[Jenny the AI]: How about we search for tips in his service record?

[Harrold Best]: Can you access it?

[Jenny the AI]: Oh, please. Ehm... Right. I am in the star fleet database. What do we want to know?

[Harrold Best]: Well, anything.

[Jenny the AI]: This is interesting. The data says de Burgh wasn't very fond of the Idemians. He didn't trust them for their reluctance to work collectively.

[Harrold Best]: Hmmm... And what were his duties aboard the Wayfarer?

[Jenny the AI]: He was responsible for communication and computer systems. Does it give us anything?

[Harrold Best]: Computers and communication. Well, I think we've got something.

Move the marker on the Uncertain Times track 1 space in the  direction.

LOG 1285

An excerpt from Dr. Anita Juarez's: Us and the Crystalloids

It was difficult to comprehend life forms as unique as the crystalloids. They were humanoid, but their half-translucent bodies were made of a unique mixture of crystal and organic matter, their faces expressionless, eyes entirely empty. Fortunately, they had surprisingly similar needs to ours. Whatever problem they were going through, they wanted it to be over.

We joined our forces. Teams from the Vanguard and the Wayfarer, together with the crystalloids, organized a huge, well-equipped expedition to the remains of the big gun, previously shattered by the Dauntless and the Wayfarer. There, excavation work began. Both us and the locals wanted to reach the core of the giant gun as soon as possible.

It was there we hoped to find more answers.

Move the marker on the Uncertain Times track 1 space in the  direction.

Replace the card in Sector 6 with card **P304**.

Gain 1 *Alien Tech* Discovery.

LOG 1286

If a Mission card is revealed, place the Mission Failed token on the Lander board and go to **Log 1564**. Otherwise, read on:

Live recordings of the investigation

[Harrold Best]: It has been quite an adventure, hasn't it, Jenny?

[Jenny the AI]: Well, we have spent a few restless days investigating fellow Earthlings in the middle of a mistrustful alien community in the shadow of a ruined

cosmic weapon. Your definition of adventure is new to my database.

[Harrold Best]: You have quite a sense of humor for an AI.

[Jenny the AI]: I have been learning from the best.

[Harrold Best]: Do you mean, the Harry Best?


***** laughter *****

Mark the topmost unmarked box and resolve its text. If all boxes are marked, resolve the bottom one.

Mark box **A** in **Log 1318**. If it is already marked, nothing happens. Mark the topmost unmarked box in **Log 1550** and resolve its text.

Go to **Log 1564**.

LOG 1287

Move the marker on the Uncertain Times track 1 space in the  direction.

LOG 1288

Live recordings of the investigation

[Jenny the AI]: Harry, you're about to cooperate with Andrea Gitelli, the Security Section Leader both on the Wayfarer and here. She is here to help with the interrogation.

[Harrold Best]: Good. Hello, Andrea. What is the situation here?

[Andrea Gitelli]: Listen, Harry. Those crystalloids are vicious bastards that have never understood that we have reasons to mistrust them, and they keep sabotaging our activities. They are also difficult to talk to, I warn you.

[Harrold Best]: Thank you, Andrea. I can handle that, and Jenny will translate the conversation.

[Andrea Gitelli]: OK. Bring the first one in!

***** sounds of a scuffle *****

[Jenny the AI] (her voice imposed on angry clinking sounds): What is the meaning of this? Why did you take me from my home?

[Harrold Best]: Because we need answers.

[Jenny the AI]: Leave me alone! Haven't you done enough damage to my people?

[Andrea Gitelli]: We have hurt nobody who didn't deserve it! First you wanted to attack Earth with your crystal supergun, and then you fired upon our shipwreck survivors!


[Jenny the AI]: I told you several times! The gun wasn't us!

[Harrold Best]: So, if the gun wasn't you, who was it?

[Jenny the AI]: We were controlled and used by another civilization, much more powerful than us.

[Harrold Best]: This is getting interesting. Please, elaborate.

Mark the topmost unmarked box and resolve it. If all boxes are marked, resolve the bottom one.

Gain 1 . Mark the box in **Log 1548** and read its text.

Gain 2 *Alien Tech* Leads.

LOG 1289

Vanguard bridge audio log

[Lieutenant Banini]: Away Team, do you copy?

[Away Team Commander]: Yes, LT. We're doing the last orbital scanning and-

[Lieutenant Banini]: Abort the research and return to the dock. We have an unprecedented software problem here, and I'd prefer to have you back here.

[Away Team Commander]: Sure thing. We're coming back. How serious is it?

[Lieutenant Banini]: No idea yet. There is this weird

message that keeps coming up. Error 131313 or something. Have we been hacked or what?

Move Situation card **S38** from "Future Situations" into "Possible Situations" (Card Tray B).

LOG 1290

Research team live feed

*** heavy breathing, wind singing ***

CAPCOM, we are traveling south as scheduled. We are still aware that crystalloids may roam the area. We are descending down the slope to a nearby lake. We see uhm... the remains of an old camp.

*** a few seconds later ***

Yes, there is a torn tent, and some old gear. I see Wayfarer's logo everywhere. It could be an expedition led by the Science Section Leader. They are nowhere to be seen, but there are footprints leading around the lake.

Move the marker on the Uncertain Times track 1 space in the  direction.

Mark the topmost unmarked box and resolve its text. If all boxes are marked, resolve the bottom one.

Place card **P311** in Sector 8.

Gain 2 Mineral Leads.


Go to **Log 1294**.

LOG 1291

An excerpt from Dr. Anita Juarez's: Us and the Crystalloids

The bone of contention was not buried deep enough. The arrival of the Vanguard caused a lot of agitation all around the planet, and some hostilities flared up. The crystalloids suddenly felt threatened again, and more militant individuals among them took some preemptive steps. Suddenly, we were on the brink of an open conflict. Fortunately, the crystalloid leaders reacted in time to suppress the most violent warmongers and avoid any bloodshed.

Mark the topmost unmarked box and resolve it. If all boxes are marked, resolve the bottom one.

Place the marker from the Uncertain Times track on the  space. Shuffle the **S35** Situation card from "Future Situations" into "Possible Situations" (Card Tray B).

Go to **Log 1314**.

LOG 1292

Research team live feed

[CAPCOM]: Research team, we have noticed you have diverted from your route. Is everything under control?

[Research Team Leader]: Yes, yes, very much so. We have just spotted a cluster of unusual crystals, spreading along the back of the lake. We would like to take samples.


[CAPCOM]: Very well. Give us a heads-up next time you want to divert.

[Research Team Leader]: Sure thing. Over and out.

[CAPCOM] (complainingly): Eggheads.


Move the marker on the Uncertain Times track 1 space in the  direction.

Mark the topmost unmarked box and resolve it. If all boxes are marked, resolve the bottom one.

Gain 1  and Unique Discovery 5.

Gain 3 Alien Tech Leads.

LOG 1293

Move the marker on the Uncertain Times track 1 space in the  direction. Choose one:

- » Ask about the Recon Leader – Go to **Log 1317**.
- » Ask about the Security Leader – Go to **Log 1296**.

LOG 1294

Vanguard security officer live feed

[Security Officer]: CAPCOM, we have reached the banks of the lake and-

[CAPCOM]: Mission leader, retreat. Retreat now!

[Security Officer]: Why? What is happening?

[CAPCOM]: We have just received audio footage from the area you're searching. Just listen.

[Audio Footage] (dramatic screaming):... what is this thing? It's coming out of the water! Fire, fire! (shooting) It's too close! Run! Run for your lives! (screams of a wounded person)

[Security Officer]: Who is it? Vanguards or Wayfarers?

[CAPCOM]: Wayfarers! And apparently, no one survived the encounter with whatever came out of the water. The captain orders you to go back.

[Security Officer]: Well, if that... (his voice turns high-pitched) What the... No! Leave me... (screaming)

[CAPCOM]: Mission leader? Mission leader, are you there?

If the *Primal Scintillating Shardfly* standee is on the Planet board, nothing happens.


Otherwise, place the *Primal Scintillating Shardfly* Threat card in the indicated slot on top of the Planet board, and place the *Primal Scintillating Shardfly* standee in Sector 5.

LOG 1295

An excerpt from Dr. Anita Juarez's: Us and the Crystalloids

The bone of contention was not buried deep enough. The arrival of the Vanguard caused a lot of agitation all around the planet, and some hostilities flared up. The Earthlings suddenly felt confident enough to bring out old claims, but Section Leaders reacted in time to suppress the most violent warmongers and avoid any bloodshed.

Mark the topmost unmarked box and resolve it. If all boxes are marked, resolve the bottom one.

Place the marker from the Uncertain Times track on the  space. Shuffle the **S34** Situation card from "Future Situations" into "Possible Situations" (Card Tray B).

Go to **Log 1314**.

LOG 1296

Live recordings of the investigation

[Harrold Best]: Mira? Mira Vualami?

[Mira Vualami]: Yeah. And you are?

[Harrold Best]: I am Sergeant Harrold Best from ISS Vanguard. Do you mind if I ask you a few questions?

[Mira Vualami]: Oh, ISS Vanguard. Our saviors. I've got a rover to fix, but sure, what the hell. Fire away, sergeant.

[Harrold Best]: It is about Andrea Gitelli. You know her, right?

[Mira Vualami]: Well, we were... Y'know, friends. And why do you ask?

[Harrold Best]: Andrea is a key witness in our investigation, and I need some intel on her. What kind of officer is she?

[Mira Vualami]: Go and ask her then. All I can tell you is that she... uhm. She has always failed foreign language tests.

[Harrold Best]: Why?

[Mira Vualami]: No time for it when you spend most of the day exercising in the gym, eh? Marathons, hiking, triathlon, martial arts – that was her thing. And her fighting skills? She would put both of us to shame.

LOG 1297

Move the marker on the Uncertain Times track 1 space in the  direction.

Check the boxes in **Log 1567** and resolve one:

- » If box **A** is marked, go to **Log 1277**.
- » If box **B** is marked, go to **Log 1288**.

LOG 1298

Live recordings of the investigation

[Harrold Best]: I didn't expect she would be unwilling to talk at all. What do I make of that? Guilty people refuse to talk!

[Jenny the AI]: She is not guilty. I have scanned her facial micro expressions and measured her heartbeat. They point to something different. She is reserved because you arrived here all of a sudden and abruptly tried to pry secrets out of her. She is not sure she should trust you. I wouldn't.

[Harrold Best]: Why?

[Jenny the AI]: She is a survivor with trauma.

[Harrold Best]: OK. So let's look into her personal files. They could be here, on the planet.

Refresh 2 .

LOG 1299

Live recordings of the investigation

[Harrold Best]: She refuses to talk, and I wonder why.

[Jenny the AI]: She must have a solid reason.

[Harrold Best]: Oh, come on! Losing a ship and a part of the crew is a huge thing, Jenny! She should tell me everything unless she has something to hide.

[Jenny the AI]: Yes, it is a huge thing, and she might have trauma. If you want to get to her, try to learn more about her.

Refresh 2 .

LOG 1300

Place a random **M20** Mission card in the Mission slot on the Planet board.

Place the *Primal Scintillating Shardfly* Threat card in the indicated slot on top of the Planet board.

Place the *Primal Scintillating Shardfly* standee in Sector 5.

Open the Ship Book at page 24 and perform the "Begin Planetary Exploration" procedure.

LOG 1301

An excerpt from Dr. Anita Juarez's: Us and the Crystalloids

If constructing the giant gun had been the biggest feat of engineering on the planet, our hoisting of its core was definitely the second biggest. Our hearts pounding, we watched intently at every stage of the procedure, and when the core was finally placed on the ground, we gave a collective sigh of relief.

Move the marker on the Uncertain Times track 1 space in the  direction.

Gain 1  and Unique Discovery 7.

LOG 1302

Live recordings of the investigation

[Harrold Best]: She knows something.

[Jenny the AI]: No doubt. Her pupils are dilated, and her heartbeat has increased significantly. And there are other tells, too.

[Harrold Best]: So, she is lying.

[Jenny the AI]: Or hiding something.

[Harrold Best]: I need to find out more about her.

Refresh 2 .


LOG 1303

Research team report, Crystal Shard mission

We had about one hour of daylight left so we made camp and started collecting local samples when scanners warned of nearby activity. We saw a shape in the distance, moving quickly toward us as if preparing to attack. We had no choice but to open fire. We downed the creature before it got one of us.

Flip the *Primal Scintillating Shardfly* Threat card and discard its standee.

Mark the topmost unmarked box and resolve it. If all boxes are marked, resolve the bottom one.

Gain 1  and Unique Discovery 6.

Gain 1 *Mineral* Lead.

LOG 1304

Live recordings of the investigation

[Harrold Best]: Tina, may I have a word with you?

[Tina Morovitz]: Your serious face tells me this is gonna be a difficult conversation.

[Harrold Best]: Yeah, I should think so. Listen, you must learn the full truth.

[Tina Morovitz]: The truth? Oh, you have my full attention.

[Harrold Best]: There are things we kept hidden from you as they may have interfered with my investigation. I hope you don't mind it, but-

[Tina Morovitz]: Cut the crap, Harry. What do you want to tell me?

[Harrold Best]: The Wayfarer has been destroyed by ISS Dauntless.

[Tina Morovitz]: Are you out of your mind, Harry? How can you-

[Harrold Best]: We found the wreck of the Wayfarer on another planet. The holes in the hull match our torpedoes. We found the unexploded remains of the torpedoes, too. We have no doubt.

[Tina Morovitz]: But how is that even possible?

[Harrold Best]: That is yet to be figured out.

Move the marker on the Uncertain Times track 1 space in the  direction.

Mark the topmost unmarked box and resolve it. If all boxes are marked, resolve the bottom one.

Gain 1 . Move Research Project **R10** from "Research Projects" to the "Awaiting..." envelope. Discard card **P312** from Sector 2.

Gain 2 *Alien Tech* Leads.

LOG 1305

Live recordings of the investigation

[Harrold Best]: I have been trying to imagine a crystalloid city, but this one looks... Well, nice. Very nice. Surprisingly cozy if you ignore the holes in the walls.

[Jenny the AI]: There was some street fighting here right after the Wayfarers landed. The crystalloids bore a grudge against us.

[Harrold Best]: Meaning they were terrified, angry, and confused. I heard it took them months to work out some sort of truce, but they finally did, much to my relief.

[Jenny the AI]: Some Wayfarers still say it was better to carry on fighting and beat the crystalloids into submission.

[Harrold Best]: Utter nonsense. Even a difficult peace is better than an easy war.

[Jenny the AI]: On that we agree.

Place card **P301** in Sector 7.

LOG 1306

Live recordings of the investigation

[Harrold Best]: Andrea, I am not looking for a scapegoat. I am only collecting data to figure out what happened. Listen, a lot of your friends died on the Wayfarer, and perhaps many more will die if we don't crack this mystery.

[Andrea Gitelli] (tiredly): Yeah, I know.

[Harrold Best]: So, will you tell me what happened?

[Andrea Gitelli]: Off the record?

[Harrold Best]: Off the record.

[Andrea Gitelli]: Listen, I wasn't on the bridge. I should have been there, but I traded an evening off with my deputy. There was this guy I wanted to spend some time with and... Well, yeah. I skipped my shift. Happy?

[Harrold Best]: I am not here to judge you. I am interested in the fate of the ship. That and nothing else.

[Andrea Gitelli]: OK, so there might be something else I remember. My communicator was off when the attack came. When it was over, I immediately turned it back on. Much to my surprise, I couldn't get in touch with anyone. Not because it was broken - my communicator was the only one on the entire ship that actually worked!

[Harrold Best]: OK, that is interesting. Anything else?

[Andrea Gitelli]: The sound. Deep, resonant, almost pleasant, but nothing I've heard before. I heard it for about a sec or two, and then it dispersed.

Move Survivor card **V04** from "Survivors" to the "Awaiting..." envelope.

If this box is not marked, mark it and gain 1 .

Mark the box in **Log 1280**.

Mark box **C** in **Log 1321**.

LOG 1307

Prof. Valinsky's personal log

We have met those creatures before. We called them shardflies or scintillating shardflies. These crystal-based beings, invariably hostile to all organic life forms, seem to be a by-product of crystalline evolution. I think this theory is true, as here, in the crystal-dominated reality, they evolved as well and appear to be living in great numbers.

If this box is not marked, mark it and gain 1 .

LOG 1308

Live recordings of the investigation

[Harrold Best]: Hello, my name is Harry Best from ISS Vanguard. I am happy to see you.

[Andrew Radzinsky]: What? Vanguard? You pulled that old thing out of the junkyard?

[Harrold Best]: We had no choice, Mr. Radzinsky. The situation got rather complicated.

[Andrew Radzinsky]: So I've gathered. Call me Andrew.


[Harrold Best]: Sure, Andrew. We're going to take you and your people back to Vanguard, but before we do that, do you mind if I ask you a few questions?

[Andrew Radzinsky]: Not personal ones, I hope?




[Harrold Best]: No, of course not. Andrew, I need to inquire about the last moments of the Wayfarer.

[Andrew Radzinsky]: In my day, they called this an interrogation.




[Harrold Best]: Call it what you want. What happened there, Andrew? What happened before the Wayfarer faded into oblivion?

Move the marker on the Uncertain Times track 1 space in the  direction. Choose and perform one of the following Dice Checks:




INTERROGATE SCIENCE SECTION LEADER

   Go to Log 1326.

PUT A FEW QUESTIONS TO THE SCIENCE SECTION LEADER

   Go to Log 1322.

HAVE A TALK TO THE SCIENCE SECTION LEADER

   Go to Log 1320.

LOG 1309

Away Team recordings:

[Away Team Commander]: CAPCOM, we have entered the atmosphere. The conditions here are difficult. Strong north-eastern winds keep pushing us off course.

[CAPCOM]: Abort the descent if the situation gets critical.

[Away Team Commander]: We will manage. Visibility is limited, but the radar is working fine. We can see the crystal pillars. They are huge, CAPCOM. Really huge.

[CAPCOM]: Are your communication systems working?








[Away Team Commander]: Yes, they are. We have already contacted the survivors who are grouped in two major camps. They are more than happy to see us and they have given us permission to land in the nearer one.

[CAPCOM]: Good. I advise caution. We can always-

[Away Team Commander]: Oh, come on. I will land our bird all right.

Begin the landing procedure.

- On the Lander board, place a marker in the starting space (indicated with an "S" on the Landing track).
- Roll the Danger die and apply the effect corresponding to the rolled result in the table below. If more than one option is available, choose one (you cannot choose an option you cannot fully resolve). In rare cases, where a Crewmember would gain a fourth Injury, ignore that Injury card and Injury die.
- Progress the Landing track (move the marker 1 space to the right), but not beyond the last space.
- If the marker has reached the "Landing Successful" space, go to **Log 1315**. Otherwise, go back to step 2.

	Heavy Fog	Boost the Sensors Choose one: » Each Crewmember 5  reduced by  . » Lose 1 Supplies.
	Shard Rain	If  is 5 or more, nothing happens Otherwise, lose 2 Supplies.
	Short Circuit	Choose one: » Repair One Crewmember gains a <i>Burned Injury</i> . » Cut Off the Fire Lose 5 Supplies reduced by  .

LOG 1310

Live recordings of the investigation

[Harrold Best]: Captain, Sergeant Harold Best here, your investigating officer. I have an initial report to make.

[Captain Lee]: Yes, sergeant. You have my attention.

[Harrold Best]: Captain, I have made contact with the survivors of ISS Wayfarer, and I am ready to continue the investigation, but the situation on the planet seems delicate. Complicated, even. The local crystalloid population considered the wave of survivors to be the


first step of an invasion. Our people had to defend themselves, but with time both nations worked out a delicate truce.

[Captain Lee]: Proceed carefully, then.

[Harrold Best]: I will. I have my AI to help me. Right, Jenny?

[Jenny the AI]: You bet.

[Captain Lee]: Good luck, you two.

Place 1 marker on the  space on the Uncertain Times track on the Planet board.

Place Mission card **M06** in the Mission slot on the right side of the Planet board.

Open the Ship Book at page **24** and perform the "Begin Planetary Exploration" procedure.

LOG 1311

Move the marker on the Uncertain Times track 1 space in the  direction.

Check the boxes in **Log 1567** and resolve one:

- » If box **A** is marked, go to **Log 1302**.
- » If box **B** is marked, go to **Log 1275**.

LOG 1312

Live recordings of the investigation

[Harrold Best]: Hello, my name is Harry. Harry Best. I have been sent here from ISS Vanguard to investigate the fate of ISS Wayfarer. Tina Morovitz, right? Recon Section Leader?

[Tina Morovitz]: Yes, right. Well, I would say that I am happy to see you, but... Investigation? Really? We spent six bloody years in this crystal backwater, and the first Earthling I see is a damned interrogator?

[Harrold Best]: Well, it may seem awkward, but—

[Tina Morovitz]: But what? What happened to the good old: "Hi, Tina, I am so happy to see you! Are you OK? Can we contact your relatives and give them the good news?"

[Jenny the AI]: She is right, Harry.

[Harrold Best]: Well, of course. I am sorry, Tina. I came here to take you home, true enough, but first things first. I need to know what happened aboard the Wayfarer. Can you please brief us about it?

Move the marker on the Uncertain Times track 1 space in the  direction.

Choose and perform one of the following Dice Checks:

 **CONDUCT THE INTERROGATION CALMLY**
         
 Go to **Log 1299**.

 **INTERVIEW RECON SECTION LEADER**
         
 Go to **Log 1279**.

 **PUT A FEW QUESTIONS TO THE RECON SECTION LEADER**
         
 Go to **Log 1298**.

LOG 1313

Captain Lee's log

After our disturbing and thought-provoking encounter aboard the Raindrop, the shuttle from ISS Dauntless, we continued our journey toward the Perseus Arm to investigate the fate of our mission. We assumed that we were on a good track as for some time we had been picking up the signature signal from ISS Wayfarer and her crew. Besides, the data converged with the coordinates we had downloaded from the shuttle's black box. We had reasons to believe that we would find both our ships in that exact location.

The course brought us to the star system with the infamous planet we had had so much trouble with before. Their population, a cryptic crystalloid people,

had built an enormous crystal gun responsible for destroying Pellucid and threatening other planets. The captains of the Dauntless and the Wayfarer had recognized the weapon and obliterated it together with the crystalloid defenses, but still we had no reasons to have any warm feelings toward them.

Also, we expected to see one of our ships there, but there was no sign of either the Dauntless or the Wayfarer. What brought us hope, though, was the discovery of a large party of Wayfarers who had landed on the crystalloid planet and subdued their still-hostile population. We are overjoyed that they are alive, but it is of utmost importance to run a thorough investigation and learn what exactly happened to their ship. We are sending our Away Team there together with our investigating officer, Sergeant Harrold Best.

Go to **Log 1310**.

LOG 1314

Captain Lee's log

The most recent report from the planet indicates that the tension between our mission and the crystalloid population is growing. Our nations had a turbulent past, so an open conflict was not unlikely. Any further exploration of the planet may be hazardous, so I see no other choice but to order an immediate evacuation.

Go to **Log 1318**.

LOG 1315

Open the Planetopedia at pages **10-11** (*Crystal Shard*).

If this box is already marked, go to **Log 1300**. Otherwise, read on:

Check the boxes in **Log 1567** and resolve one:

- If box **A** is marked, go to **Log 1278**.
- If box **B** is marked, go to **Log 1313**.

LOG 1316

Investigating officer live recordings

[Harrold Best]: Sir, I am more than sorry for the loss of your fellow crewmembers. Learning to live with it must have been a difficult ordeal.

[Francois de Burgh] (tiredly): You have no idea.

[Harrold Best]: Yes, sir. I don't. But as much as I respect the past, I must also think about the future. And the future is precarious.

[Francois de Burgh]: Why is that?

[Harrold Best]: We fear there is a dark secret in the destruction of the Wayfarer. A secret connected to the computer and communication systems.

[Francois de Burgh] (having awoken): They failed us. My memories are blurred now, but... But I would swear that before the attack, our electronic system went out for a few seconds, and it took forever for the emergency systems to kick in.

[Harrold Best]: Forever?

[Francois de Burgh]: Minimum 20 seconds. That is forever in an emergency situation. You could tell the AI was struggling with something.

[Harrold Best]: But it did activate.

[Francois de Burgh]: Yes. A second before the hit and only to show the weirdest message ever. Error 131313. I had never seen anything like that. And then the explosion came.

Move Survivor card **V06** from "Survivors" to the "Awaiting..." envelope.

If this box is not marked, mark it and gain 1 .

Replace the card in Sector **6** with card **P303**.

Mark box **D** in **Log 1321**.

LOG 1317

Live recordings of the investigation

[Harrold Best]: Captain - Sergeant Best speaking. Thank you for getting back to me on such short notice.

[Captain Lee]: Sure thing. What is it, sergeant?

[Harrold Best]: It is about Tina Morovitz, Wayfarer's Recon Section Leader. She is an important witness. Her service record is short, and she doesn't have many friends around. Can you please-

[Captain Lee]: So, she has changed little, then.

[Harrold Best]: Captain? Do you know her?

[CAPCOM]: Yeah, I do. We went to the academy together.

[Harrold Best]: Is there anything you could tell us about her?

[Captain Lee]: Not much, I am afraid. She kept to herself most of the time.

[Harrold Best]: A keen learner, then?

[Captain Lee]: No, the opposite. She was never big on science and such. She preferred being outdoors. Scouting, gathering intel, survival in rough conditions - that was her. Besides that, she was also the most focused person I have ever known. The samples she gathered were always top quality.

[Harrold Best]: Thanks, captain. This is good intel.

LOG 1318

Live recordings of the investigation

[Harrold Best] (shouting): Go, go! That way! The landers are waiting for you! Don't panic! There is room for everybody! (privately) Is there?

[Jenny the AI]: The captain will surely send the landers back when they are unloaded, provided we have ample time. There are angry crowds in two parts of the city, growing in numbers every minute.

[Harrold Best]: How has it come to this, Jenny... That way! The landers are waiting!

Place all Crewmembers in Sector 1. If Mission card **M06** is revealed, place the Mission Failed token on the Lander board and go to **Log 1564**. Otherwise, mark the topmost unmarked box below and resolve its text. If all boxes are marked, resolve the bottom one.

A - Mark the box in **Log 1315**. Mark the topmost unmarked box in **Log 1550** and resolve its text.

B - Go to **Log 1564**.

LOG 1319

Live recordings of the investigation

[Harrold Best]: She knows something.

[Jenny the AI]: No doubt. Her pupils are dilated, and her heartbeat has increased significantly. And there are other tells, too.

[Harrold Best]: So, she is lying.

[Jenny the AI]: Or hiding something.

[Harrold Best]: I need to find out more about her.

Refresh 2 .

LOG 1320

Live recordings of the investigation

[Harrold Best]: Can you believe it, Jenny? He doesn't want to talk. He says he needs a lawyer!

[Jenny the AI]: He may feel you are collecting evidence for the court-martial.

[Harrold Best]: Nevertheless, all I need is some information that may help solve a dramatic mystery! You know what? I need to gather more intel on that guy.

Refresh 2 .

LOG 1321

A - Recon testimony

B - Science testimony

C - Security testimony

D - First officer testimony

If all boxes are marked, go to **Log 1323**.


LOG 1322

Live recordings of the investigation

[Harrold Best]: Can you believe it, Jenny? He doesn't want to talk. He says he needs a lawyer!

[Jenny the AI]: He may feel you are collecting evidence for the court-martial.

[Harrold Best]: Nevertheless, all I need is some information that may help solve a dramatic mystery! You know what? I need to gather more intel on that guy.

Refresh 2 .

LOG 1323

Captain Lee's debriefing conference

[Captain Lee]: I am happy to see you again, Sergeant Best. Have a seat.

[Harry Best]: Thank you, captain.

[Captain Lee]: Has it been rough down there?

[Harry Best]: It has been complicated, to say the least. Contentious. I submit the official report of my investigation, but please let me state a few things out loud.

[Captain Lee]: Be my guest.

[Harry Best]: Following your instructions, I have interviewed three surviving Section Leaders and the first officer. You will find their full testimonies in my report, but they all contain a few common denominators. Can I?

[Captain Lee]: Of course. Go on.

[Harry Best]: The Science Section Leader and the first officer claim that the attack on the Wayfarer was preceded by an unprecedented malfunction of their computer system. They also saw an unusual error 131313, which had never happened before. On the other hand, the Recon Section Leader and Security Section Leader reported having heard a deep humming sound, definitely not coming from the ship.

[Captain Lee]: Was it some sort of electronic assault?

[Harry Best]: Possible, captain. The Security Leader says her communicator was off during the attack. When she turned it on, it was the only functioning one onboard the ship.

[Captain Lee]: This is a lot to analyze, sergeant, but your findings might help us prepare Vanguard for such contingencies. Thank you.

[Harry Best]: My pleasure, captain. And one more thing. The survivors have some Wayfarer technologies still unknown to us. One of them is a unique molecular tracking system. Once we find the planet where the Wayfarer rests, it will be easy to find her.

[Captain Lee]: Contact Engineering, sergeant. I truly appreciate your work.

Discard Mission card **M06**.

Mark the box in **Log 1315**.

Mark box **A** in **Log 1318**. If it is already marked, nothing happens.

If box **B** in **Log 1541** is marked, place card **P312** in Sector 2.

Go to **Log 1289**.

LOG 1324

Live recordings of the investigation

[Harrold Best]: He has never been the most approachable person, but now he has turned his back on us!

[Jenny the AI]: I fear he may struggle with depression. He could still be reliving the loss of the ship and so many of his crew.

[Harrold Best]: Could be, but his version of events is necessary to us. I must find something more about him to shake him away from the past and bring him to think of the future.

Refresh 2 .

LOG 1325

Move the marker on the Uncertain Times track 1 space in the  direction.

LOG 1326

Live recordings of the investigation

[Andrew Radzinsky]: So, you know nothing about the loss of the Wayfarer?

[Harrold Best]: No, unfortunately. Our science officers aboard Vanguard have been racking their brains, trying to make any sense of it, and nothing. And they are smart people, a few Nobel Prize nominees, others natural geniuses. You would love their company.

[Andrew Radzinsky]: No doubt. All right, I am not sure my statement will give you anything because back on the Wayfarer I was a regular workaholic, obsessed with the passage of time, and permanently locked in my lab. On that terrible day, I was working, too. I figured out that something was wrong only when I heard the alert signal. And then... Then the strangest thing happened.

[Harrold Best]: What?

[Andrew Radzinsky]: I looked at the computer screen and saw total gibberish there. Like all our data had suddenly got jumbled. Only one message kept blinking. Error 131313 or something. Weird thing. A few secs later, we heard the evac call, and we all ran to the capsules. Does that help?

[Harrold Best]: It may. Now, doctor. Thank you.

Gain 1 .

Discard card **P311** from Sector 8.

Mark box **B** in **Log 1321**.

LOG 1327

Live recordings of the investigation

[Harrold Best]: He has never been the most approachable person, but now he has turned his back on us!

[Jenny the AI]: I fear he may struggle with depression. He could still be reliving the loss of the ship and so many of his crew.

[Harrold Best]: Could be, but his version of events is vital to us. I must find something more about him to shake him away from the past and bring him to think of the future.

Refresh 2 .

LOG 1330

Away Team recordings

***** time counting down, muffled explosion in the background *****

[Away Team Commander]: So, the self-destruct is on. Easy. Well, this is it. It's been an honor, everybody.

[Crewmember 1]: Commander, we can't do this!

[Away Team Commander]: What?

[Crewmember 1]: We must go back. I have forgotten to sign the X3 Health Bill. Shit, Doctor Morra is gonna hit the roof!

[Crewmember 2]: Oh, come on. I have forgotten to feed my goldfish.

[Away Team Commander]: Cut the crap. The doc is gonna live. So is your goldfish. And Earth.

[Crewmember 1]: True, commander, it has been an honor. We made the right choice.

[Crewmember 2]: We did. But the goldfish-

***** laughter *****

Bridge audio log

***** alert signals, people shouting *****

[Lieutenant Banini]: Captain, we have hit another hostile warship.

[Captain Lee]: Good. Our damage report?

[Lieutenant Banini]: The engines are still-

***** a huge, ship-shaking explosion, louder alerts *****

[Captain Lee]: And what was that?

[Lieutenant Banini]: It is the Away Team.

[Captain Lee]: Don't tell me they-

[Lieutenant Banini]: Yes, captain. They never came back, and the self-destruction procedure has just been completed.

[Captain Lee]: But I gave them a direct order to come back!

[Lieutenant Banini]: I guess they were not afraid of the consequences.

***** a pause *****

[Captain Lee]: I can't believe it. Brave bastards. Now, let's get out of here. And get rid of all those viruses still devouring the systems of my ship!

Gain 3 .

Mark the box in **Log 1551**.

Move 2 chosen *Virus Attack* Situation cards from the "Awaiting..." envelope back to "Possible Situations" (Card Tray B).

Each Crewmember on the planet dies - remove these Crewmembers from their Rank sleeves.

Discard all Discoveries and Unique Discoveries from the Lander board.

Move Objective card **O03** from "Bridge Cards" to the "Awaiting..." envelope.

Open the Ship Book at page **25** (*Leaving the Planet*) and begin Ship Management.

LOG 1331

Away Team recordings

***** explosions *****

[Away Team Commander]: Run! Move it, everybody!

[Crewmember 1]: We won't make it.

[Crewmember 2]: Come on! The lander is only a few hundred meters away.

[Away Team Commander] (panting): Good thing we have already sent all our discoveries in the emergency capsule. CAPCOM, have you received them?

[CAPCOM]: What?

[Away Team Commander]: Have you received the capsule with the data?

[CAPCOM]: Yes, commander. Excuse me, but... We are busy! We have been engaged by three Planidian cruisers. It is not-

***** a deafening explosion nearby *****

[Away Team Commander]: Crap, that was our lander! Those bastards blasted it away!


[CAPCOM]: Not too good, commander. We can't send you another one.

[Away Team Commander]: What do you mean you can't?

[CAPCOM]: The exchange is too intense. You're much safer there than in space.

[Away Team Commander]: You must be joking!

[CAPCOM]: I am not. First, we must destroy or redirect the Planidian warships.

- Move all Discoveries and Unique Discoveries beneath the Lander board to the "Awaiting..." envelope.
- Open the Ship Book at page 19 and flip your Lander card to the damaged side (unless it is a Basic Lander).
- Discard all markers from the Lander board.
- Place all Lander mods on the Lander board in the "Awaiting..." envelope.
- Leave all  and the Rank Up card on the Lander board.
- Do not discard the Lander board.

From now on you cannot use or gain Supplies. Any new Discoveries you gather should be placed on the Lander board, as usual.

Place Mission card **M08** in the indicated slot on the right edge of the Planet board.

LOG 1332

Gain Unique Discovery 10. Then, read on:

Professor Peter Valinsky's chronicle

I find it hard to comprehend the shock the Away Team members must have felt when they left the facility. They expected to see the smooth surface of the moon and their lander, idly waiting near the edge of the canyon.

For sure, they did not expect the dark of the canyon to disappear.

All of a sudden, the dark flickered and revealed rows of cannons on the bottom of the canyon. At first, it appeared that the makers of the moon had used some cloaking technique to disguise their defense system, but it was only the beginning. As the cloaking kept shrinking and disappearing, it soon disclosed an incomprehensibly gigantic, system-wide infrastructure using a star as the power source.

The moon, which we thought to be an impressive achievement, turned out to be only the protruding tip of a camouflaged alien space installation on an unheard-of scale, armed by dozens of warships, some of which were already turning toward the Vanguard.

It was high time we evacuated the Away Team.

- Move all minis and standees from the Planet board next to the Planet board.
- Discard all cards and markers from the Planet board, including your current Mission.
- Discard all Mission Equipment tokens from the Planet board – they may be placed again using their Equipment cards. If you discarded the *P.E.T.* this way, return the die to the owner's Spent Pool.
- Open the Planetopedia at pages 16-17 (*The Signal, Stage 2*).
- Place the *Planidian Bombardment Threat* card in the indicated slot above the Planet board.
- Place the *Planidian Bombardment* standee in Sector 1.
- If the box in **Log 1345** is marked, place a marker on the Planidian ship numbered 1 (printed on the Planet board). Otherwise, nothing happens.
- If the box in **Log 1346** is marked, place card **P000** in Sector 3, card **P405** in Sector 4, card **P407** in Sector 2 and card **P408** in Sector 7. Otherwise, nothing happens.
- Place card **P406** in Sector 6.
- If the *Planidian Guard Threat* card is above the Planet board, place its standee in Sector 6.
- Place all Crewmembers in Sector 5.

Go to **Log 1331**.

LOG 1333

If the box in **Log 1346** is marked, go to **Log 1352**. Otherwise, read on:

Away Team commander live feed

CAPCOM, there is no chance we're gonna get those cannons to work. They are stone-cold and dead. The power supply is disconnected. No hope for a gun barrage unless we find a way to get them going.

Refresh 1 .

LOG 1334

Away Team recordings

[Away Team Commander]: CAPCOM, our job is done here.

[CAPCOM]: Have you executed the orders?

[Away Team Commander]: Almost, CAPCOM. We are not miracle workers and-

[CAPCOM]: The captain believes that you should focus on your objectives.

[Away Team Commander]: But-


[CAPCOM]: Good luck, Away Team.

You cannot use the Lift-Off Action as long as Mission card **M07** is revealed.

LOG 1335

Away Team commander live feed

CAPCOM, let the Science Section know that if they need more hair-tearing and sleep-depriving stuff, we have downloaded some extra data for them.

Gain 1 .

Move Research Project **R11** from "Research Projects" to the "Awaiting..." envelope.

Place card **P000** in Sector 5.

LOG 1336

Away Team recordings

[Away Team Commander]: CAPCOM, we are ready for evacuation.




[CAPCOM]: Negative, commander. We cannot send the lander now.

[Away Team Commander]: What? Are we on our own now?

[CAPCOM]: Our weapon systems are constantly being hacked, and the area is controlled by Planidian vessels beyond our reach. Get rid of them first.

[Away Team Commander]: How could we possibly do that?

[CAPCOM]: There is an inactive cannon battery close to you. Try to get the guns to work and help us.

The Crewmember who gained a fourth Injury makes a Survival Check: roll three Injury dice. If you roll 1  and 1  OR 2 , the Survival Check is failed. Remove this Crewmember from their Rank sleeve and remove their model from the board. The Planetary Exploration continues without this Crewmember.

If the Crewmember passes the Survival Check, continue the game.

If all Crewmembers are now dead:

- Remove Landing card **L04** from the game.
- Place the Mission Failed token next to the Ship Book.
- Move Objective card **O03** and Bridge Upgrade **B02** from "Bridge Cards" to the "Awaiting..." envelope.
- Open the Ship Book at page 25 and begin Ship Management.

LOG 1337

If Mission card **M07** is revealed, place the Mission Failed token on the Lander board.

Open the Ship Book at page 25 and begin Ship Management.

LOG 1338

Away Team recordings

[Away Team Commander]: CAPCOM, we are-

[Crewmember 1]: Commander, the scanner warns us of new activity. Oh, it's there!

[Away Team Commander]: Shit, everybody down! Don't move.

[Crewmember 2]: What the hell did you see?

[Away Team Commander]: It's a Planidian.

[Crewmember 2]: How do you know?

[Away Team Commander]: I recognize it from the footage from the Raindrop shuttle. One of them chased our crew.

[Crewmember 1]: It has seen us! Look!

[Away Team Commander]: CAPCOM, we have been spotted by the Planidian.

[CAPCOM]: We know. It has sent a weird signal, impossible to decode for now. Any hostile actions?

[Away Team Commander]: None yet. But it has turned toward us, and the pixels about his body are flashing red. Instructions?

Place the *Planidian Guard Threat* card in the indicated slot on top of the Planet board.

Place the *Distorted Planidian* standee in Sector 5.

LOG 1339

Away Team commander live feed

CAPCOM, we have finished scanning the Emitter. I am sending you the scanning results for our eggheads to study. I just hope it will help secure the Vanguard against the next waves of hacking attacks. Take care out there, we move on.

Mark the topmost unmarked box and resolve its text. If all boxes are marked, resolve the bottom one:

Move 2 chosen *Virus Attack Situation* cards from the "Awaiting..." envelope back to "Possible Situations" (Card Tray B).

Move 1 chosen *Virus Attack Situation* card from the "Awaiting..." envelope back to "Possible Situations" (Card Tray B).


LOG 1340

Away Team recordings

[Away Team Commander]: Interesting. Look how clean this facility is, compared to the rest of the infrastructure.

[Crewmember 1]: There is no rust. There is no space dust. Yeah, interesting.

[Crewmember 2]: High level of maintenance. I wonder what that is all for.

Gain 1 .

Place card **P404** in Sector 5.

LOG 1341

Away Team commander live feed

CAPCOM, we have reached the lander. We will be up with you in 10, before the Planidian reinforcements arrive. Thanks for being there for us.

Move Objective card **O03** to the "Awaiting..." envelope.

Move all Discoveries and Unique Discoveries beneath the Lander board to the "Awaiting..." envelope.

Shuffle Situation card **S36** from "Future Situations" into "Possible Situations" (Card Tray B).

Open the Ship Book at page **25** and begin Ship Management.

LOG 1342

Report summary

Captain,

I am delighted to inform you that we have successfully decoded the Planidian data obtained by our Away Team.

The magnitude of Planidian projects is simply overwhelming and requires a long and detailed briefing, so I will limit myself to listing our major findings.

The enormous structure we briefly saw is called the Mainframe. It is a massive farm of quantum computers of unprecedented computing power, built by the Builders, supposedly to counteract the phase shift.

The structure was however taken over by the Planidians, one of a myriad of civilizational simulations, and the only one which somehow came to life. They broke out of their digital framework and became a part of the universe. Physically - if such a term even applies - they are still incorporated into the Mainframe, and in the outside world they are represented by avatars. Their priority is survival which they ensure by destroying and subjugating entire civilizations. Such was the

case with the crystalloids who were enslaved by the Planidians and forced to build their giant cannon to spread destruction.

The irony is, though, that the crystalloids can now help us defeat the Planidians. Their crystal projectiles are the only known weapon which can annihilate the Mainframe.

The full report is attached to this message.

Professor Peter Valinsky, Head of the Science Section.

LOG 1343

Away Team recordings

***** a barrage of gunfire *****

[Away Team Commander]: Keep firing! Keep firing!

[Crewmember 1]: I am almost out of ammo! I need-

[Crewmember 2]: It's not moving. Commander, it's down!

[Away Team Commander]: Cease fire. Save your ammo.

***** careful footsteps *****

[Away Team Commander] (trembling voice): CAPCOM, it's down. We have put a Planidian guard out of action.

[Crewmember 1]: Or not. The life signs disappeared too abruptly for this thing to be alive. It blinked out of life as if it was unplugged. What if we are dealing with... I don't know, some avatars?

Gain 2 .

Remove the *Planidian Guard* standee from the Planet board and discard the *Planidian Guard Threat* card.

LOG 1344

Away Team recordings

***** muffled explosion in the background *****

[Away Team Commander]: Go, go! What is holding you back?

[Crewmember 1]: It's just... Do you see this gadget, commander? Our eggheads will definitely love it!

[Away Team Commander]: Just take it and go!

Gain 1 .

Move Production Project **C21** from "Production Projects" to the "Awaiting..." envelope.

Place card **P000** in Sector 1.

LOG 1345

Away Team recordings

[Crewmember 1]: I wish we could understand the intentions of the Builders. I really don't get this control panel.

[Crewmember 2]: Me neither. Let's just try pressing random buttons and perhaps we will-

***** electronic beeping.
A loud hiss outside *****

[Crewmember 2]: What just happened?

[Crewmember 1]: You just released a missile. The whole universe will know we're here, you fool!

[Crewmember 1]: Who? The place has been abandoned for centuries. We are alone here.

[Crewmember 2]: Anyway, we shouldn't-

***** a loud explosion coming
from the sky above *****

[Crewmember 2]: And what was that?

[Crewmember 1]: The sky is on fire! If it weren't impossible, I would say your missile has hit something.

[Crewmember 2]: Not my missile. And it hasn't hit anything. Look, the explosion is clearing away. The sky is empty.

[Crewmember 1]: Maybe the missile self-destructed.

[Crewmember 2]: Anyway, from now on, don't touch anything.

Gain 2 *Alien Tech Leads*.

If this box is marked, nothing happens. Otherwise, mark this box.

LOG 1346

Away Team commander live feed

CAPCOM, those old solar panels which we chanced upon are functional. We connected some nanofibers and they... Yeah, they are producing energy. A lot, it seems. We don't know for what, though. The panels are connected to several cables that sneak inside the surface, but we can only guess where they end. Funny. We are providing a lot of electricity, but we have no idea what it powers.

Mark this box and gain 1 . If this box is already marked each Crewmember in this Sector Refreshes 2 instead.

LOG 1347

Away Team recordings

[Away Team Commander]: CAPCOM, we have a situation.

[CAPCOM]: Report away, commander.

[Away Team Commander]: What is wrong with you, guys? Did anyone actually check the coordinates from the scanning?

[CAPCOM]: Yes, we did. What is the nature of your problem?

[Away Team Commander]: Well, the problem is that there is a bloody canyon between us and the facility!

[CAPCOM]: A canyon?

[Away Team Commander]: A canyon, yes! A wide one! How could you have skipped that little bit of an obstacle?

[CAPCOM]: Our scanners noticed no surface irregularity, but many of our systems and instruments are going wild now. I'm sorry, commander.

[Away Team Commander]: It doesn't help.

[Captain Lee]: Neither does yelling. Commander, this is the captain. Flying over the ravine seems risky so I suggest you make some sort of a footbridge. There should be materials around. And one more thing. Our support from now on may be complicated. We are dealing with an unprecedented hacking assault. Vanguard's systems are barely scraping by. Hang in there, Away Team. Over and out.

Open the Planetopedia at pages 14-15 (*The Signal*) and place all Crewmembers and the Lander in Sector 2.

Move all *Virus Attack* Situation cards from "Possible Situations" and place them in the "Awaiting..." envelope.

Open the Ship Book at page 24 and perform the "Begin Planetary Exploration" procedure.

LOG 1348

Place card P402 in Sector 1.

Place card P403 in Sector 7.

Go to Log 1338.

LOG 1349

Vanguard bridge audio log

[Captain Lee]: Beautiful. Deadly beautiful.

[Lieutenant Banini]: Captain, we have the final scanning report. The moon we are heading for is artificial, and moving in a really wide orbit.

[Captain Lee]: Around what?

[Lieutenant Banini]: Not sure yet. Scanners don't indicate anything, but they indicate the object may have been built by the Builders.

[Captain Lee]: Yes, but the Builders didn't want to harm anyone if they didn't need to, and the thing in front of us is emitting a whole array of deadly waves. Professor Valinsky?

[Professor Valinsky]: I am here, captain.

[Captain Lee]: Has the Science Section learned anything new about those waves the moon is spewing throughout space?

[Professor Valinsky]: No, captain, but we have confirmed those signals contain invasive frequencies aiming at taking control of our AI.

[Captain Lee]: This is what happened to the Wayfarer. This thing in front of us - this Emitter - is the source of the disease, and we must disable it now, before the AI caves in.

[Lieutenant Banini]: What's the plan, captain?

[Captain Lee]: Enhance the firewall and go analog.

[Lieutenant Banini]: Life is gonna be hard without our Jenny.

[Captain Lee]: It sure will, but we must disable the AI where it is not absolutely necessary. Meanwhile, ready the Away Team. They need to put the Emitter out of action.

[Lieutenant Banini]: Aye, aye, captain. And we know where they should start from. There is a structure on the moon, a facility, maybe. In my opinion, it's worth checking out.

[Captain Lee]: Of course. Send the coordinates to CAPCOM.

Begin the landing procedure:

1. On the Lander board, place a marker in the starting space (indicated with an "S" on the Landing track).
2. Roll the Danger die and apply the effect corresponding to the rolled result in the table below and proceed to the next step. If more than one option is available, choose one (you cannot choose an option you cannot fully resolve). If your result is not in the table, proceed to the next step. In rare cases where a Crewmember would gain a fourth Injury, ignore that Injury card and Injury die.
3. Progress the Landing track (move the marker 1 space to the right), but not beyond the last space.
4. If the marker on the Landing track isn't on the "Landing Successful" space, go back to step 2; if it's there - you have landed successfully: go to Log 1347.

	Virus Attack	Boost the Sensors Choose one: » Each Crewmember 1 for each .» Lose 1 Supplies.
	Hacking Beam	Choose one: » Evasion Only if is 5 or more, nothing happens. » Endure One chosen Crewmember rolls once for each .
	Hacked AI	Choose one: » Repair One chosen Crewmember gains a <i>Glitched Injury</i> . » Manual Flight Control Each Crewmember 5 reduced by .

LOG 1350

Discard Mission card M08.

Discard card P406 from Sector 6.

Then, read on:

Away Team recordings

*** a distant explosion ***

[Crewmember 1]: Go to hell, you bastard!

[Away Team Commander]: CAPCOM, good news. The last Planidian warship has been destroyed!

[CAPCOM]: Affirmative. The radars show that reinforcements are on the way, but we still have time to send another lander for you. It will be down there in five.

[Away Team Commander]: Thanks, CAPCOM.

[Crewmember 2]: Oh, you gotta be kidding me! Commander, look that way!

[Away Team Commander]: What? Oh, damn! CAPCOM, a game-changer! Another part of holographic cloaking has disappeared to reveal something resembling a... gigantic supercomputer. That's what the Planidian fleet has been defending!

[Crewmember 2]: The thing could be controlling the whole Planidian infrastructure.

[Away Team Commander]: And... Well, it may have self-destruction protocol.

[CAPCOM]: Commander, the next wave of the enemy fleet is coming fast!

[Away Team Commander]: So, it's either we run, or we blow the place up.

All players discuss and choose one (in case of a tie, the Security Section player makes the final decision):

- » Continue the Planetary Exploration and try to destroy the Emitter – Go to **Log 1351**.
- » Evacuate from the planet – Go to **Log 1341**.

LOG 1351

Away Team recordings

[Away Team Commander]: CAPCOM, send the lander away. We are staying here.

[Captain Lee]: Commander, this is Captain Lee. You have chosen certain death!

[Away Team Commander]: Every death is certain, captain. We're going to try to activate the self-destruction procedure and blow the Planidian supercomputer up.

[Captain Lee]: Wait! There has to be another way!

[Away Team Commander]: I don't see it, and time is ticking away.

[Captain Lee]: I order you to come back. Immediately!

[Away Team Commander]: Captain, we have uhm... communication problems. The sound is gone. Totally.

[Crewmember 2]: But the visual is not. Get ready for some nice fireworks!

[Crewmember 1]: And stay safe. Say goodbye to the good, old Earth.

- Discard the *Planidian Bombardment* Threat from the Planet board.
- Flip the *Planidian Bombardment* card.
- Place Mission card **M09** in the indicated slot on the right edge of the Planet board.
- Remove Landing card **L04** from the game. Your Crew is no longer able to return from this Mission.

LOG 1352

Away Team commander live feed

Yeeshaw! CAPCOM, the guns are working just fine. Lucky us, we restored the power supply! Now we're gonna show those bastards!

Place card **P000** in Sector 3.

Place card **P405** in Sector 4.

Place card **P407** in Sector 2.

Place card **P408** in Sector 7.

LOG 1353

Away Team commander live feed

CAPCOM, I am sure you know this already, but the second wave of Planidian warships is already here. An impressive one. Good luck up there.

Remove all markers from the Planidian ships printed on the Planet board.

Flip the *Planidian Reinforcements* Threat card to the *Planidian Bombardment* side.

Place the *Planidian Bombardment* in Sector 1.

LOG 1355

Bridge audio log of ISS Vanguard

[Lieutenant Banini]: Captain, we have an emergency.

[Captain Lee]: Fire away, lieutenant.

[Lieutenant Banini]: We have intercepted a strong electromagnetic signal. Its signature is strangely similar to that of the steles of the Builders.

[Captain Lee]: What is that supposed to mean?


[Lieutenant Banini]: Whatever it was, captain, it worked as a wake-up call for Dag Gadol.

[Captain Lee]: What?

[Lieutenant Banini]: The signal is getting stronger. If I were to guess, captain, I would say the Space Whale is waking up.

Place card **G06** in the Global Conditions slot. Go to **Log 1367**.

LOG 1356

If *Rebooting Stele* is NOT revealed, Refresh 2 . Otherwise, read on:

Away Team recorded conversations

[Away Team Commander]: Jenny, are you here?

[Jenny the AI]: Affirmative, commander.

[Away Team Commander]: I am looking at a hole which might be big enough for us to squeeze inside the spaceship. But the *Dauntless* was a brand-new category of vessel. We know next to nothing about her hull structure.

[Jenny the AI]: The hole you have pointed out is indeed close to the technical corridor. You may get inside that way.

[Away Team Commander]: Good. Thank you.

[Jenny the AI]: Be careful. There are a lot of sharp edges, and the corridor has been designed for drones, not people.

Choose one:

- » Hold on and try to find a safer way – Continue the game.
- » Get to ISS *Dauntless* regardless of the dangers –  and go to **Log 1396**.

LOG 1357

Mark the topmost unmarked box and resolve its text. If all boxes are marked, resolve the bottom one.

Gain 1 , 2 *Live Specimen* Leads and read on:

Dr. Anita Juarez's live feed

The Away Team commander told me to stay inside the lander. The hell I will. I am inside the most magnificent creature humankind has ever witnessed and - what? I'm supposed to watch it through the windshield? No way. I'm leaving to gather some stem cell samples. I must understand how this creature functions.

Gain 2 *Live Specimen* Leads.

LOG 1358

Bridge audio log of ISS Vanguard

[Captain Lee]: Captain Fournier, how are things out there?

[Captain Fournier]: Never better, Captain Lee. We are putting the engines through one more test and running the diagnostics repeatedly.

[Captain Lee]: Getting ready for the final push, eh? Don't waste your time. The Space Whale is getting uhm... active. Increasingly active.

[Captain Fournier]: Don't we know it. All set. All

right, keep your fingers crossed.

[Captain Lee]: I will. You know that I have saved a bottle of fine Scotch just for-

*** a muffled explosion, stunned silence ***

[Captain Lee]: What. Was. That.

[Lieutenant Banini]: Oh my God. Captain, the Space Whale just exploded.

[Captain Lee]: How was that even possible? And the Dauntless? Hail her now!

[Lieutenant Banini]: Absolute radio silence. No, I am picking up something. No.

[Captain Lee]: What?

[Lieutenant Banini]: It's their black box.

Go to **Log 1386**.

LOG 1359

All players discuss and choose one (in case of a tie, the Engineering Section player makes the final decision):

- » **Hold on** – This is the last moment to choose the Mission. Continue the game.
- » **Prepare ISS Dauntless for departure** – Read on:

Away Team recorded conversations

[Away Team Commander]: That's it, Jenny. The job's done. We have helped the Dauntless complete all major repairs. The Dauntless is space-worthy again, I hope.

[Jenny the AI]: Hope is not a scientific measure, commander.

[Away Team Commander]: No, it's not. We must test the engines.

[Jenny the AI]: I suggest we observe from a safe distance.

- Discard Mission card **M12**.
- Discard Mission card **M11**.
- Discard card **P505** from the Planet board.
- Mark box **B** in **Log 1372** without resolving its text and continue the game.

LOG 1360

Away Team commander live feed

It's too much for us, captain. It's much more dangerous here inside the beast than we thought. We must retreat while we still can, but we will come back. We must!

Place the Mission Failed token on the Lander board.


Open the Ship Book at page **25** and begin Ship Management.

LOG 1361

Away Team commander live feed

(panting) Is everyone safe? Yes. What a relief. Captain, we didn't finish the repair. We saw a swarm of parasites heading our way and had to abandon the work.

Choose one:

- » **React to prevent the disaster** –  and . Go to **Log 1392**.
- » **Let it happen** – Replace the card in this Sector with card **P000**. Go to **Log 1397**.

LOG 1362

Away Team recorded conversations

[Away Team Commander]: All right, bridge. We may begin the engine test. All systems are set, so-

[Crewmember 1]: No! Commander, we can't do it! Stop the count. There has been a critical mistake. We haven't connected-

Choose one:

- » **React to prevent the disaster** – Gain a *Burned Injury*. Go to **Log 1395**.
- » **Let it happen** – Replace the card in this Sector with card **P000**. Go to **Log 1397**.

LOG 1363

Away Team recorded conversations

[Jenny the AI]: Critical error! Critical error!

[Crewmember 1]: Not. Done. Yet.

[Jenny the AI]: You are in serious danger. The risk of getting a major injury is 78 percent and rising.

[Crewmember 1] (a shout of pain): Crap!

[Jenny the AI]: You've been warned.

[Crewmember 1]: Thank you. I appreciate it.

[Jenny the AI]: The error has been avoided, though. Congratulations.



LOG 1364

Captain Lee's personal log

I have been watching Dag Gadol today. Its enormous bulk grew smaller and smaller as we departed, until it disappeared entirely to live its lonely life in the void.

I think the crew of the Dauntless have also been watching it shrink away, yet with mixed feelings. They were happy to be finally free but heart-broken to have left their spaceship. We had no choice, though. Had we tried to save the ship, we would have killed Dag Gadol.

A ship without a crew is only a shell. A crew without a ship is a new hope. We are flying toward our destiny, proud of having saved both our fellow Earthlings and an ancient being. Proud to call ourselves the custodians of the galaxy.

- Gain 1 .
- Move Bridge Upgrade **B24** and Objective card **O04** from "Bridge Cards" to the "Awaiting..." envelope.
- Move Survivor card **V05** from "Survivors" to the "Awaiting..." envelope. Remove card **V07** from the game.
- Raise the Morale in the *Bridge* cardholder (Ship Book page 3). If Morale is already "High", gain 1  instead.
- Open the Ship Book at page **25** and begin Ship Management.

LOG 1365





Dr. Anita Juarez's journal

I spent three fascinating hours with Dr. Fatah, the head of the Science Section of the Dauntless, who had six years to study only Dag Gadol. He was also more than happy to share all his findings. Among other things, he had concluded there were no more Space Whales anywhere in the universe, and the presence of the rogue stele was strong evidence that the beast had also been created by the Builders. Since our beast was a unique entity, it had developed a unique reproduction method. At some point, Dag Gadol would simply develop a copy of itself deep in its body. The copy – the new Dag Gadol – would grow until it got big enough to shred its host to pieces and begin an independent existence. Dr. Fatah was also sure that the Space Whale could halt the process if it felt threatened, so if we could take a few stem cells responsible for this function, we could use the Builders' technology to recreate Dag Gadol. What a challenge! I can't even begin to grasp it!

Gain 1 *Live Specimen Discovery*.

LOG 1366


Mark the topmost unmarked box and resolve its text:

- Nothing happens.
- Each Crewmember rolls .
- Each Crewmember gains 1 *Critically Wounded Injury*. Regardless of their Injuries, each Crewmember makes a Survival Check: roll three Injury dice. If you roll 1  and 1  OR 2 , the Survival Check is failed. Remove these Crewmembers from their Rank sleeves and remove their models from the board. The Planetary Exploration continues without these Crewmembers.
- Each Crewmember on the planet dies** – remove their Crewmember cards from their Rank sleeves. If Landing card **L06** is in the Planetary Scanner, go to **Log 1360**. Otherwise, go to **Log 1372** and resolve the text of the topmost marked box. If all boxes are unmarked, mark box **C** and resolve its text.

LOG 1367

Bridge audio log of ISS Dauntless

[Captain Fournier]: Listen, everybody. I have received new communications from Vanguard and their Away Team. The situation is already grave for us, and soon enough it will become unpredictable. The Space Whale is waking up. We can try to fix the engines and then flee, which will probably kill the creature, or we can leave the ship and evacuate the crew in Vanguard's capsules. We have a moment since Vanguard has managed to temporarily put that chaotic stele out of action. But this is an important decision to make, and before I do, I need to hear your opinions. Be quick about it, though.

- Gain 1 .
- Place Mission cards **M11** and **M12** in the indicated slots on the edge of the Planet board.
- Place card **P501** in Sector 5.
- Place card **P502** in Sector 6.
- Place card **P505** in Sector 4.
- If box **E** in **Log 1566**. If marked, place card **P504** in Sector 7. Otherwise, place card **P503** in Sector 7.


Note: You are not able to complete both Missions. Choose wisely.

LOG 1368

Away Team recorded conversations

[Crewmember 1] (panting): All right, we are about to patch up the biggest hole. The drones are descending with the steel plate and... Operator, slow down or you will... Not so fast, you fool! Watch your-

Choose one:

- » **React to prevent the disaster** –  and gain a *Critically Wounded Injury*. Go to **Log 1363**.
- » **Let it happen** – Replace the card in this Sector with card **P000**. Go to **Log 1397**.

LOG 1369

Away Team commander live feed

Hey, is this the bridge of the Dauntless? No time to cheer yet, but I think we have fixed your engines. Cool, huh?

Gain 1 . Replace the card in your Sector with card **P000**.

LOG 1370

- If this box is already marked, go to **Log 1376**. Otherwise, mark this box and read on:

Away Team commander live feed

I have seen the suits from the Dauntless. Even the best ones are below any safety standards! They won't hold in such conditions!


Hint: Dauntless' crew won't hold much longer. Further damage will force them to return to their ship!

LOG 1371

Away Team recorded conversations

[Crewmember 1]: The Dauntless is practically riddled with holes. It is gonna take forever to repair all that.


[Away Team Commander]: So stop talking and get back to work. And keep your eyes on the parasites.

Gain 1 . Replace the card in your Sector with card **P000**.

LOG 1372

- A** – Go to **Log 1364**.
- B** – Go to **Log 1398**.
- C** – Go to **Log 1386**.

LOG 1373

If *Rebooting Stele* is NOT revealed, Refresh 2 . Otherwise, read on:

Away Team commander live feed

Huh, this is it. We have reached the maneuvering engines. Luckily, I know their structure. We can get inside the ship from here, although it is not gonna be safe. Tighten up, folks. We move.

Choose one:

- » **Hold on and try to find a safer way** – Continue the game.
- » **Get to ISS Dauntless regardless of the dangers** – Roll  and go to **Log 1396**.

LOG 1374

Bridge audio log of ISS Vanguard

[Captain Lee]: This is ISS Vanguard. Dauntless, is that you?

[Captain Fournier]: Captain Lee? Tamara?

[Captain Lee]: I can't believe it! Vanessa! I mean, Captain Fournier! How glad I am to hear you!

[Captain Fournier]: Oh, the pleasure is mine, Captain Lee! We've been stuck inside the stomach of the Space Whale for six years! Six never-ending years with mistakes and regrets to analyze. You know what we did to the Wayfarer, right?

[Captain Lee]: We do. We also know it wasn't exactly you who pulled the trigger. Besides, most of them survived.

[Captain Fournier]: What a relief! Thank you! Besides, your Away Team is here! What brave souls! They have taken out that rogue stele blocking our communication for so long. I am glad we can use the radio now, but I have no idea for how long. Listen, we have no resources to fix our engines in order to get out of here.

[Captain Lee]: We have your back. I am sending the resources you need, and my Away Team will assist you in repairs. Lee, over and out.

Remove Landing card **L06** from the game. Go to **Log 1355**.

LOG 1375

Mark the topmost unmarked box and resolve its text. If all boxes are marked, resolve the bottom one.

- Gain 1 , 3 *Microorganism Leads*, 3 *Live Specimen Leads* and read on:

Away Team commander live feed

Solid ground, finally. The exploration of the gigantic stomach continues; no signs of claustrophobia yet. We are surrounded by never-ending pools of digestive juice which disgust us but are eerily enchanting.

- Gain 2 *Live Specimen Leads* or 2 *Microorganism Leads*.

LOG 1376

Bridge audio log of ISS Dauntless

[**Captain Fournier**]: The readings are appalling. The outside environment is about to kill my crewmembers. There is too much toxic acid, and the parasites are overly active... But we have no choice. Evacuation is out of the question. We must go back and repair the Dauntless, no matter what it takes.

Discard Mission card **M11**.

Discard card **P505** from the Planet board.

Hint: The crew was forced to return. Repairing the ship is the only way to get them out of there.

LOG 1377

Research mission audio log

The asteroid has no doubt been ruptured to pieces, yet the biggest chunks still float close to each other revealing... I might be wrong, but the Visitors may have used the asteroid as their Vent. You know, the portal they use to get rid of excess energy. So far, we haven't even got close to a find like this. Permission to approach it?

Gain 1 . Replace the card in your Sector with card **P000**.

LOG 1378

Away Team recorded conversations

[**Crewmember 1**]: I knew they would come in handy!

[**Away Team Commander**]: What?

[**Crewmember 1**]: The parts we collected from the Raindrop shuttle. The engineers of ISS Dauntless must have used universal parts, and it is paying off. The drive itself is easier to understand than I thought. What a relief!

Gain 2 .

Gain 1 *Alien Tech Discovery*.

Replace the card in your Sector with card **P000**.

LOG 1379

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

- » **Hold on** (this is the last moment to choose the Mission) – Continue the game.
- » **Evacuate ISS Dauntless' crew** – Go to **Log 1391**.

LOG 1380

Dr. Anita Juarez's journal

Dr. Fatah from the ISS Dauntless is right. He must be right. Of course, we need more experiments and much more research, but even my basic, preliminary analysis says that I have harvested the right stem cells. Thanks to them and the Builders' technology, we can recreate the Space Whale.

Raise the Morale in the *Bridge* cardholder (Ship Book page 3). If, after that, Morale is "Low" raise the Morale again.

If Morale is already "High", gain  1 instead.




LOG 1381

If Landing card **L06** is in the Planetary Scanner, go to **Log 1360**. Otherwise, read on:

Away Team commander live feed

Listen up, everybody. Evacuation is out of the question because we cannot leave. We must focus on saving the crew or the spaceship, no matter the cost. Get to work and put your back to it!

Evacuating from this Mission is impossible due to extreme conditions!

The Crewmember who gained a fourth Injury makes a Survival Check: roll three Injury dice. If you roll 1  and 1  OR 2 , the Survival Check is failed. Remove this Crewmember from their Rank sleeve and remove their model from the board. The Planetary Exploration continues without this Crewmember.

If the Crewmember passes the Survival Check, continue the game.

If all Crewmembers are now dead, go to **Log 1372** and resolve the text of the topmost marked box. If all boxes are unmarked, mark box **C** and resolve its text.

LOG 1382

Bridge audio log of ISS Vanguard

[**Lieutenant Banini**]: Captain, the ship we have just detected is inactive. Deserted and seemingly lifeless. Yes, no life signals.

[**Captain Lee**]: And the nature of its condition?

[**Lieutenant Banini**]: I am getting a visual. Mother of God, just look. Holes upon holes. It was slaughtered by enemy fire.

[**Captain Lee**]: Who may have shown such brutality? And for what?

Gain 1 *Alien Tech Discovery*. Replace a card in your Sector with card **P508**.

LOG 1383

Bridge audio log of ISS Vanguard

[**Captain Lee**]: Away Team commander, do you copy? Are you OK out there?

[**Away Team Commander**]: Away Team here. Yes, we're fine. We've had a clash with the rogue stele. We've knocked it out of action.

[**Captain Lee**]: Good to hear. Injuries? Damage?

[**Away Team Commander**]: No, luckily not. The stele won't be a problem for some time, but-

[**Captain Lee**]: But what?

[**Away Team Commander**]: Did you read the signal it emitted while it was going down?

[**Lieutenant Banini**]: We did. It was strong. We're analyzing its nature, but I have a gut feeling the signal is going to have consequences.

Flip the *Glitched Stele Threat* card to its *Rebooting Stele* side.

If the following box is unmarked, mark it and resolve its text:

Gain 1 .

LOG 1384

Away Team commander live feed

Remember this area is critically dangerous. Don't forget to secure the lander and our med and science gear. Doctor, I suggest you stay inside for the time being.

Gain 1 .

Place card **P500** in Sector 1.

LOG 1385

Place your Crewmember and any Assisting Crewmembers from your Sector in Sector 5.

If the following box is unmarked, mark it and resolve its text:

Place the *Glitched Stele Threat* card in the indicated space above the Planet board. Place the *Glitched Stele* standee in Sector 7. Read on:

Away Team commander live feed


We have reached our destination, captain. We see ISS Dauntless, her hull torn and battered. The engines are in hopeless condition. And, if I may, the damage looks familiar. Planidian torpedoes, that's certain.

This isn't their only problem, though. The ship seems to have grown into the stomach wall, as if they have fused - become one. No wonder they couldn't get out. And, to make matters worse, we have detected a stele which appears hostile. None of us can explain the phenomenon. We have met lots of steles, but all of them were passive. None threatened explorers, whereas this one is imbued with power capable of changing the local laws of physics. We hope to avoid any contact with it. Anyway, we are climbing the hull.

LOG 1386

Captain Lee's personal log

The sight of an exploding Space Whale is burned in my memory, and Captain Fournier's last words still echo in my head. We have suffered an utter defeat. The majestic, eerily beautiful Dag Gadol is gone forever, and so are the crew of ISS Dauntless, lost and miraculously found in the void. We have wasted our chance. Why have the Builders chosen us to continue their quest? Is that the universe's biggest mistake?

- Place the Mission Failed token on the Lander board.
- Discard all  from the Lander board.
- Move Bridge Upgrade **B24** and Objective card **O04** from "Bridge Cards" to the "Awaiting..." envelope.
- Move Situation card **S39** from "Future Situations" to the "Awaiting..." envelope.
- Set the Morale in the Bridge cardholder (Ship Book page 3) to "Very Low" – if it is already Very Low, nothing happens.
- Open the Ship Book at page 25 and begin Ship Management.

LOG 1387

Captain Lee's private conversation

[Captain Fournier]: Are you sure it's a safe line?

[Captain Lee]: Absolutely. And I am in my office. Nobody can hear us.

[Captain Fournier]: Good. You know the fate of captains. We must always set examples, we must never show fear or hesitation and all that. For six long years, I have been bottling up my feelings. You know what it's like?

[Captain Lee]: Getting there.

[Captain Fournier]: It is such a relief to have a normal conversation with someone equally burdened.

[Captain Lee]: Talk to me. Tell me all you want. About fear and everything.

[Captain Fournier]: Fear was with me all the time. My only true companion. First, I was afraid of all those damned Planidians who almost destroyed my ship and killed many of my people. Then, when I was beginning to hope that we had lost the pursuit, that cosmic whale appeared. The drive was too ineffective to get us out of there. All we could do was to stand there and watch it swallow the Dauntless.

[Captain Lee]: But you survived.

[Captain Fournier]: Only to spend the next six years in its stomach. And make better friends not only with fear but also despair.

*** she is sobbing ***

[Captain Lee]: Cry all you want, Vanessa. It is a safe line.

[Captain Fournier]: No, no. I think I have forgotten how to.

Gain 1 .

LOG 1388

Mark the topmost box and resolve it. If all boxes are already marked, nothing happens:

Go to Log 1365.

Go to Log 1387.

LOG 1389

If no Mission cards are revealed, go to **Log 1372** and resolve the text of the topmost marked box. Otherwise, read on:

Away Team commander live feed

Listen up, everybody. Lift-off is out of the question. We must focus on saving the crew and the ship, no matter the cost. Get to work and put your back into it!

LOG 1390

Dr. Anita Juarez's live feed













As a xenologist, I should feel reserved and objective, but I simply cannot. Our lander is nearing a gigantic beast we have learned to call the Space Whale or Dag Gadol, yet the reference does not do justice to its size. The creature is big enough to swallow a small moon. No wonder I feel awed; all the more, we are actually going to let the creature swallow us.

Yes, we must fly inside the beast.

This is, after all, the only existing way to check the signal coming from the inside the beast – a signal identical to the distress call of the Dauntless.

Begin the landing procedure:

1. On the Lander board, place a marker in the starting space (indicated with an "S" on the Landing track).
2. Roll the Danger die and apply the effect corresponding to the rolled result in the table below. If more than one option is available, choose one (you cannot choose an option you cannot fully resolve). In rare cases where a Crewmember would gain a fourth Injury, ignore that Injury card and Injury die.
3. Progress the Landing track (move the marker 1 space to the right), but not beyond the last space.
4. If the marker has reached the "Landing Successful" space, go to **Log 1394**. Otherwise, go back to step 2.


	Acid Cloud	Choose one: » Each Crewmember rolls  » One chosen Crewmember rolls 
	Dag Gadol's Digestive Substances	Choose one: » Endure If  is 5 or more, return 1 random Equipment to the "Armory." » Evade If  is 5 or more, each Crewmember 2  » Seal the Lander One chosen Crewmember gains a Wounded injury or 
	Digestive Gases	If the total of  and  is 9 or more, nothing happens. Otherwise, each Crewmember 

LOG 1391

Captain Fournier's farewell speech

It has been six long years, and you know better than anyone how long each day is when you must battle hopelessness, loneliness, and homesickness. My heart rejoices as I watch you leave the Dauntless, but it bleeds when I look back and see the emptying corridors of our spaceship. The Dauntless has been everything to us – our fortress, our sanctuary, our home. And she will always be in my heart.

Goodbye, Dauntless. I am the last to leave you. I will be the last to forget you.

- Gain 1 .
- Discard Mission card **M11**.
- Discard Mission card **M12**.
- Discard card **P505** from the Planet board.
- Mark box **A** in **Log 1372** without resolving its text and continue the game.

LOG 1392

Away Team recorded conversations

[Crewmember 1]: If something is stupid, but it works, it's not actually stupid, right?

[Away Team Commander]: What have you done?

[Crewmember 1]: Remember that new sensor? Well,

it caught fire again. I redirected the wiring to another one and nailed it to the wall so that-

[Away Team Commander]: Nailed? OK, I don't want to hear the rest.

LOG 1393

If *Rebooting Stele* is revealed, go to **Log 1396**. Otherwise, read on:

Away Team recorded conversations

[Away Team Commander] (panting): What was that? We've been literally pushed out of the hull!

[Jenny the AI]: The magnetic field has changed abnormally fast.

[Crewmember 1]: It could be the stele. I think it is running wild.

[Away Team Commander]: Look, the stele is indeed hovering nearby. Coming closer. We can expect all laws of physics to change now. I am deeply sorry for the Dauntlesses. What hell did they endure?

[Crewmember 1]: All the more reason to get inside, and the stele is stalling us. What do we do about it?

Refresh 2 .

LOG 1394

Away Team recordings

[Away Team Commander]: Captain, we're in. We have flown into the stomach of a Space Whale.

[Captain Lee]: Good job, commander. Report away.

[Away Team Commander]: We see pools of digestive juices, teeming with lifeforms.

[Doctor Juarez]: Could be aschelminth or tapeworm. Possibly parasites.

[Away Team Commander]: Thank you, doctor. Our sensors are picking up the signal of a stele moving somewhere here-

[Crewmember 1]: There, commander! See that purple storm raging at 10 o'clock? Looks like a stele gone rogue.

[Away Team Commander]: Yes, we have seen those before. We can expect all kinds of cosmic disturbances, but... Oh. Here she is.

[Captain Lee]: What is it, commander? She?

[Away Team Commander]: You are not gonna believe it, captain. We see an Earthling spaceship stuck to the wall of the stomach. A Dauntless-class spaceship, battle-damaged, but in one piece. God, we have found her.

- Open the Planetopedia at pages **22-23** (*Dag Gadol*).
- Place the *Spawn Guard Threat* card in the indicated space above the Planet board.
- Place the *Spawn Guard* standee in Sector 2.
- Open the Ship Book at page **24** and perform the "Begin Planetary Exploration" procedure.

LOG 1395

Away Team commander live feed

Captain Fournier, we need your assistance! One of my crewmembers got seriously burned while turning off an overheating engine and preventing one hell of an explosion. Is your med bay ready to receive them?

LOG 1396

Vanguard bridge audio log

[Away Team Commander]: Captain? Do you copy?

[Captain Lee]: Yes, commander! Where are you? What's your status?

[Away Team Commander]: Well, we're inside ISS Dauntless.

[Captain Lee]: Impossible! Well done!

[Away Team Commander]: We received an exceptionally warm welcome, and I more or less know what has happened

to the Dauntless.

[Captain Lee]: In a nutshell, commander?

[Away Team Commander]: Their computer system was penetrated and hacked by Planidians who, as a result, forced the Dauntless to attack the Wayfarer and then sent the ship toward the Mainframe. Fortunately, the engineers aboard Dauntless eliminated the viruses and regained control over the ship before they reached the Mainframe. Nevertheless, they were intercepted by the Planidian fleet and suffered heavy damage. They broke free, though, and later hid in a nebula, where they encountered the Space Whale. Much to their surprise, the beast swallowed the ship.

[Captain Lee]: Is she space-worthy?

[Away Team Commander]: The Dauntless? No, captain. She is stuck to the stomach wall, and her heavily damaged engines failed during the attempts to escape. The Dauntlesses have no means to repair them and fly.

[Captain Lee]: Couldn't they evacuate?

[Away Team Commander]: No, captain. Anyone who left the ship was almost immediately attacked by swarms of stomach parasites. Besides, the port evac dock was destroyed by enemy fire, and the starboard is blocked by the stomach wall. Their situation was made worse by the glitching stele roaming inside the stomach which chaotically kept changing the local laws of physics. Its energetic outbursts caused the crew to shut down all electronic systems, bar the crucial ones like the short-range distress beacon. Thus, they were trapped here for six long years.

[Captain Lee]: Dear God.

[Away Team Commander]: We are restarting the communication system. Captain Fournier wants to talk to you.

- Discard Mission card **M10**.
- Move Survivor card **V07** from "Survivors" to the "Awaiting..." envelope.
- Go to **Log 1374**.

LOG 1397

Away Team recorded conversations

[Away Team Commander]: Are the engines gonna make it?

[Crewmember 1]: I have no idea, commander. Parts of them were badly damaged when the Dauntless tried to set herself free. We patched it up, and the diagnostics say it's gonna be fine. Let's hope the computer is right.

[Away Team Commander]: There is only one way to find out.

Mark the topmost unmarked box and continue the game.

<input type="checkbox"/>	A
<input type="checkbox"/>	B
<input type="checkbox"/>	C

LOG 1398

Check the boxes in **Log 1397**. If any are marked, go to **Log 1358**.


Otherwise, read on:

Captain Lee's personal log

It pleases me to see ISS Dauntless through the windows of the bridge, traversing space alongside us, so smooth and elegant, so brave and hardened. It pleases me even more to think of her crew, trapped for so long and liberated in a dramatic struggle. Vanguard has gained a trustworthy companion, and a part of our mission is accomplished.

However, it would be a lie to claim that the mission has been entirely successful. Setting ISS Dauntless free meant a death sentence for Dag Gadol, a unique space creature.


I am aware that we did it for the greater good. Still, there is a shadow in my heart from which I will never escape.

- Gain 1 .
- Mark the box in **Log 1565**.
- Move Bridge Upgrade **B24** and Objective card **O04** from "Bridge Cards" to the "Awaiting..." envelope.
- Move Situation card **S39** from "Future Situations" to the "Awaiting..." envelope.
- Set the Morale in the Bridge cardholder (Ship Book page **3**) to "Very Low" – if it is already Very Low, nothing happens.
- Open the Ship Book at page **25** and begin Ship Management.

LOG 1399

Away Team commander live feed


All right, a short respite from those dreadful parasites. Out, everybody! Get back to patching the holes in the hull!



Gain 1 . Replace the card in this Sector with card **P000**.



LOG 1405

The Crewmember chosen in the previous Log performs the following Dice Check. One other Crewmember may Assist as if they were in the same Sector (in case of a tie, the Crewmember performing the Dice Check makes the final decision). Ignore any card or Equipment effects that refer to anything not present on the table (for example: cards that let you gain Leads, or move to other Sectors). Any dice you use will not be available for subsequent Dice Checks. Depending on your choices, you may face more Dice Checks in this Landing.

Important: If any Crewmember would gain a fourth Injury, discard it and mark one box in **Log 1447**. If all boxes in **Log 1447** are marked, resolve its text.

 **NAVIGATE THROUGH THE JUNGLE**

 = 

	Gain 1 <i>Strange Flora</i> Discovery and place it in the "Awaiting..." envelope.
	Go to Log 1422 .
Mark one box in Log 1447 . If this isn't the last marked box, go to Log 1422 .	

LOG 1406

Away Team recordings

[Away Team Commander]: LT, get ready to receive us! Quick! I have a wounded crewmember! We have activated emergency procedures to leave the planet! Prepare the emergency med team!

- Place the Mission Failed token next to the Ship Book.
- Remove Landing card **L05** from the game.
- Open the Ship Book at page **19** and flip the Lander card representing your current Lander to the Damaged side (unless it is a Basic Lander).
- Open the Ship Book at page **25** and begin Ship Management.

LOG 1407

Away Team recordings

[Away Team Commander]: Do we more or less know where the Starchild team has landed?

[Crewmember 1]: No, commander. They are somewhere on the other side of the ziggurat, and the structure is huge. It is a minimum two-hour trek.

[Away Team Commander]: I hope nothing has happened to them, because-

[Crewmember 2]: Talk of the devil, there is an incoming transmission! It's the Starchildren.

[Away Team Commander]: Put it on.

[Starchild Away Team]: This is the Starchild Away Team. Yes, we copy.

[Away Team Commander]: Uhm... What?

[Starchild Away Team]: We are responding to your message. Yes, we copy. And yes, we are fine.

[Away Team Commander]: Starchild Away Team, we sent the message like ten minutes ago. Why the delay?

[Starchild Away Team]: Take care, Vanguard. Over and out.

[Away Team Commander]: Uhm... Now, can anyone explain that?

Mark the leftmost empty box in **Log 1439**. If box **C** in **Log 1566** is marked, go to **Log 1432**. Otherwise, all players discuss and choose one (in case of a tie, the Security Section player makes the final decision):

- » **Go toward the ziggurat** – Go to **Log 1414**.
- » **Find Team Starchild** – Go to **Log 1413**.

LOG 1408

If the box in **Log 1551** is marked, go to **Log 1436**. Otherwise, read on:

Away Team commander live feed

Dammit, disturbances. Our signal is not getting through. What's in the way? The Emitter? Or maybe the Starchild? Focus, everybody. We need to get this done.




All players discuss and choose one Crewmember that you think is best suited to contact the Starchild. In case of a tie, the Security Section player makes the final decision. Then, go to **Log 1420**.

LOG 1409

Remove Landing card **L05** from the game.

If you don't have Unique Discovery **11** in the "Awaiting..." envelope, place the Mission Failed token next to the Ship Book.

Then, count the number of marked boxes in **Log 1439**:

- If 8 or more boxes are marked, gain 11 . Then, all Rank 1 and Rank 2 Crewmembers involved in this Exploration Rank-Up. Go to **Log 1410**.
- If 5, 6 or 7 boxes are marked, gain 7 . Then, all Rank 1 and Rank 2 Crewmembers involved in this Exploration Rank-Up. Go to **Log 1410**.
- If 3 or 4 boxes are marked, gain 5 . Then, all Rank 1 Crewmembers involved in this Exploration Rank-Up. Go to **Log 1440**.
- If 2 or fewer boxes are marked go to **Log 1440**.

LOG 1410

The summary of Away Team commander's final report

Captain,

I confirm that the mission is over.

All its details have been presented in the enclosed report, but allow me to highlight that the moon may be a threat to all spacefaring species in the universe, and it should be red-flagged on all star maps. Time permitting, we should discuss methods of destroying the threat.

Besides, I am aware of rumors regarding the supposedly erratic performance of the Starchild Away Team. I report that despite our efforts, contact with our Starchild colleagues was limited and strangely disturbing. Their participation in the mission was next to none, and their behavior is indeed thought-provoking. I suggest starting an inquiry together with the captain of ISS Starchild.

Mark the following box:

ISS Starchild suspicions

Open the Ship Book at page **25** and begin Ship Management.

LOG 1411

Away Team recordings

[Crewmember 2]: This is the Away Team from ISS Vanguard. Starchild, do you copy?

[Away Team Commander]: Any response?

[Crewmember 2]: So far not. Starchild's Away Team, do you copy? Are you there? Starchild? This is Vanguard's team! Starchild, are you even here?

[Crewmember 1]: Should we be worried?

[Away Team Commander]: I can only hope it's just some temporary technical problem. Now, let's move.

Mark the leftmost empty box in **Log 1439**. Then all players discuss and choose one (in case of a tie, the Engineering Section player makes the final decision):

- » **Go toward the ziggurat** – Go to **Log 1433**.
- » **Find Team Starchild** – Go to **Log 1407**.

LOG 1412

Away Team commander live feed

[Away Team Commander]: Get your gear, everybody. We need to clear a patch of the jungle for the lander to touch down. And weapons at the ready. You never know what could jump out at us.

All players discuss and choose one Crewmember that you think is best suited to secure the landing zone. In case of a tie, the Security Section player makes the final decision. Then, go to **Log 1441**.

LOG 1413

Away Team commander live feed

All right, we must get through the jungle to find Starchild's lander. Look sharp. It's gonna be one hell of a toil.

All players discuss and choose one Crewmember that you think is best suited to lead the expedition through the jungle. In case of a tie, the Science Section player makes the final decision. Then, go to **Log 1405**.

LOG 1414

Away Team recordings

[Away Team Commander]: Lieutenant, we have cleared the jungle to reach the foot of the ziggurat.

[Lieutenant Banini]: Any activity?

[Away Team Commander]: No, the scanners are quiet. But we see an abandoned space shuttle here, partly overgrown. One of the oldest Idemian ones we know. There are the remains of a spacesuit, probably Idemian too.

[Lieutenant Banini]: Idemian. In other words, many ships seem to have landed there. Why have they stayed? Why haven't they returned?

[Away Team Commander]: This remains to be figured out, lieutenant. We move on.

All players discuss and choose one (in case of a tie, the Security Section player makes the final decision):

- » **Contact Team Starchild** – Go to **Log 1408**.
- » **Respond to the distress signal** (you may do this only if the box in **Log 1415** is marked) – Go to **Log 1445**.
- » **Search the area** – Go to **Log 1425**.
- » **Enter the ziggurat** – Go to **Log 1428**.

LOG 1415

Away Team recordings

***** a harsh sound in the background, screams of pain *****

[Lieutenant Banini]: Away Team, what's your status?

[Crewmember 2]: Holy crap, what was that?

[Away Team Commander]: Everyone all right?

[Crewmember 1]: Yeah, kind of. My head is ringing.

[Crewmember 2]: Mine too, but other than that we're fine. I guess.

[Lieutenant Banini]: Away Team, do you copy?

[Away Team Commander]: Yep. Yep. Lieutenant, we have... Well, we tried to respond to the distress call, but it suddenly morphed into an unpleasant, harsh tune. A sonic assault of sorts. All right, LT, we are fine if a bit shocked. We're moving on.

Mark and resolve the box below:

Each Crewmember rolls .

Important: If any Crewmember would gain a fourth Injury, discard it and mark one box in **Log 1447**. If all boxes in **Log 1447** are marked, resolve its text.

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

- » **Go toward the ziggurat** – Go to **Log 1414**.
- » **Warn Team Starchild** – Go to **Log 1416**.

LOG 1416

Away Team recordings

[Crewmember 1]: What do we do now, commander?

[Away Team Commander]: There is a lot going on here, and the Starchild must be warned.

[Crewmember 1]: It may blow back on us. Using radio here is a risky business, it seems.

[Away Team Commander]: It is. That is why it has to be a short signal on a rarely used frequency. You know, one of those low frequencies our fleet uses in emergency situations. And the message will have to be sent by the one of us who is best suited for such actions. Who do you think this will be?

All players discuss and choose one Crewmember that you think is best suited to send the signal. In case of a tie, the Science Section player makes the final decision. Then, go to **Log 1423**.

LOG 1417

Away Team recordings

[Away Team Commander]: Lieutenant Banini, do you copy?

[Lieutenant Banini]: Yes, Banini here. Listen, why is the Starchild lander taking off?

[Away Team Commander]: That is exactly what I would like to know! We've received a few disturbing messages from them so we decided to confront them, but the moment we got closer, they activated some sort of a force field, ran to the lander, and left the planet. Just like that! Do you make any sense of it?

[Lieutenant Banini]: No, not yet. And it seems disturbing, to say the least. Stay put, Away Team. And, if I were you, I would call your lander. You may want to have it nearby.

[Away Team Commander]: Good idea, LT. Ours is bigger than the Starchild's so we'd better clear some of the jungle here.

Mark the leftmost empty box in **Log 1439**. Then, go to **Log 1412**.

LOG 1418

Away Team recordings

[Crewmember 1]: Starchild Away Team, do you copy? This is the Vanguard Away Team, over. Can you hear us?

[Starchild Away Team] (two voices in unison, a male and a female): This is the Starchild Away Team. We copy, Vanguard.

[Crewmember 1] (surprised): Uhm... Ergh... Is this a joke or what?

[Starchild Away Team] (still in unison): No, it is not. What is your status?

[Crewmember 2]: The ziggurat is empty inside and... Gee, what's with the voices? What is wrong with you?

[Starchild Away Team]: Nothing. Over and out.

[Crewmember 1]: Commander, they have broken the connection. Did you hear that?

[Away Team Commander]: Yeah, I did.

[Crewmember 1]: Pretty weird, eh?

[Away Team Commander]: Weirder than you think. Their Away Team was all women.

Mark the leftmost empty box in **Log 1439**. Then all players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

- » **Go through the jungle to Starchild's Lander** – Go to **Log 1413**.
- » **Call the Lander to leave the Crystallite** – Go to **Log 1412**.

LOG 1419

Away Team recordings

[Away Team Commander]: I hate this jungle. It is less than two clicks away from the ziggurat, but-

[Crewmember 1]: Look there, commander.

[Away Team Commander]: Shit. Quiet now. Spread out. Eyes open. Weapons free.

[Lieutenant Banini]: Away Team, what's your status?

[Away Team Commander]: We are approaching a small spacecraft in a nearby glade. Not ours. Possibly Aerugon, although rather old. No signs of life.

[Lieutenant Banini]: Aerugon? Interesting. Our working theory was that some Wayfarers had crash-landed there.

[Away Team Commander]: That's right, lieutenant. There is more to it than we thought.

[Crewmember 1]: Commander, you may wanna see this.

[Away Team Commander]: On my way. Dammit, LT, we have found a withered dead body beside the craft. Could be the pilot.

[Crewmember 1]: The corpse is resting on their stomach, its back shredded. Like the poor soul had been running, and something jumped on their back.

[Away Team Commander]: Something nasty happened here.

All players discuss and choose one (in case of a tie, the Engineering Section player makes the final decision):

- » **Respond to the distress call, using the same frequency** – Each Crewmember chooses: or roll . Then go to **Log 1415**.
- » **Warn Team Starchild** – Each Crewmember chooses: or roll . Then go to **Log 1416**.
- » **Enter the spacecraft** – Each Crewmember chooses: or roll . Then go to **Log 1442**.

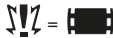
Important: If any Crewmember would have to gain a fourth Injury, discard it and mark one box in **Log 1447**. If all boxes in **Log 1447** are marked, resolve its text.

LOG 1420

The Crewmember chosen in the previous Log performs the following Dice Check. One other Crewmember may Assist as if they were in the same Sector (in case of a tie, the Crewmember performing the Dice Check makes the final decision). Ignore any card or Equipment effects that refer to anything not present on the table (for example: cards that let you gain Leads, or move to other Sectors). Any dice you use will not be available for subsequent Dice Checks. Depending on your choices, you may face more Dice Checks in this Landing.

Important: If any Crewmember would gain a fourth Injury, discard it and mark one box in **Log 1447**. If all boxes in **Log 1447** are marked, resolve its text.

CONTACT THE STARCHILD



+ + + +	Each Crewmember draws 2 Section cards.
+ + + +	Go to Log 1436 .
Mark one box in Log 1447 . If this isn't the last marked box, go to Log 1436 .	

LOG 1421

Away Team commander live feed

The jungle is thicker than I thought. We are doing our best not to make too much noise, because there is no telling whose attention we may attract. Careful, everybody!

All players discuss and choose one Crewmember that you think is best suited to lead the expedition through the jungle. In case of a tie, the Recon Section player makes the final decision. Then, go to **Log 1427**.

LOG 1422

Away Team recordings

[Crewmember 1]: Are we getting close?

[Crewmember 2]: Yes, we're almost there. We should be able to see the lander any time soon.

[Away Team Commander]: It could still be covered by the trees, but the... Oh, look. It's their crewmembers!

[Crewmember 1]: Yeah, no doubt, but... What happened to them?

[Away Team Commander]: Lieutenant, do you read us?

[Lieutenant Banini]: Loud and clear.

[Away Team Commander]: We are close to the location of Starchild's lander, and we see their crew. They are standing still, staring into the void as if... I don't know. As if enchanted?

Mark the leftmost empty box in **Log 1439**. Then all players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- » **Radio Team Starchild** – Each Crewmember chooses: or roll . Then go to **Log 1431**.
- » **Get closer to Team Starchild** – Each Crewmember chooses: or roll . Then go to **Log 1417**.

Important: If any Crewmember would gain a fourth Injury, discard it and mark one box in **Log 1447**. If all boxes in **Log 1447** are marked, resolve its text.

LOG 1423

The Crewmember chosen in the previous Log performs the following Dice Check. One other Crewmember may Assist as if they were in the same Sector (in case of a tie, the Crewmember performing the Dice Check makes the final decision). Ignore any card or Equipment effects that refer to anything not present on the table (for example: cards that let you gain Leads, or move to other Sectors). Any dice you use will not be available for subsequent Checks. Depending on your choices, you may face more Checks in this Landing.

WARN THE THE STARCHILD CREW



+ + + +	Refresh 5 .
+ + + +	Go to Log 1411 .
Mark one box in Log 1447 . If this isn't the last marked box, go to Log 1411 .	

LOG 1424

Away Team recordings

[Away Team Commander]: Let's take a look around.

[Crewmember 1]: I see a patch of charred soil.

[Crewmember 2]: And another one there. And there.

[Away Team Commander]: This is how Idemian weapons work. The pilot landed the craft, went outside, got attacked from many directions and shot some of the creatures.

[Crewmember 2]: Yes, and then got cut off. Must have been quite a fight.

[Away Team Commander]: The local predators seem well organized. Is it their hunting spirit or some higher power?

[Crewmember 1]: If we go for the higher power option, we could connect it to the ziggurat, the only evidence of sentient life here.

[Crewmember 2]: Hey, I have another idea. This craft here is Idemian. What if it landed here because of another distress call? How about we try to radio a message in Idemian?

All players discuss and choose one (in case of a tie, the Engineering Section player makes the final decision):

- » **Enter the ziggurat** – Go to **Log 1428**.
- » **Contact Team Starchild** – Go to **Log 1408**.
- » **Search the aircraft** – Go to **Log 1438**.
- » **Respond to the distress call in Idemian** (only if the box in **Log 1415** is marked) – Go to **Log 1444**.

LOG 1425

Away Team commander live feed

We're about to scout the area. I know the terrain is more than rough so watch your steps, everybody. Not a single sound.

All players discuss and choose one Crewmember that you think is best suited to search the area. In case of a tie, the Security Section player makes the final decision. Then, go to **Log 1450**.

LOG 1426

Away Team recordings

[Crewmember 1]: The ziggurat is hollow inside. Who would have built such a huge structure to leave it unused?

[Away Team Commander]: And what for?

[Crewmember 2]: What if it's not unused?

[Away Team Commander]: What do you mean?

[Crewmember 2]: My sensors are going crazy. We don't see it, but there is a lot going on here.

[Crewmember 1]: I get the same reading. The inside of the ziggurat is filled with intense energy. Shall we examine it, commander? Or maybe it is time to contact the Starchildren again?

If you have 2 Sections on this Mission, all Crewmembers draw a total of 5 Section cards. If you have 3 or 4 Sections on this Mission, all Crewmembers draw a total of 4 Section cards.


Then all players discuss and choose one (in case of a tie, the Engineering Section player makes the final decision):











- » **Contact Team Starchild** – Go to **Log 1418**.
- » **Examine the signal** – Go to **Log 1434**.

LOG 1427

The Crewmember chosen in the previous Log performs the following Dice Check. One other Crewmember may Assist as if they were in the same Sector (in case of a tie, the Crewmember performing the Dice Check makes the final decision). Ignore any card or Equipment effects that refer to any component not present on the table (for example: cards that let you gain Leads or move to other Sectors). Any dice you use will not be available for subsequent Dice Checks. Depending on your choices, you may face more Dice Checks in this Landing.

NAVIGATE THROUGH THE JUNGLE

!!! = 

 +  +  +  + 	Gain 1 Live Specimen Discovery and place it in the "Awaiting..." envelope.
 +  +  +  + 	Go to Log 1419 .
Mark one box in Log 1447 . If this isn't the last marked box, go to Log 1419 .	

LOG 1428

Away Team commander live feed

The entrance to the ziggurat is blocked with rocks of various sizes. Get ready, crew. We must shovel them aside. Get your gear.

All players discuss and choose one Crewmember that you think is best suited to open the entrance. In case of a tie, the Security Section player makes the final decision. Then, go to **Log 1448**.

LOG 1429



Away Team recordings

[Crewmember 1]: There is no doubt anymore, commander.

[Away Team Commander]: No. Any time we reply to their distress call, we activate a sound that paralyzes us and calls those creatures.

[Crewmember 2]: Hard to believe, really.

[Away Team Commander]: We've seen worse. From now on we analyze each next step carefully. And let's check the ziggurat. It could be connected to those predators.

If you have 2 Sections on this Mission, all Crewmembers Refresh a total of 5 . If you have 3 or 4 Sections on this Mission, all Crewmembers Refresh a total of 4 .

Then, all players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

- » **Enter the ziggurat** – Go to **Log 1428**.
- » **Contact Team Starchild** – Go to **Log 1418**.

LOG 1430

Away Team recordings

[Away Team Commander]: Lieutenant Banini, we have touched down successfully. We are surrounded by a dense, wet forest.

[Crewmember 1]: Look there, commander.

[Away Team Commander]: Oh, yes. There is that majestic, gray ziggurat we saw from low orbit. It is looming above the forest. So far, no sentient activity detected.

[Lieutenant Banini]: No? And what about the Starchild lander?





[Away Team Commander]: Nowhere to be seen.

[Crewmember 2]: I have it on the radar. They have landed on the opposite side of the ziggurat.

[Lieutenant Banini]: Intriguing. Both crews were supposed to use the same landing coordinates. Listen, we definitely have communication problems with the Starchild, and I don't know what it means. Could be they are hiding some problems and they simply need our help. If you can, come into contact with them.

[Away Team Commander]: Roger that, LT. Now, disembark and get going. We may try to reach the ziggurat or try to respond to the distress call.

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

- » **Navigate through the jungle to the ziggurat** – Each Crewmember chooses:  or roll . Then go to **Log 1421**.
- » **Respond to the distress call, using the same frequency** – Each Crewmember chooses:  or roll . Then go to **Log 1415**.

Important: If any Crewmember would gain a fourth Injury, discard it and mark one box in **Log 1447**. If all boxes in **Log 1447** are marked, resolve its text.

LOG 1431

Away Team recordings

[Crewmember 1]: Starchild Away Team, this is Vanguard. We are not far from you. Do you copy?

[Starchild's Away Team] (drawling to an impossible extent): Yes, we do.

[Crewmember 1]: Starchild, what is your status? We have received a few confusing, if not disturbing messages, and-

[Starchild's Away Team]: Everything is under control.

[Crewmember 1]: Everything? Your performance is far from usual and-

[Starchild's Away Team]: Over and out.

Mark the leftmost empty box in **Log 1439**. Then all players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

- » **Get closer to Team Starchild** – Go to **Log 1417**.
- » **Call the Lander to leave the Crystallite** – Go to **Log 1412**.

LOG 1432

Away Team recordings



[Crewmember 1]: That was weird.

[Away Team Commander]: And it brings back disturbing memories.

[Crewmember 2]: What memories, commander?

[Away Team Commander]: I clearly remember the footage from the Raindrop takeover. When the shuttle's AI was struggling to repel the hacking attack, she spoke with similar difficulties and now those people sound familiar. It is very disturbing.

Mark the leftmost empty box in **Log 1439**.

If you have 2 Sections on this Mission, all Crewmembers Refresh a total of 4 . If you have 3 or 4 Sections on this Mission all Crewmembers Refresh a total of 3 .

Then all players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- » **Go toward the ziggurat** – Go to **Log 1414**.
- » **Find Team Starchild** – Go to **Log 1413**.

LOG 1433

Away Team recordings

[Away Team Commander]: Do we more or less know where the Starchild team has landed?

[Crewmember 1]: No, commander. They are somewhere on the other side of the ziggurat, and the structure is huge. It is a minimum two-hour trek.

[Away Team Commander]: I hope nothing has happened, because-

[Crewmember 2]: Talk of the devil, there is an incoming transmission! It's the Starchildren.

[Away Team Commander]: Put it on.

[Starchild Away Team]: This is the Starchild Away Team. Yes, we copy.

[Away Team Commander]: Uhm... What?

[Starchild Away Team]: We are responding to your message. Yes, we copy. And yes, we are fine.

[Away Team Commander]: Starchild Away Team, we sent the message like ten minutes ago. Why the delay?

[Starchild Away Team]: Take care, Vanguard. Over and out.

[Away Team Commander]: Uhm... Now, can anyone explain that?

Mark the leftmost empty box in **Log 1439**. Then all players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- » **Go toward the ziggurat** – Go to **Log 1414**.
- » **Find Team Starchild** – Go to **Log 1413**.

LOG 1434

Away Team recordings

[Crewmember 2]: What eerie acoustics this place has. Every sound resonates with thousands of echoes. It could just as well be an empty concert hall. Let me check all the radio frequencies-

***** the distress call from the beginning of the mission followed by another, equally distorted, in an alien language *****

[Crewmember 2]: Did you hear it? This is what the ziggurat is emitting. And it is the source of a multitude of signals.

[Away Team Commander]: What is this ziggurat, then? The lair of a fleshless being? A half-sentient signal emitter? A radio intelligence manipulating those creatures outside? We won't know without further research, but we may assume that it is able to replicate many kinds of distress calls to attract space travelers and feed them to those predators we've seen. Is that right?

[Crewmember 2]: It's just a working theory, but for safety reasons let's stick to it.

[Away Team Commander]: So, the mystery is almost revealed for now. Now let's think of putting up a caution sign somewhere in orbit.

***** laughter *****

Mark the box and resolve its text.

Each Crewmember chooses:  or roll . Then move Unique Discovery **11** from "Discoveries" to the "Awaiting..." envelope.

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):








- » **Contact Team Starchild** – Go to **Log 1418**.
- » **Return to the Lander** – Go to **Log 1412**.

LOG 1435

Away Team recordings

[Lieutenant Banini]: Away Team, here are your orders. You can come back to your lander and leave the planet or continue your investigation. The choice is yours.

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- » **Enter the ziggurat** (only if the box in **Log 1434** is NOT marked) – Each Crewmember chooses:    or roll . Then go to **Log 1437**.
- » **Leave the planet** – Each Crewmember chooses:   or roll . Then go to **Log 1409**.

Important: If any Crewmember would gain a fourth Injury, discard it and mark one box in **Log 1447**. If all boxes in **Log 1447** are marked, resolve its text.

LOG 1436

Away Team recordings

[Crewmember 1]: Starchild Away Team, do you copy? Starchild, this is the Vanguard Away Team! Can you hear us? Commander, either they don't hear us or-

[Starchild Away Team]: This is the Starchild Away Team. We hear you.

[Crewmember 1]: Great. We have had a hard time trying to reach you. What's your status?

[Starchild Away Team]: Yes.

[Crewmember 1]: Uhm... Starchild, can you repeat?

[Starchild Away Team]: Yes, we're fine.

[Crewmember 1]: Uhm... OK. So we're on the southern side of the ziggurat where we found an old Idemian shuttle. The pilot is dead. The planet is inhabited by a predatory species, possibly sentient, so be-

[Starchild Away Team]: Yes. Over and out.

[Crewmember 1]: Starchild? Commander, they broke the connection! What's wrong with them?

Mark the leftmost empty box in **Log 1439**. Then all players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- » **Enter the ziggurat** – Go to **Log 1428**.
- » **Climb to the top of the ziggurat** – Go to **Log 1443**.

LOG 1437

Away Team recordings

[Crewmember 1]: The ziggurat is hollow inside. Nothing but empty space with stone slabs marked with one symbol. Who would have built such a huge structure to leave it unused?

[Away Team Commander]: And what for?

***** footsteps, gentle whisper of wind *****

[Crewmember 1]: I wish I knew that. Look at the view this place offers. It is a majestic structure which must... Come and look!

***** more footsteps *****

[Crewmember 2]: What is it?

[Crewmember 1]: There. See? Close to those purple-leaved trees.

[Away Team Commander]: Creatures. Quadruped. Strong and swift, probably pack animals.

[Crewmember 2]: Looking at us. Sniffing us, maybe. There are more and more of them.

[Away Team Commander]: Let's get out of sight.

*** footsteps ***

[Crewmember 1]: You said "pack animals", commander, but we must just as well assume that they are at least half-sentient and this ziggurat of sorts is an important place for them.

[Crewmember 2]: Could be calling them.

[Crewmember 1]: Calling? Let's see what the sensors say. Ugh, mine is going crazy. It seems that the inside of the ziggurat is filled with some intense energy. Commander, can I run a little experiment?

[Away Team Commander]: Be my guest.

[Crewmember 2]: So, let's check all the radio frequencies-

*** the distress call from the beginning of the mission followed by another, equally distorted, in an alien language ***

[Crewmember 2]: Did you hear it? This is what the ziggurat is emitting. It is the source of a multitude of signals.



[Away Team Commander]: What is this ziggurat, then? The lair of a fleshless being? A half-sentient signal emitter? A radio intelligence manipulating those creatures outside? We won't know without further research, but we may assume that it replicates many kinds of distress calls to attract space travelers and feed them to those predators we've been repelling. Is that right?

[Crewmember 2]: It's just a working theory, but for safety reasons let's stick to it.

[Away Team Commander]: So, the mystery is almost revealed. Now let's think of putting up a caution sign somewhere in orbit.

*** laughter ***

[Crewmember 1]: Meanwhile, I am going to take one of those slabs. If our working theory is true, the symbol means "I" or "me."






Each Crewmember chooses:  or roll .

Move Unique Discovery 11 from "Discoveries" to the "Awaiting..." envelope. Then go to Log 1409.

LOG 1438

Away Team commander official report

I gave the order to search the Idemian spacecraft, which, I admit, was an unfortunate mistake. We should have scanned the wreck before doing so, which we neglected. The early warning system activated the moment we entered the wreck, though, and we saw a fast-moving lifeform, leaping at us. We opened fire, but the creature made it through the barrage.

If you have 2 Sections on this Mission, each Crewmember rolls  or .
If you have 3 or 4 Sections on this Mission, each Crewmember rolls  or  + .

Important: If any Crewmember would gain a fourth Injury, discard it and mark one box in Log 1447. If all boxes in Log 1447 are marked, resolve its text.

All players discuss and choose one (in case of a tie, the Engineering Section player makes the final decision):

- » Enter the ziggurat – Go to Log 1428.
- » Contact Team Starchild – Go to Log 1408.
- » Respond to the distress call in Idemian (only if the box in Log 1415 is marked) – Go to Log 1444.

LOG 1439

Away Team commander live feed

All right, listen up. I've got another lead concerning the Starchild and her crew.



LOG 1440

Summary of the Away Team commander's final report

Captain,

I confirm that the mission is over.

All its details have been presented in the enclosed report, but allow me to highlight that the moon may be a threat to all spacefaring species in the universe, and it should be red-flagged on all star maps. Time permitting, we should discuss methods of destroying the threat.

Besides, I am aware of rumors regarding the supposedly erratic performance of the Starchild Away Team. I report that their crewmembers have indeed been difficult to communicate with, and their attitude was surprisingly inactive, but I suggest we come back to investigating it as soon as we deal with more pressing matters.

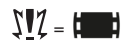
Open the Ship Book at page 25 and begin Ship Management.

LOG 1441

The Crewmember chosen in the previous Log performs the following Dice Check. One other Crewmember may Assist as if they were in the same Sector (in case of a tie, the Crewmember performing the Dice Check makes the final decision). Ignore any card or Equipment effects that refer to anything not present on the table (for example: cards that let you gain Leads, or move to other Sectors). Any dice you use will not be available for subsequent Dice Checks. Depending on your choices, you may face more Dice Checks in this Landing.

Important: If any Crewmember would gain a fourth Injury, discard it and mark one box in Log 1447. If all boxes in Log 1447 are marked, resolve its text.

  **SECURE THE AREA AND CALL THE LANDER**



Gain 1 Live Specimen
Discovery and place it in the "Awaiting..." envelope.



Go to Log 1435.

Mark one box in Log 1447.
If this isn't the last marked box, go to Log 1435.

LOG 1442

Away Team commander official report

We entered the abandoned spaceship to search the inside and then it all happened. First, we heard muffled growling. Hardly had we looked that way when the growling turned into a shrill sound, strangely similar to the tone of the sonic assault, and the monster jumped out. It was too quick for us to register any details other than the fact that it was a headless, four-legged creature, a gaping maw somewhere in the front of its chest. We barely escaped.

Each Crewmember  + .

All players discuss and choose one (in case of a tie, the Engineering Section player makes the final decision):

- » Respond to the distress call, using the same frequency – Go to Log 1415.
- » Warn Team Starchild – Go to Log 1416.

LOG 1443

If box D in **Log 1566** is marked, go to **Log 1446**. Otherwise, read on:

Away Team recordings

[Crewmember 1]: It has been a long climb, but what a view.

[Crewmember 2]: Look! Is that-

[Away Team Commander]: Yep, this is the lander from the Starchild.

[Crewmember 2]: It doesn't seem suspicious or anything. Perhaps we have been overthinking.

[Away Team Commander]: Perhaps. All right, I am relieved. Let's go down.

All players discuss and choose one (in case of a tie, the Security Section player makes the final decision):

- » Enter the ziggurat – Go to **Log 1428**.
- » Contact Team Starchild – Go to **Log 1431**.
- » Get closer to Team Starchild – Go to **Log 1417**.

LOG 1444

Go to **Log 1445**.

LOG 1445

Away Team recordings

***** a harsh sound in the background *****

[Crewmember 1]: It's that sound again! My ears!

[Away Team Commander]: It's gonna be over soon.

[Crewmember 1]: It is. What a relief.

[Away Team Commander]: Does anybody know what this is?





[Crewmember 2]: Whatever it is, it strikes us anytime we reply to their distress call.

[Crewmember 1]: And it takes us a while to recover. As if someone - something - was trying to put us out.

[Away Team Commander]: It might be a trap.

[Crewmember 1] (alerted): If it is, it has worked. The scanners show a life form approaching fast!

[Away Team Commander]: Defensive positions!

If you have 2 Sections on this Mission, each Crewmember rolls . If you have 3 or 4 Sections on this Mission, each Crewmember rolls  or  to roll .

Go to **Log 1429**.

LOG 1446

Away Team recordings

[Crewmember 1]: It has been a long climb, but what a view.

[Crewmember 2]: Look! Is that-

[Away Team Commander]: Yep, this is the lander from the Starchild.

[Crewmember 2]: Far away, among the trees. One could say they're hiding.

[Away Team Commander]: They may have a reason.

[Crewmember 1]: Why's that, commander?

[Away Team Commander]: Well, I might be wrong, but... Do you see the shining thing on their starboard?

[Crewmember 2]: Yeah, I do. But couldn't it be a part of their coating or what? The Starchild is three times more advanced than Vanguard.

[Away Team Commander]: Right, it could be, but it kind of reminds me of the pixelated fractal growth we saw inside the Raindrop shuttle. Weird. And creepy.

Mark the leftmost empty box in **Log 1439**. Then all players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- » Enter the ziggurat – Go to **Log 1428**.
- » Contact Team Starchild – Go to **Log 1431**.
- » Get closer to Team Starchild – Go to **Log 1417**.

LOG 1447

 – If you marked the last box, read on:

Away Team commander live feed

They are coming from all directions! We have stepped right into the hornets' nest. Dammit, LT, there are too many of them. Fire! Fire! Retreat toward-



***** end of transmission *****

- Remove all Crewmembers from their Rank sleeves.
- Place the Mission Failed token next to the Ship Book.
- Remove the **L05** Landing card from the game.
- Open the Ship Book at page **19** and flip the Lander card representing your current Lander to the Damaged side (unless it is a Basic Lander).
- Open the Ship Book at page **25** and begin Ship Management.

LOG 1448

The Crewmember chosen in the previous Log performs the following Dice Check. One other Crewmember may Assist as if they were in the same Sector (in case of a tie, the Crewmember performing the Dice Check makes the final decision). Ignore any card or Equipment effects that refer to anything not present on the table (for example: cards that let you gain Leads, or move to other Sectors). Any dice you use will not be available for subsequent Dice Checks. Depending on your choices, you may face more Dice Checks in this Landing.

ENTER THE ZIGGURAT

 = 

	Gain 1 Mineral Discovery and place it in the "Awaiting..." envelope.
	Go to Log 1426 .
	Mark one box in Log 1447 . If this isn't the last marked box, go to Log 1426 .

LOG 1449

Away Team final briefing

At ease, everyone. As our scientists are busy researching the crystalloid technology, we will run what seems to be a rescue operation. We have just picked up a signal not unlike our own distress calls with a few distorted words in a language that resembles English. Here it is.

***** a blurred signal with some distorted words, "mayday" being the only recognizable one *****


The signal comes from Crystallite, Crystal Shard's only moon, and we do not know who or what is emitting it. The most likely hypothesis is that the signal is coming from a Wayfarer rescue capsule that crash-landed there. We must find the source of the signal.

We will not be alone. ISS Starchild has also agreed to send her own Away Team to help in the investigation. It is a last-minute decision, because the Starchild is still dealing with the aftermath of the hacking assault, and there has been no contact with their crew. Anyway, both our landers are to touch down in the same location, and we should use this opportunity to contact the Starchildren. Perhaps they will be more willing to bring us up to speed with the situation aboard their vessel. The mission will be personally supervised by Lieutenant Marco Banini, the first officer of the Vanguard. Any questions?

Move Situation card **S40** from "Future Situations" to the "Awaiting..." envelope.

This Planetary Exploration differs from the previous ones you've played. Follow the bullets below to prepare your game and familiarize yourself with the specific rules of this Mission:

- The Lander and Mods you choose have no impact on this Mission. If you prepared the Lander board, discard it with all the Equipment cards, Lander Mods and markers.




- You cannot use Mission and Personal Equipment, only Small Equipment. Take all Small Equipment  cards from the "Armory" (Card Tray B) and place them face up on the table. Crewmembers in the Away Team may choose a total of 4 Small Equipment cards and place them next to their Crew board. Choose Small Equipment that lets you reroll or adds symbols to your Dice Checks. No Crewmember may carry Equipment cards belonging to another Section. If players cannot agree, the Recon Section player makes the decision.
- You cannot use Supplies on this Mission.
- There is no Rank-Up card but your Crewmember may still be promoted at the end of the Mission.
- You may find various Dice Checks during this Mission. You can perform a Dice Check only if a Log specifically says so.
- Place the Injuries deck in your play area. If it isn't already there, take it from Card Tray A.
- Shuffle all 5 Discovery decks separately and place them in your play area.
- Crewmembers may not Exert during this Mission.
- If at any moment a Crewmember must spend a die and all their Section dice are in the Spent Pool, they gain an *Exhausted Injury* instead. If any Crewmember would gain a fourth Injury, discard it and mark one box in **Log 1447**. If all boxes in **Log 1447** are marked, resolve its text.









Then each Crewmember draws the number of Section cards indicated on their Crew board from their Section deck.

Go to **Log 1430**.

LOG 1450

The Crewmember chosen in the previous Log performs the following Dice Check. One other Crewmember may assist as if they were in the same Sector (in case of a tie, the Crewmember performing the Dice Check makes the final decision). Ignore any card or equipment effects that refer to anything not present on the table (for example: cards that let you draw Leads, or move to other Sectors). Any dice you use will not be available for subsequent Checks. Depending on your choices, you may face more Checks in this Landing.

 **SEARCH THE AREA**
 = 

 +   + 	Gain 1 Live Specimen Discovery and place it in the "Awaiting..." envelope. Go to Log 1424 .
 +   + 	Mark one box in Log 1447 . If this isn't the last marked box, go to Log 1424 .

LOG 1455

Vanguard bridge audio log

[Crewmember 1]: Officer, the energy level had gone down to 52 percent, but then the drain ceased.

[Lieutenant Banini]: What is the position of the probe?

[Crewmember 1]: The probe has passed it and the distance is growing.


[Lieutenant Banini]: So we just met an energy-leeching celestial body.

[Crewmember 1]: The scans indicate it isn't actually a body. It is a tightly-knit cluster of void creatures. Look, one of them is breaking off and heading toward Vanguard.

[Lieutenant Banini]: Good. We will try to catch it.

Gain 1 Live Specimen Discovery and move it to "Gathered Discoveries."

LOG 1456

Mark this box. If this box is already marked, gain 2 . Otherwise, read on:


Science report 45/33

Evolution is a fickle business. I have always assumed that should life get a chance to evolve, it will conquer every possible space, yet after the landing on CTB 11 D I clearly understood how wrong I was.

The planet was similar to Earth with its balmy wind, rolling hills, and never-ending grasslands, but there was absolutely no fauna there. Not even insects. We found some microorganisms, though, which was an even greater discovery. At last, we could begin to understand how such tiny creatures may develop in a flora-dominated world.

Besides, the captain gave the entire crew a couple of days off. Even a few hours on an Earth-like planet did us a literal world of good.

Gain 1 *Microorganism* Discovery and move it to "Gathered Discoveries."

Raise the Morale in the *Bridge* cardholder (Ship Book page 3). If Morale is already "High", gain 1  instead.

Raise the Diplomacy or Obedience in the *Survivors Quarters* cardholder (Ship Book page 41).

LOG 1457

Captain Lee's personal log

We did not expect the innocent, space-floating object to be anything dangerous, but it suddenly shifted into a Planidian warship. Before I could raise the alarm, the ship flickered and disappeared.

We analyzed the scans carefully and concluded that it had not been an optical illusion. The ship must have been a holographic image. I issued a warning for the entire crew to be on the lookout for enemy ships, as obviously not everything was what it seemed.

Raise the Obedience in the *Survivors Quarters* cardholder (Ship Book page 41).

LOG 1458

Captain Lee's personal log

Had we noticed the behavioral problems aboard the lander only a bit earlier, we would have saved them. With every passing second, the crew was less and less focused, and when we realized something was wrong, it was already too late to activate the remote control of the lander.

They crashed right next to some dead, dust-covered spaceships, which must have fallen into the same trap. Their lives are on my conscience.

Lower the Diplomacy and Obedience in the *Survivors Quarters* cardholder (Ship Book page 41).

LOG 1459

Mark this box. If this box is already marked, this Log ends. Otherwise, read on:

Captain Lee's personal log

I wish the moon had not caught our attention. I wish we had simply passed it and moved on toward our future, but the sensors did their job well, and we were all awed to see perfect pictures of hexagonal pyramids in the northern hemisphere. Another, more detailed scan showed a few shapes, which must have been spaceships of unknown origins. There were no signs of life, but the moon promised intriguing discoveries. Soon enough, our lander was on its way.

Go to **Log 1480**.

LOG 1460

Away Team recorded conversations

[Away Team Commander]: CAPCOM, we have left the lander and proceed toward the caves. I confirm, the place may have been a sort of a landing place. There are grooves and holes all around us, some of which could have been left by spacecraft. We also see indistinct ruts left by some unknown transportation vehicles and... And something which could be an abandoned mining machine. They are mines! Those caves are mines.

Gain 1 *Mineral* Discovery or 1 *Alien Tech* Discovery and move it to "Gathered Discoveries."

LOG 1461

If this box was already marked, nothing happens. Otherwise, mark this box and read on:

Bridge audio log

[**Research Team Com Officer**]: What? I can't believe it. Is that good old Vanguard or am I seeing things?

[**CAPCOM**]: Yes, this is ISS Vanguard, and your eyes are fine. We picked up your SOS signal.

[**Research Team Com Officer**]: You have no idea how happy we are to see you.

[**CAPCOM**]: The pleasure is ours. What is your status?

[**Research Team Com Officer**]: Bloody homesick. The Wayfarer left us here six years ago to do some research. The six longest years of my life!

[**CAPCOM**]: Have they contacted you at any point?

[**Research Team Com Officer**]: No. There has been no contact. We were worried sick.

[**CAPCOM**]: Not surprising. OK, guys. We're going to pick you up any moment now. Pack your gear.

Gain 1 .

Move Survivor card **V02** from "Survivors" to the "Awaiting..." envelope.

Open the Ship Book at page **3**. If Secondary Objective **O15** is slotted there, remove it from the game.

LOG 1462


If this box was already marked, nothing happens. Otherwise, mark this box and read on:

Away Team commander's briefing

We have just received a distress call from a small planet with otherwise no life signals. The distress call is definitely from an Earth ship, and we presume that they may be survivors from the Dauntless who left the ship after the battle with the Planidians. They may be suffering, so the lander will be emergency equipped. Questions?

Gain 1 . Move Survivor card **V03** from "Survivors" to the "Awaiting..." envelope.

LOG 1463

Mark this box. If this box is already marked, gain 1 . Otherwise, read on:

Vanguard bridge audio log

[**Lieutenant Banini**]: We're not in a hurry, captain, are we?

[**Captain Lee**]: We're not in a big hurry. What's on your mind?

[**Lieutenant Banini**]: The asteroid we're passing is unique. A flat area in the southern hemisphere might have been a landing field. There is also a mountain range nearby, pockmarked with caves all facing the alleged landing spot.

[**Captain Lee**]: Keep talking.

[**Lieutenant Banini**]: We have also spotted ruins in the northern hemisphere, way too regular to be the work of the elements.

[**Captain Lee**]: All right. I see that the asteroid will soon leave the solar system, and we have more pressing matters, so we have the time to investigate one location. Which do you prefer?

All players discuss and choose one (in case of a tie, the Security Section player makes the final decision):

- » Visit the alleged landing spot in the southern hemisphere – Go to Log 1460.
- » Visit the ruins in the northern hemisphere – Go to Log 1465.


LOG 1464

Captain Lee's personal log

It was a mistake. It soon turned out that the gravity field of the star is stronger than we had calculated and we found ourselves only one breath away from the point of no return. It took a tremendous effort from the entire crew to escape from the embrace of Vivienne, but we did it. It was amazing to see the entire crew united like this and whatever good the ordeal did, we feel stronger as a crew.

And Science got what they wanted. It seems that the radiation from the sun has a beneficial effect on the hydroponic farms. It almost miraculously speeds up the performance of the plants, which is a remarkable thing to research. Also, the species exposed to the radiation expanded so quickly that they hardly resemble what they used to be.

Lose 1  or 1 .

Raise the Morale in the *Bridge* cardholder (Ship Book page **3**). If Morale is already "High", gain 1  instead.

Gain 1 *Strange Flora* Discovery and move it to "Gathered Discoveries."

LOG 1465

Away Team recorded conversations

[**Away Team Commander**]: CAPCOM, we're approaching the ruins. There is no doubt that they were built by a sentient species. We see the remains of upright walls and door frames, all covered with a thick layer of dust. The place was abandoned a long time ago, this is certain. We can see no reason, but those deep, horizontal cracks everywhere may have something to do with the disappearance of the residents. If I... Wait, what is that? Those cracks teem with gray, eyeless slugs! They are everywhere! All around us! Retreat!

Each Section places 1 Crewmember in "Resting Crew."

Lower the Obedience in the *Survivors Quarters* cardholder (Ship Book page 41).

Gain 1 *Live Specimen* Discovery and move it to "Gathered Discoveries."

LOG 1466

Vanguard bridge audio log

[**Weapons Operative**]: Torpedoes ready, captain.

[**Captain Lee**]: Well, it is a pity but... Farewell, lonely satellite. Fire one.


[**Weapons Operative**]: Direct hit.

[**Captain Lee**]: Good. Activate-

[**Communication Operative**]: Captain, a second before the impact, the satellite launched the lamp out. Its light sequence is different.

[**Captain Lee**]: What does it say?

[**Communication Operative**]: It says: Goodbye.

Raise the Morale in the *Bridge* cardholder (Ship Book page **3**). If Morale is already "High", gain 1  instead.

Lower the Diplomacy in the *Survivors Quarters* cardholder (Ship Book page **41**).

LOG 1467

Space wreckage report by Prof. Peter Valinsky

Captain,

The encountered wreckage continues to puzzle the Science Section. We do not have answers to many questions yet, but a few facts may already be confirmed. First, the collected pieces were made on planet Earth. Second, they are remains of a sentient-built structure, perhaps a spacecraft. And finally, the structure has been destroyed in explosions, possibly as a result of hostile actions.

There is a popular theory that the wreckage was left after a mission from planet Earth. We will be able to confirm or reject the theory after further investigation.

If the following box is unmarked, mark it and resolve its text:


Gain 1 .

LOG 1468

Science report no. 14/24

No instrument at our disposal could pierce through the thick blanket of clouds, so our knowledge of CTB 11-A was next to none, except the obvious fact that it was entirely inhospitable. Fortunately, our Engineering Section had a few probes to test, so we let them be our guests. The first probe didn't even make it to the cloud level and the second one disappeared in the raging storm below the clouds. However, we soon began to see patterns in the cloud circulation, and we were able to send the third probe when the weather was the mildest.

And bull's eye! Should anyone ever need some top-quality lithium, then let me invite you to T56. Watch the clouds, though. And put on warm socks.

Gain 1 *Mineral* Discovery and move it to "Gathered Discoveries." You may spend 2  to gain another *Mineral* Discovery and move it to "Gathered Discoveries."

LOG 1469

Vanguard bridge audio log

[Crewmember 2]: A direct hit, lieutenant.

[Lieutenant Banini]: Good. I am relieved.

[Crewmember 1]: Look! The meteoroid is falling apart into... myriads of dead crumbs.

[Lieutenant Banini]: I have never seen a meteoroid made up of such... things!

[Crewmember 1]: Or creatures. They may have been void creatures clustering together for some reason.

[Lieutenant Banini]: What a pity. We definitely should be more careful next time, but an energy-leeching being doesn't boost my sympathy. Anyway, let's send another probe and try to collect some. They may contain valuable chemicals.

Lower the Diplomacy or Obedience in the *Survivors Quarters* cardholder (Ship Book page 41).

Gain 1 *Microorganism* Discovery and move it to "Gathered Discoveries."

LOG 1470

Captain Lee's personal log

At first, that particular asteroid did not attract our attention, as there were no distinguishing features about it. Soon, however, our probes scouring the space reported communication problems. The problems seemed impossible to diagnose and fix, yet someone pointed out that they disappeared the moment our probes flew away from that asteroid. Soon we had no doubt the asteroid was the source of the communication problem.

It was a curious matter, way too tempting to leave it be. Since remote control was out of the question, we programmed a few probes and sent them in its direction. The samples they came back with made for a fascinating

day for the Science Section. Apparently, the asteroid was built of some unique minerals that absorb radio waves. The research on it is still going on, and time will tell if we use it ourselves or just get ready when our enemies do, but some of us believe we can use it to repel hacking attacks.

Flip up to two Hacked Facility cards to the non-Hacked side in the Facilities cardholder (Ship Book page 6A).


LOG 1471

Captain Lee's personal log

Vivienne, with all her beauty, may have become a deadly gravity trap for us. With a heavy heart, I decided to reject the suggestion put forward by the Science Section, and Vanguard stayed where it was. I don't think anyone was disappointed; Science got what they wanted. It seems that the radiation from the sun has a beneficial effect on hydroponic farms. It almost miraculously speeds up the performance of the plants which is a remarkable thing to research and very good news for famine-stricken parts of the world. Funny as it is, the species exposed to the radiation expanded so quickly that they hardly resemble what they used to be.

Gain 1 *Strange Flora* Discovery and move it to "Gathered Discoveries."

LOG 1472

Mark this box. If this box is already marked, gain 1 . Otherwise, read on:

Vanguard bridge audio log

[Crewmember 1]: Lieutenant, I am picking up something peculiar.

[Lieutenant Banini]: Peculiar how?

[Crewmember 1]: See that meteoroid? It is acting unusually. Very unusual. If I am not mistaken, it is leeching the energy of the probe we sent ahead. The probe has lost 2 percent, and... And the amount keeps rising by the moment.

[Lieutenant Banini]: Rather unusual for meteoroids.

[Crewmember 1]: 3 percent.

[Lieutenant Banini]: Alarming.

[Crewmember 1]: 4 percent.

[Lieutenant Banini]: More than alarming.

[Crewmember 1]: Lieutenant, I have a more detailed scan. The surface of the meteoroid looks unsteady. Undulating, even.

[Lieutenant Banini]: It is not a meteoroid. It is something else which... Well, looks threatening, but perhaps we should risk the probe, and try to learn something about it.

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

» **Observe the meteoroid** – Go to **Log 1455**.

» **Destroy the meteoroid** – Go to **Log 1469**.

LOG 1473

Away Team recorded conversations

[Away Team Commander]: The satellite is almost empty, bar a few containers which look like coffins. They are long, rectangular, and covered with strange markings. There are small windows in the front... There are dead bodies inside, withered beyond recognition.

[CAPCOM]: Have you scanned the atmosphere? Any traces of microbes?

[Away Team Commander]: No, none. Those bodies seem thousands of years old, and the containers they are in look like capsules! Hibernating capsules!

[Captain]: This is the captain speaking. An interesting conclusion, commander. So that flashing light may have literally meant: a graveyard.

[Away Team Commander]: Exactly, captain. And, if I'm

right, we may examine those capsules and learn a thing or two on their technology of hibernation.

Gain 1 *Alien Tech Discovery* and move it to “Gathered Discoveries.”

LOG 1474

Captain Lee's personal log

Our drones examined the floating wreckage inside out, but except for some scant supplies, we found nothing of interest.

Scant supplies found – Mark this box. If this box is already marked, nothing happens.

LOG 1475

Away Team recorded conversations

[**Away Team Commander**]: CAPCOM, we are getting close. The remaining distance is five clicks. Four clicks. We are activating the brakes. Three clicks. Smooth and easy. Two clicks. Minimal velocity and... Touch-down. We are within the satellite's gravity field.


[**Crewmember 1**]: Commander, look!

[**Away Team Commander**]: CAPCOM, we see a door which opens upon our arrival! As if to greet us! What are your orders? Do we get in or perhaps we should back away and destroy the satellite?

All players discuss and choose one (if you cannot agree, the Recon Section player makes the choice).

- » **Call the Away Team back and destroy the satellite** – Go to **Log 1466**.
- » **Suit up and get inside** – Go to **Log 1473**.

LOG 1476

Mark this box. If this box is already marked, gain 1 . Otherwise, read on:

Excerpt from Dr. Beatrice Morra's "Healing Universe"

There was nothing unusual about that little turquoise planet. No interesting resources to mine, no alien ruins to explore, nothing. I had a hunch, though, and begged Captain Lee to give the Science Section a few hours to run detailed scans.

She complied, and we focused on the research only to confirm the initial conclusion that there was absolutely nothing unusual about the planet.


Except for one thing.

A crewmember's difficult childbirth, to everyone's surprise, went perfectly fine, almost painlessly. The condition of other maternity ward patients improved significantly, too, as well as the condition of the newborns.

The captain was intrigued enough to turn the ship around to do more tests and... As strange as it seems, we know that the radiation of the planet seems to alleviate people in labor.

Finally, after years of traversing the cold, black, merciless void, we have found a benevolent place.

I suggested we call the planet Doula, which is a Greek name for a female delivery companion.

Raise the Morale in the *Bridge* cardholder (Ship Book page 3). If Morale is already “High”, gain 1  instead.

LOG 1477

Captain Lee's personal log

Whoever lived there died a long time ago. Or more likely, was killed. Judging by the remains of structures and soil contamination, the planet's single continent used to be one huge battlefield, and our scans point out that the atmosphere of the planet was at some point polluted. The Science Section has a theory that the inhabitants of the planet kept fighting each other until a few survivors realized that they were on the path to extinction. With whatever means they had, they built the space elevator to flee the planet they had


devastated, and no one has heard from them since.

The planet was not left alone, though. Nature took over and started the slow process of healing and recovery. The last scars of war disappeared. There is lush vegetation everywhere; the air is sweet and balmy.

What a wonderful and utterly persuasive warning sign for all sentients.

Gain 1 *Strange Flora Discovery* or 1 *Live Specimen Discovery* and move it to “Gathered Discoveries.”

LOG 1478

Mark this box. If this box is already marked, gain 1 . Otherwise, read on:

Vanguard bridge audio log

[**Captain Lee**]: Call me sentimental, but there is something enchanting about lost satellites.

[**Lieutenant Banini**]: Especially those with a message to convey. Have we ever seen a light sequence like that?

[**Bridge Operative**]: No, sir. The database has never recorded anything remotely similar.

[**Captain Lee**]: I am intrigued by its cold, almost religious simplicity. Let us check what mystery is hiding behind the signal. Ready a lander.

[**Bridge Operative**]: Captain, if I may. The AI believes the light signals may stand for letters in an ancient Idemian alphabet. The letters form the word: Death.


[**Captain Lee**]: Well, it could be a coincidence.

[**Lieutenant Banini**]: Or a warning.

All players discuss and choose one (if you cannot agree, the Recon Section player makes the choice).

- » **Send a Lander** – Go to **Log 1475**.
- » **Destroy the satellite** – Go to **Log 1466**.

LOG 1479

Mark this box. If this box is already marked, gain 1 . Otherwise, read on:

Vanguard bridge audio log

[**Lieutenant Banini**]: She's pretty.

[**Captain Lee**]: She?

[**Lieutenant Banini**]: I am talking about that star we are nearing. Someone called her Vivienne, and the name stuck.

[**Captain Lee**]: It's good the star has a name because we are going to spend a lot of time with her.

[**Lieutenant Banini**]: Yes, I have heard. The Science Section have discovered some unique radiation types and they request more time to complete the research.

[**Captain Lee**]: They're asking for more than that. They want me to move the ship closer to the star, but it might be a risky maneuver.

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- » **Get closer to the star** – Go to **Log 1464**.
- » **Don't change course** – Go to **Log 1471**.

LOG 1480

Captain Lee's personal log

The probes from the lander returned as planned. They picked up some strange, seemingly harmless vibrations, but their readings more or less confirmed our low-orbit scans. The place seemed dead, but as soon as the crew initiated the landing procedures, unexpected problems began.

It was communication, mostly. The crew was less and less focused, and their manner of speech shifted toward gibberish. We determined that they were about to land close to a pyramid of sorts.

All players discuss and choose one (if you cannot agree, the Security Section player makes the choice).

- » **Call them back** – Go to **Log 1481**.
- » **Allow them to land** – Go to **Log 1458**.

LOG 1481

Captain Lee's personal log

Had we noticed the behavioral problems aboard the lander only a bit later, we would have lost it. With every passing second, the crew was less and less focused, and soon they could not fly the craft, let alone land it. We activated the remote control and got the Away Team back.

It appeared that the vibrations their probes had registered were a debilitating radio frequency emitted by the pyramids, probably some sort of defense system. One more second and the frequency would have fried my people's brains. Instead, we sent the probes and got a lot of alien tech from all those dead ships, whose crews must have fallen into the same trap. We must examine those discoveries, but the Science and Engineering Sections are already positive that the findings may help us develop some new equipment for future missions.

Move Production Project **C20** from "Production Projects" to the "Awaiting..." envelope.

LOG 1485

Vanguard bridge audio log

[**Captain Lee**]: I remember that part from our previous clash with the Mainframe.

[**Lieutenant Banini**]: Yeah. We dubbed it the Emitter.

[**Captain Lee**]: I wish we had smashed it back then. Well, we won't make the same mistake again. Set the torpedoes. Fire when ready.

[**Lieutenant Banini**]: Fire! And... direct hit! One less thing to worry about.

Discard all markers from card **P555** and remove it from the game.

LOG 1486

Vanguard bridge audio log

[**Lieutenant de Burgh**]: If my eyes do not deceive me, captain, I think we have ended the opposition.

[**Lieutenant Banini**]: Your eyes are fine, Francois. They are gone! And look! Some of their ships just disappeared.

[**Lieutenant de Burgh**]: Holographic bullshit.

[**Lieutenant Banini**]: Exactly. Captain, the sky is clear!

[**Captain Lee**]: Check the radar before you cheer. I don't want your enthusiasm to cloud your judgment.

[**Lieutenant de Burgh**]: Clear. All of them.

[**Captain Lee**]: Good. Focus then. We haven't saved the universe yet.

Discard cards **P560** and **P559** from the Planet board. If there are no more *Planidian Fleet* cards on the Planet board, discard the *Planidian Assault* standee and flip the *Planidian Assault* card to the *Next Wave of Planidian Warships* side.

LOG 1487

Vanguard bridge audio log

[**Lieutenant de Burgh**]: Dammit.

[**Lieutenant Banini**]: What is it, Francois?

[**Lieutenant de Burgh**]: Looks like we haven't got rid of the Planidian fleet yet.

[**Lieutenant Banini**]: Their reinforcements have arrived. The captain must know.

Flip the *Next Wave of Planidian Warships* Threat card to its *Planidian Assault* side.

Perform the following steps depending on the Sector that card **P552** is in:

- » **Sector 4, 5 or 6** – Place the *Planidian Assault* standee in the Sector with card **P552**. Then place card **P559** in Sector **1** and card **P556** in Sector **3**.
- » **Sector 7, 8 or 9** – Place the *Planidian Assault* standee in the Sector with card **P552**. Then place card **P559** in Sector **4**. If there is a POI card in this Sector, place card **P599** in Sector **6** instead.

LOG 1488

Vanguard bridge audio log

[**Lieutenant de Burgh**]: If my eyes do not cheat me, captain, I think we have ended the opposition.

[**Lieutenant Banini**]: Your eyes are just fine, Francois. They are gone! And look! Some of their ships just disappeared.

[**Lieutenant de Burgh**]: Holographic bullshit.

[**Lieutenant Banini**]: Exactly. Captain, the sky is clear!

[**Captain Lee**]: Check the radar before you cheer. I don't want your enthusiasm to cloud your judgment.





[**Lieutenant de Burgh**]: Clear. All of them.

[**Captain Lee**]: Good. Focus then. We haven't saved the universe yet.

Discard cards **P556** and **P559** from the Planet board. If there are no more *Planidian Fleet* cards on the Planet board, discard the *Planidian Assault* standee and flip the *Planidian Assault* Threat card to the *Next Wave of Planidian Warships* side.

LOG 1489

Perform the following steps depending on the Sector that card **P554** is in:

- Sector **4** – You may 3  to go to **Log 1502**.
- Sector **5** – If card **P555** or card **P562** is in Sector **8**, place 2 markers on it. You may  to place 1 additional marker. Otherwise, you may 3  to go to **Log 1534**.
- Sector **6** – You may 3  to go to **Log 1511**.
- Sector **7** – Go to **Log 1502**.
- Sector **8** – Go to **Log 1534**.
- Sector **9** – Go to **Log 1511**.

LOG 1490

Vanguard bridge audio log

*** sirens wailing, muffled explosions ***

[**Captain Fournier**]: Vanguard, are you hanging in there?

[**Captain Lee**]: ISS Dauntless! Captain Fournier! How glad I am to hear you. Still holding up! And you?

[**Captain Fournier**]: Alive and kicking. Kicking back, actually, because those Planidian bastards are all over us!

[**Captain Lee**]: Too bad, Captain Fournier. We're totally tied up. I can't aid you.

[**Captain Fournier**]: But we can aid you.

[**Captain Lee**]: What?

[**Captain Fournier**]: We know what you're up to. We are sending our best lander to help you. The vessel has already got through the Planidians, and it is on the way. Send the coordinates.

[**Captain Lee**]: Just in time. Thanks, Vanessa.

[Captain Fournier]: Anytime. And one more thing.

[Captain Lee]: What?

[Captain Fournier]: If you-

***** a terrible explosion, connection interrupted *****

[Captain Lee]: What is that? What's happening?

[Lieutenant Banini]: We have lost contact with the Dauntless.

[Captain Lee]: Try to get it back!

[Lieutenant de Burgh]: Captain, she's gone. I can't see the Dauntless on the radar.

Find and reveal card **P558**. All players discuss and choose one (in case of a tie, the Security Section player makes the final decision):

- » Place card **P558** in Sector 1 and place 2 markers on the POI in Sector 4 (if any).
- » Place card **P558** in Sector 2 and place 2 markers on the POI in Sector 5 (if any).
- » Place card **P558** in Sector 3 and place 2 markers on the POI in Sector 6 (if any).

LOG 1491

Vanguard bridge audio log

[Lieutenant de Burgh]: Marco, concentrate fire in sector B2!

[Lieutenant Banini]: I am!

[Lieutenant de Burgh]: Why aren't we seeing any explosions? Are your cannon operators blind or what?

[Lieutenant Banini]: It is impossible not to... Wait! It is a decoy!

[Lieutenant de Burgh]: What? Holographic illusions?

[Lieutenant Banini]: Just so! Captain, let's forget about sector B2. It's a holographic distraction.

[Lieutenant de Burgh]: Damned Planidians are gonna pay for that.

Discard all markers from card **P556**.

LOG 1492

Vanguard bridge audio log

[Captain Lee]: Captain da Silva? This is Captain Tamara Lee of ISS Vanguard. Do you copy?

[Captain da Silva]: Yes. Yes, I copy.

[Captain Lee]: Listen, what is going on out there? We have detected your lander! It looks like it's a part of the Planidian fleet!

[Captain da Silva]: No, it is not.

[Captain Lee]: Is that so? Do you have full control over it?

[Captain da Silva]: Of course. We have sent it to help you.

[Captain Lee]: To help us with what?

[Captain da Silva]: Captain Lee, are you all right? What is the situation aboard the Vanguard?

[Captain Lee]: It is...

[Lieutenant Banini] (with panic): Abort the connection! Captain, do you hear me? Abort the connection! Now!

[Captain Lee]: Vanguard, over and out.

[Captain da Silva]: But...

[Captain Lee]: What the hell was that, lieutenant?

[Lieutenant Banini]: I have no idea, captain! All I can see is that someone was using the connection to hack into our systems. I bet it is the Starchild.

[Captain Lee] (inhales): All right, there is no doubt now. Listen up, everybody. From this point on, consider the Starchild hostile.

Place card **P557** in Sector 2.

LOG 1493

Vanguard bridge audio log

[Lieutenant Banini]: Captain, I have bad news.

[Captain Lee]: Come on, lieutenant. It cannot get any worse than it already is.

[Lieutenant Banini]: I am sorry to disappoint you. It can. The Planidians are gaining on us.

[Captain Lee]: Where from?

[Lieutenant Banini]: They seem to be getting ready to strike our rear.

[Lieutenant de Burgh]: Show me ***** a pause *****. Oh, God. Many. Too many. Captain, we can forget about evacuation. If the crew discover-

[Captain Lee]: What, lieutenant? Will they start crying and praying? No! If we are doomed, everybody should know about it. All right, I need to address the crew. Put me on the open channel. Crewmembers, this is the captain. A fleet of Planidian warships is sneaking up on us. Get ready, people! The evacuation will continue as planned, and meanwhile we will send as many of them as we can to their pixelated hell!

Place the *Planidian Assault Threat* card above the Planet board.

Place the *Planidian Assault* standee in Sector 4.

Place card **P559** in Sector 1 and card **P556** in Sector 3.

If the box in **Log 1516** is marked, place 2 markers on the *Planidian Fleet* POI card in Sector 1.

If the box in **Log 1410** is marked, place card **P560** in Sector 2. Otherwise go to **Log 1512**.

LOG 1494

Vanguard bridge audio log

[Lieutenant de Burgh]: If my eyes do not cheat me, captain, I think we have ended the opposition.

[Lieutenant Banini]: Your eyes are fine, Francois. They are gone! And look! Some of their ships just disappeared.

[Lieutenant de Burgh]: Holographic bullshit.

[Lieutenant Banini]: Exactly. Captain, the sky is clear!

[Captain Lee]: Check the radar before you cheer. I don't want your enthusiasm to cloud your judgment.

[Lieutenant de Burgh]: Clear. All of them.






[Captain Lee]: Good. Focus then. We haven't saved the universe yet.

Discard cards **P561** and **P559** from the Planet board. If there are no more *Planidian Fleet* cards on the Planet board, discard the *Planidian Assault* standee and flip the *Planidian Assault Threat* card to the *Next Wave of Planidian Warships* side.

LOG 1495

If this Dice Check was performed by a Security Section player, Refresh 2 .

All players discuss and choose one (in case of a tie, the Security Section player makes the final decision):

- » **Use Vanguard's guns** – Roll any number of your Section dice and perform the following steps:
 - For each ,  or  result, place 1 marker on a chosen POI card.
 - For each  result, place 2 markers on a chosen POI card.
 - If you have card **B10** in the *Bridge* cardholder (Ship Book page 3), place 1 marker on a chosen POI card.
 - Return all rolled dice to your Spent Pool.
 - **Hint:** The markers represent damage dealt.
- » **Turn back** – Refresh 2 .

LOG 1496

Vanguard bridge audio log


[Lieutenant Banini]: And... I am beginning the turn! Here we go!

[Lieutenant de Burgh]: Wait! Stop! Stop that madness!

[Lieutenant Banini]: I know what I am doing, and I will-

[Lieutenant de Burgh]: Make sure all crewmembers are secure in safe sections first! If we leave the safe corridor, we will lose control over portions of the ship!

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

- » Turn the ship right (this action will move Vanguard toward the bottom of the Planet board) – Go to **Log 1497**.
- » Hold the maneuver – Refresh 2 .

LOG 1497

Vanguard bridge audio log

[Lieutenant Banini]: Incoming critical maneuver. Brace yourselves!

[Captain Lee]: Hold fast, everybody!

***** shouts of fear, a muffled explosion, emergency sirens wailing *****













[Lieutenant Banini]: Coming out! And... yes, we're out!

[Captain Lee]: Damage report!

[Lieutenant Banini]: It's bad, captain. We have compromised the hull in several places. Three spots are critical. One more maneuver like that, and we'll crack Vanguard open like an egg.






[Captain Lee]: I don't expect the Planidians to show us mercy. Steady as she goes, helm.


Perform the following steps depending on the Sector that card **P552** is in:

- Sector 1
 - Place all POI cards, markers, tokens, Threats and Crewmembers from Sector 2 in Sector 3.
 - Place all POI cards, markers, tokens, Threats and Crewmembers from Sector 1 in Sector 2.
 - Place card **P551** in Sector 1 and place 1 marker on it (skip this if card **P551** was removed from the game).
- Sector 2 – Vanguard loses control over its right wing.
 - » Each Crewmember in Sector 3 ++++.
 - » Place all Crewmembers and Threats from Sector 3 in Sector 2.
 - » Discard card **P553** with all markers and tokens from Sector 3.
 - » Place all POI cards, markers, tokens, Threats and Crewmembers from Sector 2 in Sector 3.
 - » Place all POI cards, markers, tokens, Threats and Crewmembers from Sector 1 in Sector 2.
- Sector 3 – The maneuver fails – Each Crewmember rolls .
- Sector 4
 - Place all POI cards, markers, tokens, Threats and Crewmembers from Sector 5 in Sector 6.
 - Place all POI cards, markers, tokens, Threats and Crewmembers from Sector 4 in Sector 5.
 - Place card **P551** in Sector 4 and place 1 marker on it (skip this if card **P551** was removed from the game).
- Sector 5 – Vanguard loses control over its right wing.
 - Each Crewmember in Sector 6 ++++.
 - Place all Crewmembers and Threats from Sector 6 in Sector 5.
 - Discard card **P553** with all markers and tokens from Sector 6.
 - Place all POI cards, markers, tokens, Threats and Crewmembers from Sector 5 in Sector 6.
 - Place all POI cards, markers, tokens, Threats and Crewmembers from Sector 4 in Sector 5.
- Sector 6 – The maneuver fails – Each Crewmember rolls .
- Sector 7
 - Place all POI cards, markers, tokens, Threats and Crewmembers from Sector 8 in Sector 9.

- Place all POI cards, markers, tokens, Threats and Crewmembers from Sector 7 in Sector 8.
- Place card **P551** in Sector 7 and place 1 marker on it (skip this if card **P551** was removed from the game).

- Sector 8

- Each Crewmember in Sector 9 ++++.
- Place all Crewmembers and Threats from Sector 9 in Sector 8.
- Discard card **P553** with all markers and tokens from Sector 9.
- Place all POI cards, markers, tokens, Threats and Crewmembers from Sector 8 in Sector 9.
- Place all POI cards, markers, tokens, Threats and Crewmembers from Sector 7 in Sector 8.

- Sector 9 – The maneuver fails – Each Crewmember rolls .

LOG 1498

Vanguard bridge audio log

[Captain Lee]: We are close enough to the Mainframe. Fire the crystalloid torpedoes!

[Lieutenant Banini]: Aye, aye, captain. The torpedoes have been launched. Expect fireworks of victory in four... three... two... one! And... What was that?

[Captain Lee]: Lieutenant, report, please.

[Lieutenant Banini]: Captain, we have hit the Mainframe, and the torpedoes have exploded, but they haven't even penetrated the shield around the Mainframe, let alone destroy it.

***** Silence *****

[Captain Lee]: I can't believe it. Prepare another salvo and hit the same place.

[Professor Valinsky]: With all due respect, captain, it will not help us. The shield has just regenerated. Our preliminary scans indicate it acts like organic tissue, but a thousand times faster.

[Captain Lee]: Organic tissue, you say?

[Professor Valinsky]: More or less. Scientifically speaking-

[Captain Lee]: Organic tissue may be of different thickness. There have to be weak spots. Find them, professor.

[Professor Valinsky]: And if I do find one, captain?

[Captain Lee]: We will do what it takes. The shield stops the torpedoes, but it will not stop the ship.

[Lieutenant Banini]: Surely you don't intend to-

[Captain Lee]: Yes. We will ram the weak spot of the shield, and launch the preset crystalloid torpedoes once we have penetrated the shield. Get ready, crew.

Discard Mission card **M13**, if revealed.

Find and reveal Mission card **M14**.

Find and reveal Optional Mission card **M15**.

Hint: You may change the position of the Vanguard (cards **P551**, **P552**, **P553**) by using the *Enter Flight Control Center Action* on card **P552**. Try to maneuver the ship in order to hit the Mainframe's weak spot after you find it.

Go to **Log 1493**.

LOG 1499

Security recordings

[Security Commander]: Cease fire!

[Crewmember 1]: We got him good, commander.


[Security Commander]: It is retreating into the vent duct. Let's hope it doesn't crawl out again.

Remove the *Planidian Infiltrator* standee from the Planet board.

Flip the *Planidian Infiltrator* card to the *Hiding Planidian Infiltrator* side and place the Time token in the second slot of its Time Track.

LOG 1500

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- » **Heal wounds** – Each Crewmember in this Sector may discard 1 Injury die.
- » **Bring the Crewmembers back to action** – If you have any Incapacitated Crewmembers (a special rule triggered by the Evac Log), flip them face up. Place their Crewmember models in the Sector with card **P553**. These Crewmembers once again take part in the Planetary Exploration during their turn.
- » **Turn back** – Refresh 2 .

LOG 1501

Vanguard bridge audio log

[Lieutenant Banini]: Incoming critical maneuver. Brace yourselves!

[Captain Lee]: Hold fast, everybody!

**** shouts of fear, a muffled explosion, emergency siren wailing ****



















[Lieutenant Banini]: Coming out! And... yes, we're out.

[Captain Lee]: Damage report!

[Lieutenant Banini]: Not good, captain. We have compromised the hull in several places. Three spots are critical. One more maneuver like this, and we'll crack the Vanguard open like an egg.

[Captain Lee]: I don't expect the Planidians to show us mercy. Steady as she goes, helm.

Perform the following steps depending on the Sector that card **P552** is in:

- Sector 1 – The maneuver fails – Each Crewmember rolls .
- Sector 2 – Vanguard loses control over its left wing.
 - Each Crewmember in Sector 1 ++++.
 - Place all Crewmembers and Threats from Sector 1 in Sector 2.
 - Discard **P551** with all markers and tokens from Sector 1.
 - Place all POI cards, markers, tokens, Threats and Crewmembers from Sector 2 in Sector 1.
 - Place all POI cards, markers, tokens, Threats and Crewmembers from Sector 3 in Sector 2.
- Sector 3
 - Place all POI cards, markers, tokens, Threats and Crewmembers from Sector 2 in Sector 1.
 - Place all POI cards, markers, tokens, Threats and Crewmembers from Sector 3 in Sector 2.
 - Place card **P553** in Sector 3 and place 1 marker on it (skip this if card **P553** was removed from the game).
- Sector 4 – The maneuver fails – Each Crewmember rolls .
- Sector 5 – Vanguard loses control over its left wing.
 - Each Crewmember in Sector 4 ++++.
 - Place all Crewmembers and Threats from Sector 4 in Sector 5.
 - Discard card **P551** with all markers and tokens from Sector 4.
 - Place all POI cards, markers, tokens, Threats and Crewmembers from Sector 5 in Sector 4.
 - Place all POI cards, markers, tokens, Threats and Crewmembers from Sector 6 in Sector 5.
- Sector 6
 - Place all POI cards, markers, tokens, Threats and Crewmembers from Sector 5 in Sector 4.
 - Place all POI cards, markers, tokens, Threats and Crewmembers from Sector 6 in Sector 5.
 - Place card **P553** in Sector 6 and place 1 marker on it (skip this if card **P553** was removed from the game).
- Sector 7 – The maneuver fails – Each Crewmember rolls .
- Sector 8 – Vanguard loses control over its left wing.
 - Each Crewmember in Sector 7 ++++.
 - Place all Crewmembers and Threats from Sector 7 in Sector 8.
 - Discard card **P551** with all markers and tokens from Sector 7.
 - Place all POI cards, markers, tokens, Threats and Crewmembers from Sector 8 in Sector 7.
 - Place all POI cards, markers, tokens, Threats and Crewmembers from Sector 9 in Sector 8.

• Sector 9

- Place all POI cards, markers, tokens, Threats and Crewmembers from Sector 8 in Sector 7.
- Place all POI cards, markers, tokens, Threats and Crewmembers from Sector 9 in Sector 8.
- Place card **P553** in Sector 9 (skip this if card **P553** was removed from the game).

LOG 1502

Vanguard lander audio log

[Lieutenant de Burgh]: Target in sight. Torpedoes armed. Permission to open fire.

[Captain Lee]: Fire.

[Lieutenant de Burgh]: Aye, aye, captain. Torpedoes fired. Impact in five... four... three... two... Target hit.

[Captain Lee]: Damage report.

[Lieutenant de Burgh]: Shit! Next to none, captain.

[Captain Lee]: What? Scan again.

[Lieutenant de Burgh]: Confirmed. We haven't even scratched the thing.

Hint: Try to shoot different parts of the Mainframe shell to discover its weak spot.

LOG 1503

Vanguard bridge audio log

[Jenny the AI]: Captain, have you noticed that the Vanguard has been grasped by the gravity of the Mainframe?

[Captain Lee]: I am well aware of that, thank you, Jenny.

[Jenny the AI]: Is there anything you wish to do about it?

[Captain Lee]: No, Jenny. That has been the plan all along.

[Jenny the AI]: So you are aware of the collision risk?


[Captain Lee]: That's what I am counting on.

If card **P554** is on the Planet board, go to **Log 1523**. Otherwise, place POI cards with all markers, tokens, Threats and Crewmembers from Sector 1 in Sector 4, from Sector 2 in Sector 5, and from Sector 3 in Sector 6.

Place card **G13** in the Global Conditions slot.

Go to **Log 1498**.

LOG 1504

If this Dice Check was performed by an Engineering Section player, Refresh 2 .

All players discuss and choose one (in case of a tie, the Engineering Section player makes the final decision):

- » **Enter the Lander** – If the card **P554** is on the Planet board, place your Crewmember in the Sector with that card. Otherwise:
 - If your Crewmember is in Sector 1 or 2, place card **P554** and your Crewmember in Sector 4.
 - If your Crewmember is in Sector 4 or 5, place card **P554** and your Crewmember in Sector 7.
 - If your Crewmember is in Sector 7 or 8, and there are no POI cards in Sector 5, place card **P554** and your Crewmember in Sector 5.
- » **Dump the ballast to stabilize Vanguard** – Go to **Log 1516**.
- » **Repair Vanguard** – Remove 1 marker from card **P551**, card **P552** or card **P553**.

LOG 1505

Vanguard bridge audio log

The emergency sirens kept blaring. Captain Lee stood up from her chair and looked around the empty bridge.

"Jenny, will you please shut that howling down?" she said.

"Gladly, captain."

The sirens went silent. All the captain could hear were

muffled explosions as Planidian missiles kept battering Vanguard's half-destroyed hull. The floor trembled under her feet when she took a few steps toward the main window, filled with the enormous infrastructure of the Mainframe, coming closer with every heartbeat.

"Besides, captain, I am glad you turned me on in the most important moment," Jenny added.

"The pleasure is mine," Captain Lee smiled. "Is the evacuation over?"

"Yes, captain."

"And the torpedoes zeroed in?"

"Yes, captain. They will launch automatically when we pierce the Planidian protective barrier."

"Speaking of which," the captain's voice trembled. "How much time do we have?"

"Twelve seconds."

"Good. Thank you, Jenny. That will be all. Switch to your black box mode."

Captain Lee approached the window and placed both her hands on the pane. She could already see the shimmering plane of the barrier, blurring the outline of the Mainframe.

She breathed in and thought of her nephew's red tricycle. And of her niece's collection of teddy bears. Of an autumn park, filled with children's laughter. Of hot tea and a good book. Of birds singing in the morning.

"Nobody will take it away from you," she whispered. "I have taken care of it. Hang in there, Earth."

Two seconds later, the Vanguard hit the barrier.

Black box recording

This is Jenny, the Artificial Intelligence of ISS Vanguard, operating in black box mode. It is my privilege to now inform the universe of the bravery and perseverance of our ship and her crew. In a desperate attempt to destroy the lethal Builder-based space infrastructure called the Mainframe, the captain and her remaining crewmembers drove the Vanguard into the weakest part of the Mainframe's shield, which activated the preprogrammed crystalloid torpedoes. They hit the Mainframe's sun, and initiated a chain reaction, which annihilated both the structure and the Planidians. The threat is gone. Breathe freely, and never forget captain Lee and her crew.

Go to **Log 1597**.

LOG 1506

Security audio log

[**Sergeant Best**]: Bridge, this is Security, Sergeant Harry Best.

[**Lieutenant Banini**]: Sergeant, we are in the middle of something, so this had better be important.

[**Sergeant Best**]: I am afraid it is. The ship has been penetrated.

[**Lieutenant Banini**]: What?

[**Sergeant Best**]: I have detected a Planidian Infiltrator onboard. Looks like the thing was allowed in.

[**Lieutenant Banini**]: The worst moment possible. Sergeant, can you try to get rid of it?

[**Sergeant Best**]: Consider it done.

Place the *Planidian Infiltrator* standee in Sector 1.

Place the *Planidian Infiltrator Threat* card above the Planet board.

Following the rules in Chapter III of the Rulebook, perform a Planetary Exploration.

LOG 1507

Vanguard bridge audio log

[**Jenny the AI**]: Captain, I regret to inform you that we have crossed the point of no return. Should you wish

to lead the Vanguard out of the Mainframe's gravity well, it may appear impossible.

[**Captain Lee**] (smiling sadly): Thank you, Jenny. I appreciate your concern.

[**Jenny the AI**]: I receive readings of your bodily functions. You seem distressed but not motivated to act.

[**Captain Lee**]: I am acting. I am saving Earth. And the universe, probably, too.

- If card **P554** is on the Planet board, go to **Log 1525**. Otherwise, read on.
- If card **P555** is on the Planet board, Vanguard crashes into it – place 2 markers on the POI card in Sector 5. Then discard card **P555** from the Planet board.
- Place the POI cards with all markers, tokens, Threats and Crewmembers from Sector 4 in Sector 7, from Sector 5 in Sector 8 and from Sector 6 in Sector 9.
- Move the POI card with all the markers from Sector 1 to Sector 4, from Sector 2 to Sector 5, and from Sector 4 to Sector 6.
- Place card **G14** in the Global Conditions slot.
- If box **B** in **Log 1565** is marked, go to **Log 1490**. Otherwise, place card **P561** in Sector 1.

LOG 1508

Vanguard bridge audio log

[**Jenny the AI**]: The crew of the Vanguard, this is Jenny the AI, operating on emergency mode. I am facing temporary problems with reaching the bridge, so it is my responsibility to inform you that the ship is on a collision course toward the Mainframe. The chances of avoiding the clash are minimal. I request everyone should head to the rescue capsule compartment immediately. There are 17 capsules left in compartment C and 32 in compartment F. I repeat-

- If card **P552** is in Sector 9 and Mission card **M15** is not revealed, go to **Log 1505**.
- If card **P552** is in Sector 9 and Mission card **M15** is revealed, go to **Log 1519**.
- If card **P552** is not in Sector 9 and Mission card **M15** is not revealed, go to **Log 1510**.
- If card **P552** is not in Sector 9 and Mission card **M15** is revealed, go to **Log 1509**.

LOG 1509

ISS Vanguard shuddered one more time, and roaring flames filled the corridor, louder than blaring emergency sirens. Beatrice heard a scream, and she realized it was her own. The flames were coming to swallow her and smother her life out of her.

Her journey – her life! – was about to finish in unheard agony.

She screamed and screamed.

"Doctor Morra?" someone asked calmly.

She knew the voice.

"Harry?" Beatrice opened her eyes and looked around in shock. All she saw were the metal walls of the rescue pod, all she could hear was the gentle hum of the drive.

No flames.

"Was I-" She coughed.

Harry Best gave her a glass of water. She drank it greedily.

"Yes," he said. "You were having that nightmare again. The one about the evacuation. And the dying Vanguard."

Beatrice Morra nodded quietly, coming back to her senses.

"All of us, survivors, do," Harry reassured her. "But don't you worry, doctor. The nightmare is over. We saw the battle. The captain did what she could to disable the Mainframe, and we have survived to come back to Earth and tell them the story. If the Mainframe regrows, we will be ready. Now, go back to sleep. You have hardly had any since the evacuation."

"Thank you, Harry" She made herself comfortable. "You know what the irony is? I am the shrink here. I should be helping you."

Harry smiled and left her cabin, and Doctor Morra closed her eyes again.

The dream came back, but she was somewhere else this time.

She was floating in the void, watching the Vanguard, hopelessly small and defenseless, ramming the mighty infrastructure of the Mainframe. The explosion was short-lived, and when the fire died, the Mainframe was whole again.

But there was a difference. It was all covered with pixelated growth.

She screamed and screamed.

Go to **Log 1597**.

LOG 1510

Vanguard bridge audio log

The next missile blinded all the remaining sensors. Lieutenant Banini stared at the display in disbelief.

The closer we are, the more devastating the Planidian fire gets, he thought.

"Captain!" he yelled.

Another explosion shook the vessel. There was fire somewhere, and Banini could already smell the smoke. He was past caring, though.

"Captain!"

Lee looked at him, pale and exhausted. Banini was surprised to notice that she had done her make-up very carefully.

This is going out in style, he thought.

"The sensors are down, captain!" he yelled.

Lee grimaced.

"Let me know if you have some good news, LT!" she shouted back.

Something flickered on the display screen.

"Some of them are back!" he said. "The self-repair systems have kicked in. But... No, no!"

"What?" The captain heard the alarm in his voice and stood up.

Banini looked at the main window of the bridge. The shape of the Mainframe, perfectly visible a few seconds ago, was strangely blurred now.

"The Planidians have seen through our plan," Banini said coarsely. "Somehow they made the barrier twice as thick now. We won't get through."

Captain Lee smiled grimly.

"Our fate is sealed anyway, LT. We can't turn now. We haven't been able to contact Earth, and now we must do what it takes to save our people from—"

She waved her hand dismissively toward the screen.

"... from those things. Proceed with the plan. And put Jenny back on."

Banini looked at his commanding officer and then at the distorted Mainframe, filling the entire screen.

"Aye, aye, captain," he managed. "And one more thing. It was a pleasure to work with you. A pleasure and an honor."

"Likewise, LT."

*

Black box recording

This is Jenny, the Artificial Intelligence of ISS Vanguard, operating in black box mode. It is my responsibility now to tell the universe of the bravery of ISS Vanguard. In a desperate endeavor to destroy the lethal Builder-based space infrastructure called

the Mainframe, the captain and her valiant crew attempted to drive the Vanguard into the weakest part of the Mainframe's shield. Unfortunately, the ship did not fully penetrate the shield. The crystalloid explosion damaged the Mainframe severely but failed to annihilate it. The entire crew died upon impact or during unsuccessful evacuation attempts. The threat is temporarily halted, but not eliminated, and given enough time, the Mainframe may expand back to what it was and endanger Earth again. My signal is still blocked by the remains of the Mainframe, so whoever hears the message, please pass it on to Earth. The future of sentient life in the universe depends on you. Here are the coordinates..

Go to **Log 1597**.

LOG 1511

Vanguard lander audio log

[Lieutenant de Burgh]: Target in sight. Torpedoes armed. Permission to open fire.

[Captain Lee]: Fire.

[Lieutenant de Burgh]: Aye, aye, captain. Torpedoes fired. Impact in five... four... three... two... Target hit.

[Captain Lee]: Damage report.

[Lieutenant de Burgh]: We've blown a huge hole in the Mainframe!

[Lieutenant Banini]: Affirmative, captain. Quite a hit!

[Captain Lee]: We have found their weak spot.

If Mission card **M14** is revealed, go to **Log 1524**.

LOG 1512

Vanguard bridge audio log

[Lieutenant Banini]: Captain, Planidian ships keep showing up one after another.

[Captain Lee]: Radar operators, stay sharp. We need to see every incoming missile.

[Lieutenant Banini]: Captain, there is something weird. We're picking up Starchild's signature signal.

[Captain Lee]: What? The Starchild's?

[Lieutenant Banini]: Her lander, actually. It's cruising alongside the Planidian warships.

[Captain Lee]: What? What is it doing out there?

[Lieutenant Banini]: I think... All right, I know what it sounds like, but it looks like it's a part of the Planidian flotilla.

[Captain Lee]: There have been theories about them being hacked, but... But this?

[Lieutenant de Burgh]: Theories? Those bastards have hacked the Starchild just like they hacked my Wayfarer.

[Captain Lee]: There is only one way to find out. Put me through to the Starchild.

Go to **Log 1492**.

LOG 1513

Security recordings

[Security Commander]: Cease fire!

[Crewmember 1]: We got him good, commander.

[Security Commander]: It is retreating into the vent duct. Let's hope it doesn't crawl out again.

Remove the *Planidian Infiltrator* standee from the Planet board.

Flip the *Planidian Infiltrator Threat* to the *Hiding Planidian Infiltrator* side.

LOG 1514

Captain's council recording

[Captain Lee]: All right, everybody. I am glad to see you here, in what may be the most vital meeting in the history of the Vanguard.

[Lieutenant Banini]: This sounds serious, captain.

[Captain Lee]: It is. I want everyone to know that we have researched the crystalloid weapon inside out. We have extracted an exceptionally destructive compound from it, and reinforced our torpedoes with it, thus creating the most powerful weapon known to us. We are finally ready to deal the Mainframe the final blow.

[Lieutenant de Burgh]: And how do we intend to do that? I need not remind everybody how fast, sneaky, and deadly the Planidian viruses are.

[Captain Lee]: No, you don't, lieutenant. We have suffered our share, but not as much as the Wayfarer.

[Lieutenant Banini]: Allow me to say that this makes the Vanguard a more effective weapon against the Mainframe.

[Captain Lee]: Exactly. The Vanguard is equipped with a less advanced computer system, and as such she is more resistant to hacking attacks. She can go close to analog when the need arises.

[Lieutenant Banini]: So, we strike with the Vanguard?

[Captain Lee]: Yes. We get as close as we can, and launch the crystalloid missiles.

[Lieutenant de Burgh]: This plan is unpredictable and decidedly dangerous. I love it.

Remove Situation card **S40** from the game.

Open the Ship Book at page **3** and replace your current Objective card with Objective card **O06** from "Bridge Cards."

Take Bridge Upgrade **B25** and insert it into the slot on page **4**.

If the box in **Log 1410** is marked, go to **Log 1542**.

LOG 1515

Vanguard bridge audio log

[Lieutenant Banini]: Captain, the enemy fire is too intense. Our lander has sustained heavy damage. It is returning to the Vanguard. Clear the dock! Get ready for an emergency landing!

- Each Crewmember in the Sector with card **P554** gains a Wounded Injury.
- Place each Crewmember from that Sector in the Sector with card **P551**. If card **P551** is not on the Planet board, place the Crewmembers in the Sector with card **P552** instead.
- Discard card **P554** with all tokens and markers from the Planet board.

LOG 1516

Vanguard hangar audio log

[Lieutenant de Burgh]: Captain, let me report that we have disposed of all the possible cargo from the hangar. The ship should be lighter and easier to steer in the Mainframe's gravity. Over and out.

Mark and resolve the box below. If this box is already marked, nothing happens.



Ballast dumped – Progress or reduce the Time Track on the Global Condition by 1. If it ends on the last space of the Time Track, immediately resolve the effect.

LOG 1517

Vanguard lander audio log

[Lieutenant Banini]: Three, two, one... And ready. All systems checked. Captain, the lander's torpedo launchers are ready and waiting.

[Captain Lee]: Stand by, Lieutenant.

All players discuss and choose one (in case of a tie, the Security Section player makes the final decision):

- » **Shoot the Mainframe** – Go to **Log 1489**.
- » **Shoot the enemy** – Place up to 2 markers on a chosen POI card.

Hint: The markers represent damage dealt.

LOG 1518

Vanguard bridge audio log

*** sirens wailing, muffled explosions ***

[Lieutenant Banini] (seriously): Captain, the lander from the Starchild is no longer a threat.

[Captain Lee]: Did we hit it?

[Lieutenant Banini]: We had little choice, as bad as it sounds, but it was heavily armed and-

[Captain Lee]: No excuses, lieutenant. I know they were people like us. I know. But they were hacked and forced to fight us, therefore a threat.

[Lieutenant Banini]: Another reason to hit the Mainframe as hard as we can.

Discard card **P557** from the Planet board.

LOG 1519

Research laboratory audio log

Professor Valinsky moved the cursor and reran the simulation.

The same effect.

For a while, he listened to the blare of the sirens and the screams of the people. Another explosion shook the walls of his cabin.

"It is gonna work," he whispered, smiling grimly.

"What do you have in mind, professor?" Jenny asked.

"Captain Lee's devious plan!" Valinsky laughed and spread his arms. "The probability that we penetrate the Planidian barrier is estimated at 92% and growing with every second. We will launch the torpedoes in time, and give those bastards a nice farewell gift. I just wish we had managed to evacuate the crew or send Earth a message. No one will know, will they?"

'No, professor. Our communication attempts have failed."

Valinsky smiled darkly and turned off his laptop.

"My research ends here, it seems. How much time to the impact?"

Another explosion shook the spaceship. The professor ignored it with a poker face.

"About a minute."

"Can you please play some appropriate music to uhm... enhance the gravity of the moment?"

"Would Wagner be appropriate?"

"The Ride of the Valkyries? Oh, sure. Such a good soul you are, Jenny. I am so glad the captain turned you on to accompany us in the last push. Now, put good old Wagner on."

Black box recording

This is Jenny, the Artificial Intelligence of ISS Vanguard, operating in black box mode. It is my responsibility now to tell the universe of the last battle of ISS Vanguard. In a desperate attempt to destroy the lethal Builder-based space infrastructure called the Mainframe, the captain and her valiant crew drove the Vanguard into the weakest part of Mainframe's shield. Once the ship penetrated the barrier, I launched the preprogrammed crystalloid torpedoes, which hit the sun and initiated a disastrous chain reaction. As a result, the Mainframe has been annihilated, and it no longer poses a threat. Regretfully, the captain and her crew died upon impact or during the evacuation attempt, and my signal is still blocked by the remains of the Mainframe, so whoever hears this message, please pass it on to Earth. Here are the coordinates...

Go to **Log 1597**.

LOG 1520

Vanguard bridge audio log

[**Lieutenant Banini**]: And... I am beginning the turn!

[**Lieutenant de Burgh**]: Wait!

[**Lieutenant Banini**]: I know what I am doing, and I will-




[**Lieutenant de Burgh**]: Make sure all the crewmembers are secure in safe sections first! If we leave the safe corridor, we will lose control over portions of the ship!

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

- » **Turn the ship left** (this action will move the Vanguard toward the top of the Planet board) – Go to **Log 1501**.
- » **Hold the maneuver** – Refresh 2 .

LOG 1521

There is no going back from this mission! The fate of the human species depends on you! The Mainframe must be destroyed!

The Crewmember who gained a fourth Injury makes a Survival Check: roll three Injury dice. If the result is either 1  and 1  or 2 , the Survival Check is failed. Flip this Crewmember face down on the Crew board and remove their model from the board. The Crewmember is now Incapacitated. Their turn immediately ends, and they draw no Event cards.

Incapacitated Crewmembers do not take part in the Planetary Exploration, may not Assist, and cannot be a target of any effects, until you are specifically asked to flip them back face up. If all Crewmembers are Incapacitated at the same time, go to **Log 1532**.

If the Crewmember passes the Survival Check, continue the game.

LOG 1522

Captain Lee's final speech

Officers and crewmembers!

I am happy to inform you that we are preparing a nasty surprise for the Planidians and their Mainframe. We will strike them where it hurts the most.

As we will be exposed to their hacking attacks, most systems will be disabled, and we must operate manually. The Mainframe's gravity will pull relentlessly. What's more, we have just been targeted by the Mainframe. Its destruction rays will soon reach our starboard side which must be emptied and reinforced. We must avoid serious damage until we are close enough to launch the crystalloid torpedoes. They will penetrate the Mainframe and explode in their sun, causing a powerful chain reaction. It will hopefully tear the Mainframe to pieces, and we will be able to fly home.


For the time being, we are following a relatively safe corridor, but sudden evasive maneuvers may take us out of it and expose the ship to further hacking attacks.



We do not know the location of the Planidian fleet. We hope they are out in the deep, cold void, still searching for us; but just as likely, they may be waiting for us inside.

I need everyone to stay focused and do their jobs as well as they can.

Our landers have been upgraded to auxiliary fighting vessels, and our crystalloid-modified torpedoes aboard the Vanguard have been loaded and primed. All I need is the last push. We're gonna give them hell.

- Open the Planetopedia at pages **24-25** (*Sun Hunters*).
- Place Mission card **M13** on the "Mission" slot.
- Move all Discoveries from "Gathered Discoveries" and place them on the left side of the Planet board beneath the "Discovery" slot.
- Place card **P551** in Sector **1**, card **P552** in Sector **2** and card **P553** in Sector **3**.
- If the box in **Log 1551** is not marked, place card **P555** in Sector **8**. Otherwise place card **P562** in Sector **8**.
- If the box in **Log 1474** is marked, set the Supplies track on the Planet board to **6**. Otherwise, set it to **4**.

- Place the Lead bag next to the Planet board. Ensure it contains 20 Lead tokens.
- Shuffle all 5 Discovery decks separately and place them above the Planet board. If they are not already there, take them from Card Tray A.
- Shuffle the Event deck and place it to the left of the Planet board. If it isn't already there, take it from Card Tray A.
- Place the Injuries deck to the right of the Planet board. If it isn't already there, take it from Card Tray A.
- Place all Crewmembers in Sector **2**.
- If you prepared the Lander board, discard it with all the Equipment cards, Lander Mods and markers.
- Take all Equipment cards from the "Armory" (Card Tray B) and place them face up on the table. Each Crewmember in the Away Team may choose 1 Small Equipment  card and place it next to their Crew board.
- Choose 5 Personal Equipment cards and 2 Mission Equipment cards to take on this Mission and divide them between players. No Crewmember may carry Equipment cards belonging to another Section. If players cannot agree, the Recon Section player makes the decision.
- Each Crewmember places a Turn token on their Crew board, "Turn Available" side up.
- Each Crewmember draws the number of Section cards indicated on their Crew board from their Section deck.
- The Recon Section player chooses a Crewmember to receive the Start token.

Note! This is the final Mission of your campaign. On this Mission you do not draw a Rank-Up card and you cannot gain  (when you gain  from any source, discard it). If you gain a Discovery during this Mission, place it on the left side of the Planet board beneath the "Discovery" spot.

Go to **Log 1506**.

LOG 1523

Away Team recordings

[**CAPCOM**]: Away Team lander, this is Lieutenant Banini. Do you copy?

[**Away Team Commander**]: We do, lieutenant. We are proceeding as planned.

[**CAPCOM**]: Over and out.

- Perform the following steps depending on the Sector that card **P554** is in:
 - Sector **4** – Place card **P554** with all Crewmembers, markers and tokens in Sector **7**.
 - Sector **5** – If there is no POI in Sector **8**, place card **P554** with all Crewmembers, markers and tokens in Sector **8**. Otherwise place all Crewmembers from the Sector containing card **P554** in the Sector containing card **P552** and discard card **P554** with all markers and tokens.
 - Sector **6** – Place card **P554** with all Crewmembers, markers and tokens in Sector **9**.
- Move cards with all markers, tokens, Threats and Crewmembers from Sector **1** to Sector **4**, from Sector **2** to Sector **5** and from Sector **3** to Sector **6**.
- Place card **G13** on the Global Conditions slot.
- Go to **Log 1498**.

LOG 1524

Vanguard bridge audio log

***** sirens wailing, muffled explosions *****

[**Professor Valinsky**]: Captain, we got it!

[**Captain Lee**]: Professor?

[**Professor Valinsky**]: The data we have gathered is promising. We have found the weak spot.

[**Captain Lee**]: I am relieved to hear it.

[**Professor Valinsky**]: Let me mark it for you. Here. That part. From our perspective, the lower part of the Mainframe.

[**Captain Lee**]: Thank you, professor. Seems like our kamikaze plan stays the same. We must drive the Vanguard right into it. The impact will set off our preprogrammed crystalloid torpedoes.

Hint: Card **P552** must be in Sector **9** before the impact to penetrate the

Mainframe defenses.

LOG 1525

Away Team recordings

[**Away Team Commander**]: CAPCOM, we are on a collision course.

[**CAPCOM**]: Copy that. We are being pulled by the gravity of the Mainframe. Our maneuverability is hindered.

[**Away Team Commander**]: We have plenty of time to evade. Hang in there, Vanguard.

Place card **P554** with all Crewmembers and markers next to the Planet board.

If card **P555** is on the Planet board, Vanguard crashes into it – place 2 markers on the card in Sector 5. Then discard card **P555** from the Planet board.

Move the POI card with all markers, tokens, Threats and Crewmembers from Sector 4 to Sector 7, from Sector 5 to Sector 8 and from Sector 6 to 9.

Move the POI card with all markers and tokens from Sector 1 to Sector 4, from Sector 2 to Sector 5 and from Sector 3 to 6.

If there is a POI card in Sectors 4, 5 and 6, there are too many enemies and the Lander has to return to the Vanguard. Place all Crewmembers from card **P554** in the Sector with card **P552** and discard card **P554** with all markers and tokens. Otherwise, place card **P554** with all Crewmembers, markers and tokens in Sector 4, 5 or 6. You cannot choose a Sector if there is a POI card there.

Place card **G14** in the Global Conditions slot.

If box **B** in **Log 1565** is marked, go to **Log 1490**. Otherwise place card **P561** in Sector 1.

LOG 1526

Vanguard bridge audio log

[**Lieutenant Banini**]: Captain, the Emitter looks as good as new.

[**Captain Lee**]: Looks like the Planidians waste no time rebuilding things. Stubborn bastards. Open fire, lieutenant.

[**Lieutenant Banini**]: Job's done, captain. The Emitter is smashed to pieces.

[**Captain Lee**]: Good.

Remove card **P562** from the game.

LOG 1527

Vanguard bridge audio log

*** huge explosion ***

[**Captain Lee**]: Damage report! Banini, are you alive?

[**Lieutenant Banini**]: No! I mean yes, I am alive. And the ship... Captain, the starboard section has been hit. Awfully hard!

[**Captain Lee**]: Starboard?







[**Lieutenant Banini**]: Yes!

[**Captain Lee**]: Good. I never liked the starboard part. Engines? Cannons?

[**Lieutenant Banini**]: All fine, except the starboard galleries, obviously.

[**Captain Lee**]: Excellent. Never mind the maneuvers! Go straight at them.

Check which POI card has 4 or more markers on it:

- **P552** – Each Crewmember rolls .
- **P551** or **P553** – Discard all markers and tokens from this card then remove it from the game. The crew barely escaped – each Crewmember in this Sector  +  +  +  + , then place all Crewmembers and Threats from this Sector in the Sector with card **P552**.

LOG 1528




If this Dice Check was performed by a Recon Section player, Refresh 2 .

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

- » **Boost the engines** – We need to get closer to the

Mainframe to complete our mission.

Progress the Time Track on the Global Condition by 1. If it ends on the last space of the Time Track, immediately resolve the effect.

- » **Fight with the gravity pull** – The Mainframe's gravity may appear too strong to proceed as planned. It may be useful to buy some more time.  +  and reduce the Time Track on the Global Condition by 1.
- » **Turn the ship left** (this might affect your wing being cut off from the life systems) – We can avoid the Mainframe gunfire by maneuvering the Vanguard even if it means leaving the safe corridor and exposing the ship to the Mainframe's hacking waves. Go to **Log 1520**.
- » **Turn the ship right** (this might affect your wing being cut off from the life systems) – We can avoid the Mainframe gunfire by maneuvering the Vanguard even if it means leaving the safe corridor and exposing the ship to the Mainframe's hacking waves. Go to **Log 1496**.
- » **Turn back** – Refresh 2 .

Note: Some Actions may become useful later in the Mission.

LOG 1529

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

- » **Maneuver the Lander** – Move card **P554** with all markers, tokens and Crewmembers to a chosen connected Sector without a POI card.
- » **Return to Vanguard** – Move your Crewmember from a Sector with card **P554** to a Sector with card **P553**. If card **P553** is **not** on the Planet board, place it in the Sector with card **P552** instead. If there are no Crewmembers now in the Sector with card **P554**, discard it.

LOG 1530

Vanguard hangar audio log

*** agitated voices, emergency sirens wailing, muffled explosions ***

[**Doctor Morra**]: Sergeant! Sergeant Best!

[**Sergeant Best**]: Doctor Morra.

[**Doctor Morra**]: What is going on here?

[**Sergeant Best**]: The captain's orders are clear, doctor. All non-essential staff must enter the evacuation capsules. Please, hurry up and–

[**Doctor Morra**]: I can't do this, sergeant!

[**Sergeant Best**]: Doctor, I am sure you know that this is the only way for you to survive! And the last opportunity to tell Earth what has happened here.


[**Doctor Morra**]: Are you sure? You call this a rescue? There are hostile ships all around us! How can you eject us into space right now when they are still around? They will destroy the capsules! We'll be fish in a barrel out there!

All players discuss and choose one (in case of a tie, the Security Section player makes the final decision):

- » **Launch the pod** (this will end the Planetary Exploration for all players) – Go to **Log 1533**.
- » **Turn back** – Go to **Log 1531**.

LOG 1531

All players discuss and choose one (in case of a tie, the Security Section player makes the final decision):

- » **Create supplies** – Discard any number of *Strange Flora*, *Microorganism* or *Mineral Discoveries* from the "Discoveries" slot (place them at the bottom of their matching Discovery decks). Gain 1 Supplies for each Discovery discarded this way.
- » **Launch the escape pods** (only if card **P552** is in Sector 7, 8 or 9 and Mission card **M15** is revealed) – Go to **Log 1530**.
- » **Turn back** – Refresh 3 .

LOG 1532

Main camp audio log

"I have it!" Andrew Radzinsky's voice cut through the din of the programming center on Crystal Shard, affectionately known as the Hacking Hole.

"I have it!" Radzinsky repeated, pushing his chair back. "Listen to me! I've found an opening!"

He sat down and began to explain things fervently to a growing group of listeners, both ex-Wayfarers and crystalloids:

"Something must have happened to the Planidian firewalls! I managed to break into the system of one of their ships which is—"

He touched a few buttons, and his face grew more serious.

"It is in the immediate vicinity of the Mainframe," he added.

"Can you access their cameras?" one of his colleagues asked.

Hacking into the Planidian cameras took even less time than Radzinsky thought, and all of them held their breath.

Even the crystalloids recognized the characteristic shape of the Vanguard on the screen. The starship from Earth was charging to crash into the massive Mainframe.

"What—" Someone swallowed. "What are we looking at?"

Radzinsky hesitated for a moment.

"The camera feed is coming from a Planidian warship chasing the Vanguard," he said.

"That is not what I am asking about," his colleague said. "What on Earth is Vanguard doing?"

"Not much," a woman's voice rang out. "She is out of control now."

They all looked at her.

"I was a pilot," she said. "I can tell a dead ship when I see one."

In helpless silence, hackers and programmers watched the Vanguard ram into the invisible barrier around the Mainframe. There was an explosion so bright that they all shielded their eyes, but once it faded, they saw the Mainframe damaged severely but still in one piece.

"They rammed the Planidians," someone gasped. "But all in vain."

Whatever Captain Lee was trying to achieve, she failed, Radzinsky realized. There is no Vanguard anymore.

Suddenly, the picture on the screen began to move as if the Planidian warship was turning. Radzinsky glimpsed some other vessels executing the same maneuver.

Suddenly he had a bad feeling. His fingers fiddled over the keyboard, and new lines of code appeared on the other screen.

"What is it, Andy?"

"I am intercepting their feed while I still can, and running it through the AI. Perhaps we will get an understandable translation of their orders, because—"

He paused. The translation showed up on the screen.

The silence was deeper than before.

"Tell me the AI is wrong," someone moaned.

"It never is," Radzinsky heard his own voice, raspy and hopeless. "We have just been declared the most serious enemy of the Planidians. They are coming here to wipe us out."

Go to **Log 1597**.

LOG 1533

Vanguard bridge audio log

[**Lieutenant Banini**]: Captain, all non-essential crewmembers are inside rescue capsules. We are ready to eject.


[**Captain Lee**]: It's a terrible moment. There are still some Planidian warships around. The escape can easily turn into duck hunting.


[**Lieutenant Banini**]: Do we have a choice?

[**Captain Lee**]: No. Vanguard is too close to the Mainframe and still gaining speed. This is the last moment. Goodbye, my fellow crewmembers. May you survive this mayhem.

[**Lieutenant Banini**]: Eject?

[**Captain Lee**]: Yes.

Each Crewmember rolls .

Repeat this for each POI card on the Planet board with .

If a Crewmember would gain a fourth Injury, flip this Crewmember face down on the Crew board and remove their model from the board. The Crewmember is now Incapacitated.

If all Crewmembers are Incapacitated at the same time, go to **Log 1508**.

If at least one Crewmember is not Incapacitated, discard Mission card **M15** and go to **Log 1508**.

LOG 1534

Vanguard lander audio log

[**Lieutenant de Burgh**]: Target in sight. Torpedoes armed. Permission to open fire.

[**Captain Lee**]: Fire.

[**Lieutenant de Burgh**]: Aye, aye, captain. Torpedoes fired. Impact in five... four... three... two... Target hit.

[**Captain Lee**]: Damage report.

[**Lieutenant de Burgh**]: Shit. Next to none, captain.

[**Captain Lee**]: What? Scan again.

[**Lieutenant de Burgh**]: Confirmed. We haven't even scratched the thing.


Hint: Try to shoot different parts of the Mainframe shell to discover its weak spot.

LOG 1535

Vanguard bridge audio log

[**Lieutenant de Burgh**]: Captain, we got the visual of the Mainframe's laser cannon. The scanners indicate it is charged and ready to fire.

[**Captain Lee**]: Roger that. Look sharp, crew. Brace for evasive maneuvers!

Mark and resolve the topmost unmarked box. If all boxes are marked, each Crewmember rolls  instead.

Mainframe bottom destruction rays – check Sectors **3**, **6** and **9** and resolve the first matching effect:

- If there is a POI card in Sector **9**, place 2 markers on it.
- If there is a POI card in Sector **6**, place 2 markers on it.
- If there is a POI card in Sector **3**, place 2 markers on it.

If there are now 4 or more markers on card **P554**, go to **Log 1515**.

If there are now 4 or more markers on card **P552** or **P553**, go to **Log 1527**.

Hint: Next time, the Mainframe destruction rays will target Sectors **1**, **4** and **7**.

Mainframe top destruction rays – check Sectors **1**, **4** and **7** and resolve the first matching effect:

- If there is a POI card in Sector **7**, place 2 markers on it.
- If there is a POI card in Sector **4**, place 2 markers on it.
- If there is a POI card in Sector **1**, place 2 markers on it.

If there are now 4 or more markers on card **P554**, go to **Log 1515**.

If there are now 4 or more markers on card **P552** or **P551**, go to **Log 1527**.

Hint: Next time, the Mainframe destruction rays will target Sectors **3**, **6** and **9**.

Mainframe bottom destruction rays – check Sectors **3, 6** and **9** and resolve the first matching effect:

- If there is a POI card in Sector **9**, place 2 markers on it.
- If there is a POI card in Sector **6**, place 2 markers on it.
- If there is a POI card in Sector **3**, place 2 markers on it.

If there are now 4 or more markers on card **P554**, go to **Log 1515**.

If there are now 4 or more markers on card **P552** or **P553**, go to **Log 1527**.

Hint: Next time, the Mainframe destruction rays will target Sectors **1, 4** and **7**.

Mainframe top destruction rays – check Sectors **1, 4** and **7** and resolve the first matching effect:

- If there is a POI card in Sector **7**, place 2 markers on it.
- If there is a POI card in Sector **4**, place 2 markers on it.
- If there is a POI card in Sector **1**, place 2 markers on it.

If there are now 4 or more markers on card **P554**, go to **Log 1515**.

If there are now 4 or more markers on card **P552** or **P551**, go to **Log 1527**.

Hint: Next time, the Mainframe destruction rays will target Sectors **3, 6** and **9**.

Mainframe bottom destruction rays – check Sectors **3, 6** and **9** and resolve the first matching effect:

- If there is a POI card in Sector **9**, place 2 markers on it.
- If there is a POI card in Sector **6**, place 2 markers on it.
- If there is a POI card in Sector **3**, place 2 markers on it.

If there are now 4 or more markers on card **P554**, go to **Log 1515**.

If there are now 4 or more markers on card **P552** or **P553**, go to **Log 1527**.

Hint: Next time, the Mainframe destruction rays will target Sectors **1, 4** and **7**.

Mainframe top destruction rays – check Sectors **1, 4** and **7** and resolve the first matching effect:

- If there is a POI card in Sector **7**, place 2 markers on it.
- If there is a POI card in Sector **4**, place 2 markers on it.
- If there is a POI card in Sector **1**, place 2 markers on it.

If there are now 4 or more markers on card **P554**, go to **Log 1515**.

If there are now 4 or more markers on card **P552** or **P551**, go to **Log 1527**.

LOG 1536

Security recordings

[**Crewmember 1**]: Commander, I have a signal on the scanner.

[**Security Commander**]: Crap, me too. A hostile.

[**Crewmember 1**]: Must be the Planidian Infiltrator, bloody hell!

[**Security Commander**]: Intrusion! I repeat: intrusion!

Flip the *Hiding Planidian Infiltrator* card to the *Planidian Infiltrator* side.

Place the *Planidian Infiltrator* standee in the Sector with card **P552**.

LOG 1540

Vanguard bridge audio log

[**Lieutenant Banini**]: We have just entered the Mainframe system. Preparing to-

[**Lieutenant de Burgh**]: Captain, it's the Starchild! Our radars have just picked up the Starchild.

[**Captain Lee**]: Show me,

[**Lieutenant de Burgh**]: She is following us. And... And hailing us.

[**Captain Lee**]: Bring it on.

[**Lieutenant de Burgh**]: It is just one short message. They say: We've got your back. Don't worry.

LOG 1541

A – Wayfarer's tracking technology.

B – Wayfarer's secret.

LOG 1542

Captain Lee's council recordings

[**Captain Lee**]: Bring me up to speed, everybody.

[**Sergeant Best**]: In a nutshell, captain: We have interviewed our Away Team members and analyzed their testimonies thoroughly.

[**Doctor Morra**]: Allow me to add that their statements are psychologically sound.

[**Captain Lee**]: And? Conclusions?

[**Professor Valinsky**]: Captain, the Starchild is a liability. It is sad to say, but the ship has been hacked by the Planidians, and she is completely controlled by malicious software.


[**Captain Lee**]: I was afraid you would say that. Still, it's shocking.


[**Professor Valinsky**]: Shocking doesn't even cut it, captain. We have lost not only a valuable ship, but also her crew – all Starchildren had communications implants which I fear may have been easy for the Mainframe to corrupt. What is more, we also gained a hidden enemy, ready to stab us in the back. Starchild is relentlessly attempting to hack into our systems.

[**Captain Lee**]: We must work out a defensive strategy. Immediately.

[**Lieutenant Banini**]: I have already listed a few things to do. First, we must switch off as many systems as possible and go analog wherever we can. I would also suggest isolating all crewmembers with implants, as they are the most prone to hacking attacks. Also, I suggest abandoning the Starchild on the Crystal Shard. You know, for the security of the mission.

LOG 1543

Mark the topmost unmarked box and resolve its effect. If all boxes are marked, gain 1  instead.

Gain 1 . Move Production Project **C22** from "Production Projects" to the "Awaiting..." envelope. Then go to **Log 1546**.

Players may transfer their Available Crewmembers between Sections on a one-for-one basis. To do this, exchange the Rank sleeve of each traded Crewmember for a Rank sleeve belonging to their new Section. Crewmembers do not lose Ranks when traded. Then go to **Log 1568**.

You may buy new dice for all Sections for free. Then go to **Log 1556**.

LOG 1544

Captain Lee's announcement

Dear officers and crewmembers,

I have momentous news to share with you. As you know, we are about to carry out the most decisive operation in the history of our kind. It will probably cheer you up to know that we are not going to be alone. Our radars have just detected the Starchild. Our long-lost friends are joining our campaign to fight for a free universe. Stay strong, everybody. We will prevail.

Vanguard bridge audio log (approx. 7 hours after returning to the S3 system; 5 hours after spotting ISS Starchild)

[**Captain Lee**]: Why is the Starchild so quiet now? What is happening out there?

[**Lieutenant de Burgh**]: Captain, do you want me to hail Captain da Silva again?

[**Captain Lee**]: We have done it hundreds of times. If they could reply, they already would have-

[**Lieutenant de Burgh**]: Captain, an incoming transmission. It's the Starchild!

[**Captain Lee**]: Finally. Put me on. Captain da Silva? Are you all right?

[**Captain da Silva**]: No, unfortunately. We've been dealing with a long series of extensive hacking assaults. The Starchild is entirely dependent on computer systems, and each such attack may be the end of us. I am sorry, Vanguard, but we need to save all our systems, communication included.

[**Captain Lee**]: I understand. Thank you for letting us know. And hang in there.

[**Captain da Silva**]: Thanks. Over and-

[**Captain Lee**]: Captain da Silva! One more thing. We have picked up an Earthling distress call from the moon we are calling Crystallite. It could be some stray Wayfarers. I suggest launching a joint rescue operation.

[**Lieutenant de Burgh**]: The transmission is interrupted. Do you think they will show up?

[**Captain Lee**]: We will see.

Open the Ship Book at page 3 (*Bridge cardholder*). Replace your current Objective card with Objective card **O05** from "Bridge Cards." Then, go to page 4 of the System Maps book.

LOG 1545

Wayfarer survivor testimony 2

They call them the Planidians, but I have stronger words. Much stronger! Their attack cost me my leg and part of my shoulder, and I will never be free of the nightmares. Yeah, I know it was the Dauntless who launched the missiles, but I don't blame them. Our systems were, after all, close to hostile takeover too. I think they would have been taken over, but they got destroyed first.

Beware of those Planidians. They are the true evil of the void, as they attack us from the inside.

LOG 1546

Dauntless survivor testimony 1

My name is Terrence, but everyone in the Engineering Section calls me Terry One. It's like a technical joke, you see. I was the first engineer to be given a cyber implant. Very funny, I know.

We, the engineers, were the first to realize that we were losing control over the ship. Our systems didn't respond or had crashed entirely, others worked slowly or erratically. Then, to our horror, the Dauntless suddenly attacked the Wayfarer.

We weren't a part of it. We were panicked hostages on a malware-infested spaceship. We couldn't do anything to stop the fratricide.

Well, to be honest, I am not sure I didn't participate. My implant got hacked, too, and the next thing I remember was in the isolation cell. For months on end.

LOG 1547

Wayfarer survivor testimony 1

You wanna hear my story? I don't think you actually do, because it will break your heart. My name is Celia, and I was a weapon specialist. We saw the Dauntless firing her torpedoes. We couldn't believe our eyes, but we had practiced for such an action. We had procedures and could shoot the torpedoes down.

But procedures depended on functional systems, and those failed. All of them got infected by alien viruses. We were vulnerable, and all we could do was abandon our precious ship. If it helps, we saved some blueprints for bridge modifications and such.

LOG 1548

If this box marked, nothing happens. Otherwise, mark this box and read on:

An excerpt from Dr. Anita Juarez's: **Us and the Crystalloids**

The crystalloids were a peaceful nation, almost incapable of violence.


This was probably the reason they were chosen by an evil space civilization to work as their tool. The crystalloids, whose will and consciousness was gradually taken over, actually became a slave nation. They never wished to discover who exactly pulled at their strings, and the orders of their ominous, cryptic masters were obeyed without any questioning. The crystalloids were quick to build a planet-smashing gun in the heart of their homeland and aim it at innocent planets. This way Pellucid was destroyed, the most terrifying show of force mankind has ever seen. Only a few crystalloids found the courage to resist, yet their protests were ignored.

It took a huge sacrifice to wake them up.

As we know, the Wayfarer and the Dauntless, in a precise orbital strike, demolished the supergun. The shocking event marked a turning point in the history of the crystalloids. The protesters reappeared to show the rest the pointlessness of their policy. As a result, more crystalloids realized that they had been manipulated into making a deadly weapon.

Their anger and frustration, however, turned against those who were closer at hand - us.

LOG 1549

Mark the topmost unmarked box and resolve its effect. If all boxes are marked, gain 1  instead.

Gain 1 . Gain 1 chosen Discovery and move it to "Gathered Discoveries." Then, go to **Log 1546**.

Move Production Project **C22** from "Production Projects" to the "Awaiting..." envelope. Then, go to **Log 1568**.

Players may transfer their Available Crewmembers between Sections on a one-for-one basis. To do this, exchange the Rank sleeve of each traded Crewmember for a Rank sleeve belonging to their new Section. Crewmembers do not lose Ranks when traded. Then, go to **Log 1556**.

LOG 1550

Mark the topmost box below and resolve its effect.

A - Read on:

Captain Lee's personal log

Our investigation has already borne some fruit. We have gathered interesting intel on the fate of the Wayfarer, but we are still missing some vital information. The work continues.

Go to **Log 1564**.

B - Move Bridge Upgrade **B19** and Objective card **O02** from "Bridge Cards" to the "Awaiting..." envelope. Add the remaining Universal dice and Expert dice to your supply of unbought Section dice. Read on:

Captain Lee's personal log

So far, our expedition has been a long string of meetings with the unexpected.

It began with the Raindrop, a shuttle from ISS Dauntless, hacked and half-covered with eerie, pixelated growth. We also visited a planet called Rupturis, where the wreck of ISS Wayfarer rested, also covered with the same growth; plus the Crystal Shard, a planet with a deadly, planet-smashing gun and a crystalloid population bent on unjustified destruction.

Somewhere, somebody was trying to affect spaceships and nations to... Yeah, to do what?

And who was behind all of this?

As always, the Science Section with Professor Valinsky came up with a perfect solution. After all, we had samples of the growth from the Raindrop and the Wayfarer. We put both to thorough analysis, and at the same time, we analyzed the courses of both vessels. The information we obtained allowed us to narrow down the location.

The coordinates we have strangely converge with the hacking signal we have been picking up.

Enough. We are flying there now to put an end to this insanity.

Go to **Log 1564**.

LOG 1551

The Emitter has been destroyed.

LOG 1553

If your current Objective is **O02** you cannot leave this system, go back to page **6**. Otherwise, open page **7**.

LOG 1554

The black box message

To all spacefarers who may be passing nearby: This is a farewell message. The ISS Vanguard is no longer an operational vessel. All systems are down, and the crew have all lost their lives. Stay safe.

Pray for our souls.

You've completed the ISS Vanguard: Lost Fleet campaign! We encourage you to try again to find different endings, visit other planets, and pursue other research and production options.

Go to **Log 1597**.

LOG 1555

Vanguard bridge audio log

[Lieutenant Banini]: Captain, there is an incoming message from the Dauntless.

[Captain Lee]: Bring it on.

[Lieutenant Banini]: It is their captain.

[Captain Lee]: Captain Fournier? We're approaching the Mainframe. I hope you're hanging in there!

[Captain Fournier]:... not sufficiently... there is... we should...

[Captain Lee]: Dauntless, what's going on out there? Dauntless, we're losing you.

[Captain Fournier]:... facing major software problems again.

[Captain Lee]: That's better. What's your status?

[Captain Fournier]: Vanguard, we can't do this. The closer we are to the Mainframe, the more intense the hacking becomes! 60% of our systems are already down, including some emergency ones! We can go half-analog as you are, and-

***** static and unclear words *****

[Captain Lee]: Does anyone get it?

[Lieutenant Banini]: We're filtering it now, captain. And, yes, we have Captain Fournier's last sentence.

[Captain Lee]: What is it?

[Lieutenant Banini]: We've been there before and we got hacked. It is a trap for us. We can't follow you. You're on your own, Vanguard.

Check the box in **Log 1410**. If it is not marked, go to **Log 1540**. Otherwise, this log ends.

LOG 1556

Dauntless survivor testimony 3

My name is Doron and as a navigation officer I was there on the bridge the entire time. I saw it all. I saw the computers going wild, our hectic attempts to get control back, our torpedoes hitting the hull of the Wayfarer. This was, I thought, the worst day of my life, but there was more to come.

Soon we figured out that we'd been hijacked. The Dauntless was following a course we hadn't plotted. The masses of viruses in our systems took full control, and they were taking us toward the Mainframe or, to be precise, its Emitter. It would have ended tragically

for us if we hadn't turned off all we could. We got as close to analog as it was safe, and only this way did we regain control of the ship.

LOG 1557

If your current Objective is **O02** you cannot leave this system, go back to page **6**. Otherwise, open page **8**.

LOG 1558

Mark this box. If this box is already marked, go to **Log 1554**. Otherwise, read on:

Vanguard bridge audio log

***** alert siren blaring *****

[Captain Lee]: What's going on with the ship? Damage report! Now!

[Lieutenant Banini]: Captain, it's serious! The main computer is going wild. We are receiving thousands of error messages. The same thing is happening to the navigational-

[Captain Lee]: Switch to emergency systems!

[Lieutenant Banini]: We can't. They don't respond as if they-

[Captain Lee]: As if they what?

***** the siren stops blaring *****

[Lieutenant Banini]: Uhm... I can't explain it, captain. Everything is working again. All of it. As if it has fixed itself.

[Captain Lee] (sighs with relief): Great. But it could be temporary. Now, run emergency scans.

Flip all Hacked Facility cards to their non-Hacked side in the *Facilities* cardholder (Ship Book page **6A**). Then, proceed with the "Ship Facility" step.

LOG 1559

Professor Valinsky's diary

The sheer size of the Mainframe simply took my breath away and made me contemplate once again upon the genius of its makers, the Builders. I simply cannot imagine the means necessary to construct such gigantic space infrastructure encompassing a sun and using it as the power source. The Planidians, who took it over, unfortunately appeared to have little in common with the Builders. Why were they so evil in intent?

There were no easy answers to such questions, but I have always believed that the main driving force behind all the destruction they spread was fear. The Planidians were simply scared that someone - an inquisitive, resourceful civilization mightier than them - would disable their Mainframe like a scientist turns off an infected computer. It would mean the end of their existence.

I suppose that the same fear made them refuse to move on to a physical dimension. They were never more than expansive, aggressive code which never materialized. Up to a certain point we believed we had been meeting them, but there is no doubt now that we had encountered nothing but their digital representations, avatars of sorts.

The fear could have been stimulating their digital paranoia and pushing them to seek more threats, farther and farther away. Although our radars do not pick up any enemy vessels in the area, there are empty docks orbiting around the Mainframe. The Planidians constantly developed their fleet, but some docks seem equipped enough for building interstellar ships like the Vanguard. Who knows what this could lead to.

And, beyond their fear, there was also hatred. I was also sure that they deeply hated the Builders. They were, after all, their creation, one of a billion digital civilizational simulations that for unknown reasons became the real thing.


And we, the arrivals from Earth, were not only an inquisitive civilization, but also the chosen ones of

the Builders. It made us a perfect thing to fear. And a perfect enemy for the Planidians.

Open the System Maps book and mark *The Mainframe* system (page 11) with the Current System bookmark.

If the box in **Log 1565** is marked, go to **Log 1555**. If not, and the box in **Log 1410** is NOT marked, go to **Log 1540**. Otherwise, this Log ends.

LOG 1560

Mark the topmost unmarked box and resolve its effect. If all boxes are marked, gain 1  instead.

- Move Research Project **R12** from "Research Projects" to the "Awaiting..." envelope. Then, go to **Log 1547**.
- Each Section may exchange 2 dice from their Section Compartments with the supply of unbought dice. Exchanges may be done in any order. All Sections must have the same number of dice after this step. Then, go to **Log 1545**.
- Each Section may promote 1 Available Crewmember. Then, go to **Log 1561**.

LOG 1561

Wayfarer survivor testimony 3

We had only minutes to evacuate. We had never done it in such a hurry, but nobody would have gotten away if it hadn't been for the captain. He was the one to stay behind and supervise the evacuation system. Our computer systems had been invaded, and almost nothing worked. The only way to send the evacuation capsules away was to stay there and manually pull the activation lever. And that is what he did, he and a few other volunteers.

We can't waste such a sacrifice. We are ready to join your crew and work together toward the destruction of the Planidians. We would be glad if you could promote some of your crew and assign them to us as leaders and consultants.

LOG 1562

Captain Lee's personal diary

These have been stressful days.

The Planidian vessels came at us from all directions, and their onslaught threatened to overwhelm us. At one point, the shields began to fray, and I had no choice but to make a dramatic decision.

There was a nebula not far from us, uncharted and dense. We didn't know what danger lurked inside, but Planidian rockets kept exploding too close to Vanguard's hull to linger in open space. The Vanguard burst forward and soon enough lost the pursuers amid the nebula.

Someone said once that fortune favors the brave, and it was all true for us. Hardly had our cannons cooled when we picked up a weak signal coming from within the nebula.

It was the Dauntless. Our long-lost friends from Earth were calling to us.

Open the System Maps book and mark the *Dove Nebula* system (page 9) with the Current System bookmark.

LOG 1563

Congratulations! If you've now gathered all Unique Discoveries, please play through the rest of the campaign to witness the impact of your efforts.

- Mark this box. If this box is already marked, nothing happens.

LOG 1564

1. All Crewmembers who are not in the Lander Sector are killed! Remove their Crewmember cards from their Rank sleeves. Place the Crewmember cards on the Crew board.
2. Open the Ship Book at page 25 and begin Ship Management.

LOG 1565

- ISS Dauntless is fully operational.

LOG 1566



Away Team commander feed

***** heavy breathing *****

We have downed the threat. Still no life signals, so we have no idea whether the thing is dead or not. We fear it is only temporarily disabled. We shot it a few times already, and it always got up.

We approach it carefully. Up close, the being looks like a humanoid cluster of pixels. Definitely not organic, rather a construct made to fight. Yeah, our scanners again indicate no life signs as if the threat was not an independent being, but a remotely-controlled avatar. Upon closer inspection, we see that its upper layer is visibly thicker and stronger. I think some kind of armor has absorbed most of our shots. I will take a sample.

Done. The threat is still immobile. We're getting the hell out of here.

Gain 1 . If all boxes (A-E) in this Log are marked, go to **Log 1235**.



Classified correspondence on the black box data

Captain,

The initial analysis of the black box data is over. There are still petabytes of information to plow through, but certain facts about ISS Dauntless' fate have already emerged.

So far, we know that ISS Dauntless has participated in a space battle. We also know the coordinates of the struggle, but what is most important, we know the name and the identity of the creature we fought aboard the Raindrop.

The officers of the Dauntless called them Planidians and believed that they were connected to the Builders. Unfortunately, they considered them hostile as the Planidians seemingly used every opportunity to hack the Dauntless.

A truly disturbing fact is that all the Planidians they came across were probably not physical, sentient creatures, but remote-controlled avatars of sorts.

More facts are yet to be determined, and for the time being, I suggest discretion.

Jill Ganbat, Head of Communication

Gain 1 . If all boxes (A-E) in this Log are marked, go to **Log 1235**.




Initial analysis of the Raindrop drone

To Jusuf Chakrabarti, Head of the Engineering Section:

After the initial check of the Raindrop drone, it seems obvious that none of its mechanical parts are reusable any longer. The impact of multiple hits has smashed every component beyond repair, but, luckily for us, it hasn't damaged its memory. We accessed it and figured out it had been hacked. The hostile code is not consistent, and its purpose is not clear. All it did was cause the drone to react erratically, which prompted its destruction.

Together with my team, we are deeply concerned with the risk of hacking, and we are asking you to give the matter top priority.

Theresa Lin, Chief Robotic Expert

Gain 1 . If all boxes (A-E) in this Log are marked, go to **Log 1235**.



The initial analysis of the Raindrop Find

To Professor Peter Valinsky, Head of the Science Section:


The sample of the so-called Raindrop Find has been thoroughly researched, but it has brought us more

questions than answers. Although the thing has certain plant-like characteristics, it is definitely not a carbon-based organic creature since it doesn't contain even a slight trace of any elements known to our science. For the same reason, we cannot describe the being as robotic because it apparently lacks any mechanical elements. The Raindrop Find does not react to any stimuli, it shows no desire to communicate, it does not even react to other beings in its vicinity. All it does is last, spread, and interfere with electronic appliances.

I've attached a thoroughly prepared report with a working hypothesis. One of my fellow Science officers believes the Raindrop Find may be a glitch in reality or a penetration from another, oddly digital dimension. I leave it for you to consider.

With best regards,

Leo Chi, Science Officer

Gain 1 . If all boxes (A-E) in this Log are marked, go to **Log 1235**.

E

Away Team recordings

[Away Team Commander]: What is taking you so long?

[Crewmember 1]: Just a second, commander. I am busy scavenging.

[Away Team Commander]: Anything worth our attention?

[Crewmember 1]: Their entire drive is fascinating.

[Away Team Commander]: Good. Take all we can and let's move.

Gain 1 . If all boxes (A-E) in this Log are marked, go to **Log 1235**.

LOG 1567

A - ISS Vanguard set on a path of peaceful expansion, trade and cooperation.

B - ISS Vanguard pursued power through military dominance.

C - ISS Vanguard gathered all possible Unique Discoveries.

LOG 1568

Dauntless survivor testimony 2

I am Tanya, from the Science Section. I am glad you all came to help us because... I don't think we would have stood it much longer. Not the isolation, perhaps, but the helplessness. The inertia. And the awareness that there was no one to share the knowledge with.

Because, you see, we had time to think and time to draw conclusions. Our research evolved around our space kidnappers, the Planidians and their Mainframe. We are sure that the Planidians are one of a billion sentient species generated by the Mainframe, but they are the only one that achieved the awareness necessary to take it over. They know that they are intruders in this reality, which makes them self-conscious and insecure. As a result, they became the archenemy of all that lives and thinks.

LOG 1597

Thank you for playing!

ISS Vanguard: Lost Fleet campaign

Go to **Log 1598**.

LOG 1598

Unknown crewmember personal log

Day 1

The evacuation order came at the last minute.

I don't recall much. I remember running and doing my best to control my panic. I remember Vanguard's blaring sirens, muted explosions and the trembling of the floor beneath my feet. I remember the door to my rescue pod closing, and yet another explosion, mightier than any before.

As I was falling down to the floor, I thought that something momentous must have happened. Or terrible.

I came round hours later, alone in the void. Just me and a few others in the pod, scared and abandoned.

Day 2

There are five of us here, two of whom are slightly injured, which makes the pod cramped and uncomfortable. There is food and water for two months, which doesn't bode well. Nobody is showing any signs of despair, but you can feel it.

We spend the time sleeping, staring at floating wreckage or trying to figure out what may have happened to the Vanguard. Our communication is not working and nobody knows why.

Day 3

We have turned back. Running away seems pointless, because there is nowhere to run to. Besides, there could be nothing to run from? Maybe we have won? Maybe the enemy has been destroyed?

We must figure out what has happened to the Vanguard, even if it is the last thing we will ever know.

Day 4

There are more pods around, all of us heading in the same direction. Morse lamps keep flashing, sending words of support and comfort. Seems like no one truly knows what fate befell the Vanguard.

Day 5

There is the Vanguard. We see her. Barely recognizable, battered, and blown to pieces, surrounded by a sea of floating debris. No life signs. I hope that the rest of the crew escaped; I fear I might find a space cemetery...

[...]

Day 15

Vanguard is now partially habitable, thanks to my companions and other survivors who are coming back. We collect the remains from the battle, overbuilding the wreck, preparing a temporary haven. The heap of scrap is growing, but everything has its use. This is all we have, and perhaps it will be enough until we manage to establish communication with Earth. For now we will face the deadly frontier with dignity.

We are what is left of the Vanguard. Not space orphans, but space survivors, possibly forgotten, but steadfast and resourceful. The void will not defeat us.

All we need is a little hope.

