



SCRAPHEAP  
SPACE STATION OFFICIAL DOCUMENT

DEADLY FRONTIER CAMPAIGN  
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## STARTING LOG

There is hardly anything more frightening in the universe than no communication, all the more when it goes on for months. For research and scouting expeditions from ISS Vanguard sent towards remote corners of the Perseus Arm, no contact with their mother ship sooner or later proved unbearable, and they began to turn back. One after another, the ships arrived at the rendezvous only to realize that nobody was waiting for them. There was nothing there except battle-torn shipwrecks floating in deadly silence as the fire of the battle had reduced their proud fleet to a pile of miserable debris.

Yet life still flickered there. The survivors of the battle had already managed to turn the wreckage of the Vanguard into a makeshift yet habitable space and were now in the process of linking it to another wreck.

The arrivals soon realized that they had just become space castaways and they had no choice but to join the newly forming community of space survivors. None of the ships at their disposal was fit for a journey back to Earth or any other home worlds. Furthermore, long-range communication did not function, either. All together, the survivors used all their remaining technologies to dock and combine some of their ships and less damaged shipwrecks into an unshapely yet livable space station. The place was affectionately nicknamed: Scrapheap.

The first years of Scrapheap were peaceful and hard-working. The new space station was made up of an ill-assorted mix of Idemians, Aerugons, and Earthlings, joined by a few rebellious Visitors, to whom independence on a makeshift, rickety space station was more favorable than submission on their home planet. Indeed, the survivors of all species aimed to form a community where everyone was equal, and no prejudices were present. United by the urge to survive and the need to secure the future, they had no time for conflicts. Nevertheless, after several years, when the situation of Scrapheap had been finally deemed stable, the harmony began to falter. Some sentient groups decided to follow their own goals and flew away in smaller vessels, taking resources with them. Others began to pursue their own political agenda and take control of more profitable and convenient parts of Scrapheap. The crew of the space station ceased to cooperate, and some groups found it harder and harder to co-exist.

The disorder went on for years, but the real crisis struck some fifty years after Scrapheap had been assembled. Some life support systems were already on the brink or even beyond repair, and there were no spare resources to use anymore. What was worse, the rivaling sentient groups were too focused on their own business to pay enough attention to education, and as a result, the number of specialists and scientists in the colony was dramatically decreasing.

Fortunately, a few far-sighted leaders gathered former Section members and their friends to put an end to the chaos. In heated negotiations, they decided to reestablish centralized power. They elected one candidate from each Section and formed the Tetrarchy to rule over the entire station. Their mission now was to force all the rebelling sentient groups to subordinate, which seemed to be a costly and time-consuming affair.

Go to **Log 2001**.

## LOG 2001 STORY

In the end, the Tetrarchs took control of the base. At times, they resorted to using force, but fortunately, the coup did not cost any lives. All those unwilling to accept centralized power were offered an alternative - they were given Voyager, one of Scrapheap's two spaceships, and allowed to leave the base. The other one - Journeyer - remained at the disposal of the struggling space station.

Initially, the inhabitants of the station were pleased with the changes, as they saw hope in centralized power.

Soon, however, they started complaining about limits imposed on their freedom. They were not happy with the static politics of the Tetrarchy, and they demanded radical decisions and even faster results.

The Tetrarchs came forward with a perfect solution to establish a colony on a resource-rich planet and make contact with a small nation living on another. As the Tetrarchs chose to focus on the politics of the station, the task was delegated to the Section leaders.

Go to **Log 2002**.

## LOG 2002 STORY

The Section leaders each selected and trained several candidates to perform their most challenging duties.

Preparation for the mission proved a difficult challenge, as most of the candidates had never gone down the gravity well, and some skills necessary to the mission had been long forgotten. Even the most expert instructors had only theoretical knowledge on some finer points, so future Away Team members soon realized that they would have to improvise and experiment.

The situation with the equipment seemed even more critical, as due to shoddy maintenance or extended use, gear was in poor shape and required repairs. Again, the Away Team had to learn to cope. After all, you don't get to pick and choose when the lives of so many sentients depend on you.

### Choose Sections:

Players should discuss between themselves which Sections each of them will control during the game. Since this is a cooperative game, make sure each player is happy with their choice. Each of the four Sections must have a controlling player!

1. Draw initial Crewmembers
  - Each Section's player takes 2 random cards from "Recruits" (Card Tray B), chooses one of them and places them face up on the table. Unchosen cards return to "Recruits" (Card Tray B).
  - Place each of these Crewmembers in a Rank 1 sleeve  matching their Section. Each player takes the Crewmember for the Sections they control into their hand. Crewmembers in a player's hand are known as Available Crewmembers. Players who control more than one Section keep their Available Crewmembers from all their Sections together, in one hand.
2. Prepare Section dice

Take the Section dice for each Section as per list below, placing the dice into Section Compartments. Ensure that you take exactly the dice listed (if you are unsure which dice you should take, check Icon Glossary in the Rulebook). Return any dice not used to the box.

### Science:

1x green Basic, 1x blue Basic, 1x red Basic, 1x Biology Specialized, 1x Science Specialized, 1x green Wild

### Security:

1x red Basic, 1x blue Basic, 1x green Basic, 1x Defense Specialized, 1x Technology Specialized, 1x red Wild

### Recon:

1x green Basic, 1x blue Basic, 1x red Basic, 1x Physical Specialized, 1x Scouting Specialized, 1x green Wild

### Engineering:

1x blue Basic, 1x green Basic, 1x red Basic, 1x Gathering Specialized, 1x Construction Specialized, 1x blue Wild

Go to **Log 2003**.

## LOG 2003 STORY

At first sight, Scrapheap is a jumble of chaotically welded, disfigured shipwreck pieces that together somehow house thousands of space-lost sentients. One cannot overlook patches covering holes in the fuselages, scorched marks across hulls, or other signs of a devastating battle many decades ago. But upon entering Scrapheap, one is surprised by its modest functionality. The station was not built to impress with its beauty, but to shelter her crew and persist against the cold cruelty of the void.

And this is exactly what Scrapheap has done for last half a century.

Scrapheap is a symbol of courage, ingenuity, and durability, a monument of sentient resilience and will to survive. Should the Away Team missions succeed, Scrapheap shall continue its noble mission - for a while longer, at least.

Open the Ship Book at page 2 (*Bridge*) and begin Ship Management.

## LOG 2004 TRACHE'I

If all boxes in this Log are marked, go to **Log 2010**.

### The final mission briefing, 7 hours prior to landing

Welcome, everybody. I am happy to inform you that we are beginning our descent toward a medium-sized world called Trache'i to honor our revered Tetrarch for developing our OWC system. The planet is mostly covered by oceans, but there are also two vast continents and a chain of islands. One of the continents, barren and ice-covered, is deserted, whereas the other one and the archipelago are inhabited by a seemingly sentient nation, technologically advanced but still in their pre-spacefaring stage. The population has so far escaped our attention because their communication relies on OWC technology instead of radio waves; therefore, we know next to nothing about their culture and mentality. For this reason and many more, our diplomatic team will be headed by our research officer, Atta, known for her reserve and sound judgment. My fellow travelers, never before in the history of Scrapheap have we had a chance to make the first contact. Brace yourselves for a great moment.

All players discuss and choose one unmarked choice (in case of a tie, the Recon Section player makes the final decision):

- Explore the frozen land** – Mark the box next to this choice, and go to **Log 2044**.
- Communicate with the archipelago** – Mark the box next to this choice, and go to **Log 2103**.
- Communicate with the continent** – Mark the box next to this choice, and go to **Log 2042**.

## LOG 2005 STARMAP

### Outer space training recordings

[Crewmember 1] (in awe): Take a look at all those holes in the fuselage. What horrifying power it was.

[Crewmember 2]: You think too much.

[Crewmember 1]: Maybe. But I am always moved while scouring ancient battlefields.

[Crewmember 2]: I bet this is the only battlefield you've seen. We're here to collect space junk, remember? Not to scare one another.

[Crewmember 1]: All right, all right. But you have to admit: whoever did this knew how to kick ass.

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

- Gain 1 
- Gain 1 *Mineral Discovery* and move it to "Gathered Discoveries."
- You may discard 1  to gain 1 

## LOG 2006 TRACHE'I

### From Atta's "The Very First Contact"

Our AI, which we use for translation, almost became the first bone of contention.

The Islanders could not understand that a computer could be advanced enough to decipher their language and make complex sentences within the first minutes of the encounter. They suspected an ambush which already made me understand that they lived in enormous tension. Indeed, we needed a lot of time before fear and suspicion faded in their big, pupilless eyes.

They did live in terror. The aggressive politics of their mainland neighbors, usually referred to as the Uplanders, forced them to abandon peaceful research and expand their armed forces.

Obviously, they asked us for support. They wanted us to lend them technology to build weapons and intimidate the Uplanders.

It made me feel tired. Tired and old. The very first contact I was sent to make was, of course, about a war.

Go to **Log 2020**.

## LOG 2007 STARMAP

- If this box is marked, gain 2  and this Log ends.
- Otherwise, read on:

### Away Team commander live feed

We are slowly descending toward the surface of the planetoid. Preliminary atmosphere scanning indicates unusual amounts of hydrogen which seems to be coming from the surface.

All players discuss and choose one (in case of a tie, the Engineering Section player makes the final decision):

- » **Send crew to gather samples** – You may assign 1-3 Crewmembers to go to **Log 2011**.
- » **Send drones** – You may spend 1-3  to go to **Log 2016**.
- » **Ignore the find for now** – This Log ends.

## LOG 2008 TRACHE'I

### From Atta's "The Very First Contact"

All in all, it was a success.

Definitely, this is how our historians will see it. The demonstration of Islanders' military advantage led to a political uproar in the Uplands and soon the new government of the Uplanders invited their counterparts from the Islands to talk. Surprisingly quickly, both sides signed a peace treaty for the first time in decades.

The planet entered a new era, or so it seemed, but I had got to know both nations too well to believe it. A gut feeling told me they would eventually grab the arms again.

Move card **N11** (*Trache'i*) from "Colonies" (Card Tray B) to the "Awaiting..." envelope.

## LOG 2009 STARMAP

### Atta's journal of space discoveries

And what do we have here? A small planet nicknamed the Brink, a part of XO-3 system. Ravaged by an ecological disaster. However, it's possible to improve the atmosphere and establish a colony here... And the scanners have detected an anomaly similar to those of the Visitors' at the system's outskirts.

Flip card **Y09** (XO-3) Surveyed side up.

## LOG 2010 TRACHE'I

We did everything we could on this planet. It's time to focus on other tasks.

If the following box is unmarked, mark it and resolve its text. Otherwise, this Log ends.

- Gain 2 

## LOG 2011 STARMAP

### Away Team commander live feed

Capcom, all is good. Our sample collection is stowed, and we are soon about to take off. What's interesting, we have come across a crashed drone, probably dispatched here for recon. We are taking it back with us.

Resolve for each 1 assigned Crewmember: mark the topmost unmarked box and resolve its text. If all boxes are marked, resolve the bottom one:

- You may spend 1  to gain 1 *Mineral Discovery* and move it to "Gathered Discoveries."
- Gain 1 *Alien Tech Discovery* and move it to "Gathered Discoveries."
- Move card **08** (*Liquid Hydrogen*) from "Unique Discoveries" (Card Tray A) to the "Awaiting..." envelope and mark the box in **Log 2007** without resolving that Log.

## LOG 2012 STARMAP

### Away Team recordings

[Away Team operator]: Capcom we see the vessel. Quite a find! It reminds me of-

[Capcom]: Keep it short, please.

[Away Team operator]: Right, right. I am nearing a floating shipwreck that could have belonged to the Alucinors. Over and out.

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

- » **Send an Alucinator Crewmember** – Assign 1 Alucinator Crewmember to go to **Log 2017**.
- » **Send a specialist** – Assign 1 Crewmember with a  or  to go to **Log 2021**.
- » **Examine the ship from the outside** – Assign 1 Crewmember to go to **Log 2023**.
- » **Leave the find** – This Log ends.

## LOG 2013 TRACHE'I

### Trache'i diplomatic mission live feed

[Atta]: I am troubled, Vulter.

[Vulter the Capcom]: Why?

[Atta]: I am trying to crack the situation on the planet, but I am confused.

[Vulter the Capcom]: How can I be of assistance?

[Atta] (smiling): Just by listening to me. You know, The Uplanders welcomed us warmly, and the Islanders decided to shell us. On the other hand, more Islanders died in the polar base, which may mean the Uplanders were the attacking side there. What do you think of it, Vulter? Who is the aggressor?

[Vulter the Capcom]: No idea. Why don't you wait until the fog clears? Perhaps tomorrow the decision will appear easier.

[Atta]: Perhaps. Thank you, Vulter.

[Vulter the Capcom]: Always.

Mark box J in **Log 2050** and go to **Log 2063**.

## LOG 2014 ECLECTIC HAVEN

### Away Team recordings

[Mission commander]: Look confident and friendly, everybody. And smile.

[Aerugon Crewmember]: I am an Aerugon. We don't smile.

[Crewmember 1]: Besides, the neighborhood doesn't really make you smile, does it?

[Mission commander] (with tension): No, it doesn't. We are being watched. Act... Naturally?

[Aerugon Crewmember]: Look, some locals are coming.

**\*\*\* creak of hinges, footsteps, a conversation getting closer \*\*\***

[Mission commander]: Weapons at the ready.

[Local resident 1]: Hey, you! Mothy! Got lost, did you?

[Mission commander]: Greetings, we are-

[Local resident 2]: Oh, we know exactly who you are.

[Local resident 1]: Rumors spread quickly around here. How is the deal working out for you? Licking the Harvesters' boots?

[Mission commander]: What makes you think we're from the Harvesters?

[Local resident 1]: Your Mothy does! What a clean, healthy, well-fed Mothy!

[Local resident 2]: No Aerugon around here looks so fresh and nice. It's kinda obvious she's a little, feathered Harvester.

[Mission commander]: She's not. We have come here to talk to you, and learn about your needs.

[Local resident 1]: Our needs?

[Mission commander]: Yeah, the situation here seems pretty messed up. Your agenda comes first.

[Local resident 2]: You're joking, right?

[Aerugon Crewmember]: No, we're not. How about we sit and talk?

- Gain 1 *Alien Tech* Lead.
- Replace the POI in this Sector with card **P127**.

## LOG 2015 STARMAP

### Atta's journal of space discoveries

The Promising Land in the Theta Geminorum system. Seems like a perfect place for starting a colony. The asteroid belt in the system promises nothing but trouble, but it might be an excellent opportunity for training new crewmembers.

Flip card **Y04** (*Theta Geminorum*) Surveyed side up.

**Note:** Each *Starmap* card has two sides – *Unknown* and *Surveyed*.

When the system is *Surveyed*, you gain access to its landing opportunities and interesting destinations.

## LOG 2016 STARMAP

### Away Team commander live feed

Capcom, most of our drones have already gathered the appropriate amounts of samples. One of them discovered a probe stuck under the surface, presumably designed to perform underground scans.

Resolve for each 1  spent, mark the topmost unmarked box and resolve its text. If all boxes are marked, resolve the bottom one:

You may spend 1  to gain 1 *Alien Tech* Discovery and move it to "Gathered Discoveries."

Gain 1 *Mineral* Discovery and move it to "Gathered Discoveries."

Move card **08** (*Liquid Hydrogen*) from "Unique Discoveries" (Card Tray A) to the "Awaiting..." envelope and mark the box in **Log 2007** without resolving that Log.

## LOG 2017 STARMAP

### Away Team recordings

[Away Team operator]: I have successfully entered the vessel.

[Capcom]: Report on your progress.

[Away Team commander]: There is nothing to report on. The ship has been stripped clean. All I can see are the nuclear batteries that powered the vessel.

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

Move card **28** (*Atomic Batteries*) from "Unique Discoveries" (Card Tray A) to the "Awaiting..." envelope.

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

- » **Stay a bit longer and learn more about the ship** – Go to **Log 2023**.
- » **Return to Journeyer** – This Log ends.

## LOG 2018 STARMAP

### Captain's briefing

We have picked up a Pumilion signal coming from a small planet with lush vegetation. We have determined the location of their base, and I have decided to send an Away Team to contact the Pumilions. Perhaps they need our assistance or have made a discovery they wish to share.

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- » **Send an Away Team to meet the Pumilions** – Go to **Log 2024**.
- » **Send people to research flora** – Assign 1-3 Crewmembers to go to **Log 2029**.
- » **Return to Journeyer** – This Log ends.

## LOG 2019 VISITORS' WORLD

If this box is marked, this Log ends. Otherwise, read on:

### The council of Tetrarchs recordings

[Tohn]: My fellow Tetrarchs, we have met here to discuss a sensitive matter.

[Tamara]: Go on, Tohn. You seem agitated.

[Tohn]: I have dispatched one of my fellow Visitors to our homeworld to improve the relations with our more orthodox brethren.

[Ava]: To spy, right?

[Tohn]: My envoy was a diplomat, not a spy, but this is probably how he was treated. He reported being followed, and soon our contact broke off. I haven't heard from him for months now.

[Tamara]: Not good...

[Tohn]: I fear the disappearance of a free-spirited Visitor may impact Scrapheap's diplomatic situation. I need to clarify it.

[Ava]: What are you up to?

[Tohn]: An anomaly has opened nearby. It grants passage to the Visitors' World.

- Gain 2 markers. These markers are a Visitor Knowledge pool. During this mission you may discard these markers to move in the Visitors' World.
- You may assign any number of Visitor Crewmembers or Crewmembers with a  Convert Ability. For each assigned Crewmember, add 1 additional marker to the Visitor Knowledge pool.
- Go to **Log 2025**.

## LOG 2020 TRACHE'I

### Trache'i diplomatic mission live feed

[Atta]: They want arms. Of course. What did I expect?

[Vulter the Capcom]: Yes. And it is mildly disturbing.

[Atta]: The Islanders have a longstanding feud with their mainland neighbors, seemingly much more aggressive. Is it true that those neighbors have already destroyed a few of the islands?

[Vulter the Capcom]: Low orbit scanning indicated a few of them have been obliterated quite recently, but there is no telling who did it.

[Atta]: The Islanders claim that they only want to scare those Uplanders into submission to create ground for peace talks, but who's to say what their real agenda is?

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

- » **Share the technology** – Go to **Log 2031**.
- » **Refuse them** – Go to **Log 2038**.

## LOG 2021 STARMAP

### Away Team recordings

[Away Team operator]: Capcom, forcing our way into the inner compartment of the ship is gonna take time. This is an Alucinor vessel, after all. I'm not an expert on their tech, but I'll do my best.

Roll a D10. You may spend any number of  tokens to reroll this die or add 1 to the score. Check the result below:

- **0-6**: This Log ends.
- **7+**: Go to **Log 2017**.

## LOG 2022 TRACHE'I

### ICRM (ice-continent research mission) live feed

[Explorer 2]: This polar base was supposed to be a monument of peace. And ended up being a scene of treason.

[Mission leader]: The Uplanders claim they have been attacked by the Islanders. We need to find the secret compartment where they keep their evidence.

[Explorer 1]: Here is a safe. In plain sight. Not really secret.

[Mission leader]: Anyway, let's look inside.

[Explorer 1]: There are some discs and a player.

\*\*\* *sound of an activated device* \*\*\*

[Mission leader]: Well, you don't say. Capcom, do you copy?

[Vulter the Capcom]: Copy. What's the status?

[Mission leader]: We have found the videos. They show that the Islanders were indeed the aggressors.

Mark box D in **Log 2050** and go to **Log 2063**.

## LOG 2023 STARMAP

### Away Team recordings

[Capcom]: Capcom O'Really here. What's your status? You were silent for a while.

[Away Team operator]: Everything alright! I've been busy analyzing the scanning results. Their navigational system is busted, and the rescue capsules are missing. The crew must have left the ship taking everything of value with them.

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

Gain 1 .

Otherwise, go to **Log 2012**.

## LOG 2024 STARMAP

### Away Team commander live feed

Capcom, we have contacted the Pumilion base. They are rather friendly, given their reserve, and even willing to share their findings, but not with us personally. They only want to talk to scientists.

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- » **Pick a representative** – Assign 1 Crewmember with a  or  converter to go to **Log 2078**.
- » **Ask for a little more time** – go to **Log 2018**.

## LOG 2025 VISITORS' WORLD

### Tohn McMuts personal log

Arrival on the Visitor World has awakened mixed feelings in me. Here I am, standing in the middle of the Plaza, looking around and breathing in the familiar strangeness. I can visit the Edifice, where our knowledge is stored, the Old Outpost, started by the Earthlings during the Vanguard expedition, or plunge back into the "normal" dimension through one of many portals strewn around this place. It's hard to admit, but it would be nice to experience the "uncanny" physics and geometry again.

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

- » **Go to the Plaza** – Discard 1 Visitor Knowledge to go to **Log 2036**.
- » **Go to the Edifice** – Discard 1 Visitor Knowledge to go to **Log 2123**.
- » **Use the portals** – Discard 1 Visitor Knowledge to go to **Log 2125**.
- » **Go to the Old Earthling Outpost** – Discard 1 Visitor Knowledge to go to **Log 2128**.
- » **Return to Scrapheap** – This Log ends.

## LOG 2026 STARMAP

### Tamara Woon's personal log

Eclectic Haven was one of our first successful missions. I feel honored to be delegated there again to see how the colonists are doing. Besides, I haven't been down the gravity well for some time. I could use a day off or two.

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

- » **Visit the oasis** – Go to **Log 2393**.
- » **Visit the trade district** (only if you have **N04** card in Colonies cardholder at Ship Book page 7) – Go to **Log 2195**.
- » **Visit the former slums** – Go to **Log 2486**.
- » **Work for the local community** (only if you don't have Unique Discovery **13** in the *Unique Discoveries* cardholder at Ship Book page 31) – Assign 1 Crewmember of Rank 3 to go to **Log 2344**.
- » **Return to the lander** – This Log ends.

## LOG 2027 STARMAP

### Alburt Wonrock's chronicle

Our space voyage, so suspiciously uneventful in the last couple of weeks, has finally brought us to Zeta Aquarii, a system with a small yet habitable planet. Its fauna is surprisingly rich, its atmosphere disappointingly acidic, but its residents are eager to collaborate. They are a small group of Omnimodi who have separated from their main fleet to build a sustainable colony if the talks with Scrapheap failed. If we play our cards well, the colony may join Scrapheap.

You may move 1 *Alien Tech* Discovery card from "Gathered Discoveries" to its deck. If you do so, move card **N15** (*Zeta Aquarii*) from "Colonies" (Card Tray B) to the "Awaiting..." envelope.

Otherwise, gain 2 .

## LOG 2028 TRACHE'I

### From Atta's "The Very First Contact"

Our mission was a bitter victory.

The Uplands had made good use of the technologies we shared with them. Their matchless army easily broke the resistance of the Islanders, and soon after their victory they reached out to us to offer us such trading conditions that we immediately quelled the gnawing feeling of guilt. It was Scrapheap we had to think of, and we needed those resources.

This is how we got played by a civilization that hasn't even left its home world. Never before have I felt more humiliated.

Move card **N12** (*Trache'i*) from "Colonies" (Card Tray B) to the "Awaiting..." envelope.

Move card **S13** (*Bad Memories*) from "Future Situations" (Card Tray B) to the "Awaiting..." envelope.

## LOG 2029 STARMAP

### Science Section report

The flora of the planet is indeed lush but of limited biodiversity. Finding anything valuable might appear to be a time-consuming enterprise.

Roll a D10. For each assigned Crewmember add 1 to the score. Check the result below:

- **0-5:** Go to **Log 2018**.
- **6+:** Go to **Log 2057**.

## LOG 2030 STARMAP

### Atta's journal of space discoveries

The Persei 4 system has long attracted my attention. First of all, there is a planet there, inhabited by a group of survivors who never made it to Scrapheap after the battle. It could be interesting to pay them a visit and check how they are faring.

But there is something much more intriguing – an energetic anomaly I would love to examine. Seems like I need a chat with the Tetrarchs.

Flip card **Y05** (*Persei 4*) Surveyed side up.

**Note:** Each *Starmap* card has two sides – *Unknown* and *Surveyed*. When the system is *Surveyed*, you gain access to its landing opportunities and interesting destinations.

## LOG 2031 TRACHE'I

### Trache'i diplomatic mission live feed

[Atta]: Dear people of the Islands. We do appreciate your need to secure a peaceful future. Therefore, we have decided to share some of our technology and help you make effective weapons to achieve that glorious goal.

[The representative of the Islanders]: We are thankful for your understanding. Your support will not be wasted. We will do all in our power to make our neighbors interested in peace.

Mark box **B** in **Log 2055**. If box **J** in **Log 2050** is marked, go to **Log 2176**. Otherwise, this Log ends.

## LOG 2032 SHIP BOOK

Mark the topmost unmarked box and resolve its text.

We've learned much from the construction of this lander. We are close to gaining more insight into this technology.

Move card **R08** (*Advanced Lander Ideas*) from "Research Projects" (Card Tray B) to the "Awaiting..." envelope.

## LOG 2033 TRACHE'I

### ICRM (ice-continent research mission) live feed

[Explorer 2]: What are we looking for now?

[Mission leader]: Somewhere here the Islanders have a secret compartment with videos showing their scientists being ambushed by eggheads from the Uplands.

[Explorer 1]: There! I see a small hatch on the wall, next to that charred cabinet.

[Mission leader]: Let's open it.

[Explorer 2]: Some discs... Prehistoric tech. I am so glad the Islanders gave us a player. Shall we watch it?

[Mission leader]: By all means.

[Explorer 1]: Bastards.

[Mission leader]: Capcom, this is ICRM mission leader. We have got video footage showing the Uplanders preparing to attack the Islanders. The video must get verified, but if you ask me, it looks real.

Mark box **C** in **Log 2050** and go to **Log 2063**.

## LOG 2034 CARVED MOON

If this box was already marked, we don't have permission for another landing to research art; this Log ends. Otherwise, mark this box and read on:

### Atta's personal journal

And then Carved Moon emerged from the void of space.

No hypothesis could explain its beauty nor its origins. We could only guess that a sentient species for some unknown reason transformed a natural satellite into a masterpiece. Its surface is carved into fantastic, geometrical shapes, and excess material was used to fill the empty spaces with more structures.

The moon became a conscious attempt to convey a complicated message to any beauty-aware space traveler. I am deeply grateful to the Tetrarchs who have agreed to send our Away Team to explore it.

- Shuffle all 5 Discovery decks separately and place them above the Ship Book.
- Place the Lead bag next to the Ship Book. Ensure it contains 20 Lead tokens.
- The rules for gaining Discoveries are the same as those in Planetary Exploration. Ignore Leads rules that grant cards or Charges.
- Discoveries you gain should be placed directly on any Crew board – Crewmembers may use Discoveries placed next to their Crew boards as if they were in the Lander.
- Each player takes all Crewmembers from their Section Compartment and places them on the table in front of them. These are your Available Crewmembers. They will be used throughout this exploration in different situations.
- Each player takes 1 chosen Available Crewmember from their Section and moves them to the "Awaiting..." envelope. Even if you assign all other Crewmembers, those will be available for Planetary Exploration.
- Go to **Log 2859**.

## LOG 2035 STARMAP

### Away Team recordings

[Away Team commander]: Can you speed things up, please?

[Crewmember 1]: I know. Shardflies are close. But those plants are so sturdy and it takes time to gather the samples. They accumulate incredibly high amounts of calcium! Maybe the crystal...

[Away Team commander]: You will explain all to me when we are safe. Now, move!

Move card **21** (*Perseverant Tissue*) from "Unique Discoveries" (Card Tray A) to the "Awaiting..." envelope.

## LOG 2036 VISITORS' WORLD

### Tohn McMuts personal log

I am taking my time in the Plaza, considering the local Visitors who crowd the place. All of them sit still, connected to feeding tubes, looking eerily happy. The sight evokes memories and fills me with anxiety.

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

- » **Join the Visitors** – Discard 1 Visitor Knowledge to go to **Log 2166**.
- » **Ask about the missing diplomat** – Discard 1 Visitor Knowledge to go to **Log 2182**.
- » **Leave the Plaza** – Go to **Log 2025**.

## LOG 2037 STARMAP

### Atta's research log

The planet resembles the shattered Pellucid from the videos of the ISS Vanguard expedition. It's so sad it was our actions that caused the crystal to start growing again. If only we had the Builders' technology at hand, the whole thing could have ended differently.

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- » **Collect plant tissue samples** (only if you don't have Unique Discovery **21** in the *Unique Discoveries* cardholder at Ship Book page **32**) – Assign 1 Crewmember of Rank 3 to go to **Log 2035**.
- » **Collect deformed crystal samples** (only if you don't have Unique Discovery **25** in the *Unique Discoveries* cardholder at Ship Book page **32**) – Assign 1 Crewmember of Rank 3 to go to **Log 2347**.
- » **Return to the lander** – Gain 3 , this Log ends.

## LOG 2038 TRACHE'I

### Trache'i diplomatic mission live feed

[Atta]: Dear people of the Islands. We have thoroughly discussed your situation with our superiors, and they have pointed out that the idea of the first contact is to expand knowledge and not to interfere with local politics. We should not give any side any unfair advantage.

[The representative of the Islanders]: Truth be said, we expected such an answer. We are not happy with it, but we understand your position. Now, leave in peace.

If box **J** in **Log 2050** is marked, go to **Log 2176**. Otherwise, this Log ends.

## LOG 2039 SHIP BOOK

### Tohn McMuts' report

Revered Tetrarchs, since space exploration is a key survival factor for Scrapheap, I have prepared a list of the best potential planets and systems to explore in the following six months. The first...

## LOG 2040 TRACHE'I

### Trache'i diplomatic mission live feed

[Atta]: It's time to leave this planet. They don't need us.

[Vulter the Capcom]: There is so much we can share with those people.

[Atta]: Unfortunately, all they need are weapons, and it is not our conflict. It is theirs to end or continue.

[Vulter the Capcom]: So... When your lander arrives, will you join me for dinner?

[Atta]: I will be happy to share my grief with you.

## LOG 2041 STARMAP

[Crewmember 1]: Journeyer, we are entering the floating wreckage.

[Vulter the Capcom]: Copy that. Be careful.

[Crewmember 2]: It looks more or less intact. And there are sealed casks there with Recon's iconography.

[Vulter the Capcom]: Fortune has smiled upon us.

[Crewmember 1]: Fortune?

[Vulter the Capcom]: Fortune is a mystic concept... Uhm... Nevermind. Secure the casks. Proceed with caution.

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

Move card **E15** (*Rocketboots*) from "Unavailable Equipment" (Card Tray B) to the "Armory."

Gain 1 .

## LOG 2042 TRACHE'I

### From Atta's "The Very First Contact"

The mainland people – called the Uplanders – were definitely surprised to see us, but they quickly overcame their shock and welcomed us warmly. They immediately sent us the landing coordinates and made sure we landed safely.

Their greeting on the ground was also surprisingly heart-warming. I began to suspect their hospitality had an ulterior motive only when they confessed we could have chosen a much worse place to land. They meant the islands where their rival nation lived, presumably a violent lot that had always wanted to conquer the whole world. I wanted to know what the truth was, but I could read nothing in their black, pupilless eyes.

If box **C** in **Log 2050** is marked, go to **Log 2079**.

If box **F** in **Log 2050** is marked, go to **Log 2074**.

If box **A** in **Log 2050** is marked, go to **Log 2046**.

If box **E** in **Log 2050** is marked, go to **Log 2051**.

Otherwise, go to **Log 2088**.

## LOG 2043 SHIP BOOK

### The council of Tetrarchs' declassified recordings

[Tohn]: Our Medbay needs a huge development, but why do you want it to be focused on humanoid patients?

[Trache'i]: Many crewmembers are humanoid.

[Tohn]: But many are not.

[Trache'i]: I know. But if we develop the Medbay to suit everyone's needs, it will take much longer.

[Tohn]: Well, if we don't, it will be discrimination.

Take cards **F02** (*Critical Care*), **F03** (*McMuts Ward*), and **F04** (*Trache'i Ward*) from "Facility Upgrades" (Card Tray B). Move one of them to the "Awaiting..." envelope and remove the others from the game.

## LOG 2044 TRACHE'I

**ICRM (ice-continent research mission) live feed**

[Explorer 2]: Commander, are we sure the base we're heading for is abandoned?

[Mission leader]: Well, we could see no sign of any activity around it. Scanner analysts believe these are ruins, but I hope to learn more. Come on, it's too cold to talk. Move on.

---

[Mission leader]: Capcom, this is the ICRM commander. We confirm the base has been abandoned. It surely was a research facility, a joint venture between the two nations inhabiting the globe. Now, however, most rooms are damaged, and there are signs of heavy fighting. We do not know the reasons or the outcome, but the AI is still analyzing scraps of documents. We have counted the bodies, and it is certain that the Islanders suffered much heavier losses.

If box **G** in **Log 2050** is marked, go to **Log 2013**.

If box **H** in **Log 2050** is marked, go to **Log 2058**.

If box **A** in **Log 2050** is marked, go to **Log 2033**.

If box **B** in **Log 2050** is marked, go to **Log 2022**.

Otherwise, mark box **E** in **Log 2050** and go to **Log 2063**.

## LOG 2045 SHIP BOOK

Mark the topmost unmarked box and resolve its text.

Experience from designing the next lander will allow us to improve both of them.

Move card **R20** (*Lander Upgrades*) from "Research Projects" (Card Tray B) to the "Awaiting..." envelope.

## LOG 2046 TRACHE'I

From Atta's "The Very First Contact"

After the reserve the Islanders had shown us, the greeting of the Uplanders seemed much warmer. They were genuinely concerned with our comfort, and as soon as we left the lander, they took us to a welcoming feast.

Mark box **G** in **Log 2050**. Go to **Log 2143**.

## LOG 2047 ICE RING BASE

**Away Team communication**

[Crewmember 2]: I know it may sound weird, but I wish we could spend some more time here. Just experiencing the Builders' genius is inspiring.

[Crewmember 1]: We may come across them someplace else. They have been everywhere, after all.

[Away Team commander]: For the time being, let's focus on getting home.

If your current Mission card is **M12**, go to **Log 2574**. Otherwise, read on:

- Return all Section dice from the Special Slots and Sector **3** to the box.
- All Crewmembers who are not in the Lander Sector are killed!
 

Remove their Crewmember cards from their Rank sleeves and store the Rank sleeve in its corresponding Section Compartment. Place the Crewmember card on the Crew board.
- Open the Ship Book at page **27** (*Leaving the Planet*) and begin Ship Management.

## LOG 2048 ECLECTIC HAVEN

**Away Team recordings**

\*\*\* footsteps; door shutting;  
muffled conversations \*\*\*

[Crewmember 2]: Are you sure you know what you're doing, commander?

[Mission commander]: No. Not really. Watch my back. (louder) Hey, um... we don't want to interrupt you, but...

[Crewmember 1]: We want to talk.

[Mission commander]: Right. Thanks.

[Local resident]: About what?

[Mission commander]: Well, we want to help you. If, of course, you will be willing to help us back, friend.

[Local resident]: I am not your friend.

[Mission commander]: True, but I want you to consider-

[Crewmember 2]: Commander, someone's running our way.

[Crewmember 1]: It's an Aerugon! Is she in trouble?

[Aerugon resident] (panting): Are you... are you the arrivals? I saw your lander in the spaceport, and I figured-

[Mission commander]: Yes, we have just arrived. What did you figure?

[Aerugon resident]: My family... my family is trapped! Our house is overgrown with sprouts! Please help me before it's too late.

Gain 1 *Alien Tech Lead*.

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

- » **Follow the Aerugon** –  to replace the POI in this Sector with card **P128**.
- » **Ignore the ragged sentient and explore the slums** – Replace the POI in this Sector with card **P127**.

## LOG 2049 UNLEASHED PARADISE

If Mission card **M28** or Mission card **M29** is revealed, go to **Log 2052**.

Otherwise, go to **Log 2154**.

## LOG 2050 TRACHE'I

- A
- B
- C
- D
- E
- F
- G
- H
- I
- J

## LOG 2051 TRACHE'I

From Atta's "The Very First Contact"

I am an older person and I have little patience for petty games so I immediately confronted the Uplanders about their base.

"We know about your joint venture with the Islanders," I said. "We also know how it ended. You killed a lot of Islanders."

Never before had the Uplanders reacted so vehemently. Our security officer had to step in and remind them not to raise their voices in the presence of the envoy. They somehow contained themselves and kept claiming that despite their peaceful initiatives, they were betrayed and attacked by the Islanders. They also claimed that the Islanders had later brought extra dead bodies to make the Uplanders look more guilty in the eyes of future historians.

So true was their anger that I failed to ask them why the Islanders would want to attack them in the first place.

Mark box **I** in **Log 2050**. Go to **Log 2143**.

## LOG 2052 UNLEASHED PARADISE

If you leave this planet, you won't come back here and help the people.

If you stay here – continue the game. If you leave, read on:

### Away Team leader report

[**Away Team leader**]: Capcom, do you copy? Damned radio... Capcom, I hope you copy. The situation here is tragic. There is nothing more we can do for these people.

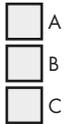
[**Vulter the Capcom**]: Are you in danger?

[**Away Team leader**]: All the time. The planet keeps coming at us. We are almost out of ammo and -

[**Vulter the Capcom**]: Copy that. Permission to get the hell out of there.

- Remove Landing card **L09** from the game.
- All Crewmembers who are not in the Lander Sector are killed!
- Remove their Crewmember cards from their Rank sleeves and store the Rank sleeve in its corresponding Section Compartment. Place the Crewmember card on the Crew board.
- Move card **Y27** (*Lambda Corvii*) from "Starmap" (Card Tray B) to the "Awaiting..." envelope.
- Go to **Log 2332**.

## LOG 2053 PROMISING LAND



### Memory Murals: Promising Land

[**Aerugon kid**]: Mum, what's that? Is it a game screenshot?

[**Aerugon**]: That? Oh, it's a mural, my little chrysalis. And it is not a game, but history.

[**Aerugon kid**] (complaining): History is boring.

[**Aerugon**]: The mural shows the landing scene on the Promising Land, chrysalis. A few years back, before you were born, we sent a mission there to find resources.

[**Aerugon kid**]: Whoa. Was it dangerous?

[**Aerugon**]: I guess so. Look, this is the lander from Journeyer.

[**Aerugon kid**]: Looks pretty cool!

[**Aerugon**]: But look how small it is, chryssie. How small and delicate. All around you can see sharp rocks and ledges, and a violent sandstorm is already twirling in the distance.

[**Aerugon kid**]: Scary! Did they come back?

[**Aerugon**]: Learn history and you will know, chryssie. Now, off to school with you.

- Open the Planetopedia at pages **2-3** (*Promising Land*).
- Place the *Lithoidian* Threat card in the indicated slot above the Planet board.
- Place the *Lithoidian* standee in Sector 1.
- If there's a Rank 1 Crewmember in the Away Team, take the **K01** Rank-Up card. If there's a Rank 2 Crewmember in the Away Team, take the **K02** Rank-Up card. Place them "Incomplete" side up in the indicated Lander board slot. You may check their "Completed" side at any time.
- Reveal Mission cards:
  - If boxes **A** and **B** are marked, reveal Mission cards **M03** and **M27**.
  - If only box **A** is marked, reveal Mission cards **M02** and **M03**.
  - If NEITHER of boxes **A** and **B** are marked, reveal Mission card **M01**.
- Prepare a Global Conditions card:
  - If box **C** is marked, place Global Condition card **G02** in the Global Conditions slot.
  - If box **C** is NOT marked, place Global Condition card **G01** in the Global Conditions slot.
- Open the Ship Book at page **26** and perform the "Begin Planetary Exploration" procedure.

## LOG 2054 UNLEASHED PARADISE

### The council of Tetrarchs recordings

[**Tohn**]: Why did Science call this planet Unleashed Paradise?

[**Tamara**]: Well, do you know what a paradise is?

[**Tohn**]: Of course. I am familiar with your culture.

[**Tamara**]. So it is a botched one. Many years ago a group of people separated from the Vanguard mission to start a colony on a friendly planet. Thanks to the Builders' genetic engineering, they created an ideal ecosystem, which soon enough decided to get rid of the people.

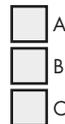
[**Ava**]: Nature thinks the Earthlings are a pest. You have had a history with destroying worlds.

Begin the landing procedure:

1. On the Lander board, place a marker in the starting space (indicated with an "S" of 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 2059**. Otherwise, go back to **step 2**.

	<b>Turbulence</b>	Choose one: » <b>Strap in</b> If  is 7 or more, each Crewmember  <b>Otherwise</b> , each Crewmember 
	<b>Overload</b>	Lose 8 – 
	<b>Engine Overheating</b>	If  is 7 or more, each Crewmember  <b>Otherwise</b> , each Crewmember 
	<b>Loss of Control</b>	If  is 5 or more, each Crewmember  <b>Otherwise</b> , each Crewmember rolls 

## LOG 2055 TRACHE'I



If only boxes **B** and **C** are marked, go to **Log 2197**.

If only boxes **A** and **B** are marked, go to **Log 2008**.

If only box **C** is marked, go to **Log 2028**.

Otherwise, go to **Log 2040**.

## LOG 2056 UNLEASHED PARADISE

### Away Team recordings

[**Away Team commander**]: Come on, get a grip on yourself.

[**Crewmember 1**]: Commander, we're doomed here! We need to leave this place while we still can!

[**Away Team commander**]: As long as there are people here to save, we won't. Be strong. I won't leave you here, too.

The Crewmember who gained a fourth Injury ignores the fourth Injury card and Injury die.



Mark 1 unmarked box and continue the game. If all boxes are marked, read on:

### Journeyer's captain final report

Revered Tetrarchs, unfortunately I have no good news to share. Despite our best efforts, the planet got the

better of us. There was no way we could compete with the raging nature of Unleashed Paradise nor evacuate the Away Team. Their loss is a painful blow to us all.

- Remove Landing card **L09** from the game.
- All Crewmembers on the planet die. Remove their Crewmember cards from their Rank sleeves and store the Rank sleeve in its corresponding Section Compartment. Place the Crewmember card on the Crew board.
- The Lander and all its contents, are lost:
  - Shuffle all non-Unique Discoveries cards on the Lander board back into their decks.
  - Place all Mods from the Lander board in the “Awaiting...” envelope.
  - Return all Equipment cards from the Lander board to the “Armory.”
  - Open the Ship Book at page **21** (*Hangar cardholder*) and flip the Lander card representing your current Lander to the Damaged side (unless it is a Basic Lander).
- Move card **Y27** (*Lambda Corvii*) from “Starmap” (Card Tray B) to the “Awaiting...” envelope.
- Go to **Log 2332**.

## LOG 2057 STARMAP

### Science section report

The greatest find so far is a unique specimen of a plant with stone flowers, definitely deserving more research.

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

- Gain 1 *Live Specimen* Discovery and move it to “Gathered Discoveries.” Then, go to **Log 2018**.

## LOG 2058 TRACHE'I

### From Atta's "The Very First Contact"

I had expected tension and anxiety from the Islanders; I had expected cold reserve and mistrust, but I never expected them to shell us.

We managed to fall back, and, as I needed to determine who the real villain was, I sent the exploring team to the polar base. The representative of the Uplanders was convinced that we would find evidence of Islanders' aggression there.

And we did - a cache with videos showing that, despite the heavier losses, the Islanders were responsible for the flare-up of the conflict.

Mark box J in **Log 2050** and go to **Log 2063**.

## LOG 2059 UNLEASHED PARADISE

### Away Team declassified recordings

[**Away Team commander**]: Touch down. Nice and easy. Deactivate the engines, secure the-

[**Crewmember 1**]: Commander, something big is heading toward us pretty quick.

[**Away Team commander**]: What? Put on the visual!

[**Crewmember 1**]: Whoa! It looks like a giant spider with a disfigured torso and a gaping maw.

[**Crewmember 2**]: And it has just rammed the lander!

Open the Planetopedia at pages **20-21** (*Unleashed Paradise*).

If there's a Rank 1 Crewmember in the Away Team, take the **K11** Rank-Up card. If there's a Rank 2 Crewmember in the Away Team, take the **K12** Rank-Up card. Place them “Incomplete” side up in the indicated Lander board slot. You may check their “Completed” side at any time.

Place the *Hunting Predator* Threat card in the indicated slot above the Planet board, and place the *Hunting Predator* standee in Sector **6**.

Place the *Carnivorous Thicket* Threat card in the indicated slot above the Planet board, and place the *Carnivorous Thicket* standee in Sector **4**.

Replace the POI in Sector **3** with card **P284**.

Find Mission card **M07** and place it in the Mission slot on the Planet board.

Find Mission card **M28** and place it in the Mission slot next to the Planet board.

Open the Ship Book at page **26** and perform the “Begin Planetary Exploration” procedure.

## LOG 2060 SHIP BOOK

### The council of Tetrarchs recordings

[**Tamara**]: With the Trading Hub, we will have access to new resources!

[**Trache'i**]: And with the Science Center, we will have no need for them!

[**Tamara**]: Of course we will! There is plenty to build!

[**Trache'i**]: Building doesn't make you progress! Science does!

[**Tamara**]: You won't get far with empty warehouses.

Take cards **F23** (*Science Center*) and **F24** (*Trading Hub*) from “Facility Upgrades” (Card Tray B). Move one of them to the “Awaiting...” envelope and remove the other from the game.

## LOG 2061 UNLEASHED PARADISE

### Away Team recordings

[**Away Team commander**]: Is the thing busy?

[**Crewmember 1**]: Kind of. Keeps bashing the lander.

[**Away Team commander**]: Let's hope it doesn't do much damage. Now, there's no time to lose. Off we run.

Replace the POI in this Sector with card **P281**.

Place your Crewmember in Sector **5**.

## LOG 2062 ECLECTIC HAVEN

### Away Team recordings

Journeyer, this is the mission commander. We are running take-off diagnostics and I expect to leave the spaceport of Eclectic Haven in about an hour. See you in low orbit, Journeyer.

1. All Crewmembers who are not in the Lander Sector are killed!

Remove their Crewmember cards from their Rank sleeves and store the Rank sleeve in its corresponding Section Compartment. Place the Crewmember card on the Crew board.

2. Go to **Log 2082**.

## LOG 2063 TRACHE'I

### ICRM (ice-continent research mission) live feed

[**Mission leader**]: The next step of our exploration is a huge station not far away. In the meantime, though, we could learn a bit about this world's ecosystem.

[**Explorer 2**]: Good point. How about we begin with taking snow samples? They could give us important information about local microorganisms!

[**Explorer 1**]: Or we could make a small detour and scan the local waters in search of marine life.

[**Mission leader**]: I don't think we have time for both. Make up your mind!

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- » **Research marine life** – Go to **Log 2067**.
- » **Research microorganisms** – Go to **Log 2070**.

## LOG 2064 ECLECTIC HAVEN

### Away Team recordings

[**Crewmember 2**] (hushed, but excited): The Maw is dead!

[**Crewmember 1**]: Or it soon will be. Necrosis is spreading.

[**Crewmember 2**]: Yes, seems like the immune system of the Maw was defenseless against our toxin.

[**Crewmember 1**]: Are we coming back now? We've done the job!

[**Mission commander**]: That's not everything. The Harvesters want us to kill the Maw, but also catch some sprouts. Have we captured enough of those wriggling bastards?

## LOG 2065 SHIP BOOK

Mark the topmost unmarked box and resolve its text.

We're gradually learning about military technology. If we gain more experience, we could make a breakthrough!

Move card **C18** (*Advanced Weaponry*) from "Production Projects" (Card Tray B) to the "Awaiting..." envelope.

## LOG 2066 UNLEASHED PARADISE

**Away Team declassified recordings**

[Crewmember 1]: It's coming at us!

[Away Team commander]: Open fire.

\*\*\* barrage of fire \*\*\*

[Crewmember 2]: Is it dead?

[Away Team commander]: Unless we see the body, let's assume it's not.

[Crewmember 2]: In other words, it may come back.

[Away Team commander]: True. Look sharp, crew.

One random Crewmember rolls .

Gain 2 Live Specimen Leads.

Replace the POI in this Sector with card **P281**.

You may place the *Hunting Predator* / *Territorial Predator* standee in Sector **5** or **7**.

## LOG 2067 TRACHE'I

**An excerpt from "The Exploration of Trache'i"**

We were all awed by the beauty of the marine life. After all, it is not every day that you see fishlike creatures leaping over the water to sing; their voices blending in an otherworldly symphony...

Gain 1 Live Specimen Discovery and move it to "Gathered Discoveries."

Go to **Log 2073**.

## LOG 2068 ECLECTIC HAVEN

**Alburt Wonrock's chronicle**

Somehow the Away Team felt the need to step in, and without hesitating they ran after the ragged Aerugon, ready to help her family.

They ended up in a quiet dead-end street, with no sprouts in sight. As they turned around, they noticed some mean-looking locals blocking the way. Others were peering out of windows, their guns ready.

The Away Team were ambushed.

And then the strangest thing happened. One local nudged his friend and whispered: "There is a Visitor among them." Others noticed that, too, and quickly backed out. Soon enough, the street was empty.

Replace the POI in this Sector with card **P127**.

## LOG 2069 UNLEASHED PARADISE

**Away Team recordings**

[Crewmember 1]: The lander can't take much more.

[Away Team commander]: Yes. We need to activate the force field.

[Crewmember 2]: But our battery is not gonna hold forever.

[Away Team commander]: We will worry about that later. Do as I say.

Place 1 marker in Sector **6**.

## LOG 2070 TRACHE'I

**An excerpt from "The Exploration of Trache'i"**

My primary concern was that while testing the local microbes we would contract a deadly, incurable disease. Much to my relief, the local microbes appeared to be harmless yet incredibly sturdy.

Gain 1 *Microorganism* Discovery and move it to "Gathered Discoveries."

Go to **Log 2073**.

## LOG 2071 ECLECTIC HAVEN

**Away Team recordings**

Journeyer, this is the mission commander. I have bad news. We've tanked the mission, and one of us is in critical condition. Ready your sick bay. We are warming up the engines to leave this cursed planet as fast as we can.

Over and out.

- Place the Mission Failed token on the Lander board.
- Discard half of the non-Unique Discoveries from the Lander board (rounded-down).
- Go to **Log 2082**.

## LOG 2072 UNLEASHED PARADISE

**Away Team commander's live feed**

[Away Team commander]: Capcom, the area around the warehouse is clear. We are taking the people out.

[Vulter the Capcom]: Good job, commander. Extraordinary! We are monitoring the situation from orbit. We will give you a heads-up if another predator shows up.

[Away Team commander]: Much appreciated. All right, everyone. Let's go!

Mark box **B** in **Log 2200**.

Replace the POI in Sector **3** with card **P288**.

*Hint: Make use of the rest of your time to prepare for lift-off and find out more about the planet.*

## LOG 2073 TRACHE'I

**ICRM (ice-continent research mission) live feed**

[Mission leader]: Capcom, we have reached the transmission station. It is most certainly a part of the same project as the devastated base. There are writings and posters on the walls that we are decoding. The prevailing words are peace, co-existence, and cooperation.

[Vulter the Capcom]: Do you think the transmission station could broadcast the peace message all across the globe?

[Mission leader]: It is not so easy. The OWC tech is susceptible to a lot of factors such as clouds or volcanic dust so they were preparing a balloon array to expand their reach. Seems like they never used it.

[Vulter the Capcom]: So if we could use it, we could reach the entire population and tell them the truth. This is mildly interesting.

All players discuss and choose one (in case of a tie, the Engineering Section player makes the final decision):

- » **Decide to begin the transmission** – Go to **Log 2077**.
- » **Leave the station offline** – Go to **Log 2086**.

## LOG 2074 TRACHE'I

**Trache'i diplomatic mission live feed**

[Vulter the Capcom]: You look distressed.

[Atta]: Because I am. I am trying to get to the bottom of the matter. The Uplanders do everything to make us feel welcome, but they also excessively slander their rival nation. It's suspicious.

[Vulter the Capcom]: Why?

[Atta]: They present the Islanders as a bloodthirsty tribe of brutes! It is not what we discovered on the ice continent.

[Vulter the Capcom]: All we discovered is that both nations tried to coexist, which didn't work out fine.

[Atta]: Which nation took more casualties?

[Vulter the Capcom]: The Islanders. Many more.

[Atta]: Wouldn't you expect military-oriented savages to suffer fewer casualties? You know what I mean? The Uplanders may be unfairly trying to win our favor.

[Vulter the Capcom]: You might be right. Tread carefully.

[Atta]: I will.

Mark box J in Log 2050 and go to Log 2143.

## LOG 2075 PROMISING LAND

Memory Murals: Promising Land

[Crewmember 1]: Look, this is the most underrated piece in the entire Scrapheap.

[Crewmember 2]: What? Come on, dude, we've got more pressing things to do. What is it anyway?

[Crewmember 1]: Really? Come on, this mural here presents our glorious landing on a planet later known as the Promising Land! See that tiny object shining in the dull sandstorm? This is our lander. And look at all those colors, gray and ochre. That's what the planet was like.

[Crewmember 2] (thoughtful): I remember now. I followed that mission in the media. I talked to folks who had crewed it.

[Crewmember 2]: What did they say?

[Crewmember 1]: Not much. Like they actually never wanted to talk about it.

\*\*\* a moment of silence \*\*\*

[Crewmember 1] (snapping out of their thoughts): Things to do.

[Crewmember 2]: Yeah, yeah. Things to do.

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 2053. Otherwise, go back to step 2.

	<b>Turbulence</b>	<b>Endure</b> If  is 1 or more, nothing happens. Otherwise, each Crewmember 2  .
	<b>Gale Force 9</b>	<b>Maneuver</b> Each Crewmember 2  reduced by  .
	<b>Floating Debris</b>	Choose one: » <b>Risky Path</b> If  is 1 or more, nothing happens. Otherwise, discard 1  or 1  .
	<b>Moment of Peace</b>	If  is 1 or more, progress the Landing track. Otherwise, nothing happens.

## LOG 2076 UNLEASHED PARADISE

Mark the topmost unmarked box and resolve its text.

Go to Log 2080.

Go to Log 2174.

## LOG 2077 TRACHE'I

From "The Exploration of Trache'i"

It took us some time to figure out how the transmitting station works since none of us have ever worked with such a simple yet inapparent technology, but the solar

batteries are charging, and the data transfer has begun. However, it will be weeks or even months before the transmission balloons fly up and start sending the message.

Mark box A in Log 2055 and go to Log 2086.

## LOG 2078 STARMAP

Pumilion encounter audio log

[Pumilion scientist]: You. Equal. Partners.

[Scrapheap scientist]: Well, we value your expertise, too.

[Pumilion scientist]: We. Discover. Builders. Relic. We. Give. Copy.

[Scrapheap scientist]: A copy of your research on a Builders' relic? This is generous.

[Pumilion scientist]: Share. Your. Knowledge. Builders.

[Scrapheap scientist]: Gladly. We will tell you all we know.

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

Move card Unique Discovery 32 (Technological Exchange) from "Unique Discoveries" (Card Tray A) to the "Awaiting..." envelope.

## LOG 2079 TRACHE'I

Trache'i diplomatic mission live feed

[Atta]: Before we begin our talks, I would like you to show a video we have come by. Here, let me play it for you.

[The representative of the Uplanders] (after a few seconds of hesitation): Are you sure it is even real?

[Atta]: No doubt.

[The representative of the Uplanders]: What makes you think so? It is most certainly a fake! An attempt to slander us! You are not even aware of how devious and two-faced those Islanders are!

[Atta]: Words, words, words.

[The representative of the Uplanders] (indignant): You need something more solid? We know for a fact that the Islanders are preparing an expedition to discover those videos to make them public and set the entire nation against us!

[Atta]: I know another fact. There were twenty three dead Islanders in the polar base and only five of your people. The video explains why this happened.

Mark box J in Log 2050 and go to Log 2143.

## LOG 2080 UNLEASHED PARADISE

Unleashed Paradise chronicle, part 1

We used to be a part of ISS Vanguard's crew, the first interstellar spaceship from Earth. Together with hundreds of other crewmembers, we pursued the mission to save our fleet, lost somewhere in the nothingness of space, until we decided to take part in a grander plan. We felt inspired to take up the challenge left by the Builders so we separated from Vanguard to start a new community and focus on our own development. This way, we could increase the chances of finding the true remedy to the threat of the universe.

Each Crewmember may Refresh 1 .

## LOG 2082 ECLECTIC HAVEN

If there is at least 1 Mission card on the Planet board, go to Log 2089. Otherwise, go to Log 2092.

## LOG 2083 SHIP BOOK

Mark the topmost unmarked box and resolve its text.

Our engineers grow as creators of handy equipment. We should let them gather more experience - and they will bring us new ideas.

Move card C04 (Inventory Upgrade) from "Production Projects" (Card Tray B) to the "Awaiting..." envelope.

## LOG 2084 UNLEASHED PARADISE

### Away Team commander's live feed

[Away Team commander]: Capcom, the colonists from the Supply Center are relatively safe. We have repelled the storm of jungle creatures. Now it's time to take them to the safety of the lander.

[Vulter the Capcom]: Keep your eyes open, commander.

[Away Team commander]: Sure thing.

Mark box **A** in **Log 2200**.

Replace the POI in Sector 1 with card **P287**.

*Hint: Make use of the rest of your time to prepare for saving the rest of the Earthlings and find out more about the planet.*

## LOG 2085 ICE RING BASE

### Away Team communication

[Crewmember 2]: Crap, look at me! Look at me! Are you with me?

[Away Team commander]: Try to stop the bleeding!

[Crewmember 2]: I am trying, but these are serious wounds! We need to get to the sick bay! And quick!

[Away Team commander]: Emergency take-off procedure activated. Hold tight. We're coming back.

If your current Mission card is **M12**, go to **Log 2574**. Otherwise, read on:

- Return all Section dice from the Special Slots and Sector 3 to the box.
- Place the Mission Failed token on the Lander board.
- Discard half of the non-Unique Discoveries from the Lander board (rounded-down).
- Open the Ship Book at page 27 (*Leaving the Planet*) and begin Ship Management.

## LOG 2086 TRACHE'I

### ICRM (ice-continent research mission) live feed

[Mission leader]: Capcom, the Ice Continent Research Mission is drawing to an end. We have inspected both the base and its transmission station and also made some insight into the local fauna. See you on Journeyer.

If box **J** in **Log 2050** is marked, go to **Log 2176**. Otherwise, this Log ends.

## LOG 2087 ECLECTIC HAVEN

### Away Team recordings

Capcom, this is the mission commander. The Maw has been destroyed.

As the beast occupied a significant part of a cave system, using conventional weapons would have brought no satisfactory results. Its sheer size also prevented us from employing demolition charges, so we injected lethal poison into its roots and bulbs. The venom was quickly spread all around the system of the Maw, and the creature withered within a few hours.

Its sprouts remain active, but we believe that they may fade away within the next few days. The main source of infestation is therefore eliminated, so the local community may hope to purify and reclaim their land. Our only concerns are the Visitors, who apparently had plans connected to the Maw, and they did not want the creature to die.

- Gain Unique Discovery **02**. If you have it already, gain 1 .
- Gain 2 *Strange Flora* Leads.
- If the *Maw and Sprouts Threat* card is revealed, discard the *Maw standee* and flip the *Maw and Sprouts Threat* card.
- Replace the POI in this Sector with card **P125**.
- Mark box **A** and box **C** in **Log 2960**.
- If Mission card **M05** is revealed, go to **Log 2064**. Otherwise, this Log ends.

## LOG 2088 TRACHE'I

### Trache'i diplomatic mission live feed

[The representative of the Uplanders]: Revered envoy, the situation on our planet is far from stable. There is a longstanding conflict between those traitors from the islands and us.

[Atta]: Traitors?

[The representative of the Uplanders]: Unfortunately so. We have tried to make peace between our nations but to no avail. Our last initiative was building the polar base together, but the wretched Islanders never understood the significance of the peace offering and took the opportunity to attack us.

[Atta]: Sounds dreadful.

[The representative of the Uplanders]: There is evidence of the betrayal. Our scientists hid it in the polar base before they got mercilessly shot. Would you like to examine it?

[Atta]: Well, perhaps?

Mark box **B** in **Log 2050**. Go to **Log 2143**.

## LOG 2089 ECLECTIC HAVEN

Open the Ship Book at page 27 (*Leaving the Planet*) and begin Ship Management.

## LOG 2090 ECLECTIC HAVEN

### Away Team recordings

[Mission commander]: What's our status?

[Crewmember 1]: All systems working fine. We are decreasing the velocity of the lander.

[Mission commander]: Good. Listen up, everybody. Just to sum up, we are about to visit Eclectic Haven, a colony set up here by a group of sentients who haven't joined Scrapheap. Although they count on the support of an existing Visitor community, they are not faring well, unfortunately. The main town is in shambles, and the east of the city is a barren desert troubled by monsters. It looks bad. We came here looking for help, but we must also try to aid the locals. 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 2111**. Otherwise, go back to step 2.

	<b>Dust</b>	<b>Filters Clogging</b> Each Crewmember 3  reduced by  .
	<b>Malfunction</b>	<b>Equipment is Overheating</b> If  is 2 or more, nothing happens. Otherwise, return 1 chosen Equipment card to the "Armory."
	<b>Heat Wave</b>	Choose one: » <b>Endure</b> Each Crewmember rolls  .
	<b>Beautiful Dawn</b>	Choose one: » <b>Admire</b> Each Crewmember 2  .
		» <b>Blind Flight</b> Each Crewmember rolls  .

## LOG 2091 UNLEASHED PARADISE

### Away Team recordings

[Capcom]: What's the status?

[Away Team commander]: It's been quiet for some time. Nature has stopped attacking.

[Crewmember 2]: A building up ahead, commander.

[Away Team commander]: Capcom, we are approaching a huge structure, most certainly abandoned. It may be ceremonial, but it's hard to tell because it's overgrown with invasive vines. We're going in.

\*\*\* footsteps \*\*\*

[Crewmember 2] (from afar): You're not gonna believe it. It's a museum!

Gain 2 Alien Tech Leads.

If this box was already marked, this Log ends. Otherwise, mark this box and go to **Log 2076**.

## LOG 2092 ECLECTIC HAVEN

### Alburt Wonrock's chronicle

We felt both moved and proud to see Journeyer touch down on the landing dock of our good, old Scrapheap. The Away Team was coming back from a politically complicated mission with a lethal enemy to defeat. Fortunately, they made important business contacts which will secure our future. Finally, we can rest easy, and, perhaps, think of another mission to make our future even more solid.

- Move card **C06** (*Visitors' Antechamber*) from "Production Projects" (Card Tray B) to the "Awaiting..." envelope.
- Open the Ship Book at page **6** (*Colonies*). If card **N01** (*No Colonies!*) is in slot 1, remove it from the game.
- Move card **Y14** (*Persei 4*) from "Starmap" to the "Awaiting..." envelope.
- Remove Landing card **L02** from the game.
- Go to **Log 2172**.

## LOG 2093 ICE RING BASE

- Open the Planetopedia at pages **8-9** (*Ice Ring Base*).
- If there's a Rank 1 Crewmember in the Away Team, take the **K07** Rank-Up card. If there's a Rank 2 Crewmember in the Away Team, take the **K08** Rank-Up card. Place them "Incomplete" side up in the indicated Lander board slot. You may check their "Completed" side at any time.

If this box was already marked, go to **Log 2104**. Otherwise, mark this box and read on:

### Away Team communication

\*\*\* A distant metallic thud \*\*\*

[Crewmember 1]: What was that?

[Crewmember 2]: Another rock. Not big.

[Away Team commander]: Good. How far are we?

[Crewmember 2]: A bit more than 200 clicks away. No more space debris. Approaching the asteroid slowly. About five minutes to touch down.

[Crewmember 1]: Just look at it all. A maze of asteroids connected with... What, tubes?

[Crewmember 2]: A massive amount of work. Great pity it all got damaged.

[Crewmember 1]: What has happened here?

[Away Team commander]: That's what we're going to find out.

[Crewmember 1]: Four minutes.

Place the Lander standee and all Crewmembers in Sector **9**.

Familiarize yourself with the "Ice Ring" special rule on the right side of the Planet board.

Find Mission card **M11** and place it in the Mission slot next to the Planet board.

Find Optional Mission card **M39** and place it in the Optional Mission slot next to the Planet board.

Place card **P162** in Sector **7**.

Open the Ship Book at page **26** and perform the "Begin Planetary Exploration" procedure.

**Hint:** During this exploration, you will be likely to encounter some hints relating to color combinations.

**Remember:** The Lander Sector is the Sector with the Lander standee.

## LOG 2094 UNLEASHED PARADISE

### Away Team recordings

[Capcom]: Away Team, what does the museum exhibit?

[Away Team commander]: Not much. Mostly holo sculptures and presentations, but most of them are off. There are a few old-fashioned panels with some info. I am gonna take a look.

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

Gain 1 

Gain 2 Alien Tech Leads.

## LOG 2095 ECLECTIC HAVEN

A – If this box is marked, go to **Log 2190**.

### Away Team recordings

\*\*\* market commotions; sounds of haggling \*\*\*

[Trader 1]: Hey, hey, my friend. Come over here! Look, I've got batteries! Charged up and all that! And here are pictures of the Maw, done by the only person who ever survived the encounter.

[Trader 2]: Don't listen to that crook! He's had those batteries since that storm season! They are worthless. Hey, I can supply you with fresh water!

[Trader 3]: The town is coming apart at the seams, and you're still selling souvenirs! Well, this is naive. Look, my friend! I have ammo! All kinds of it!

Perform the following actions in any order, any number of times:

- Return 1 Mission Equipment card to the "Armory" to gain 2 Supplies.
- Return 1 Small or Personal Equipment card to the "Armory" to gain 1 Supplies.

Then, this Log ends.

## LOG 2096 ICE RING BASE

Mark the topmost unmarked box and resolve its text:

Nothing happens.

Go to **Log 2098**.

## LOG 2097 SHIP BOOK

### The council of Tetrarchs recordings

[Ava]: Tamara, I don't really understand the needs of the regular Scrapheapers, so-

[Tamara]: What is your problem?

[Ava]: I have been meaning to create the Hall of Adventures, presenting the Away Team's spectacular operations, but-

[Tamara]: But?

[Ava]: But perhaps an entertainment center would be more appropriate?

Take cards **F21** (*Entertainment Center*) and **F22** (*Hall of Adventures*) from "Facility Upgrades" (Card Tray B). Move one of them to the "Awaiting..." envelope and remove the other from the game.

## LOG 2098 ICE RING BASE

### Away Team communication

[Away Team commander]: OK, crew, the power is back for good.

[Crewmember 1]: So how about we-

[Away Team commander]: Wait. I have a message from Journeyer. Capcom, Away Team here. What news?

[Capcom]: Away Team, Scrapheap has declared a red alert.

[Away Team commander]: What? What happened?

[Capcom]: No time to explain. We are sending evacuation capsules to pick you up.

[Away Team commander]: Evacuation capsules? But why? Our lander is fully operational and-

[Capcom]: But it is too far, and we need all hands on deck. Get ready for evac in exactly six minutes. Over and out.

[Away Team commander]: Are we under attack?

[Capcom]: Not yet. Scrapheap has detected a few large spaceships at the edge of the solar system. They are not responding. Journeyer is ordered back, and we can't leave you there.

[Away Team commander]: Thanks, Capcom. Getting ready for evac. Over and out.

Discard Mission card **M11**.

Find Mission card **M12** and place it in the Mission slot on the Planet board.

## LOG 2099 SHIP BOOK

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

Go to **Log 2228**.

Go to **Log 2357**.

Go to **Log 2229**.

## LOG 2100 SHIP BOOK

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

Go to **Log 2101**.

Go to **Log 2315**.

Go to **Log 2336**.

Go to **Log 2354**.

Conversations with the Tetrarchs are done for now. You may choose another Character to speak with.

## LOG 2101 SHIP BOOK

Recordings from the council of the Tetrarchs

[Trache'i]: Tohn. I needed to see you about the finances. It seems we have different visions of our expenditures.

[Tohn]: True. You plan to invest everything into research!

[Trache'i]: And how else would you like to secure and improve our future?

[Tohn]: Trache'i, if you stepped out of the lab every once in a while, you would see the dangers we're facing. At some point, our existence may be threatened. We need steady supplies of oxygen, food, and resources. We need-

[Trache'i]: Why do you care so much, Tohn? You are a Visitor. You can go back to your homeworld any moment.

[Tohn]: I can't.

[Trache'i]: What stops you?

[Tohn]: The awareness that once I do, all my efforts here will be wasted. I wish you had the same thing, Trache'i.

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- » **Securing the future is more important. Endorse Tohn's idea** – Gain 1  and go to **Log 2039**.
- » **Scrapheap's current development is as important. Endorse Trache'i's idea** – Lower the Morale in the *Bridge* cardholder (Ship Book page 3), gain 1 , and go to **Log 2227**.

## LOG 2102 UNLEASHED PARADISE

Away Team recordings

[Away Team commander]: Capcom, we are approaching an object that used to be a spaceship once.

[Capcom]: Can you please specify?

[Away Team commander]: It is overgrown with invasive vines, some of which have penetrated the hull. It's a dead shipwreck.

[Crewmember 2]: There is a plaque there.

[Away Team commander]: What does it say?

[Crewmember 2]: It is English. "The Bravery. The Gratitude. The Beginning." The ship is a monument, commander. A monument of their colony.

Gain 2 *Alien Tech* Leads.

Replace the POI in this Sector with card **P000**.

Go to **Log 2076**.

## LOG 2103 TRACHE'I

If box **D** in **Log 2050** is marked, go to **Log 2121**.

If box **I** in **Log 2050** is marked, go to **Log 2118**.

If box **E** in **Log 2050** is marked, go to **Log 2107**.

If box **B** in **Log 2050** is marked, go to **Log 2114**.

Otherwise, go to **Log 2139**.

## LOG 2104 ICE RING BASE

Check if both boxes in **Log 2096** are marked. If they are, go to **Log 2108**. Otherwise, go to **Log 2113**.

## LOG 2105 UNLEASHED PARADISE

Away Team commander's live feed

[Away Team commander]: Capcom, we have reached what is left of the colony. The place is totally overgrown with thick vines, impossible to cut through without heavy gear. I think they are toxic.

- If there are **2 or more markers** in Sector **1**, remove all markers from this Sector and place card **P282** (Overgrown Supply Center) already in Sector **1**, each Crewmember in this Sector rolls .
- If there are **2 or more markers** in Sector **3**, remove all markers from this Sector and place card **P284** (Overgrown Warehouse) already in Sector **3**, each Crewmember in this Sector rolls .
- Resolve this effect for Sectors **2, 4** and **5**:  
If there are **2 or more markers** in this Sector, remove all markers from this Sector and each Crewmember in this Sector .

## LOG 2106 ECLECTIC HAVEN

Away Team recordings

**\*\*\* gusts of wind; crunching footsteps; rustle of dried leaves \*\*\***

[Crewmember 1]: All those dried leaves and roots as far as the eye can see make my skin crawl.

[Mission commander]: Dead plants are a good sign.

[Crewmember 1]: How is that?

[Mission commander]: It means we are on a good track. We're getting closer and closer to the source of the problem.

[Crewmember 1]: You mean the Maw.

[Mission commander]: Yes. The Maw.

[Crewmember 1]: I wonder where it is hiding.

[Mission commander]: The locals have been talking about a cave system somewhere. This is where the Maw is supposed to be lurking.

[Crewmember 1]: And that's exactly what the scanner shows! I see the entrance nearby.

[Mission commander]: Fair enough. Let's get inside and get it over with!

Gain 1 *Strange Flora* Lead. Replace the POI in this Sector with card **P124**.

## LOG 2107 TRACHE'I

### Trache'i diplomatic mission live feed

[Lander captain]: We have reached the lower layer of the stratosphere. I am initiating the transmission.

[Atta]: We must give them some time to respond. The specific thing about the first contact is that it is the first. Bad joke, I know.

[Lander captain]: What did you call those people?

[Atta]: The Islanders. For the time being, at least. Any response?

[Communication officer]: None.

[Atta]: All right. Communicate to them some of the facts we learned in the ice base. Also, emphasize the part of us coming in peace and wanting to learn their history.

[Communication officer]: Done.

[Atta]: All we can do now is wait. It's-

[Communication officer]: We have a response. We have landing coordinates!

Mark box F in Log 2050 and go to Log 2006.

## LOG 2108 ICE RING BASE

### Away Team declassified communication

[Crewmember 2]: I am relieved to be approaching the Ice Ring Base again!

[Crewmember 1]: Yeah, same here. Normally an unexpected fleet of alien ships means a lot of trouble. Who would have guessed that those vessels would be full of allies?

[Away Team commander]: They seem very interesting, those Omnimodi. For now, though, focus on the base.

[Crewmember 2]: Yes. The power is back, and something may have changed there.

[Away Team commander]: Precisely. We must re-explore the place.

Place card P165 in Sector 7.

Place card P176 in Sector 9.

Find Mission card M13 and place it in the Mission slot on the Planet board.

Place the Lander standee and all Crewmembers in any  Sector.

Go to Log 2124.

**Remember:** The Lander Sector is the Sector with the Lander standee.

## LOG 2109 UNLEASHED PARADISE

### Away Team declassified recordings

[Crewmember 1]: There is something alive inside. I detect movement!

[Away Team commander]: Whatever it is, let's smoke it out. Fire!

\*\*\* a few shots \*\*\*

[Crewmember 2]: And it's gone. What was it? Some damned mix of a plant and a beast?

Discard the *Amphibian Leaftrap* Threat card and its standee.

Replace the POI in this Sector with card P286.

## LOG 2110 SHIP BOOK

Mark the topmost unmarked box and resolve its text:

We must decide if research or production is more important at the moment. Take cards F10 (*Additional Laboratory*) and F17 (*Extra Assembly Line*) from "Facility Upgrades" (Card Tray B). Move one of them to the "Awaiting..." envelope and return the other to "Facility Upgrades." Go to Log 2120.

With both production and research capabilities expanded, Scrapheap is bound to do much better. Take card F10 (*Additional Laboratory*) or F17 (*Extra Assembly Line*) from "Facility Upgrades" (Card Tray B) (whichever is present) and move it to the "Awaiting..." envelope.

## LOG 2111 ECLECTIC HAVEN

- Open the Planetopedia at pages 4-5 (*Eclectic Haven*).
- Prepare Threats:
  - If box C in Log 2960 is marked, place the *Sprouts* Threat card in the indicated slot above the Planet board. Place 1 *Sprout* standee in Sector 1 and 1 *Sprout* standee in Sector 3.
  - Otherwise, place the *Maw and Sprouts* Threat card in the indicated slot above the Planet board. Place the *Maw* standee and 1 *Sprout* standee in Sector 1 and 1 *Sprout* standee in Sector 3.
- If there's a Rank 1 Crewmember in the Away Team, take the K04 Rank-Up card. If there's a Rank 2 Crewmember in the Away Team, take the K03 Rank-Up card. Place them "Incomplete" side up in the indicated Lander board slot. You may check their "Completed" side at any time.
- Find Mission card M04 and place it in the Mission slot on the Planet board.
- Shuffle all Global Condition cards G04 and place them face up in the Global Conditions slot.
- Under Sectors 1, 2, 3 and 4 you may see a special marker slot. This is the Contamination slot and during this Planetary Exploration some effects will place a marker in this slot. Read special rules under Sectors 1, 2, 3 and 4.
- Open the Ship Book at page 26 and perform the "Begin Planetary Exploration" procedure.

## LOG 2112 UNLEASHED PARADISE

### Away Team commander live feed

Capcom, the situation is critical. Those creatures keep bashing our lander! They haven't done much damage yet, but their attacks are getting more and more intense! I am seriously concerned about the drive and the integrity of the hull.

Mark the topmost unmarked box.



If all boxes are marked, go to Log 2189. Otherwise, this Log ends.

## LOG 2113 ICE RING BASE



### Away Team communication

[Away Team commander]: Hold on, crew. We're in for another landing attempt.

[Crewmember 1]: Commander, I've located another asteroid safe for touchdown.

[Away Team commander]: I need the coordinates and a visual.

\*\*\* electronic beeping \*\*\*

[Away Team commander]: Looks promising. What about space debris?

[Crewmember 1]: Not much.

[Away Team commander]: All right, buckle up, crew. Here we go.

If box A is marked, replace the POI in Sector 9 with card P001.

Place the Lander standee and all Crewmembers in any  Sector.

Find Mission card M11 and place it in the Mission slot on the Planet board.

Go to Log 2124.

## LOG 2114 TRACHE'I

### Trache'i diplomatic mission live feed

[Lander captain]: We are descending below the cloud level. Now we can activate this weird OWC system.

[Atta]: Weird?

[Lander captain]: The entire universe uses radio to communicate.

[Atta]: Ha. Do you know how long it took the Earthlings to invent the wheel? Or my people to come up with a language? Read about it. All right, send the message.

[Communication officer]: Done.

\*\*\* red alert signal \*\*\*

[Lander captain]: They have opened fire. Evasive maneuvers!

[Atta]: Not the welcome I expected!

[Lander captain]: Buckle up!

[Atta]: Are we still sending the message?

[Communication officer]: Yes, we are!

[Lander captain]: There are too many missiles to dodge. It is getting hot!

[Atta]: All right. Let's leave those hotheads. Captain?

[Lander captain]: Full acceleration. Capcom, mission aborted.

Mark box H in Log 2050. This Log ends.

## LOG 2115 SHIP BOOK

### The council of Tetrarchs declassified recordings

[Tohn]: I would like every new crewmember to get combat training.

[Ava]: What for? We need to train elite special forces. This is where the focus should be.

[Tohn]: And what will you have the rest of us do in times of crisis?

Take cards F30 (*Hall of Experience*) and F31 (*Hall of Retirement*) from "Facility Upgrades" (Card Tray B). Move one of them to the "Awaiting..." envelope and remove the other from the game.

## LOG 2116 ECLECTIC HAVEN

### Away Team official correspondence

Journeyer, here is a status update.

During our exploration of the slums we came across a person distributing water and food rations. Most of the food crates were marked with the Visitors' symbol. The primary water source of the city, otherwise known as the Oasis, seems to have been overrun by the sprouts, which damaged the water purification station and made the community suffer from thirst since then. The locals have no means to repair their station, let alone even get there. Fighting sprouts and defending their homes occupies their full attention.

We have been asked to help, and I decided to do that.

Gain 1 Alien Tech Lead.

Replace the POI in Sector 3 with card P129 (*if it's not there yet*).

## LOG 2117 UNLEASHED PARADISE

If box A in Log 2200 is marked, go to Log 2135. Otherwise, read on:

### Away Team commander's live feed

[Away Team commander]: Capcom, we have failed. Damn, we tried to save the people from the Supply Center, but we weren't able-

[Crewmember 2]: Commander, we got a message! There is another group of survivors, surrounded by local life forms in the Warehouse.

[Away Team commander]: How bad is it?

[Crewmember 2]: Very bad.

[Away Team commander]: No time to lose, then. Let's get there and try to save at least those poor souls.

Place Global Condition card G16 in the Global Conditions slot.

Replace Mission card M28 with Mission card M29.

If card P282 (*Overgrown Supply Center*) is in Sector 1, place card P287 at the bottom of this POI.

Otherwise, place card P287 in Sector 1.

Place card P285 in Sector 7.

Place the *Amphibian Leaftrap* Threat card in the indicated slot above the Planet board, and place the *Amphibian Leaftrap* standee in Sector 7.

## LOG 2118 TRACHE'I

### Trache'i diplomatic mission live feed

[Lander captain]: Those bastards have opened fire! We're coming back-

[Atta]: No, no!

[Lander captain]: With all due respect-

[Atta]: Listen, I have an idea! Keep evading their missiles, and in the meantime send them everything we have discovered in the polar base!

[Communication officer]: On it!

[Lander captain]: They have ceased fire.

[Communication officer]: An incoming message. And here comes the translation. Seems like they don't trust us. They know we have visited the Uplanders, and they fear we may have sided with them.

[Atta]: I hate such petty enmities. Send them the following words: "We have come from a space collective called Scrapheap. We don't side. We explore and learn."

[Communication officer]: Sending. Oh, here is the answer. They uhm... let us land, but warn that they will shoot us if they find out we spy for their enemies.

[Atta]: I prefer radical honesty to the fake friendliness of the Uplanders. Captain, please touch down.

Mark box J in Log 2050 and go to Log 2006.

## LOG 2119 ICE RING BASE

A  B  C  D  E

## LOG 2120 STORY

### Alburt Wonrock's chronicle: the Black Knight

With the loss of ISS Vanguard, the space survivors also lost their unique Black Knight communication technology and thus became true castaways.

There were many blueprints on Scrapheap, and there were still people who remembered the technology inside out, but their attempts to recreate it had all been in vain. Soon, even the most determined optimists began to lose their faith in ever contacting their homeworlds again and one day they simply abandoned their struggle.

The solution was under their noses the whole time. It was well known that parts of the Scrapheap are made of Vanguard's wreck, but no one expected to find anything new there. It was a surprise for everybody, though, when a search team stumbled upon a hidden compartment, and inside, a slightly damaged Black Knight transmitter.

It took only two days to repair the transmitter and integrate it with Scrapheap's communication system. In the following months, engineers could equip Journeyer and the landers with functional replicas of the Black Knight.

### Scrapheap recordings. The first contact with the Earthlings.

[Vulter O'Really]: Houston, do you copy? Houston, this is Scrap... the crew of ISS Vanguard. We are transmitting from the Perseus Arm.

[Tamara Woon]: It's been fifty years or more. NASA may have moved from Houston.

[Vulter O'Really]: Yes, it is mildly disturbing. For the time being, though-

[Houston]: This is Houston. We hear you, Vanguard.

\*\*\* sudden agitation, cries of joy. A chair falls down. \*\*\*

[Tamara Woon]: I can't believe it!

[Vulter O'Really]: Ehm... Hello, Houston. This is-

[Tamara Woon] (takes over): Houston, I can't tell you

how happy we are to be able to hear you. We lost contact fifty years ago, and we have just fixed our Black Knight! How is the good, old Earth?

[Houston]: Thank you, Vanguard. When are you expecting to be back in the Solar System?

[Tamara Woon]: Well, not soon. To cut the story short, ISS Vanguard was destroyed and we've been space castaways since then. You've got to help us out, Houston.

[Houston]: Yes, understood, but I cannot promise anything.

[Tamara Woon] (shocked): What?

[Houston]: We're not a taxi company, Vanguard. We will get back to you when we can.

[Tamara Woon]: When?

[Houston]: Not sure. Take care, Vanguard, and inform us monthly about your status. Great job, everyone. Over and out.

**\*\*\* a pause \*\*\***

[Vulter O'Really]: Have they just ghosted us?

#### Scrapheap declassified recordings. The first contact with the Idemians.

[Vulter O'Really]: To any Idemian ship that can read it. This is the Scrapheap, a space colony trying to make contact with a space-traveling-

[Idemian]: Scrapheap?

**\*\*\* muffled cries of joy \*\*\***

[Vulter O'Really]: Ehm, yes.

[Idemian]: I like the name. It gives a variety of interpretations. Is your colony really decrepit, or is it not, but you mockingly call it so?

[Vulter O'Really]: Uhm... It is... both, I guess. My apologies. It was an unexpected question.

[Idemian]: Just one that arose out of true curiosity. Are you in distress, Scrapheap?

[Vulter O'Really]: No, we are fine, more or less. We have survived fifty years in this piece of junk, so our lives are not in immediate danger. Our minds are.

[Idemian]: Minds?

[Vulter O'Really]: Up to now we thought the universe had forgotten us. We were losing hope.

[Idemian]: I am touched by the sincerity. Send us your coordinates. We are changing course to meet you in a few weeks.

**\*\*\* cheers of joy \*\*\***

[Vulter O'Really]: Thank you, Idemian ship. Thank you!

#### Scrapheap declassified recordings. The first contact with the Aerugons.

[Vulter O'Really]: To any Aerugon vessel that can read us. This is Scrapheap, a space colony trying to restore contact with Kelu-8 B. Our stellar position is-

[Aerugon]: Acheron vessel here. Scrapheap, we know your position.

**\*\*\* muffled cries of surprise \*\*\***

[Vulter O'Really]: Acheron ship, we are delighted to hear you. How do you know our coordinates?

[Aerugon]: We have tracked your Black Knight transmission and put it together with the last known position of ISS Vanguard. It was easy to locate you.

[Vulter O'Really] (in disbelief): We're uhm... both happy and confused that you bothered.

[Aerugon]: There are Acheron Aerugons among you. And we always stand up for the clan. Always.

[Crewmember 1]: Even after fifty years of radio silence?

[Aerugon]: What is fifty years compared to the traditions of our people? An ambassador and a crew of specialists is already traveling your way. See you soon.

Go to **Log 2172**.

## LOG 2121 TRACHE'I

### Trache'i diplomatic mission live feed

[Lander captain]: Their fire isn't ceasing! It is getting harder and harder to dodge their rockets! I think we should flee!

[Atta]: Hold on! Send the message one more time! And add the stuff we found in the polar base!

[Lander captain]: Oh, surprise! Their fire has ceased. Just about high time.

[Communication officer]: And I am picking up a transmission. Only landing coordinates. And a warning.

[Atta]: A warning? Instead of apologies?

[Communication officer]: Yes. They threaten to kill us if they prove we spy for the Uplands.

[Atta]: Well, the Uplands didn't speak favorably about them. Perhaps they were not entirely wrong. Let's land, captain.

Mark box J in **Log 2050** and go to **Log 2006**.

## LOG 2122 PROMISING LAND

### Memory Murals: Promising Land

[Crewmember 1]: Where are you off to?

[Crewmember 2]: Haven't you heard the news? Journeyer is coming back! Their mission to the Promising Land has been a total success! And I must commemorate it somehow! I have this cool idea for a mural in my head! Picture this - a silver arrow piercing the gray-ochre atmosphere of the Promising Land, aiming toward the void and our station, waiting for the news!

[Crewmember 1]: Cool! The silver arrow may stay with us forever as the symbol of our triumph, but if I were you-

[Crewmember 2]: Sorry, I need to take off. There are more like me, and very little painting space. I must find the best wall there is!

1. All Crewmembers who are not in the Lander Sector are killed!

Remove their Crewmember cards from their Rank sleeves and store the Rank sleeve in its corresponding Section Compartment. Place the Crewmember card on the Crew board.

2. Go to **Log 2151**.

## LOG 2123 VISITORS' WORLD

### The Edifice audio log

Come. Feel no fear, arrivals. Relax as I am going to tell you a story about our Mother.

You may be confused or even apprehensive about our projects, but you will easily understand their nature thanks to a familiar analogy. We use other planets from adjacent dimensions the same way Scrapheap uses their colonies. We always choose two planets to make a bond with - one of them is used as a plantation, and we dump the excess energy overflowing our dimension in the other one.

Let me also make you familiar with our history. Ages ago, as we traveled across space to fulfill the legacy of the Builders, we discovered the universal phase shift. After a series of experiments with the other dimension, we decided to create our own world, so safe and secluded that we basically forgot about the outside. Had ISS Vanguard never reached us, our nation would still be there and we would not have split. Which was a sad occurrence indeed. Come, arrivals. Your orientation is over.

Mark the box in **Log 2125** without resolving that Log.

Go to **Log 2025** and make another decision.

## LOG 2124 ICE RING BASE

Find Optional Mission card **M39** and place it in the Optional Mission slot next to the Planet board.

Check which boxes are marked in **Log 2119**.

- If box **A** is marked, take an unused red Section die from the box and place it in a Special Slot on Optional Mission card **M39** (if all red Section dice are unavailable, use a Time token instead).
- If box **B** is marked, take an unused blue Section die from the box and place it in a Special Slot on Optional Mission card **M39** (if all blue Section dice are unavailable, use a marker instead).
- If box **C** is marked, take an unused green Section die from the box and place it in a Special Slot on Optional Mission card **M39** (if all green Section dice are unavailable, use  instead, take 1 from the Token bag if necessary).
- If box **D** is marked, take an unused Danger die from the box and place it in a Special Slot on Optional Mission card **M39**.

Then, place card **P162** on top of any cards in Sector **6**.

Open the Ship Book at page **26** and perform the "Begin Planetary Exploration" procedure.

**Remember:** The Lander Sector is the Sector with the Lander standee.

## LOG 2125 VISITORS' WORLD

If this box is marked, go to **Log 2194**. Otherwise, read on:

### Tohn McMuts personal log

I am baffled by the multitude of exits. You could reach an indefinite number of places from here. Those who do not know what they seek had better think twice before plunging in headlong.

Go to **Log 2025** and make another decision.

## LOG 2126 ECLECTIC HAVEN

### Alburt Wonrock's chronicle

The expedition to the infested Oasis seemed to be a milestone in our alliance with the local people and the biggest ordeal so far.

The weapons of the Away Team were hot as they shot down one sprout after another. Soon there were no creatures that would keep seeping their deadly toxin into the ground. Our crewmembers were exhausted, parched, and bruised as some of the sprouts lashed at them or pelted them with their spikes. But that was only the beginning of a major work as now they had to fix the water purification station. Even though they had all the necessary gear, it took them nearly eight hours to strip it clean of the vine and get it running.

But it worked. All the tests proved beyond any doubt that the water was potable and the sound of gurgling pipes filled their hearts with sheer joy.

- Gain 1 Supplies.
- Gain 2 *Strange Flora* Leads.
- Replace the POI in this Sector with card **P130**.
- Replace the POI in Sector **4** with card **P131**.

## LOG 2127 SHIP BOOK

**[Atta]:** Dear Tetrarchs. I have been thinking about ways to increase production, and I have had some ideas. Some humanoid and non-humanoid crewmembers have certain qualities we haven't exploited yet for our mutual benefit. Here is a list of my suggestions-

Take cards **F18** (*Technical Corridors*) and **F19** (*Standardized Workstation*) from "Facility Upgrades" (Card Tray B). Move one of them to the "Awaiting..." envelope and remove the other from the game.

## LOG 2128 VISITORS' WORLD

### Tohn McMuts personal log

I am glad the local Visitors never got rid of the old Earthling outpost. The Away Team are watching archive records from Vanguard's visit, and taking plants which started growing here. They have an interesting chemical composition. Trache'i will love them.

- Mark the box in **Log 2182** without resolving the rest of the Log.
- You may spend any number of  to gain 3 Visitor Knowledge for each 1  spent.
- Go to **Log 2025**.

## LOG 2129 ECLECTIC HAVEN

### Away Team recordings

**[Mission commander]:** So this is the Maw?

**[Crewmember 2]:** Strangely still for the main menace of the planet.

**[Mission commander]:** Good. We will skip the running. Take the plasma torches. We'll cut that carnivorous cabbage out of the ground.

**[Crewmember 1]:** On it!

**\*\*\* metallic clicking, sizzling noises \*\*\***

**[Crewmember 1]:** It's out and stunned! We can pull it out from the crater now!

**[Mission commander]:** It may be caustic! Use coated gloves!

**[Crewmember 1]:** Gross.

**\*\*\* rustle of a dragging body; metallic clink of a closed container door \*\*\***

**[Crewmember 1]:** And the problem is gone.

**[Mission commander]:** Not quite. Look into the crater. It seems like we have only the overground part of the monster. There is a lot of it underground, and the monster may regrow.

If your current Mission card is **M06**, go to **Log 2150**.

Otherwise, go to **Log 2131**.

## LOG 2130 PROMISING LAND

### Alburt Wonrock's chronicle

The Tetrarchs were crushed when they learned about the failure, but at least our brave crew returned safely home, and as Journeyer is rather intact, we still hope to land there again or look for resources elsewhere. Unfortunately, bad news has spread, and morale is lower than ever. We have less time than before.

- Place the Mission Failed token on the Lander board.
- Discard half of the non-Unique Discoveries from the Lander board (rounded-down).
- Go to **Log 2151**.

## LOG 2131 ECLECTIC HAVEN

### Away Team recordings

**\*\*\* gust of desert wind \*\*\***

**[Crewmember 1]:** So what do we do, commander?

**[Crewmember 2]:** We can't just leave it like that! The problems will return before the locals actually feel the relief.

**[Mission Commander]:** True. Listen, people. We should dig deeper and burn the thing out of the planet's fabric.

Gain 2 *Strange Flora* Leads.

## LOG 2132 STARMAP

### Outer space training recordings

**[Instructor]:** All right, kids. I have just sent you the coordinates of an asteroid we have passed. Your task is to fly up to it and touch the lander down. Touch, not crash.

**[Crewmember 2]:** But we have never done this before!

**[Instructor]:** There is always the first time.

**[Crewmember 1]:** Sir, we're serious now. So far we have only practiced landing in a gravitational well. Never in zero gravity.

**[Instructor]:** You have another ace up your sleeve. There is a newly installed AI coordinator onboard the

lander. Activate it while approaching the asteroid and follow its instructions.

[Crewmember 1]: So... We are testing the AI here? Not us?

[Instructor]: Both. Use your brains, though, and evaluate the situation yourself.

[Crewmember 1]: On it, sir. (to their colleague) They are going to kill us one day.

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

Move card **E18** (AI Coordinator) from "Unavailable Equipment" (Card Tray B) to the "Armory."

Take 1 Crewmember from "Resting Crew" into their corresponding Section player's hand.

## LOG 2133 ICE RING BASE

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

Go to **Log 2528**.

Go to **Log 2134**.

## LOG 2134 ICE RING BASE

**Albert Wonrock's unofficial chronicle of Scrapheap missions**

While searching that particular part of the abandoned base, the Away Team came across a small, red crystal, and became hilariously intrigued by its rare optical qualities which only proves that despite centuries of technological advancement a lot of sentient species are particularly partial to little shiny objects.

Take an unused red Section die from the box and place it in a Special Slot on Optional Mission card **M39** (if all red Section dice are unavailable, use a Time token instead).

Replace the POI in this Sector with card **P000**.

Mark box **A** in **Log 2119**.

## LOG 2135 UNLEASHED PARADISE

**Away Team commander live feed**

Capcom, we have left the Supply Center behind, and sent all the gathered survivors toward the lander. Now we proceed to help the people trapped in the Warehouse. The local life forms keep ambushing us, but spirits are high, very high. Over and out!

Gain 1 

Place Global Condition card **G16** in the Global Conditions slot.

Replace Mission card **M28** with Mission card **M29**.

Place the *Amphibian Leaftrap* Threat card in the indicated slot above the Planet board, and place the *Amphibian Leaftrap* standee in Sector 7.

Place card **P285** in Sector 7.

## LOG 2136 ECLECTIC HAVEN

**Away Team recordings**

**\*\*\* uneasy murmurs from a crowd \*\*\***

[Mission commander]: We have just come back from your Oasis. The poisonous vegetation is gone for good, and your water purification station is up and running.

[Resident 1]: How is that even possible?

[Resident 2]: Do you really want us to believe you?

[Mission commander]: If you have doubts, I can drink some of the water right here, in front of you!

[Resident 1]: What if you have taken antitoxins?

[Resident 2]: All our resources will be yours when we die!

**\*\*\* angry shouts \*\*\***

[Independents' representative]: Quiet, everyone! Listen to me!

**\*\*\* silence \*\*\***

[Independents' representative]: You know me well.

I speak for the Independents, and believe me when I say that these arrivals wish you no harm. We met before, and they helped us secure our hideout and supply routes. We have no doubts about their intentions, and neither should you.

[Resident 1] (in disbelief): But they claim they have fixed the water purification station.

[Independent representative]: Which means they have. You have fresh water again.

Go to **Log 2140**.

## LOG 2137 STORY

Our adventure comes to an end. We hope you had a great time exploring the vast space surrounding Scrapheap and the story that unfolded with each of your decisions. Thank you very much for playing Deadly Frontier!

## LOG 2138 ECLECTIC HAVEN

**Away Team recordings**

Journeyer, this is the mission commander. The actual situation in the city is bad.

We have visited a street market where the locals sell the last they have. People sit on the ground trying to convince the few passers-by to buy whatever meager goods they have. We must move forward with the mission, as it will help the city as well.

Over and out.

Perform the following actions in any order, any number of times:

-  to gain 2 *Alien Tech* Leads.
-  to draw 1 Section card.
- Discard 2 Section cards to Refresh 1 .

Then, this Log ends.

## LOG 2139 TRACHE'I

**Trache'i diplomatic mission live feed**

[Communication officer]: Sending the message, envoy.

[Atta]: Good.

**\*\*\* red alert siren \*\*\***

[Communication officer]: Incoming missiles! The Islanders are firing at us!

[Lander captain]: Fasten your belts! Evasive maneuvers!

[Atta]: What in the void's name possessed them! Officer, repeat it until they come to their senses.

[Lander captain]: The message is getting through, I think. The fire is weakening. Their weapons are obsolete but would have obliterated our sorry lander eventually.

[Atta]: Why did they open fire in the first place?

[Communication officer]: We got their answer. They are sorry to have opened fire, but they took us for an Uplanders' craft. We have received landing coordinates, too.

[Atta]: Finally. This first contact is tiring work.

Mark box **A** in **Log 2050** and go to **Log 2006**.

## LOG 2140 ECLECTIC HAVEN

**Away Team recordings**

Journeyer, this is the mission commander. We had a hard time trying to convince the local community that their water is finally potable but I am proud to report that their mistrust is gone. They have tasted the water and are now dancing in the streets and celebrating the moment. What a view to observe.

There have been lots of promises and some lesser gifts. I think that from this day onward, we can count on the support of the local population.

Gain 1 *Alien Tech* Lead.

Gain Unique Discovery **13**. If you have it already, gain 2 *Alien Tech* Leads.

Replace the POI in this Sector with card **P000**.

Mark box **E** in **Log 2960**.

## LOG 2141 UNLEASHED PARADISE

If box **B** in **Log 2200** is marked, go to **Log 2146**. Otherwise, read on:

### Away Team commander's live feed

[**Away Team commander**] (panting): Capcom, we reached the Warehouse and cleared the area, but the far wall caved in, causing the roof to collapse. The roots and branches of a nearby tree must have weakened the structure. No one could see the disaster. No survivors.

Discard the current Global Condition card.

Replace Mission card **M29** with Mission card **M30**.

If card **P284** (*Overgrown Warehouse*) is in Sector **3**, place card **P288** at the bottom of this POI.

Otherwise, place card **P288** in Sector **3**.

Replace POI in Sector **6** with card **P289**.

## LOG 2142 PROMISING LAND

Mark the topmost unmarked box and resolve its text:

Go to **Log 2144**.

Go to **Log 2149**.

## LOG 2143 TRACHE'I

### From Atta's "The Very First Contact"

The banquet that the Uplanders welcomed us with was a rather awkward affair. The hosts showed us a collection of hand-woven banners and later made us watch a performance that combined meditation with dance. We were also pompously presented with a few local plants and resources that the locals were particularly proud of.

As we were patiently waiting for the ceremony to be over, the AI made some progress, and soon both sides were able to make their points quite clearly. And the expected thing happened. The locals promised to provide us with resources if we supplied them with military technology. For defense and peace-keeping, obviously.

Gain 1 *Strange Flora* Discovery and move it to "Gathered Discoveries." Gain 1  Go to **Log 2147**.

## LOG 2144 PROMISING LAND

### Away Team recordings

[**Away Team leader**]: Everybody, let me congratulate you. The first part of our massive project is done!

\*\*\* applause \*\*\*

[**Away Team leader**] (happily): I am looking forward to telling our friends on Scrapheap about it. But...

[**Crewmember 1**]: Why is there always a "but"?

[**Away Team leader**]: Let's not think about it for now.

\*\*\* voices fade \*\*\*

## LOG 2145 ECLECTIC HAVEN

### Alburt Wonrock's chronicle: "The Eclectic Haven"

The Visitors are difficult folks to please, so the mission commander was pleased to strike a successful deal with them so quickly. Soon, however, the Away Team realized that the Visitors were pressed for time. Huge parts of the city were in ruins, the barriers shielding the city from desert storms were not functional, and its people were suffering.

Strangely enough, the Visitors kept saying they did not want the Maw to get killed. They insisted on us catching the creature as they felt they would need it for some research.

Not all of us agreed, and some even asked the mission commander to contact the Harvesters in the hope they would want to destroy the beast and save the city.

That, and the sudden arrival of the Harvesters' messenger with a counteroffer, gave the mission commander something to think about.

Discard Mission card **M04**. Find and reveal Mission card **M06**.

Replace the POI in this Sector with card **P122**.

## LOG 2146 UNLEASHED PARADISE

### Away Team commander live feed

Capcom, the Warehouse was a piece of cake. Nothing to worry about. We have managed to break through and help the survivors repel the onslaught of the local life forms. We are taking them straight to the lander. Over and out.

Gain 1 .

Discard the current Global Condition card.

Replace Mission card **M29** with Mission card **M30**.

Replace POI in Sector **6** with card **P289**.

## LOG 2147 TRACHE'I

### Trache'i diplomatic mission live feed

[**Atta**]: Tell me, Vulter. Why does the entire universe revolve around guns?

[**Vulter the Capcom**]: Is this a real or rhetorical question?

[**Atta**] (with a sigh): Rhetorical, obviously. It's because of fear, greed, and a few derivatives.

[**Vulter the Capcom**]: So those Uplanders want military technology, don't they?

[**Atta**]: Well, they offer a lot for it. Many valuable resources. Long ago, when Scrapheap was in dire straits, I don't think we would have hesitated.

[**Vulter the Capcom**]: And now?

[**Atta**]: Now we have a choice.

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

- » **Share your technology** – Go to **Log 2163**.
- » **Decline the offer** – Go to **Log 2167**.

## LOG 2148 PROMISING LAND

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

Go to **Log 2172**.

Open the Ship Book at page **27** (*Leaving the Planet*) and begin Ship Management. Otherwise, continue Ship Management.

## LOG 2149 PROMISING LAND

### Away Team recordings

[**Away Team leader**]: I am sure you have all seen the local beasts that use gravitational forces to float above the ground. We will call them lithoidians for now, and they seem aggressive enough to threaten the colony's existence. Obviously, we can't let that happen.

[**Crewmember 2**]: Have they got any soft spots?

[**Away Team leader**]: We will figure out their weaknesses soon enough.

[**Crewmember 1**]: Soft spots or not, how can we fight with anything like them?

[**Away Team leader**]: We have explosives. And we know the location of their lair. The lithoidians seem to be nesting in the caves northwest of the base.

[**Crewmember 3**]: So what are we waiting for?

[**Away Team leader**]: Nothing! It is about time we planned our action to get rid of them.

- Discard Mission card **M01**. Find and reveal Mission card **M02** and Optional Mission card **M03**.
- Place card **P106** in Sector **1**.
- Gain 4 Supplies.
- Mark box **A** in **Log 2053** without resolving that Log.

## LOG 2150 ECLECTIC HAVEN

### Away Team recordings

[Crewmember 1]: That was easy, commander.

[Mission commander]: Yeah. Easy. And now we must go back to the Visitors, return the Maw, and hope they remember their end of the deal. They promised us valuable trade contracts.

[Crewmember 1]: Visitors are above lying.

[Mission commander]: But they have been known to manipulate the truth. Now, activate the crane. Let's hoist the cabbage onto the rover.

- Gain Unique Discovery **02**. If you have it already, gain 1 *Strange Flora* Lead.
- Gain 2 *Strange Flora* Leads.
- Place a marker on the Mission card **M06**.
- Discard the Maw standee and flip the Maw and *Sprouts Threat* card.

**Hint:** You may still destroy the Maw, but doing so will anger the Visitors.

## LOG 2151 PROMISING LAND

### Alburt Wonrock's chronicle

I have always been worried for Journeyer, that unwieldy piece of junk, that all of us Scrapheapers have grown to respect. The very existence of the colony depends on that lone ship, and its loss would have cut most of our ties with the rest of the universe.

I was relieved to learn that our Scrapheap engineers had started working on a line of basic vessels designed only to carry goods from the colonies. Good, old Journeyer could finally have some rest.

- Discard all Optional Missions.
- If there is at least 1 Mission card on the Planet board, open the Ship Book at page **27** (*Leaving the Planet*) and begin Ship Management. Otherwise, read on.
- Count  icons in Sectors **3**, **6**, and **8**:
  - **0-2**: Move card **N02** (*Promising Land*) from “Colonies” (Card Tray B) to the “Awaiting...” envelope.
  - **3**: Move card **N03** (*Promising Land*) from “Colonies” (Card Tray B) to the “Awaiting...” envelope.

Go to **Log 2148**.

**Note:** If you haven't gathered all Unique Discoveries, don't worry! You will have another opportunity to acquire them.

## LOG 2152 ECLECTIC HAVEN

### Away Team recordings, Eclectic Haven

[Harvester]: Look who's here.

[Mission commander]: Greetings. I ask if the deal is still on the table.

[Harvester]: Killing the Maw and catching its sprouts for lucrative contracts and resources? Yes, it is.

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

- » **Accept the merchants' request** (only if Mission card **M05** is not revealed) – Discard all non-Optional Mission cards. Find and reveal Mission card **M05**. Mark box **A** in **Log 2960** (if it's not marked yet).
- » **Tell them that you've finished your job** – Go to **Log 2205**.
- » **Leave**.

## LOG 2153 ICE RING BASE

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

- Go to **Log 2528**.
- Gain 1 *Alien Tech* Lead.

## LOG 2154 UNLEASHED PARADISE

### Away Team leader live feed

Without heavy weapons we're not gonna survive very long against the life forms here. I am collecting all the people I can and we're getting out of here.

If card **P289** (*Last Hope*) is in Sector **6**, mark the box in **Log 2165**

and go to **Log 2165**.

Otherwise, go to **Log 2165**.

## LOG 2155 ECLECTIC HAVEN

### Alburt Wonrock's chronicle: "The Eclectic Haven"

The Away Team spotted intriguing tracks left by sentients or vehicles, some covered with the remains of shriveled sprouts, but others easily distinguishable. They brought the Away Team to a well-camouflaged cave entrance.

They ventured inside to see a labyrinth of halls and passages, all bearing marks of sentient activity. Soon enough, they came across a group of well-armed locals, determined to stand their ground. Fortunately, both their leader and the mission commander, after a minute's hesitation, started talking.

The group called themselves the Independents. They were merchants living far from the rules of the city and facing dangers from the desert alone. They asked the commander to help them with protecting their enclave and with negotiations in the city.

Gain 1 Supplies.

Replace the POI in this Sector with card **P132**.

Replace the POI in Sector **7** with card **P133**.

## LOG 2156 STARMAP

If card **N03** is in the *Colonies* cardholder (Ship Book page **7**), this Log ends. Otherwise, read on:

### Tamara Woon's official correspondence

Honored Tetrarch,

It has been six local months since we officially established the colony on the Promising Land and it is time to submit a formal report.

We have successfully implemented and developed all the mineral extraction facilities, and the local deposits of biomass satisfy our needs.

On the other hand, the colony may not meet the demands of Scrapheap. The deposits we are currently exploiting appear to be poorer than we thought, and we have no means to build more extraction facilities elsewhere.

In other words, should you need more raw materials, I strongly advise the expansion of the colony.

Yours sincerely,

Governor Jill Atashi

All players discuss and choose one (in case of a tie, the Engineering Section player makes the final decision):

- » **Expand the colony** – Go to **Log 2158**.
- » **Leave the colony for the time being** – This Log ends.

## LOG 2157 SHIP BOOK

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

- Go to **Log 2360**.
- Go to **Log 2355**.
- Go to **Log 2361**.

## LOG 2158 STARMAP

All players discuss and choose one (in case of a tie, the Engineering Section player makes the final decision):

- » **Prepare a biomass extraction system** (only if you don't have Unique Discovery **05** in the *Unique Discoveries* cardholder at Ship Book page **31**) – Assign 1 Rank 3 Crewmember to go to **Log 2162**.
- » **Scout the area surrounding the colony** (only if you don't have Unique Discovery **09** in the *Unique Discoveries* cardholder at Ship Book page **31**) – Assign 1 Rank 3 Crewmember to go to **Log 2226**.
- » **Expand the colony** (only if you have both Unique Discoveries **05** and **09** in the *Unique Discoveries* cardholder at Ship Book page **31**) – Discard 1  to move card **N03** (*Promising Land*) from “Colonies” (Card Tray B) to the “Awaiting...” envelope. This Log ends.

## LOG 2159 ECLECTIC HAVEN

### Alburt Wonrock's chronicle

The mission commander had no idea whether to trust the Harvesters, but they kept promising endless benefits and soon enough pointed the Away Team east to the desert.

On the way, the Away Team could see the damage done to the city by the Maw and its sprouts. Many houses had been ruined, and people lived in makeshift shelters among heaps of debris.

Everyone was moved by the tragedy of the people, but some members of the Away Team tried to explain to the mission commander that battling enormous desert monsters was beyond their power. They hinted at returning to the Visitors who may have had a less militant approach.

That, and the sudden arrival of the Visitors' messenger with a counteroffer, gave the mission commander something to ponder.

- Discard Mission card **M04**. Find and reveal Mission card **M05**.
- Replace the POI in this Sector with card **P122**.

## LOG 2160 ECLECTIC HAVEN

### Away Team recordings

[Crewmember 1]: ... and I think that should do it.

[Independent] (astonished): Really? All I see are a couple of stands with tiny emitters. How is that supposed to protect the base, let alone our routes?

[Crewmember 1]: Trust me. Those emitters will cut any approaching sprouts with plasma beams. We don't have enough of them because our resources are running thin, but the elements of the system are easy to reproduce. Soon enough, you can protect the base and the route.

Replace the POI in this Sector with card **P000**.

If card **P133** (*Negotiations*) is in Sector 7, this Log ends. Otherwise, go to **Log 2184**.

## LOG 2161 UNLEASHED PARADISE

### Away Team commander's live feed

[Away Team commander]: Capcom, are you ready to receive us? It's tough here, but... Come on, let me help you up. Are you OK? Can you walk?

[Survivor]: I... Uhm... Yes, I think so.

[Away Team commander]: Follow the others, then.

[Capcom]: Commander? What is your status?

[Away Team commander]: We are escorting the remaining survivors to the lander, but the jungle keeps spitting out more and more of those-

[Crewmember 1]: Another one coming.

[Away Team commander]: Fire!

\*\*\* barrage of fire \*\*\*

[Away Team commander]: It's down. Move on! We're leaving nobody behind! Capcom, see you soon!

Discard POI card **P289**.

Gain 1 *Alien Tech* Discovery.

If you wish to leave this planet, place each Crewmember in Sector 6 and go to **Log 2165**. Otherwise, continue the game.

## LOG 2162 STARMAP

### Alburt Wonrock's chronicle

The silver, unshapely structure that was erected at the top of the volcano proved to be an invaluable source of energy and heat to our budding colony and also a point of biomass extraction. The biomass itself was based on lignocellulose and the remains of a species resembling scaly-foot gastropods that were producing glutamic acid in large amounts.

Move card **05** (*Acrylonitrile*) from "Unique Discoveries" (Card Tray A) to the "Awaiting..." envelope.

## LOG 2163 TRACHE'I

### Trache'i diplomatic mission live feed

[Atta]: Dear people of the Uplands, we are not a militant collective, but we do appreciate the importance of being able to defend ourselves. Therefore we will meet your demands and share some military technologies in exchange for the resources we will list for you.

[The representative of the Uplands]: Your judgment is sound. Peace is our only concern, and thanks to your support, we may hope for a better future.

Mark box C in **Log 2055**.

If box J in **Log 2050** is marked, go to **Log 2176**. Otherwise, this Log ends.

## LOG 2164 PROMISING LAND

### Away Team recordings

[Crewmember 1]: The ground's covered in dead creatures.

[Crewmember 2]: Our scientists believe the planet has a climate cooling stage, that's why those creatures all died.

[Crewmember 1]: The sensor shows some organic matter of another origin.

[Crewmember 2]: That got me interested.

[Crewmember 1]: Wait a sec, I'm finishing the analysis... Got it. It is lignocellulose.

[Crewmember 2]: Are you serious? Now with a little effort we can make acrylonitrile!

[Crewmember 1]: Sure, but let's keep looking. Perhaps the planet has even more in store for us.

Gain 3 *Microorganism* Leads.

Replace the POI in this Sector with card **P104**.

## LOG 2165 UNLEASHED PARADISE

If this box is marked, discard all non-Unique Discoveries from the Lander board and return Rank-Up cards to "Rank-Ups" (Card tray A).

Discard Mission card **M07** and **M30**. Then:

- If boxes **A** and **B** in **Log 2200** are marked, go to **Log 2178**.
- If box **A** or box **B** in **Log 2200** is marked – go to **Log 2183**.
- Otherwise, go to **Log 2198**.

## LOG 2166 VISITORS' WORLD

### Tohn McMuts personal log

Oh, what a grave blunder! The Away Team shouldn't have even tried to join the ritual of sipping the essence of the Mother. As outworlders, we had no right to. The Visitors are seething with outrage!

Go to **Log 2036** and make another decision.

## LOG 2167 TRACHE'I

### Trache'i diplomatic mission live feed

[Atta]: Dear people of the Uplands, there is a lot of knowledge we are ready to share with you, but our military technologies do not belong to this group. We are certain your nation is capable of securing peace in a way that does not threaten the political balance.

[The representative of the Uplands]: And we are certain that your isolation in space has impaired your ability to assess other people's needs. We feel misunderstood. Do not contact us again as we have little time for partners with ice-cold hearts.

If box J in **Log 2050** is marked, go to **Log 2176**. Otherwise, this Log ends.

## LOG 2168 ECLECTIC HAVEN

If box C in **Log 2960** is marked, go to **Log 2177**. Otherwise, read on:

### Away Team recordings

[Visitor]: The Mother has blessed your path, arrival.

[Mission commander]: Greetings to you. Is the Mother's wish still to capture the Maw and bring it to you?

[Visitor]: Yes.

[Mission commander]: Um... and she still wants to compensate for the effort?

[Visitor]: The Mother is generous. We promise you trade contracts. And help for the poor of this city.

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

- » **Accept the Visitors' request** (only if Mission card **M06** is not revealed) – Discard all non-Optional Mission cards. Find and reveal Mission card **M06**. Mark box **B** in **Log 2960** (if it's not marked yet).
- » **Tell them that you've finished your job** – Go to **Log 2262**.
- » **Leave** – This Log ends.

## LOG 2169 PROMISING LAND

### Away Team Recordings

[Crewmember 1]: Never seen such wind before.

[Crewmember 2]: The radar shows another gale coming! Stronger than before! Help me with this windbreak!

[Crewmember 1]: It won't work! It's too weak.

[Crewmember 2]: Yeah, that's why I took those steel beams to prop it up with!

[Crewmember 1]: All right, let's try it, but...

[Crewmember 2]: Shut up and hold on to this!

- Replace your current Global Condition card with card **G02**.
- Replace the POI in this Sector with card **P102**.
- Mark box **C** in **Log 2053** without resolving that Log.

## LOG 2170 ECLECTIC HAVEN

### Away Team recordings

[Mission commander] (clearing his throat): We are glad you have invited us to this meeting.

[Harvester] (giggling): Time is of the essence, especially when you do business. This is what you're here for, right?

[Mission commander]: To put it bluntly, yes. We are ready to purchase whatever you have.

[Harvester]: And we would even be willing to give some stuff away in exchange for... let's say, a small favor.

[Mission commander]: How big is that small favor?

[Visitor representative]: You must have heard about the Maw, a desert monster plaguing the area with its voracious, half-sentient sprouts? We have done our best trying to kill it, but it seems beyond our power so we want you to do it. And capture some of its sprouts. They could power our hydroponic farms.

[Mission commander] (a sigh of resignation): Sounds like a tough nut to crack.

[Harvester]: Yes, but as long as the Maw is alive, we're not able to rebuild the city, and the people are suffering, believe me.

[Mission commander]: So we kill the monster and catch its minions, and in return, you give us a good offer and rebuild the town? Give me a minute, will you?

[Harvester]: Time is of the essence, remember.

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- » **Accept their offer** – Go to **Log 2159**.
- » **Tell them you need to think it through** – Nothing happens.

## LOG 2171 ECLECTIC HAVEN

### Away Team recordings

\*\*\* sound of the engine cooling; pneumatic ramp lowers; loud metallic footsteps \*\*\*

[Crewmember 1]: Here is our welcome committee.

[Crewmember 2]: Committees, I would say. Two of them. Why are they standing so far apart?

[Crewmember 1]: They are clearly not fond of each other. I smell trouble, commander.

[Mission Commander]: Be quiet and let me think.

\*\*\* footsteps stop \*\*\*

[Crewmember 1]: The guys on the left are the Visitors! A touchy lot. They will get offended if we choose the other group.

[Crewmember 2]: And those on the right are a mixed bunch. I see Aerugons there, but also some Idemians and Earthlings. It could be those so-called Harvesters, a group in possession of hydroponic farms. They seem... exasperated. Who do we choose to approach?

[Mission commander]: There is one more way. We may go past both groups and simply ignore them. Let's go.

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

- » **Approach the Visitors** – Go to **Log 2221**.
- » **Approach the Harvesters** – Go to **Log 2294**.
- » **Ignore both groups** – Go to **Log 2342**.

## LOG 2172 STORY

Mark the topmost unmarked box and resolve its text:

- Raise the Morale in the *Bridge* cardholder (Ship Book page **3**). If you are on a Planetary Exploration, open the Ship Book at page **27** (*Leaving the Planet*) and begin Ship Management. Otherwise, continue Ship Management.
- Each Section takes 1 Standard die from the box and adds it to its Section Compartment. If you are on a Planetary Exploration, open the Ship Book at page **27** (*Leaving the Planet*) and begin Ship Management. Otherwise, continue Ship Management.
- Move card **R06** (*Multispecies Training*) from "Research Projects" (Card Tray B) to the "Awaiting..." envelope. Go to **Log 2300**.

## LOG 2173 ECLECTIC HAVEN

### Away Team recordings

Journeyer, this is the mission commander. We have had a significant breakthrough:

The Independents have struck a deal with the Harvesters. The Harvesters, who dominate the local economy, have given the Independents limited access to the main market, and now both factions are negotiating their contributions to rebuilding the city, trade limits, and many more. Their enmities have stopped and the local community is at least trying to unite.

What matters most to us, though, is that now we can count on huge discounts on the resources we need. We see a brighter future.

Over and out.

Replace the POI in this Sector with card **P121**.

If card **P132** (*Hidden Market*) is in Sector **2**, this Log ends. Otherwise, go to **Log 2184**.

## LOG 2174 UNLEASHED PARADISE

### The history of Unleashed Paradise. Summary part 2

Very soon we found the right planet to pursue our goal on, and got permission to settle down there. We were reluctantly granted a small spaceship, and we landed in our new world, ready to use the technology of the Builders to modify the environment and create a true paradise.

Unfortunately, at some point we made a mistake we were not aware of. Somehow the ecosystem we had built became too conscious, and began considering us, its creators, to be a redundant part of it. This is when the war started.

We are losing it.

Each Crewmember draws 1 Section card.

## LOG 2175 PROMISING LAND

### Alburt Wonrock's chronicle

The silver, unshapely structure that the Away Team had erected was later affectionally nicknamed the

Stove and proved to be an invaluable source of energy and heat to our budding colony. Thanks to the Stove, the colonists were also able to use the extracted biomass to produce synthetic materials for Scrapheap. The biomass itself was based on lignocellulose and the remains of a species resembling scaly-foot gastropods that were producing glutamic acid in large amounts. Unfortunately, we had no time to research the species and find out more about it like we would during the ISS Vanguard era.

- Gain Unique Discovery **05**. If you have it already, gain 2 *Microorganism* Leads.
- Replace the POI in this Sector with card **P109**.

## LOG 2176 TRACHE'I

From Atta's "The Very First Contact"

There is no inhabited planet without a mystery or a conflict, and most have both of them.

Trache'i was no exception.

Populated by two hostile nations, the Islanders and the Uplanders, the planet remained in state of constant cold war, interrupted by sudden acts of violence. It seemed that at one point, both nations had enough of the conflict and decided to erect a polar research base together. Soon enough, however, a deadly fight broke out between scientists from both nations.

If box **A** in **Log 2055** is marked, go to **Log 2181**.

If box **B** in **Log 2055** is marked, go to **Log 2185**.

If box **C** in **Log 2055** is marked, go to **Log 2193**.

Otherwise, go to **Log 2055**.

## LOG 2177 ECLECTIC HAVEN

Alburt Wonrock's chronicle

Nobody should accuse the Away Team of ill-will or lack of enthusiasm, yet truth be told, they had little experience in tackling a beast such as the Maw. Since, given the haste, no research could have been done, the administered toxin was too strong and the Maw withered, which caused the Visitors to take offense. They let the Away Team know that they were no longer welcome customers, and the mission commander understood that the Harvesters were now the only hope.

Discard all non-Optional Mission cards. Find and reveal Mission card **M05**. Mark box **A** in **Log 2960** (if it's not marked yet).

**Note:** You cannot finish the mission for the Visitors. You must visit the Harvesters and accept their offer to proceed.

## LOG 2178 UNLEASHED PARADISE

The council of Tetrarchs recordings

[Tohn]: Have we really saved all of them?

[Tamara]: There were some casualties, but yes, we have.

[Tohn]: It is a relief to me.

[Ava]: To all of us. I would never want to have abandoned a group of Earthlings to their fate.

[Tamara]: And now our collective has been reinforced by a handful of hardened, skilled people. Some even wish to join our Sections.

[Trache'i]: So the mission is over.

[Ava]: Yes, Trache'i. It is.

[Trache'i]: So we can go back to work?

[Ava]: By all means.

- Move cards **W53-W60** from "Unavailable Crew" (Card Tray A) to "Recruits."
- Move card **S17** (*Builder's Cult*) from "Future Situations" (Card Tray B) to the "Awaiting..." envelope.
- Remove Landing card **L09** from the game.
- All Crewmembers who are not in the Lander Sector are killed!
- Remove their Crewmember cards from their Rank sleeves and store the Rank sleeve in its corresponding Section Compartment. Place the Crewmember card on the Crew board.

- Move card **Y27** (*Lambda Corvii*) from "Starmap" (Card Tray B) to the "Awaiting..." envelope.
- Go to **Log 2332**.

## LOG 2179 SHIP BOOK

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

- Go to **Log 2367**.
- Go to **Log 2467**.
- Go to **Log 2337**.
- Go to **Log 2443**.
- Conversations with Elpenor'i are done. You may choose another Character to speak with.

## LOG 2180 ECLECTIC HAVEN

Away Team recordings

[Visitor]: Welcome, arrivals. May Mother bless your path to the future.

[Mission commander]: Thank you. Your Mother's blessing is welcome in our arduous journey.

[Visitor]: Your manners are impeccable, arrival. It pleases me as we are about to do business together. Have you heard of the Maw?

[Mission commander]: Um... I just have.

[Visitor]: It is a formidable creature who, together with its sprout minions, has been harassing the local people for many months over, causing a lot of damage. For classified reasons, though, the Maw has become attractive in the eyes of the Mother. This is why we want you to contain it.

[Mission commander] (shocked): To do what?

[Visitor] (colder): Catch it. Immobilize it and then give it over to us. The Mother doesn't want you to hurt it.

[Mission commander]: And - Uhm - What's in it for us?

[Visitor]: Should you disable the creature, the locals be grateful eternally.

[Mission commander]: We need resources, not gratefulness.

[Visitor]: And you shall have them. But contain the Maw first and do it quickly. No person should suffer any longer.

[Mission commander]: Allow me to discuss it with my crew.

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- » **Accept their offer** – Go to **Log 2145**.
- » **Tell them you need to think it through** – Nothing happens.

## LOG 2181 TRACHE'I

Trache'i diplomatic mission live feed

[Vulter the Capcom]: We spotted the transmission balloons rising. Did you broadcast the message from the polar base?

[Atta]: Yes, we did. The people from both nations needed to learn the truth.

[Vulter the Capcom]: Did they take it well?

[Atta]: Some more fervent authorities of the Uplands didn't. They claimed the balloons were a ruse of war, but the majority were shocked enough to demand more answers. They are embittered and feel cheated. There are riots everywhere, but most of the police force is reluctant to act. The government is trying to contain the growing conflict, yet their words are not taken seriously.

[Vulter the Capcom]: And the Islanders?

[Atta]: Except a few warmongers, they sit and wait. The planet is not going to be the same place anymore.

[**Vulter the Capcom**]: Such is the consequence of the truth.

If box **B** in **Log 2055** is marked, go to **Log 2185**.

If box **C** in **Log 2055** is marked, go to **Log 2193**.

Otherwise, go to **Log 2055**.

## LOG 2182 VISITORS' WORLD



### Tohn McMuts personal log

The local Visitors are not particularly eager to help us. Perhaps I should try to bribe them? Or maybe the Away Team should try to impress them with their knowledge of the local traditions?

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

- » **Impress them with your knowledge** – Discard 2 Visitor Knowledge to go to **Log 2191**.
- » **Offer them the plants** (only if the box at the beginning of this Log is marked) – Go to **Log 2191**.
- » **Choose another place to go** – Go to **Log 2025**.

## LOG 2183 UNLEASHED PARADISE

### The council of Tetrarchs recordings

[**Tohn**]: Have you all read the report? It is dramatic.

[**Tamara**]: Tohn, calm down.

[**Tohn**]: How could I? The Away Team have managed to save 60% of the colony population. Why not all of them?

[**Ava**]: Because they are not miracle workers.

[**Tamara**]: And they had the entire planet against them. 60% is a lot, Tohn. A lot.

[**Tohn**]: Still, I believe we should improve life saving procedures or-

[**Tamara**]: Firstly, we should take care of the survivors. Some of them are in bad shape, but soon they might join the collective to work toward the common good.

[**Tohn**]: But not entirely-

[**Trache'ii**]: Are we done here? Because I need to go back to work.

- Move cards **W53-W56** from "Unavailable Crew" (Card Tray A) to "Recruits."
- Move card **S17** (*Builder's Cult*) from "Future Situations" (Card Tray B) to the "Awaiting..." envelope.
- Remove Landing card **L09** from the game.
- All Crewmembers who are not in the Lander Sector are killed!
- Remove their Crewmember cards from their Rank sleeves and store the Rank sleeve in its corresponding Section Compartment. Place the Crewmember card on the Crew board.
- Move card **Y27** (*Lambda Corvii*) from "Starmap" (Card Tray B) to the "Awaiting..." envelope.
- Go to **Log 2332**.

## LOG 2184 ECLECTIC HAVEN

### Away Team recordings

Journeyer, this is the mission commander. We have made progress with another faction from Eclectic Haven, the Independents. They do not follow the laws of the city, and they seemed honest enough to come into closer contact with.

The Harvesters are not pleased with this game-changer as they have lost their monopolies due to our actions.

We need to tread carefully from now on.

Over and out.

Gain 1 Supplies.

Gain Unique Discovery **13**. If you have it already, gain 2 *Alien Tech* Leads.

Mark box **A** in **Log 2095**.

Mark box **B** and box **D** in **Log 2960**.

## LOG 2185 TRACHE'I

### Trache'i diplomatic mission live feed

[**Vulter the Capcom**]: Our sensors have registered an apocalyptic explosion on an uninhabited island. Is it the beginning of a war?

[**Atta**]: The beginning of peace.

[**Vulter the Capcom**]: How so?

[**Atta**]: The Islanders have made a show of force with their new military technology. And according to our sources, the leaders of the Uplands are disturbed.

[**Vulter the Capcom**]: Let's hope they are ready for a peace treaty now.

If box **C** in **Log 2055** is marked, go to **Log 2193**.

Otherwise, go to **Log 2055**.

## LOG 2186 PROMISING LAND

### Alburt Wonrock's chronicle

An ear-splitting explosion shattered the ground, and impenetrable dust clouds rose to block out the sun, but the Away Team knew their mission was successful. Their sensors detected no life signals inside.

It was hard to determine how many demolitions charges were necessary to annihilate anything as resilient as a lithoidian, let alone many of them in their lair. We also hoped that other lithoidians would not threaten us. As much as we want to protect our base, we do not wish to endanger the local ecosystem anymore.

- Discard the *Lithoidian Threat* card and its standee.
- Gain Unique Discovery **01**.
- Discard Mission card **M02**.
- Replace the POI in this Sector with card **P000**.
- If card *Narrow Pass* is in Sector **2**, replace it with card **P000**.
- Mark box **B** in **Log 2053** without resolving that Log.

## LOG 2187 ECLECTIC HAVEN

### Away Team recordings

[**Harvester**] (indignantly): I am not making any deals with those desert rats.

[**Independent**]: You call us rats?

[**Mission commander**]: Hey, we've come to trade.

\*\*\* *gradually stronger cheering outside* \*\*\*

[**Harvester**]: Sure. But what do those smugglers have to offer?

[**Independent**]: A lot.

\*\*\* *Harvester laughs* \*\*\*

[**Harvester**]: Go back to the desert where you belong, and don't interrupt serious people doing business.

[**Independent**]: We have a lot to offer. And you will hear us out. Look.

\*\*\* *footsteps; creak of an opened window* \*\*\*

[**Mission commander**]: What's that? Riots?

[**Independent**]: No. They are local people. Your people from the poor districts – or Oasis Group as you call them. The people you have been neglecting for too long. Listen, can you hear the anger in their voices?

\*\*\* *crowds cheering* \*\*\*

[**Crowds**]: In-de-pen-dents!

[**Independent**]: Do take our offer into consideration.

[**Harvester**] (scoffs): Perhaps I will.

Go to **Log 2173**.

## LOG 2188 SHIP BOOK

### Recordings of the council of the Tetrarchs

[**Elpenor'ii**]: Tetrarchs, I bring moderately good news. Help is on the way, but it is going to take some time before it arrives. In the meantime, I am going to stay on Scrapheap. I think that you and I should sit down

to talk and work out a course of action.

Move card **B17** (*Achero Ambassador*) from "Bridge cards" (Card Tray B) to the "Awaiting..." envelope.

## LOG 2189 UNLEASHED PARADISE

### Away Team commander live feed

Capcom, we are ready to take off. The lander has taken quite a beating, but the essential systems are functional! I have decided to dump all the samples and cargo so as not to overstrain the drive and take more survivors.

We are taking off in a jiffy. Keep your fingers crossed.

Open the Ship Book at page **21** (*Hangar cardholder*) and flip the Lander card representing your current Lander to the Damaged side (unless it is a Basic Lander).

Then, mark the box in **Log 2165** without resolving that Log.

## LOG 2190 ECLECTIC HAVEN

### Away Team recording

Journeyer, this is the mission commander. Giving a hand to the Independents was a sound decision. As we helped them access the local market, they offered us competitive prices. We need not worry about supplies any longer!

Over and out.

Perform the following actions in any order, any number of times:

- Discard 1 Mission Equipment card to gain 3 Supplies.
- Discard 1 Small or Personal Equipment card to gain 2 Supplies.

Then, this Log ends.

## LOG 2191 VISITORS' WORLD

### Tohn McMuts communication with Scrapheap

Ava, Tamara, Trache'i, I finally found a local who was willing to cooperate. They reluctantly confessed to having witnessed a strange occurrence. A group of Visitors were taking a solitary figure, presumably a criminal or a traitor, toward the Dimensional Windows. One of them was heard quipping that the taken one would end up in the water dump where redundant stuff goes. I have a strong feeling that this was the diplomat I sent. I need to find them.

Mark the box in **Log 2125** without resolving that Log. Then, go to **Log 2025** and make another decision.

## LOG 2192 STARMAP

### Trache'i's report no 242/12

The moon in question has a thick atmosphere that shields the warmth close to the surface. The surface rocks are rich in minerals, most of which are useful in the supplementation of microorganism fodder. All we need to start a colony is a sufficient amount of organic matter.

You may move 1 *Live Specimen Discovery* or *Strange Flora Discovery* card from "Gathered Discoveries" (Card Tray B) to their decks. If you do so, move card **N13** (*Sigma Velorum*) from "Colonies" (Card Tray B) to the "Awaiting..." envelope.

Otherwise, gain 2 .

## LOG 2193 TRACHE'I

### Trache'i diplomatic mission live feed

**[Vulter the Capcom]:** Why are you wearing such a long face?

**[Atta]:** The Uplanders have lied to us. I should have seen that coming, Vulter.

**[Vulter the Capcom]:** Don't blame yourself. I also believed they were interested in peace. They fooled everybody.

**[Atta]:** I feel so... So tired. The Uplanders have used our technologies to upgrade their military. They are assaulting the Islanders as we speak.

Go to **Log 2055**.

## LOG 2194 VISITORS' WORLD

### Tohn McMuts personal log

There are too many windows to choose from so I narrowed the choice down to the two most important passages: the plantation or the used energy dump. It is going to take a lot of time and energy to come back, so we can't make a mistake.

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

- » **Visit the plantation** – Discard 1 Visitor Knowledge to go to **Log 2211**.
- » **Visit the dump world** – Discard 1 Visitor Knowledge to go to **Log 2214**.
- » **Visit another location** – Go to **Log 2025**.

## LOG 2195 STARMAP

If you don't have card **N06** in The Colonies cardholder (Ship Book page 7), you may discard 1  and 1  to move card **N06** (*Eclectic Haven*) from "Colonies" (Card Tray B) to the "Awaiting..." envelope.

### Tamara Woon's communication with Scrapheap

**[Ava]:** Good to hear you, Tamara. How are things?

**[Tamara]:** Fine, although the local gravity is weighing down on me.

**[Ava]:** And the local politics?

**[Tamara]:** Fine, too. Business is booming, but since the conflicts are over, a lot of mercenaries are unemployed. I have been approached by an Aerugon veteran seeking a job. Do we need recruits for the Security Section?

**[Ava]:** Always. Put me in touch with her.

You may move 1 *Alien Tech Discovery* card from "Gathered Discoveries" (Card Tray B) to its deck. If you do so, move card **E69** (*Veteran*) from "Unavailable Equipment" (Card Tray B) to the "Armory."

You may spend 1  to go to **Log 2026**. Otherwise this Log ends.

## LOG 2196 STARMAP

### Council of Tetrarchs declassified recording

**[Tohn]:** You're "glowing" which is the universal Earthling symbol of happiness, right?

**[Tamara]:** Well, yes. I am happy. I have just contacted an Idemian pilgrim ship. They are interested in a nearby planet rich in metal deposits, and so are we. We have just arranged the details of establishing a joint mining venture.

**[Tohn]:** It will be great to share our experience and expertise with theirs. Good job.

**[Tamara]:** I know!

You may assign 2 Crewmembers to move card **N14** (*21 Delphini*) from "Colonies" (Card Tray B) to the "Awaiting..." envelope.

Otherwise, gain 2 .

## LOG 2197 TRACHE'I

### From Atta's "The Very First Contact"

We did our best.

I personally exhausted every possible opportunity to talk the locals out of the madness, but we couldn't stop the process we had started.

We couldn't stop the war.

As our lander was soaring, I stood there at the window, blinded by tears, and watched the flames engulf a once fertile world. I could not block out a voice in my head saying: "It is your fault."

Yes, it was our fault. We shouldn't have intervened. We wouldn't have unleashed the most destructive war I had ever seen.

I will never stop grieving.

Move card **S12** (*A Broken Civilization*) from "Future Situations" (Card Tray B) to the "Awaiting..." envelope.

## LOG 2198 UNLEASHED PARADISE

### The council of Tetrarchs recordings

[Tamara]: Is anyone gonna say anything?

[Tohn]: I think-

[Tamara]: No, Tohn. Not you. I don't want to hear how terrible the rescue action was, and how sorry we all should be.

[Tohn]: But it is true. Out of a huge group, we have managed to save a few shaken, injured, poor souls who may never regain their balance.

[Ava]: We will take care of them.

[Tamara]: Yes, we will help the survivors. Help them get on their feet. Help them go back to work and real life.

- Place the Mission Failed token on the Lander board.
- Remove Landing card **L09** from the game.
- All Crewmembers who are not in the Lander Sector are killed!
- Remove their Crewmember cards from their Rank sleeves and store the Rank sleeve in its corresponding Section Compartment. Place the Crewmember card on the Crew board.
- If there are NO Crewmembers in the Lander Sector, the Lander, and all its contents, are lost:
  - Discard half of non-Unique Discoveries from the Lander board (rounded-down).
  - Open the Ship Book at page **21** (*Hangar cardholder*) and flip the Lander card representing your current Lander to the Damaged side (unless it is a Basic Lander).
- Move card **Y27** (*Lambda Corvii*) from "Starmap" (Card Tray B) to the "Awaiting..." envelope.
- Go to **Log 2332**.

## LOG 2199 PROMISING LAND

### Away Team Recordings: Promising Land

\*\*\* *Crunching footsteps, gusts of wind* \*\*\*

[Crewmember 1]: Hey, folks! Look at the sheer size of the crater.

[Crewmember 2]: Impressive, but...

\*\*\* *Beeping of an electronic device* \*\*\*

[Crewmember 2] (alarmed): I thought so. It is not a volcanic crater. The sensor picks up traces of radiation.

[Crewmember 1]: Holy shit! Someone's been playing with nukes here?

[Crewmember 2]: Maybe that's why we haven't found any remains of a civilization.

[Crewmember 1]: And not even any species of small organisms here. Extensive nuclear bombing is always followed by nuclear winter, a death sentence to entire ecosystems.

[Crewmember 1]: Yes, but a nuclear war cannot wipe out life completely, especially sentient life. We should have found some signs of civilization. I have another theory. Capcom? Do you copy?

[Capcom]: Loud and clear.

[Crewmember 1]: Can you run a quick sensor check of the surface? Try to locate more regular craters like this one?

[Capcom]: On it.

\*\*\* *after a pause* \*\*\*

[Capcom]: We have located seventeen-

[Crewmember 3]: Seventeen!

[Capcom]: -on this hemisphere only.

[Crewmember 1]: Thanks, Capcom. All right, it's clear. This planet was an uninhabited nuclear test site.

[Crewmember 2]: I wonder who was behind it. Someone truly powerful, I would say. And rather angry. How about we collect some samples? Perhaps they will take us closer to the truth.

- Gain Unique Discovery **09**. If you have it already, gain 2 *Mineral Leads*.
- Replace the POI in this Sector with card **P000**.

## LOG 2200 UNLEASHED PARADISE

A  - You saved the people from the Supply Center.

B  - You saved the people from the Warehouse.

## LOG 2201 PROMISING LAND

### Memory Murals

[Artist]: Excuse me, sir?

[Veteran crewmember]: Yes?

[Artist] (excited): I remember you from the news! You took part in the Promising Land mission, didn't you?

[Veteran crewmember]: Yes, I did. Interesting that you remember it. It was years ago, after all.

[Artist]: I am honored to meet you! Honored! Can I show you something? Your mission was, for me, truly inspirational, and I made a mural! A big one showing the base in the Sheltered Valley! Would you care to take a look? It's just round the corner!

[Veteran crewmember] (a bit exasperated): All right, sure.

[Artist]: Look! And? What do you think?

[Veteran crewmember]: Whoa. You know, the colony itself isn't as grand as the one you've painted. It's much more basic, the walls higher and dented in places. Also, all is covered with a thick layer of dust. We didn't really focus on the beauty.

[Artist]: But do you like it?

[Veteran crewmember] (after a pause): I do. You got the colors right. I like the blue shade of water pools and the greenish tinge of the biomass right around the walls of the base. They remind me of how much we actually achieved down there. Thank you.

[Artist]: Thank you!

Replace the POI in this Sector with card **P105**.

Place card **P107** in Sector 7.

Go to **Log 2142**.

## LOG 2202 EVERQUAKE

### Away Team commander, personal log

My first contact with Everquake was not a particularly favorable one. We barely managed to land safely only to find ourselves almost lost in impenetrable fog. Our sensors indicated a high level of ammonia in the air, which our suits had difficulty filtering. The ground was wet, the vegetation razor-sharp and inedible, and visibility limited to next to none.

And when I thought it could not get any worse, we saw a two-legged upright creature scuttling in the fog.

Replace the POI in this Sector with card **P147**.

Place the *Accidian Threat* card in the indicated slot above the Planet board, and place the *Accidian standee* in Sector 3.

## LOG 2203 EVERQUAKE

### Away Team recordings

\*\*\* *sound of a mining machine* \*\*\*

[Crewmember 1]: It's almost there. Let's keep digging. We're gonna claim that anomaly for ourselves.

[Away Team commander]: I'm not sure I am glad about that. Some would say it's a ticking bomb.

\*\*\* *the mining machine stops* \*\*\*

[Crewmember 2] (triumphantly): Don't you worry, commander. Got it.

[Away Team commander]: All right now, back away carefully.

\*\*\* *electronic alert* \*\*\*

[Away Team commander]: And what is that... It's the cave!

The walls are trembling! The Pumilions were right! The cave is about to collapse! Get that bloody crystal, and let's run!

Gain Unique Discovery **06**.

All Crewmembers in this Sector roll .

Discard the POI card from this Sector.

### LOG 2204 EVERQUAKE

- All Crewmembers who are not in the Lander Sector are killed! Remove their Crewmember cards from their Rank sleeves and store the Rank sleeve in its corresponding Section Compartment. Place the Crewmember card on the Crew board.
- Open the Ship Book at page **27** (*Leaving the Planet*) and begin Ship Management.

### LOG 2205 ECLECTIC HAVEN

If the following requirements are not fulfilled, this Log ends.

- Box C in **Log 2960** is marked.
- There are 2 markers on Mission card **M05**.

If the requirements are fulfilled, go to **Log 2248**.

### LOG 2206 EVERQUAKE

**Away Team recordings**

**[Away Team commander]:** Watch your step. None of us want to take a bath in that green slime.

**[Crewmember 1]** (whispering): Hey, commander!

**[Away Team commander]:** What?

**[Crewmember 1]:** I think I heard something. Like... wet footsteps?

**[Crewmember 2]** (in fear): Down! Down! Can you see it?

**[Crewmember 1]:** I do. It's like... a fox? Taller than me and probably heavier than the three of us.

**[Away Team commander]:** I see it too. Oh, it's gone. Hopefully, it didn't see us. All right, crew. Ready your guns and move on. No swamp squirrel is gonna mess with our mission.

Replace the POI in this Sector with card **P001**.

Place the *Vulpes Palus* Threat card in the indicated slot above the Planet board, and place the *Vulpes Palus* standee in Sector 1.

### LOG 2207 EVERQUAKE

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

Go to **Log 2213**.

Go to **Log 2220**.

Go to **Log 2223**.

### LOG 2208 THE BRINK

**Away Team recordings**

**[Away Team commander]:** Capcom, this is Lander 13. We are continuing our descent. All systems operational.

**[Capcom]:** Good to hear that. Carry on.

**[Crewmember 1]:** I have heard that thirteen is a lucky number for Earthlings.

**[Away Team commander]:** Let's hope so, crew. Initiate landing procedures.

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 2210**. Otherwise, go back to step 2.

	<b>Ash Clouds</b>	Each Crewmember 7  reduced by  .
	<b>Billowing Smoke</b>	Resolve an outcome depending on your  value: 7+ – Nothing happens. 6 – Each Crewmember rolls  . 4 or 5 – Each Crewmember rolls  . 3 or less – Each Crewmember rolls  .
	<b>Turbulence</b>	If you have at least 4  and 4  , each Crewmember   . Otherwise, choose one: » Each Crewmember rolls  . » Discard 2 Random Equipment cards.
	<b>Opportunity</b>	If you have at least 6  , progress the Landing track by 1.

### LOG 2209 THE BRINK

**Away Team declassified recordings**

**[Away Team commander]:** The ecological situation of the planet is disastrous, and we have to do something about it. If we don't fix the ecosystem of the planet, the colony there will never survive. Any questions?

- Open the Planetopedia at pages **10-11**.
- Find Mission cards **M26** and **M40** and place them in the Mission slots next to the Planet board.
- If there's a Rank 1 Crewmember in the Away Team, take the **K13** Rank-Up card. If there's a Rank 2 Crewmember in the Away Team, take the **K14** Rank-Up card. Place them "Incomplete" side up in the indicated Lander board slot. You may check their "Completed" side at any time.
- Open the Ship Book at page **26** and perform the "Begin Planetary Exploration" procedure.

**Hint:** There are many hints hidden in Logs about the ecosystem and dependencies between POIs. It's recommended to take notes for this Exploration and possible visits to this planet.

### LOG 2210 THE BRINK

If this box was already marked go to **Log 2209**. Otherwise, read on:

**Away Team recordings**

**[Away Team commander]:** All right, crew. Here's a quick intro. The ecosystem of the planet suffered greatly as a result of nuclear explosions, but things can get much worse at any minute. You know everything is on the brink of an even bigger disaster.

In short, we must find every opportunity to fix the damage and help the environment. Also, we need to reach a destroyed Idemian colony located not far from us, figure out what happened to it, and learn how to make use of its ruins. Any questions?

- Open the Planetopedia at pages **10-11**.
- Find Mission cards **M23** and **M25** and place them in a Mission slot next to the Planet board.
- If there's a Rank 1 Crewmember in the Away Team, take the **K13** Rank-Up card. If there's a Rank 2 Crewmember in the Away Team, take the **K14** Rank-Up card. Place them "Incomplete" side up in the indicated Lander board slot. You may check their "Completed" side at any time.
- Open the Ship Book at page **26** and perform the "Begin Planetary Exploration" procedure.

### LOG 2211 VISITORS' WORLD

**Tohn McMuts personal log**

The Plantation is quiet and actually quite pleasant, but the diplomat is nowhere to be found. It was a waste of time to come here, and leaving the dimension will cost me even more.

## LOG 2212 EVERQUAKE

### Away Team recordings

[Crewmember 1]: What exactly are we looking for, commander?

[Away Team commander]: Low orbit geological scanning proved beyond any doubt there are rich mineral deposits in this area, easily accessible through a cave system.

[Crewmember 2]: I see the entrance, commander. It looks rebuilt and reinforced. Someone's been here before.

[Away Team commander]: Quick. Ready your weapons. We're going in.

\*\*\* echoing, careful footsteps \*\*\*

[Crewmember 1]: Someone has been exploring this cave for some time. See the beams supporting the ceiling? Old but still strong. And there? Someone has cleared the rubble.

[Crewmember 2]: Was it us? The Idemians? Or those Alucinors, maybe?

[Away Team commander]: No record of that. Hush! Do you hear voices?

\*\*\* distant voices and hum of machines \*\*\*

[Crewmember 1] (awed): Whoever strengthened the cave, they never left.

[Away Team commander]: The AI doesn't recognize the language. Listen, crew, the priority just changed. We are about to contact an unknown sentient species.

Gain 1 *Strange Flora* Lead.

Place all Crewmembers from Sectors 5, 6, and 7 in Sector 4. Then, each Crewmember Refreshes 1 .

Replace the POI in Sector 7 with card P141.

Replace the POI in Sector 5 with card P142.

Replace the POI in Sector 6 with card P143.

Replace the POI in this Sector with card P144.

## LOG 2213 EVERQUAKE

### Away Team recordings

[Crewmember 1]: These trees are not strong enough to support a sentient! And look, the bark comes away when you touch it.

[Away Team commander]: Let's forget the climbing and look around. We must find a spot to put up our supporters.

Gain 1 *Strange Flora* Lead.

Each Crewmember in this Sector Refreshes 1  and draws 1 Section card.

## LOG 2214 VISITORS' WORLD

### Tohn McMuts' Scrapheap communication

Success, my friends. I have decided to visit the water world where the local Visitors dump their energy. I had a hunch it could be a perfect spot to dispose of an inconvenient person. Soon we tracked down our diplomat, who fortunately had some scouting experience and managed to survive in the hostile environment long enough to meet us.

My suspicions came true. The diplomat was assaulted by a few radical Visitors who abhor the so-called traitors and decided to get rid of the intruder. Our diplomat expresses their gratitude and wishes to remain in our service.

Move card E68 (*Skillful Diplomat*) from "Unavailable Equipment" (Card Tray B) to the "Armory."

Gain 1 .

Mark the box in Log 2019 without resolving that Log.

## LOG 2215 THE BRINK

### Away Team recordings

[Crewmember 1]: I have just received the radar reading from Journeyer. Look, everybody. It seems that the river

has already changed its course a number of times.

[Crewmember 2]: And it has done it quite recently, too.

[Away Team commander]: It is a fact we can use.

If the box in Log 2283 is marked, go to Log 2217. Otherwise, if the following box is unmarked, mark it and resolve its text.

Gain 1 .

Gain 3 *Microorganism* Leads.

## LOG 2216 STARMAP

### Atta's exploratory report

Revered Tetrarchs!

The tests have shown that the energetic shields I had constructed are not strong enough to allow mining in the perilous sections of the asteroid belt. I hope, however, that you will benefit from my technological achievements elsewhere.

You may assign 1 Crewmember to move card E16 (*Energy Shield*) from "Unavailable Equipment" (Card Tray B) to the "Armory."

Otherwise, gain 1 .

## LOG 2217 THE BRINK

### Away Team recordings

[Away Team commander]: Show me the 3d map one more time, will you?

[Crewmember 1]: What's on your mind, commander?

[Away Team commander]: Well, I have been thinking... We don't have the means to redirect a river, but we could try helping the local Mother Nature. What if we make one arm of the river go that way?

[Crewmember 1]: Toward the smoking forest?

[Away Team commander]: Exactly.

Discard all Blights from Sectors 2 and 4. Replace the POI in Sector 2 with card P183 and in Sector 4 with card P187.

## LOG 2218 STARMAP

### Away Team commander live feed

All right, focus everyone. This ice-cold piece of volcanic rock will remember us forever. Capcom, Away Team ready to begin testing reaction boosters. Three... Two... One!

You may assign 1 Crewmember to move card E17 (*Reaction Booster*) from "Unavailable Equipment" (Card Tray B) to the "Armory."

Otherwise, gain 1 .

## LOG 2219 STARMAP

### Alburt Wonrock's chronicle

The rescue action executed by Journeyer has been on everyone's lips for two days. Our crew spotted a small, Aerugon scouting craft, powerlessly floating at the edge of their range. The hull of the Aerugon craft was barely holding up, pierced in many places by small asteroids. The Aerugon crew, many of whom were wounded, were saved at the very last moment. Our Aerugon community welcomed the survivors warmly, and the general conviction that Scrapheap is always there for you has never been stronger.

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

Move card S18 (*High Spirits*) from "Future Situations" (Card Tray B) to the "Awaiting..." envelope.

## LOG 2220 EVERQUAKE

### Away Team recordings

[Crewmember 2]: Have you ever seen such pretty maggots? Look, they are pink and white.

[Crewmember 1]: I am glad you like them, but let's look for a maggot-free trunk. I think your beauties devour trees from the inside.

[Crewmember 2]: There. There is a patch of dry land

there, with a tall tree. The tree looks wormless - maybe climbable even?

**[Away Team commander]:** A climbing volunteer, please?

Gain 2 *Strange Flora* Leads OR 2 *Live Specimen* Leads.

## LOG 2221 ECLECTIC HAVEN

### Away Team commander personal log

The planet is plagued by several disasters, and, worse, its community seems divided. There are the Visitors, who believe the planet is blessed and protected by their Mother. They claim they are trying to help the planet but have no means to tackle all its problems. They have given us resources and invited us to meet them in the local Trade District to discuss the issues at greater length. They have also asked us not to contact their opposing group, the Harvesters, which worries me. I don't want to deepen the local conflicts, and we already saw the Harvesters leave the spaceport disgruntled. We are continuing our mission. Over and out.

Gain 2 *Strange Flora* Leads.

Replace the POI in this Sector with card **P121**.

Mark box **B** in **Log 2960**.

## LOG 2222 EVERQUAKE

### Away Team commander, personal log

My heart pounding, I stepped out to address the strangers.

They were quite short creatures, yet still imposing - their trunk-like arms almost touching the ground, their heads sheltered by collars of hardened skin. They also outnumbered us, and they definitely knew the area. If they became aggressive, we would be in serious trouble.

Luckily, they weren't. They seemed as intrigued as us.

"Hi," I said. "We come from Scrapheap. We mean no harm."

Obviously, the stranger had never heard stellar English. Their speech, gurgling and harsh, was also incomprehensible to me, but both of us happened to have a certain command of an Idemian dialect. The discovery helped our AI create some method of communication, and then I started my first-ever conversation with a representative of a completely unknown sentient species.

"We. Pumillions," the alien said. "We. Peace."

Oh, wasn't I glad to hear it.

"Research. Crystal. Pierced. Planet."

That got my attention. After all, the Earthlings had a sad story to tell about a planet-devouring crystal. After a few more questions we learned that there was indeed a large crystalline structure inside the planet, and the Pumillions were eager to research it - however, I wasn't certain if that was THE crystal.

Much to my relief, the Pumillions were not a warlike lot. Quite the opposite, they found us interesting, and they wanted to learn more about us, but first, they needed to finish their local research.

Soon I made my first interstellar deal. I offered to help in their work, and when it was over, the Pumillions would gladly cede their base to us and visit Scrapheap.

First of all, though, the Pumilion expedition needed to get rid of a local creature that kept stealing their supplies and distracting the researchers. Being a peaceful species, they were not bent on killing the monster. All they needed was for it to stay away.

Replace Mission card **M08** with Mission card **M09**.

Place Optional Mission card **M10** in the Optional Mission slot on the right edge of the Planet board.

Replace the POI in this Sector with card **P150**.

Replace the POI in Sector 1 with card **P152**.

If the *Vulpes Palus* Threat card and standee aren't revealed, place the *Vulpes*

*Palus* Threat card in the indicated slot above the Planet board and place the *Vulpes Palus* standee in Sector 5.

Mark box **A** in **Log 2252** without resolving the rest of the Log.

## LOG 2223 EVERQUAKE

### Away Team recordings

**[Crewmember 1]:** Commander, I am above the fog level now. The air is as toxic as down there.

**[Away Team commander]:** Keep climbing. And be careful.

**[Crewmember 1]:** There is a nest here, nestled in the branches. A big one. And... more toxic than the air. Close to the critical level.

**[Crewmember 2]:** Logical. The excess of toxic substances must have been excreted by the resident of the nest to form its defense system.

**[Away Team commander]:** It could be the upright thing we saw some time before. Can we somehow disable the defense system of this toxic sloth? The creature may turn out useful to us.

Gain 1 *Live Specimen* Lead.

Replace the POI in this Sector with card **P000**.

Gain Unique Discovery 17.

## LOG 2224 SCRAPHEAP

### Journeyer bridge audio log

Scrapheap, this is the captain of Journeyer. We have come across a weird, yellow object drifting in space. The origins and purpose are unknown, but it could be some sort of a container. Scanning indicates there are some unusual animals inside.

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

Gain 1 *Live Specimen* Discovery and move it to "Gathered Discoveries." Then, go to **Log 2230**.

## LOG 2225 THE BRINK

### Away Team commander official report

We wouldn't have made much progress without our exploratory gear, but I am constantly concerned about the damage we may unintentionally do to our surroundings. We have to be on alert all the time, which is exhausting. Doing our best, though. Over and out.

Place the *Native Species* Threat card in the indicated slot above the Planet board (if it's already there, nothing happens).

If there is NO *Native Species* standee on the Planet board, place the *Native Species* standee in Sector 3.

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

Read the instructions next to the box below to familiarize yourself with them but DO NOT resolve them.

Each Crewmember rolls . If any Crewmember would gain an Injury from this roll, place 1 Blight in their Sector instead. This Danger die can be reduced (for example: using Equipment) like any other Danger die roll.

## LOG 2226 STARMAP

### Away Team recordings

**[Crewmember 2]:** It's nothing but a crater, guys. How about we look for-

\*\*\* *Beeping of an electronic device* \*\*\*

**[Crewmember 1]** (alarmed): Sensors are picking up traces of radiation.

**[Crewmember 2]:** Nukes here?

**[Crewmember 3]:** Maybe that's why we haven't found any remains of a civilization.

**[Crewmember 2]:** And that's why we haven't found any species of small organisms here. Extensive nuclear bombing results in nuclear winter. A death sentence to entire ecosystems.

[**Capcom**]: Search the crater, crew. Maybe you'll find something that will grant us insight there.

Move card **09** (*Radioactive Scrap*) from "Unique Discoveries" (Card Tray B) to the "Awaiting..." envelope.

## LOG 2227 SHIP BOOK

### Trache'i's report

Revered Tetrarchs, our laboratories and factories are working at full scale, but I have heard some Scrapheapers complain about the collective's security. They believe it is neglected. Can anyone comment on it?

Mark box **N** in **Log 2985** without resolving that Log. This Log ends.

## LOG 2228 SHIP BOOK

### A Visitor's tale

We were dispatched by the Mother to examine world after world and make preparations for another expulsion of excess energy from our home dimension. Once we found an appropriate planet and began our work, battle survivors appeared. We happily shared the vent energy with them.

The Mother was initially happy with them, too. But now, when she learned that they house Traitors, she is not so certain about the cooperation.

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

- » **Inform the ambassador that the "traitors" are wonderful sentients, and their Mother may always recall her representative if she doesn't want her influence here** – Go to **Log 2434**.
- » **Don't feed the flames and try to prevent meetings of Mother's and Scrapheap Visitors in the future** – Go to **Log 2366**.

## LOG 2229 SHIP BOOK

A  
 B

If boxes **A** and **B** are marked, go to **Log 2456**. If not, read on:

### Negotiations with the Visitors

[**Visitor**]: Our Mother wishes to inform you that she appreciates the way our cooperation evolves and sends you generous gifts. Her gratitude will be even greater, though, when you agree to select a few candidates for her research.

Gain 1 .

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- » **Send her some sentients** – Lower the Morale in the *Bridge* cardholder (Ship Book page 3). Draw 2 Discoveries of any types and move them to "Gathered Discoveries."
- » **Decline** – Mark box **A** (or box **B**, if box **A** is already marked) at the beginning of this Log.

## LOG 2230 STARMAP

Mark the first unmarked box. If NOT all boxes are marked, continue the game. Otherwise, read on:

### Alburt Wonrock's chronicle

Who would have thought that those containers we had kept chancing upon were pieces of a puzzle, and its completion would trigger a course of action?

It is almost certain that the containers all together sent a signal undetected by Scrapheap's sensors. The signal attracted an eerie being that appeared in the vicinity of the collective some weeks later. Its shape and color never ceased to change, and parts of its body would disappear and reappear, swallowed by other dimensions. The creature claimed to be the first Visitor that had separated from the Mother in the ancient past. It introduced itself as the Individual and came to collect his containers which had been scattered by a multidimensional anomaly. The samples inside them were of value, the Individual decided to leave them to Scrapheap to help develop the collective.

The Individual only took the containers and disappeared, much to everyone's confusion.

It was an hour-long space encounter that will inspire our scientists and philosophers for a century or so. I want to learn more about this strange relative of mine.

Move card **16** (*Collector's Gift*) from "Unique Discoveries" (Card Tray A) to the "Awaiting..." envelope.

## LOG 2231 EVERQUAKE

### Away Team commander, personal log

We were only a few steps away from the exit when fortune played a nasty trick on us. All of a sudden, there was a mighty quake that shook the tunnel and sent rocks raining down on us. When the billows of dust cleared, we saw a mass of fallen boulders, partly blocking the way out.

Discard the current Global Condition card.

Place card **P148** on top of any cards in Sector 5.

## LOG 2232 EVERQUAKE

### The Away Team commander, personal log

We were all anxious and jumpy, but nobody decided to back out. We were the Away Team, after all. The best of Scrapheap.

We all froze, though, when the scanners started beeping after only a few steps. Air filters were being assaulted by drastic amounts of toxins.

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

Roll .

Roll .

Roll .

## LOG 2233 EVERQUAKE

### Away Team recordings

[**Away Team commander**]: Let's reach the end of the tunnel. There should be a huge reservoir.

\*\*\* more footsteps \*\*\*

[**Crewmember 2**]: Look, the level of water is slowly dropping. Such things happen only for a reason. Does it have anything to do with the seismic activity?

[**Away Team commander**]: Could be. Oh, there is a Pumilion sitting there. Like he needs help.

\*\*\* a few footsteps \*\*\*

[**Away Team commander**]: Excuse me... We are—

[**Pumilion**]: Bottom. Pierce. Crystal. Research.

[**Away Team commander**]: Uhm... the bottom of the lake has been pierced by a crystal?

[**Pumilion**]: Hurry. Water. Rise. Danger.

[**Away Team commander**]: The water might come back? Are the currents dangerous?

[**Pumilion**]: Harm.

[**Crewmember 1**]: Commander, we should definitely head back.

[**Away Team commander**]: But what if that crystal is really one of those that some time ago threatened Earth? It's worth checking how it reacts to water.

Gain 1 *Mineral Lead*.

Replacethe POI in this Sector with card **P149**.

## LOG 2234 ECLECTIC HAVEN

### Away Team recordings

[**Local 1**]: The slums? Ugly place. There is this wicked gal living there, notorious for kidnapping and demanding ransom. Stay away.

[**Local 2**]: The Maw? Keep clear of it or kill it without a second thought. If you manage to, that is.

[**Local 3**]: Say what you want about the Visitors, but

they actually care. They have helped the slums. They really have.

[Local 4]: Not only them. A friend told me about a group in the north that helps the slums as well.

[Local 5]: If you want to know my opinion, the mess now is nobody's fault. And the Harvesters plan to help, too! We should calm down because social unrest is a bad, bad thing.

You may  to gain 1 *Alien Tech Lead*.

## LOG 2235 PROMISING LAND

### Away Team recordings

[Crewmember 1] (to himself): Right, so what's next? The walls are solid, and the site is prepared for an expansion. Maybe our base here will bring some relief to good, old Scrapheap. But first-

**\*\*\* running footsteps \*\*\***

[Crewmember 2] (panting): Listen, we have found a nearby cave system, not more than four clicks to the northwest!

[Crewmember 1]: What about it?

[Crewmember 2]: We sent a probe down there. And we found water! A lot of it! The entire section is crisscrossed with water courses.

Replace the POI in this Sector with card **P000**.

Place card **P108** in Sector 6.

## LOG 2236 EVERQUAKE

### Away Team recordings

**\*\*\* constant splash of water \*\*\***

[Crewmember 1]: Commander, we have results.

[Away Team commander]: Hit me.

[Crewmember 1]: According to our database, the crystal has identical properties to the planet-devouring one.

[Crewmember 2]: And it appears that strong underground currents make the crystal vibrate. So logically, the stronger the currents, the stronger the planet-wide tremors.

[Away Team commander]: So, the case is almost cracked. If we build dams or somehow redirect the flow of water, the crystal will not cause any more vibrations. But if it's really the planet-murdering one, it will grow, and the earthquakes will continue.

[Pumilion]: True.

[Away Team commander]: Thank you. Oh, I almost forgot. Here is a disc with our data. Maybe you will need it.

[Pumilion]: Acknowledgment. Go. Base. Now.

Discard the POI card from this Sector.

Each Crewmember in this Sector draws 1 Section card.

Go to **Log 2277**.

## LOG 2237 STARMAP

### Alburt Wonrock's chronicle

The mysteries of deep space never cease to amaze me. Today our drones intercepted a blue container of unknown design drifting across the void, filled with unique minerals we had never come across before.

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

Gain 1 *Mineral Discovery* and move it to "Gathered Discoveries." Then, go to **Log 2230**.

## LOG 2238 EVERQUAKE

### Away Team commander, personal log

I have never even dreamed of meeting an unknown species, let alone befriending one. And soggy, misty Everquake seemed to be the least likely place for it to take place. Nevertheless, this is where I met the Pumilions, and we have just embarked on a new journey of cooperation.

The Pumilions also see it this way. Thanks to our assistance, their research took less time and brought better results. We also knew what we wanted. The crystal we found seems dormant, and it shouldn't interfere with our future colony. The Pumilions were true to their word and ceded their base to us after they had completed their work. What's more, some of them decided to visit Scrapheap.

Strange folk they are, those Pumilions. Analytical and thorough, and very keen on gaining knowledge. Painfully direct in some situations, reserved in others, but all the time able to feel and show gratitude. Peaceful, yet potentially dangerous. Technologically advanced but emotionally limited. Anyway, in the indifferent, cold, black void, we could use all the friends we can find, and the Pumilions are exceptionally worthy ones.

Discard Mission card **M09**.

Gain Unique Discovery **14**. If you have it already, gain 2 *Alien Tech Leads*.

Move card **N05** (*Everquake*) from "Colonies" (Card Tray B) to the "Awaiting..." envelope.

## LOG 2239 EVERQUAKE

### Away Team recordings

[Crewmember 1]: Commander, I have been thinking about that... That swamp squirrel?

[Away Team commander]: Vulpes Palus, yes?

[Crewmember 2]: Well, it could have been nicking their supplies to feed the offspring, and peaceful Pumilions are easy targets.

[Away Team commander]: Of course. Let me explain it to them.

**\*\*\* clears throat and begins speaking slowly \*\*\***

[Away Team commander]: Local. Life form. Steals to feed. Its babies.

[Pumilion]: Feed?

[Away Team commander]: Yes. Give food.

[Pumilion]: Why?

[Away Team commander]: Uhm... to support. And... babies are too weak, you know. Too small to hunt.

[Pumilion]: Strange. We. Not. Feed.

[Away Team commander]: No?

[Pumilion]: Growth. Centers. Supply. Food.

[Crewmember 1] (whispering): An interstellar species not aware of parental instinct?

[Away Team commander]: Leave some food outside. The Vulpes Palus won't bother you anymore.

[Pumilion]: Good. You. Come. Bunkers. Earthquakes.

[Away Team commander]: We can hide in your bunkers when an earthquake hits? Thank you!

Gain 1 *Supplies*.

Discard the POI card from this Sector.

Go to **Log 2277**.

## LOG 2240 EVERQUAKE

### Away Team recordings

**\*\*\* footsteps, heavy breathing \*\*\***

[Crewmember 1]: This has been harder than I thought. Those narrow corridors are really claustrophobic.

[Away Team commander]: But look where we are. Have you ever seen such red crystals?

[Crewmember 1]: They are all over the place, jutting from every wall.

**\*\*\* sound of mining \*\*\***

[Away Team commander]: There is someone there. Hey! Hey, folks! Are you the group we should help?

\*\*\* sounds of mining are closer \*\*\*

[Pumilion]: Mining. Crystal.

[Crewmember 1]: Whoa. Look, they have removed a huge part of the tunnel wall to uncover the crystal.

[Pumilion]: Uncover. Anomaly.

[Away Team commander]: Anomaly?

[Pumilion]: Different. Structure.

[Away Team commander]: Interesting.

[Crewmember 1]: How about we give them a hand?

[Away Team commander]: Yeah, let's do it.

Each Crewmember in this Sector Refreshes 2 .

Replace the POI in this Sector with card **P146**.

## LOG 2241 THE BRINK

### Away Team recordings

[Crewmember 2]: Hey, everybody! I have found seeds from the burned forest! A full container. I don't think they will grow here again - the ground is dry and even charred - but we will find them a new, more hospitable place.

[Away Team commander]: Yes. We will grow a new forest!

[Crewmember 1]: I am holding you to your word, commander.

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

Gain Unique Discovery 22 and gain 2 *Strange Flora* Leads.

Gain 2 *Strange Flora* Leads.

## LOG 2242 EVERQUAKE

### Away Team commander, personal log

Our curiosity won, and we carefully scoured the area. We almost got lost in the soggy, misty marsh forest, and then our life detectors picked up a few clear signals. Something big was out there, fast and accustomed to the area. We followed the signals to discover a surprisingly clean and well-kept nest filled with the *Vulpes Palus*' offspring. The creatures looked harmless, and some of us felt tempted to take several with us.

I wasn't so sure. Wasn't it ethically questionable? Besides, what if a cub started screaming and called the parent?

We totally needed to discuss it.

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

» Take some of the cubs away - Go to **Log 2246**.

» Leave the lair untouched - Go to **Log 2254**.

## LOG 2243 ICE RING BASE

### Away Team communication

[Crewmember 2]: What are we looking at?

[Crewmember 1]: These could be antennae, but everything about this place is weird, so no guessing.

[Away Team commander]: They are antennae, according to our initial scans, and - here, look.

\*\*\* electronic beeping \*\*\*

[Away Team commander]: The antennae are connected to the rest of the base.

[Crewmember 1]: They might have been used to receive energy.

[Away Team commander]: Probably, but they look damaged. First, we need to learn something about the local technology, and then we will try to fix them. OK, move on.

If this box was already marked, this Log ends. Otherwise, mark this box and go to **Log 2533**.

## LOG 2244 THE BRINK

### Away Team recordings

[Crewmember 2]: Forget the damned samples! This forest is blazing like a plasma beam!

[Crewmember 1]: Yeah, but that part seems less-

[Away Team commander]: No. I can't let you risk your life.

Each Crewmember in this Sector  and gains a Burned Injury.

## LOG 2245 STARMAP

### Away Team commander live feed

Capcom, we are getting closer. The object is purple and looks like a transport box, but huge. Scanners say there are plants inside. We have never seen anything like it; both the container and the plants.

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

Gain 1 *Strange Flora* Discovery and move it to "Gathered Discoveries." Then, go to **Log 2230**.

## LOG 2246 EVERQUAKE

### The Away Team commander, personal log

After long consideration, we captured the screaming babies of the *Vulpes Palus*, and we put them in a soundproof container. Journeyer congratulated us on the find and informed us that they were ready to research the cubs and perhaps train them to assist future Away Teams.

I welcomed the news, but deep inside, I was still conflicted. A pang of guilt pushed me to go and find the nest again, but no luck. The adult squirrel must have removed it and hidden it far better. A smart choice.

Move card **E70** (*Vulpes Palus*) from "Unavailable Equipment" (Card Tray B) to the "Armory."

Leave the *Vulpes Palus* standee in its current Sector.

Discard the Time token from the *Vulpes Palus* Threat card.

Flip the *Vulpes Palus* Threat card to its other side, *Furious Mother* (don't discard any markers from this card, place them on the other side).

Replace the POI in this Sector with card **P000**.

## LOG 2247 EVERQUAKE

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

Go to **Log 2249**.

Go to **Log 2251**.

Go to **Log 2203**.

## LOG 2248 ECLECTIC HAVEN

### Away Team recordings

\*\*\* door closes, muffling the sounds of conversation; someone sighs with relief \*\*\*

[Crewmember 1]: Seems like we've pulled it off, commander!

[Mission commander]: Yeah, let's go back to the lander. I need to read the draft of the contract again and consult Journeyer.

[Crewmember 2]: What's there to read? You've heard them, commander! They're giving us huge discounts on the resources!

[Mission commander]: There could be some loops or traps in it.

[Crewmember 1]: Fair enough. Finally, a moment to rest.

[Mission commander]: To rest? We are about to take their representative to Journeyer and later Scrapheap, and before anyone sets foot on the lander, it must be spotlessly clean. SPOT-LESS-LY!

- Move card **N04** (*Eclectic Haven*) from "Colonies" (Card Tray B) to the "Awaiting..." envelope.

- Move card **B15** (*Eclectic Haven's Representative*) from "Bridge Cards" (Card Tray B) to the "Awaiting..." envelope.
- If box **B** in **Log 2960** is marked, nothing happens. Otherwise, gain 4 *Alien Tech Leads*.
- Replace the POI in this Sector with card **P126**.
- Discard all Mission cards.

## LOG 2249 EVERQUAKE

### Away Team commander, personal log

The Pumillions encouraged us to work slowly and carefully to avoid damaging the crystal. Also, geological scans warned of structural instability – a hasty penetration might cause the walls and ceiling to collapse.

Gain 2 *Mineral Leads*.

## LOG 2250 ECLECTIC HAVEN

### Away Team recordings

[Mission commander] (clearing throat): We are happy to finally meet you–

[Visitor representative]: But we're not. There is a Traitor among you, and we do not tolerate those self-centered ones who turned their backs on the Mother.

[Mission commander]: I understand, but how about we put those differences aside for the good of the planet?

[Visitor representative]: We may try, although unwillingly. There is something you might do for the Mother and for us.

[Mission commander]: I'm listening.

[Visitor representative]: We seek to get hold of the Maw, a creature that plagues the surface of this planet. Such resilient beasts are worth studying, and you may volunteer to contain it.

[Mission commander]: Contain?

[Visitor representative]: Capture, rather. And to motivate you, I can guarantee the support of the slums people who have been neglected by the Harvesters and who have suffered a great deal because of the Maw. So far, it is only us who have taken care of the slums, so when the Maw is eliminated, they will be grateful to you.

[Mission commander]: Well, let me talk to my crew.

- » **Accept their offer** – Go to **Log 2145**.
- » **Tell them you need to think it through** – Nothing happens.

## LOG 2251 EVERQUAKE

### Away Team commander, personal log

We finally moved a giant boulder blocking the way to what the Pumillions considered to be an anomaly. And much to our surprise, it was.

We were standing there and looking at a piece of the crystal that had been miraculously growing after its separation from the core. The Pumillions knew about the planet-splitting one Earth had had to deal with, and they suggested that the local crystal must have become dormant, but a part of it had somehow mutated.

What surprised me was that they decided to take the mutated part with them and research it in detail in their laboratory. Their thirst for knowledge seemed both right and alarming to me. I had a feeling that the Pumillions hadn't taken our story about Earth too seriously.

We wanted to keep digging, but the Pumillions warned us that the structure of the cave was on the verge of collapse. Still, I decided to take the risk and try to drill a few more holes.

Gain 3 *Mineral Leads*.

Go to **Log 2277**.

## LOG 2252 EVERQUAKE



### Away Team recordings

\*\*\* *hum of the engines* \*\*\*

[Crewmember 1]: This new planet has a lot to offer... A complex river system, rich flora, rich fauna–

[Crewmember 1]: And an impenetrable blanket of fog.

[Away Team commander]: Not to mention seismic activity. It would already be bad if the planet was a never-ending foggy swamp, but it is a never-ending boiling foggy swamp. With frequent shakes to it.

[Crewmember 1]: Nice. But it's got resources.

[Away Team commander]: A lot of them. And–

\*\*\* *sirens blaring* \*\*\*

[Away Team commander]: Alert! Violent turbulence!

[Crewmember 1]: No, I think you mean land shakes!

Begin the landing procedure:

1. On the Lander board, place a marker in the starting space (indicated with an "S" of 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 step 5. Otherwise, go back to step 2.
5. Open the Planetopedia at pages **6-7** (*Everquake*).
  - If there's a Rank 1 Crewmember in the Away Team, take the **K05** Rank-Up card. If there's a Rank 2 Crewmember in the Away Team, take the **K06** Rank-Up card. Place them "Incomplete" side up in the indicated Lander board slot. You may check their "Completed" side at any time.
  - If box **A** is marked, find Mission card **M09** and place it in the Mission slot on the Planet board. Then, if Unique Discovery **O6** card is still on the Unique Discovery space, place Optional Mission card **M10** in the Optional Mission slot on the right edge of the Planet board.
  - Open the Ship Book at page **26** and perform the "Begin Planetary Exploration" procedure.

	<b>Corrosive Cloud</b>	Choose one: » <b>Secure the Cargo</b> If  is 3 or more, each Crewmember <b>Otherwise</b> , each Crewmember » <b>Protect Cockpit</b> Lose 4 Supplies reduced by
	<b>Aerodynamic Heating</b>	<b>Reroute Cooling</b> If  is 3 or more, <b>Otherwise</b> , return 1 random Equipment card to the "Armory".
	<b>Turbulence</b>	<b>Strap In</b> Choose one: » Each Crewmember rolls . » One Crewmember rolls .
	<b>Rusting Hull</b>	If  is 2 or more, progress the Landing track by 1. <b>Otherwise</b> , nothing happens.

## LOG 2253 ECLECTIC HAVEN

### Away Team recordings

**\*\*\* quiet, echoing footsteps; muffled conversations; shouting \*\*\***

[Crewmember 1]: Look at all those buildings. This district has seen better days.

[Mission commander]: To put it mildly. You can almost smell the misery in the air.

[Crewmember 2]: Hey, someone's coming!

[Mission commander]: Be ready.

**\*\*\* words drowned out by angry shouts \*\*\***

[Resident 1]: Look who's here! The Harvesters' new puppets!

[Crewmember 2]: Hey, we don't—

[Resident 1]: Shut up, you scum!

[Resident 2]: Why are you helping those blood-sucking predators?

[Resident 1]: Yeah, the Visitors are only ones trying to change things.

[Mission Commander]: What? Why don't you—

[Resident 2]: You have offended the only allies we have, intruders!

[Resident 1]: Get them! Teach them a lesson!

[Mission Commander]: Fire to stun!

**\*\*\* gunshots, shouting of those who got hit \*\*\***

Each Crewmember in this Sector rolls . Replace the POI in this Sector with card P123.

## LOG 2254 EVERQUAKE

### Away Team commander, personal log

It is our job to collect representatives of new species, but for ethical reasons, I suggested we leave the cubs. We were researchers, not kidnappers.

Instead, we spent more time exploring the vicinity of the nest. All the time, we were convinced the Vulpes Palus was secretly spying on us from afar, and we were not surprised to find out that the nest had disappeared. The squirrel must have relocated it and hidden it much better than before. Good for it.

Gain 1 Live Specimen Discovery.

Replace the POI in this Sector with card P000.

## LOG 2255 STARMAP

### Trache'i's official report 456/12

All our attempts to identify the orange container we accidentally came across have been unsuccessful. Upon opening it, we saw a number of unknown machines and devices. Their purpose is yet to be determined.

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

Gain 1 Alien Tech Discovery and move it to "Gathered Discoveries." Then, go to Log 2230.

## LOG 2256 THE BRINK

Place 2 Blights in Sector 4.

Remember to resolve the green Outcome.

## LOG 2257 STARMAP

### Tohn McMuts' report

I would like to explain the anomaly on the ice-covered planetoid. There is a case of reversed entropy there - the ice melts in one area, and a lot of energy is emitted there - which may mean an exit to the Visitor's World could be found there.

Released water flows freely, ending its journey in the lake far south.

Gain 3 .

## LOG 2258 THE BRINK

Released water flows freely, ending its journey in the lake far south.

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

Discard all Blights from Sector 5. Replace the POI in Sector 5 with card P189.

## LOG 2259 STARMAP

### Atta's personal log

I knew it. I knew that the green container we found swirling in deep space would contain miracles, and it did. The unique microorganisms we found inside will keep the Science Section occupied for months. Such a treasure!

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

Gain 1 Microorganism Discovery and move it to "Gathered Discoveries." Then, go to Log 2230.

## LOG 2260 EVERQUAKE

### Away Team recordings

[Crewmember 2]: I am going to miss this place.

[Crewmember 1]: Miss what exactly? The level of toxins? The fog? The maggots? The unsteady ground?

[Crewmember 2]: The feeling of doing something, I guess. Once there is gravity, challenges begin.

[Crewmember 1]: Such challenges quickly turn into nuisances.

[Away Team commander]: Activating the drive. Journeyer, do you copy? We are initializing take-off procedures.

If your current Mission card is M08 or M09, go to Log 2204. Otherwise, read on:

- All Crewmembers who are not in the Lander Sector are killed! Remove their Crewmember cards from their Rank sleeves and store the Rank sleeve in its corresponding Section Compartment. Place the Crewmember card on the Crew board.
- Remove Landing card L03 from the game.
- Move card Y12 (21 Delphini) from "Starmap" (Card Tray B) to the "Awaiting..." envelope.
- Move cards W28-W38 from "Unavailable Crew" (Card Tray A) to "Recruits."
- Move card E65 (Pumilion Advisor) from "Unavailable Equipment" (Card Tray B) to the "Armory."
- Go to Log 2280.

## LOG 2261 EVERQUAKE

### Away Team commander, personal log

My heart pounding, I stepped out to address the strangers.

They were quite short creatures, yet still imposing - their trunk-like arms almost touching the ground, their heads sheltered by collars of hardened skin. They also outnumbered us, and they definitely knew the area. If they became aggressive, we would be in serious trouble.

Luckily, they weren't. They seemed as intrigued as us.

"Hi," I said, looking at the stranger who stepped out to face me. "We come from Scrapheap. We mean no harm."

The stranger raised their hand in a way shockingly similar to an old Earthling tradition and said in an Idemian dialect:

"Hi. We. Pumillions. We. Peace."

I thought I was hearing things. A representative of an unknown, alien species speaks a language known by our AI? What are the chances?

"How did you learn our language?" I stammered out in the same Idemian dialect.

Our AI immediately prepared a communication channel to make our exchange smoother, and the Pumillions explained that they once found an Idemian colony where they were able to learn a little about Scrapheap's

species. The colony, though, was annihilated as if someone had attacked from outside the planet.

The news was both fascinating and shocking.

"And what are you doing here?"

"Research. Crystal. Pierced. Planet."

That got my attention. After all, the Earthlings had a sad story to tell about a planet-devouring crystal, and after a few questions, I gathered more interesting facts.

There was indeed a large crystalline structure inside the planet, and the Pumillions were eager to research it - however, I wasn't certain if that was THE crystal.

Much to my relief, the Pumillions were not a warlike lot. Quite the opposite, they found us interesting, and they wanted to learn more about us, but first, they needed to finish the local research.

Soon I made my first interstellar deal. I offered to help in their work, and when it was over, the Pumillions would gladly cede their base to us and visit Scrapheap.

First of all, though, the Pumilion expedition needed to get rid of a local creature that kept stealing their supplies and distracting the researchers. Being a peaceful species, they were not particularly bent on killing the monster. All they needed was for it to stay away.

Gain 3 Live Specimen Leads.

Replace Mission card **M08** with Mission card **M09**.

Place Optional Mission card **M10** in the Optional Mission slot on the right edge of the Planet board.

Replace the POI in this Sector with card **P150**.

Replace the POI in Sector 1 with card **P152**.

If the *Vulpes Palus* Threat card and standee aren't revealed, place the *Vulpes Palus* Threat card in the indicated slot above the Planet board and place the *Vulpes Palus* standee in Sector 5.

Mark box **A** in **Log 2252** without resolving the rest of the Log.

## LOG 2262 ECLECTIC HAVEN

If there is 1 marker on Mission card **M06**, go to **Log 2288**. Otherwise, this Log ends.

## LOG 2263 EVERQUAKE

Away Team recordings

\*\*\* emergency siren wailing \*\*\*

[Crewmember 2]: Dammit, the computer has crashed! It wants to run the diagnostics again.

[Away Team commander]: Skip it! There is no time!

[Crewmember 2]: I can't skip it. It's crashed, I told you!

\*\*\* a metallic thud of a cable pulled forcefully out \*\*\*

[Away Team commander]: Forget the computer.

\*\*\* roar of the earthquake \*\*\*

[Away Team commander]: Capcom, we're taking off in emergency mode! We have casualties. I repeat, we have casualties. We'll be trying to...

- Place the Mission Failed token on the Lander board.
- Discard half of the non-Unique Discoveries from the Lander board (rounded-down). Open the Ship Book at page 27 (*Leaving the Planet*) and begin Ship Management.

## LOG 2264 THE BRINK

Away Team commander live feed

Here is an underground lake. We're having a short break to catch some breath and take samples from the water. If we decide to rebuild the colony, we would have to find biomass sources. OK, shall we move, everyone?

Mark the topmost unmarked box and resolve its text.

Gain 1 

Gain 1  each Crewmember in this Sector rolls .

Gain 1  each Crewmember in this Sector rolls .

## LOG 2265 THE BRINK

Away Team commander live feed

It seems like the bottom of the pond is cluttered with war rubble, and some of it is radioactive. I wouldn't want anyone to walk into that water, let alone pick up anything lying in it. Careful, everyone.

Gain 1 *Microorganism* Lead.

## LOG 2266 THE BRINK

Away Team recordings

[Crewmember 1]: How long have we been here exactly?

[Crewmember 2]: Six days.

[Crewmember 1]: Six and look. The tree branches are already budding, and there I see some fresh grass. Tiny, feeble blades, but... You know, it makes me really happy.

[Crewmember 2]: Sure. The stains of war will disappear soon, and this will be the best thing I have ever taken part in.

[Crewmember 2]: Me too.

Discard Mission card **M25**. Find Optional Mission card **M24** and place it in the Mission slot on the Planet board.

## LOG 2267 THE BRINK

Away Team commander's official report

We have done our best, but mistakes were unfortunately unavoidable. I am painfully sorry to report that our insensible actions have led to further deterioration of the local ecosystem.

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

Place the *Native Species* Threat card in the indicated slot above the Planet board (if it's already there, nothing happens). If there is NO *Native Species* standee on the Planet board, place the *Native Species* standee in Sector 3. Go to **Log 2270**.

The *Native Species* Threat performs Seek Action and Threaten Action. If there is NO *Native Species* standee on the Planet board, place the *Native Species* standee in Sector 3 instead. Go to **Log 2270**.

## LOG 2268 PROMISING LAND

Alburt Wonrock's chronicle

"... should work now. Hey! Journeyer! Do you hear us?"

Those were the first words from Promising Land recorded by our ship and relayed to Scrapheap. The message reached us after too many hours of traveling through space, and we wished again we had our Black Knight, providing instant communication.

Despite this, the Tetrarchs were elated. The spaceport was completed, and the communication was basic, but sufficient. Soon, the colonists would be sent to live in Promising Land, and a stream of resources would flow toward Scrapheap. The whole station, our home, was full of hope.

Replace the POI in this Sector with card **P101**.

Go to **Log 2142**.

## LOG 2269 EVERQUAKE

Away Team recordings

[Crewmember 1]: Come here... Good! Good boy! Here is a fish for you!

[Crewmember 2]: The fact that we found it in the water doesn't mean it's a fish.

[Crewmember 1]: Whatever. Look, our toxic sloth looks intrigued!

[Crewmember 2]: Or hungry.

[Away Team commander]: Toss away the... uhm... the fish, and we will know.

\*\*\* splash \*\*\*

[Crewmember 2]: Still looking at you. It is not hungry. It likes you.

[Crewmember 1]: Well, in case you're right, can we activate the shield emitter?

[Away Team commander]: I just have.

\*\*\* *electronic beeping* \*\*\*

[Away Team commander]: It's working. The shield suppresses the emission of toxins. Now we can take our not-so-toxic Accidian with us and prepare some chemical detoxification.

[Crewmember 1]: It's following us. We got ourselves a pet!

Move card E71 (Accidian) from "Unavailable Equipment" (Card Tray B) to the "Armory." You may discard the Accidian Threat card and its standee.

## LOG 2270 THE BRINK

Resolve the first that applies:

If there are 2 Blights in Sector 1 – Go to **Log 2272**.

If there are 2 Blights in Sector 2 – Go to **Log 2273**.

If there are 2 Blights in Sector 3 – Go to **Log 2274**.

If there are 2 Blights in Sector 4 – Go to **Log 2275**.

If there are 2 Blights in Sector 5 – Go to **Log 2276**.

If there are 2 Blights in Sector 6 – Go to **Log 2279**.

## LOG 2271 PROMISING LAND

Away Team recordings

[Crewmember 1]: Three. Two. One. And... it's on.

\*\*\* *hum of an engine* \*\*\*

[Crewmember 2]: People, our colony's first water purification station seems to be fully operational.

\*\*\* *Malfunction beep. A kick against a metallic surface. The beep disappears.* \*\*\*

[Crewmember 2]: Well, now it is.

[Crewmember 1]: Soon enough, people will be drinking local water purified by our magnificent station. This planet does promise a lot.

- Gain 1 
- Replace the POI in this Sector with card P110.

## LOG 2272 THE BRINK

Away Team recordings

[Away Team commander]: The rover is in everyone's way. Can you please move it?

[Crewmember 1]: The area is cluttered with debris. Where do you want me to move it?

[Away Team commander]: There, next to that building.

[Crewmember 1]: On it.

\*\*\* *the sound of an activated engine* \*\*\*

[Crewmember 2]: The building doesn't look very stable, commander.

[Away Team commander]: Do you think engine vibrations pose a threat to a building—

\*\*\* *a crash* \*\*\*

[Away Team commander]: Oh, come on... The only habitable building in the destroyed colony is now past tense.

If there is a printed POI (Ruins) in Sector 1, place card P182 on top of any cards in Sector 1. Otherwise, each Crewmember in Sector 1 rolls .

Then, remove 2 Blights from Sector 1. If there is still a Sector with at least 2 Blights go to **Log 2270**.

## LOG 2273 THE BRINK

Away Team commander live feed

(panting) Dammit, Capcom, we stirred the ground covering a lot of incandescent coal, and we accidentally caused the fire to flare up. The area is in flames again. We must run.

If there is a printed POI (Scorched Woods) in Sector 2, place card P184 on top of any cards in Sector 2. Otherwise, each Crewmember in Sector 2 rolls .

Then, remove 2 Blights from Sector 2. If there is still a Sector with at least 2 Blights go to **Log 2270**.

## LOG 2274 THE BRINK

Away Team commander live feed

We have detected seismic tremors, not very strong but continuing. Still, we need to explore the mountain from the inside. I hope the tremors will not get any stronger.

If there is a printed POI (Mountain) in Sector 3, place card P186 on top of any cards in Sector 3. Otherwise, each Crewmember in Sector 3 rolls .

Then, remove 2 Blights from Sector 3. If there is still a Sector with at least 2 Blights go to **Log 2270**.

## LOG 2275 THE BRINK

Away Team recordings

[Away Team commander]: The river is bursting its banks!

[Crewmember 1]: This is exactly the last thing we needed. Soon enough, the area will change into a treacherous swamp.

If there is a printed POI (Divided River) in Sector 4, place card P188 on top of any cards in Sector 4. Remember, when any Crewmember moves from Sector 4, they will not be able to return to Sector 4 during this Exploration.

Otherwise, each Crewmember in Sector 4 rolls .

Then, remove 2 Blights from Sector 4. If there is still a Sector with at least 2 Blights go to **Log 2270**.

## LOG 2276 THE BRINK

Away Team recordings

[Away Team commander]: Capcom, I have dire news to report. Our attempt to disarm an unexploded missile has led to an unintentional leak of toxins into the lake. We are still assessing the damage.

If there is a printed POI (A Disappearing Pond) in Sector 5, place card P190 on top of any cards in Sector 5. Otherwise, each Crewmember in Sector 5 rolls .

Then, remove 2 Blights from Sector 5. If there is still a Sector with at least 2 Blights go to **Log 2270**.

## LOG 2277 EVERQUAKE

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

Gain 1 Live Specimen Lead.

Go to **Log 2238**.

Gain 3 Live Specimen Leads.

## LOG 2278 STARMAP

Tetrarchical strategy summit

Honored Tetrarchs, as a strategy development officer, I would like to present the planet HAT-P-44 C, the Water Cabal. As you see, it is covered 86% by oceans. A number of tiny archipelagoes are strewn all around the northern hemisphere, but they are of little value to us. Way more interesting, however, are the oceans, teeming with interesting life forms. At first sight, they seem to be miniature versions of giants from Cabal. Tetrarch Ava, you may find those familiar and appealing.

Gain 1 Live Specimen Discovery and move it to "Gathered Discoveries."

## LOG 2279 THE BRINK

Away Team recordings

[Away Team commander]: Why are you wearing that long face?

[Crewmember 1]: We just did a terrible thing.

[Away Team commander]: What happened?

[Crewmember 1]: We somehow caused the ground waters to disappear. The area is going to be a desert soon enough.

If there is a printed POI (Flat Land) in Sector 6, place card **P192** on top of any cards in Sector 6. Otherwise, each Crewmember in Sector 6 rolls **D6**. Then, remove 2 Blights from Sector 6. If there is still a Sector with at least 2 Blights go to **Log 2270**.

## LOG 2280 STORY

Mark the topmost unmarked box and resolve its text.

- Gain 1  Open the Ship Book at page 27 (*Leaving the Planet*) and begin Ship Management.
- Gain 1  Move cards **F07** (*Research Level 1*) and **F14** (*Production Level 1*) from "Facility Upgrades" (Card Tray B) to the "Awaiting..." envelope. Move card **C17** (*Trading Hub*) from "Production Projects" (Card Tray B) to the "Awaiting..." envelope. Open the Ship Book at page 27 (*Leaving the Planet*) and begin Ship Management.
- Move card **C20** (*Training Center*) from "Production Projects" (Card Tray B) to the "Awaiting..." envelope. Move cards **W50-W52** from "Unavailable Crew" (Card Tray A) to "Recruits." Go to **Log 2326**.

## LOG 2281 THE BRINK

Resolve the first that applies:

- If you are in Sector 1, go to **Log 2282**.
- If you are in Sector 2:
  - and printed POI (*Scorched Woods*) is in Sector 2, go to **Log 2283**.
  - and card **P183** is in Sector 2, go to **Log 2284**.
  - and card **P184** is in Sector 2, go to **Log 2285**.
- If you are in Sector 3:
  - and printed POI (*A Battered Mountain*) is in Sector 3, go to **Log 2286**.
  - and card **P185** is in Sector 3, go to **Log 2287**.
  - and card **P186** is in Sector 3, go to **Log 2289**.
- If you are in Sector 4:
  - and printed POI (*A Dying River*) is in Sector 4, go to **Log 2291**.
  - and card **P187** is in Sector 4, go to **Log 2292**.
  - and card **P188** is in Sector 4, go to **Log 2293**.
- If you are in Sector 5:
  - and printed POI (*A Disappearing Pond*) is in Sector 5, go to **Log 2295**.
  - and card **P189** is in Sector 5, go to **Log 2296**.
  - and card **P190** is in Sector 5, go to **Log 2297**.
- If you are in Sector 6:
  - and printed POI (*Flat Land*) is in Sector 6, go to **Log 2298**.
  - and card **P191** is in Sector 6, go to **Log 2303**.
  - and card **P192** is in Sector 6, go to **Log 2299**.

## LOG 2282 THE BRINK

Away Team recordings

\*\*\* *crunching footsteps* \*\*\*

[Away Team commander]: What a depressing show. It does bring you down to see a once thriving colony now reduced to a heap of debris. Any readings?

[Crewmember 1]: High radioactive level. Definite signs of a nuclear explosion.

[Crewmember 2]: Look there. That crater confirms your theory.

[Away Team commander]: Someone just blasted those poor souls away. Any idea who the victims may have been?

[Crewmember 1]: Idemians, most likely. The architecture - or rather what is left of it - resembles classic Idemian structures. I assume Vanguard crew or pilgrims. I am gonna take some samples anyway.

[Away Team commander]: I wish we could answer one more question.

[Crewmember 1]: Like who were the attackers?

[Crewmember 2]: And why they fancied blowing a well-populated colony up?

[Away Team commander]: Precisely.

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

- Gain 1 *Alien Tech* Lead.

## LOG 2283 THE BRINK

Away Team recordings

\*\*\* *crunching footsteps* \*\*\*

[Crewmember 1]: Commander, this is disturbing. We are in a forest, and I have just checked the level of soil moisture. The water content is close to zero.

[Crewmember 2]: Seriously? One spark is enough for it to catch fire, and I don't want to burn.

[Away Team commander]: No one does. How about we direct a river here to make the forest soak it up?

[Crewmember 1]: A river? A crazy idea, but... Let's do it.

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

- Gain 1 *Strange Flora* Lead.

## LOG 2284 THE BRINK

Away Team commander live feed

The local forest has withered here, but somewhere else the soil may be more fertile or better watered. We still have some seeds, so how about we find a more appropriate spot to plant them?

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

- Gain 1 *Strange Flora* Lead.

## LOG 2285 THE BRINK

Away Team recordings

[Away Team commander]: The fire has started again. It is dreadful to look at.

[Crewmember 2]: It will be weeks before it dies down.

[Away Team commander]: If not months.

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

- Gain 1 *Strange Flora* Lead.

## LOG 2286 THE BRINK

Away Team commander official report

According to my initial theory, the mountain was a target of a hostile attack. Huge parts of it were shattered with tremendous force, and the surviving slopes of the mountain were marked with gaping craters. We also noticed a few holes that may have been burned with plasma beams. There used to be many streams going down, yet their beds were cluttered with rocks.

The tests we took later confirmed my guess. The radioactive level of the mountain was dangerously high. It all made us realize how ferocious the assault had been.

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

- Gain 1 *Mineral* Lead.

## LOG 2287 THE BRINK

Away Team recordings

[Away Team commander]: See those holes up there? Their shapes are somewhat familiar. And we could use them to sneak into the mountain to figure out what happened here.

[Crewmember 1]: Looks like a hazardous climb.

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

- Gain 1 *Mineral* Lead.

## LOG 2288 ECLECTIC HAVEN

If box **B** in **Log 2960** is marked, go to **Log 2290**.

Otherwise, go to **Log 2305**.

## LOG 2289 THE BRINK

### Away Team recordings

**\*\*\* crunching footsteps,  
electronic beeping \*\*\***

[Crewmember 2]: Oh, this is interesting.

**\*\*\* more beeping \*\*\***

[Crewmember 2]: Getting better and better.

[Crewmember 1]: Yes! I have just found a huge mineral deposit!

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

Gain 2 Mineral Leads.

## LOG 2290 ECLECTIC HAVEN

### Away Team recordings

[Visitor]: The Mother has blessed our cooperation. It has been fruitful and—

[Mercenary]: Hello, everybody. Do we interrupt?

[Visitor] (outraged): What in Mother's name is this supposed to mean? Armed soldiers interrupting business deals?

[Mission commander]: Hey, we are in the middle of something here.

[Mercenary]: Not in the middle of the right thing, though.

[Visitor]: I don't like your tone. Explain yourselves or leave the building.

[Mercenary]: We are here on behalf of the Harvesters who feel slighted by you.

[Mission commander]: Slighted?

[Mercenary]: They are the most powerful faction in Eclectic Haven, and they don't want to be left out of any strategically important transaction.

[Mission commander]: And what do they want?

[Mercenary]: That you pay a tax on this now.

[Visitor]: Outrageous. If they want to negotiate, they are invited to the table, so why don't you stop waving your guns around?

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

- » **Pay them** – Discard 2 Discoveries of any types and go to **Log 2305**.
- » **Hide behind the Visitors** – Mark box **A** in **Log 2960** and go to **Log 2305**.
- » **Get rid of them by force** (you cannot choose this option if any Crewmember has 3 Injuries) – Each Crewmember in this Sector rolls **d6**. Go to **Log 2305**.

## LOG 2291 THE BRINK

### Away Team recordings

[Crewmember 1]: This river is sick and dying.

[Crewmember 2]: No wonder. The water is full of mud and dirt. Besides, it has changed its course and it is not watering anything.

[Crewmember 1]: The river is essential for any hope of life in the area.

[Away Team commander]: Yes. And we will rejuvenate it.

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

Gain 1 Microorganism Lead.

## LOG 2292 THE BRINK

### Away Team recordings

[Crewmember 1]: I have cracked it. Those lines alongside the mountain slope used to be streams that got obstructed by rockslides. If we remove the debris, clear water will start flowing down to cleanse the ailing river.

[Away Team commander]: Good idea. Let's get to it.

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

Gain 1 Microorganism Lead.

## LOG 2293 THE BRINK

### Away Team recordings

[Crewmember 1]: Oh, disgusting. The level in the river has risen, but I wouldn't call it water! It is all mud and ash.

[Away Team commander]: It is going to take months before the water gets clearer, but still it is something worth waiting for.

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

Gain 1 Microorganism Lead.

## LOG 2294 ECLECTIC HAVEN

### Away Team commander's report

The planet appears plagued by several disasters, and, worse, its community seems divided. I have come into contact with the Harvesters, a group made up of Aerugons, Idemians, and Earthlings, centered on the main city. They have informed us about desert monsters who threaten the city's existence. They are doing their best to take control of the city to repair the damage and prepare to repel the attacks, but they cannot locate nor kill the monsters. They have presented us with some resources and invited us to a meeting in the local Trade District, but at the same time have asked us not to contact their opposing group, the Visitors. In their opinion, the Visitors care only for themselves and their weird planet in another dimension.

It worries me. I don't want to deepen the local conflicts, and, much to my regret, we saw the Visitors leave the spaceport in a hurry. By the way their tentacles twitched, you could tell they were agitated.

We are continuing our mission. Over and out.

Gain 2 Alien Tech Leads.

Replace the POI in this Sector with card **P121**.

Mark box **A** in **Log 2960**.

## LOG 2295 THE BRINK

### Away Team recordings

[Crewmember 1]: I suppose it used to be a lake once. Now it is more of a muddy swamp.

[Crewmember 2]: It's because of the river. And all the toxic waste.

[Away Team commander]: I wish we could change it, but now is unfortunately not the time.

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

Gain 1 Microorganism Lead.

## LOG 2296 THE BRINK

### Away Team recordings

[Crewmember 1]: Before we leave... Commander, I bet there could be some intriguing algae and cyanobacteria in the lake. How about we take some samples?

[Away Team commander]: Yes, do that.

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

Gain 1 Microorganism Discovery.

## LOG 2297 THE BRINK

### Away Team recordings

[Away Team commander]: Let us start with having the water in the pond tested.

**\*\*\* electronic beeping \*\*\***

[Crewmember 1]: Ouch.

[Away Team commander]: So bad?

[Crewmember 1]: Yes. The water has been contaminated by heavy metals, but its condition will improve in time.

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

Gain 1 *Microorganism* Lead.

## LOG 2298 THE BRINK

### Away Team recordings

[Away Team commander]: Another weird fact, crew. This soil looks fertile, right?

\*\*\* *electronic beeping* \*\*\*

[Crewmember 1]: It is. The PH value is favorable.

[Away Team commander]: So why does nothing grow here?

If at least 1 box in **Log 2241** is marked, go to **Log 2319**. Otherwise, gain 1 *Strange Flora* Lead.

## LOG 2299 THE BRINK

### Away Team recordings

[Away Team commander]: We should wait for a better opportunity.

[Crewmember 1]: I agree. The soil here is good quality, but dry. Nothing will grow.

[Crewmember 2]: Patience. Maybe we will remedy the situation somehow.

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

Gain 1 *Strange Flora* Lead.

## LOG 2300 STORY

The situation of Scrapheap appeared favorable so far. The colony on the Promising Land provided a steady stream of resources to our struggling space base, and the residents of Eclectic Haven shared their knowledge about neighboring solar systems. Rumor had it that the Tetrarchs had already chosen a planet with a rich, varied habitat for another colony. The crew engineers managed to upgrade the good, old Journeyer, which could now travel faster and farther. What's more, Scrapheap could finally contact distant planets.

Those eventful days were a real breakthrough, the first one after many years of struggle and misery. The cold reaction of Earth still embittered many crewmembers, but the prospect of other sentient fleets coming to our aid gave us hope. Unfortunately, we never managed to contact the Idemians again which made us uncertain about their situation. The Aerugons, on the other hand, were really close now. But were they allies or just another faction with its own agenda?

- Take card **S01** (*Uncertainty*) from the "Awaiting..." envelope and remove it from the game.
- Move cards **O02** (*Expand Scrapheap's Influence*) and **O05** (*Explore New Systems*) from "Bridge Cards" (Card Tray B) to the "Awaiting..." envelope.
- Move cards **Y06** (*Theta Geminorum*), **Y07** (*21 Delphini*), and **Y08** (*Gamma Aquilae 3*) from "Starmap" (Card Tray B) to the "Awaiting..." envelope.
- Move cards **S04** (*Ambassador Arrives*), **S05** (*Radio Silence*) from "Future Situations" (Card Tray B) to the "Awaiting..." envelope.
- Go to **Log 2304**.

## LOG 2301 STARMAP

### Outer space training recordings

[Crewmember 2]: Easy. Easy does it.

[Crewmember 1]: Commander, we have secured one of the floating containers.

[Mission commander]: Well, all right, suit up. Time to enter the docking bay and-

[Crewmember 2]: Commander, no! I ran another scan! There are small clusters of frozen microbes all over the container.

[Mission commander]: Abort immediately! Cast that thing out and decontaminate the area.

[Crewmember 1]: But we don't know what is inside the container. Maybe drones-

[Mission commander]: Drones are not precise enough for such a job. Do you want to contaminate the whole Journeyer?

[Crewmember 2]: What if we use the thing that we found in the other container?

[Mission commander]: Hmm... Good idea. We should try that.

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

Move card **E14** (*Probe Arm*) from "Unavailable Equipment" (Card Tray B) to the "Armory."

Gain 1 *Microorganism* Discovery and move it to "Gathered Discoveries."

## LOG 2302 IDEMIAN FLEET

### Away Team recordings

[Captain]: We can't go back. Their fighters are faster than us and well-armed! If we turn back, we will just make a more comfortable target.

[Crewmember 2]: And if we run now, we will leave the Idemians. They are counting on us.

[Crewmember 1]: Shit. So we have no choice but to push on.

[Captain]: Show them what we're made of. Forward!

Roll all your Injury dice. If you roll either 1  and 1  OR 2 , the Crewmember dies: end the current Dice Check and this Crewmember Turn (without drawing an Event), remove them from their Rank sleeve, place them on your Crew board and return all their dice to their Section Compartment and their Equipment to the "Armory." The Planetary Exploration continues without them. If that was the last Crewmember, go to **Log 2307**.

If you roll anything else, ignore the fourth Injury card and Injury die. Continue the game.

## LOG 2303 THE BRINK

### Away Team recordings

[Crewmember 1]: Look!

[Crewmember 2]: What? You want to show me a plant?

[Crewmember 1]: It is not just a plant! See how tiny it is? One of ours is growing here!

[Crewmember 2]: Well, this is actually the first time I have helped an alien ecosystem. Nice.

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

Gain 1 *Strange Flora* Lead.

## LOG 2304 STORY

\*\*\* *a warning siren is blaring* \*\*\*

[Ava]: What's afoot?

[Vulter the Capcom]: A spaceship approaching, commander.

[Ava]: Idemian or Aerugon?

[Vulter the Capcom]: Neither, commander.

[Ava]: Neither? Very interesting.

[Vulter the Capcom]: Mildly, I should say. It doesn't exist in our database.

[Ava]: Better safe than sorry. Move from yellow alert to red.

[Vulter the Capcom]: They have opened their communication channel.

[Avar]: They want to talk? Even more interesting. Bring it on.

\*\*\* *a stream of disconnected sounds* \*\*\*

[Ava]: We're not making it out, are we?

[Vulter the Capcom]: The AI is busy decoding, but I think I've heard a word. More than one. It is beginning to make sense.

**\*\*\* the sounds turn into  
a computer-generated voice \*\*\***

[Alucinator]: Greetings. Greetings, space travelers.

[Ava]: Greetings to you. (hesitantly) Do you - Do you understand us?

[Alucinator]: Yes. We have just recreated and analyzed your language well enough to have a simple conversation.

[Vulter the Capcom]: They are way faster than our AI!

[Ava]: Welcome, strangers. Can you identify yourselves?

[Alucinator]: Yes. You may call us Alucinors. We come in peace.

Go to **Log 2306**.

## LOG 2305 ECLECTIC HAVEN

**\*\*\* a door closes, muffling the sounds of  
conversation; someone sighs with relief \*\*\***

[Crewmember 1]: Seems like we've pulled it off, commander!

[Mission commander]: Yeah, I think we have. Now, let's go back to the lander. I need to read the draft of the contract again and consult Journeyer.

[Crewmember 2]: What's there to consult? You've heard them, commander! They're giving us influence in the Oasis! They have also forced the Harvesters to let us trade with the colony. This is huge, commander!

[Mission commander]: Yes, it is; their Mother be blessed.

[Crewmember 1]: Finally, a moment to rest.

[Mission commander]: To rest? We are about to take a representative of the Visitors to Journeyer and later Scrapheap, and before anyone sets foot on the lander, it must be spotlessly clean. SPOT-LESS-LY!

[Crewmember 1] (with despair): Yeah, right.

- Move card **N04** (*Eclectic Haven*) from "Colonies" (Card Tray B) to the "Awaiting..." envelope.
- Move card **B16** (*Visitors' Ambassador*) from "Bridge Cards" (Card Tray B) to the "Awaiting..." envelope.
- Move card **S02** (*Radio Silence*) from "Future Situations" (Card Tray B) to the "Awaiting..." envelope.
- If box **A** in **Log 2960** is marked, nothing happens. Otherwise, gain 3 *Alien Tech* Leads.
- Replace the POI in this Sector with card **P126**.
- Discard all Mission cards.

## LOG 2306 STORY

After a long conversation with the Alucinors, the Tetrarchs learned that the Alucinors were uniforms filled with the awareness of beings left far away on a secret world. What mattered more was that the Alucinors were ready to cooperate with Scrapheap. They shared with the Tetrarchy the location of an old, ruined base, situated on a lonely planet surrounded by ice rings - it could hide some new technologies and data important for Scrapheap.

The Tetrarchs still did not know whether they could trust the Alucinors or not. That was why they consulted the Section chiefs about it.

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

- » **Welcome the Alucinors as equals** - Go to **Log 2310**.
- » **Invite the Alucinors as guests and keep them under watch** - Go to **Log 2321**.

## LOG 2307 IDEMIAN FLEET

Conversation at the Scrapheap mural collection

[Crewmember 2]: This mural always makes me depressed.

[Crewmember 1]: Yeah, there is too much black in it, and black gets to you.

[Crewmember 2]: But there was no other way for the artists to capture the moment. Black is the color of despair, and we have a lot to grieve for. Journeyer barely survived the clash with the enemy. The repair took forever, and the loss of life-

[Crewmember 1]: I lost a cousin there. Most of us lost a friend or relative in that battle.

[Crewmember 2]: Not to mention the Idemians. Only one of their cruisers survived the battle, battered and chopped to pieces. They were forced to leave a number of evacuation capsules behind. What a tragedy.

[Crewmember 1]: The enemy will pay for that one day.

[Crewmember 2]: It won't bring back the dead. But yes, something has to be done with those monsters.

[Crewmember 1]: Does anybody know why they haven't destroyed us all? They could have easily taken Journeyer out, yet they didn't.

[Crewmember 2]: They did follow Journeyer with their scanners, but no missiles were fired. My guess is they left us for dessert.

[Crewmember 1]: What a nice prospect. You know what? Let's return to work and stop thinking about death.

[Crewmember 1]: Right.

If card **P203** (*Journeyer*) or **P204** (*Battered Journeyer*) is on the Planet board, replace it with card **P205**.

Increase the Disrespect Counter by 1.

Go to **Log 2492**.

## LOG 2308 STORY

The Tetrarchy finally announced their decision.

The primary tasks of Scrapheap were now establishing another colony, exploring the base on the ice-ring planet, and locating the missing Idemian fleet.

Interesting days were about to become even more so.

If you are on a Planetary Exploration, remove landing card **L01** from the game and open the Ship Book at page **27** (*Leaving the Planet*) and begin Ship Management.

If Landing card **L01** is in the Planetary Scanner, go to **Log 2380**.

Otherwise, remove Landing card **L01** from the game and continue the Ship Management.

## LOG 2309 IDEMIAN FLEET

[Earthling crewmember]: How do you like it, love?

[Aerugon crewmember]: Exaggerated. Like most things you Earthlings do.

[Earthling crewmember]: Maybe it is exaggerated, but it captures an important moment when Journeyer came to save the Idemian fleet.

[Aerugon crewmember]: I know. But why do you exalt it so much? Obviously, you couldn't have let them die. But why make such a fuss about it? You had a job to do, you did it and it's all fine. What is this mural for?

[Earthling crewmember]: So that the next generations remember.

[Aerugon crewmember]: You don't have digital records?

[Earthling crewmember]: Nothing works as well as art. Look. Here is Journeyer arriving, and there you see a scattered Idemian squadron. Two ships were annihilated, the third one on fire, the fourth one still fighting, despite being outnumbered. You could also see enemy ships already surrounding Journeyer, and some of their capsules biting into the fuselage. It took all we had to repel those bastards.

[Aerugon crewmember]: Exalted. Sophisticated. Unnecessary. But...

[Earthling crewmember]: But?

[Aerugon crewmember]: Eye-catching. And memorable.

[Earthling crewmember]: And that's why we need art.

- Open the Planetopedia at pages **12-13** (*Idemian Fleet*).
- There is no landing procedure. However, check the *Hangar* cardholder (Ship Book page **21**) and place all Lander standees available in this cardholder next to the Planet board.
- Return all Mods from the Lander board to the "Awaiting..." envelope.
- Return all Companion and Mission Equipment cards to the "Armory." Only Small and Personal Equipment are used.
- Choose up to 6 Personal Equipment cards to take on this Mission and divide them between Crewmembers.
- Return the Lander board to the box – there is no Rank-Up and . Keep your Discoveries in "Found Discoveries" to the left of the Planet board.
- Set the Supplies track on the Planet board to 1.
- Place card **P201** in Sector **1** and card **P202** in Sector **2**.
- Place all Crewmembers in Sector **1**.
- Place Mission card **M14** in the Mission slot on the right edge of the Planet board.
- Place Optional Mission card **M35** in the Optional Mission slot on the right edge of the Planet board. It's the Disrespect Counter. When you must increase the Disrespect Counter by 1, move the marker to the slot one number higher. The higher the value, the worse the consequences may be in the future.
- Set the Disrespect Counter – place 1 marker in slot 0 on Mission card **M35**.
- Place cards **12** and **15** in the Unique Discoveries slot.
- 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.
- 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.

## LOG 2310 STORY

### Alburt Wonrock's chronicle

After a heated discussion, the Section chiefs chose to trust the Alucinors. After all, they did come in peace and shared their intelligence without expecting to get anything in return. Unfortunately, not all the residents of the station were in favor of it. Forgotten racial prejudices began to circulate, and some went as far as to warn that an act of open friendliness can be a ruse of war.

Lower the Morale in the *Bridge* cardholder (Ship Book page **3**) two times.

Move cards **W19-W27** from "Unavailable Crew" (Card Tray A) to "Recruits."

Move card **E67** (*Alucinator Advisor*) from "Unavailable Equipment" (Card Tray B) to the "Armory."

Go to **Log 2308**.

## LOG 2311 IDEMIAN FLEET

If this box was already marked, this Log ends. Otherwise, mark this box and read on:

- If there is at least 1 box marked in **Log 2322**, go to **Log 2314**.  
 Otherwise, go to **Log 2316**.

## LOG 2312 THE BRINK

### Away Team commander live feed

[**Away Team commander**]: Capcom, we have reached the lander, and we are initiating take-off procedures.

[**Vulter the Capcom**]: Copy that. Have a safe journey home.

[**Away Team commander**]: You bet I will. I am missing the good old Journeyer.

If all of the following cards: **P181** (*Makeshift Colony*), **P183** (*Sprouting Woods*), **P187** (*Diverted River*), **P189** (*A Shimmering Lake*), and **P191** (*Fertile Soil*) are on the Planet board: Remove Landing card **L10** from the

game and move card **Y16** (XO-3) from "Starmap" (Card Tray B) to the "Awaiting..." envelope. There is nothing more to do on this planet.

1. All Crewmembers who are not in the Lander Sector are killed!

Remove their Crewmember cards from their Rank sleeves and store the Rank sleeve in its corresponding Section Compartment. Place the Crewmember card on the Crew board.

2. Go to **Log 2318**.

## LOG 2313 THE BRINK

### Away Team recordings

[**Away Team commander**]: Easy, easy... Just lie here. You're gonna be alright.

[**Crewmember 1**] (weakly): Sorry, commander. I didn't want to-

[**Away Team commander**]: Of course, you didn't. Now, don't move. I am connecting to the onboard med system, all right? The med team on Journeyer is ready and waiting. Just... Just hang in there.

- If all of the following cards: **P181** (*Makeshift Colony*), **P183** (*Sprouting Woods*), **P187** (*Diverted River*), **P189** (*A Shimmering Lake*), and **P191** (*Fertile Soil*) are on the Planet board: Remove Landing card **L10** from the game and move card **Y16** (XO-3) from "Starmap" (Card Tray B) to the "Awaiting..." envelope. There is nothing to do anymore on this planet.
- Place the Mission Failed token on the Lander board.
- Discard half of the non-Unique Discoveries from the Lander board (rounded-down).
- Open the Ship Book at page **27** (*Leaving the Planet*) and begin Ship Management.

## LOG 2314 IDEMIAN FLEET

### Journeyer bridge audio log

[**Vulter the Capcom**]: Alien fleet, this is Journeyer, a ship from a space collective called Scrapheap. We have no hostile intentions.

\*\*\* a pause \*\*\*

[**Vulter the Capcom**]: Captain, they are not responding, but they've stopped firing. That's good. Oh, this is mildly interesting. Captain, they are putting up their shields, and... also jamming our signal! Why? Are they afraid?

[**Captain**]: You talk too much, Vulter.

[**Vulter the Capcom**]: Do I? Oh, sorry. Focused again.

Place a marker in the Shields slot in Sector 1. If there was already a marker, each Crewmember Refreshes 1  instead.

## LOG 2315 SHIP BOOK

### Recordings from the council of Tetrarchs

[**Tamara**]: Scrapheap has come a long way, Ava. Before we took over rule, the sentients were free and independent.

[**Ava**]: Do you think they miss those days? Our rule has taken away some of their freedom but given them security, stability, and a sense of progress.

[**Tamara**]: Sure, but aren't we too strict?

[**Ava**]: By no means. The rules we imposed are meant to protect us all and provide us with a sound working environment.

[**Tamara**]: I don't criticize that, but there are moments when I think we should give our people a bigger say on some matters.

[**Ava**]: Please, Tamara. Leave that be. We have enough problems already.

[**Tamara**]: We will come back to this topic.

## LOG 2316 IDEMIAN FLEET

### Journeyer bridge audio log

[**Vulter the Capcom**]: Alien fleet, this is Journeyer, a ship of a space collective called Scrapheap. We have no hostile intentions.

\*\*\* a pause \*\*\*

[**Vulter the Capcom**]: Captain, they are not responding, but they've stopped firing. That's good. Oh, this is mildly interesting. Captain, the sensors are picking up a weird signal from the alien vessels. Like they are having a conversation or...

[**Captain**]: Leave the conclusions to me.

[**Vulter the Capcom**]: I am sorry, captain. Oh, they are firing again!

Place a marker in the Shields slot in Sector 1. If there was already a marker, each Crewmember Refreshes 1  instead.

If you have card **B12** in the *Bridge* cardholder (Ship Book page 3), this Log ends. Otherwise, increase the Disrespect Counter by 1.

## LOG 2317 ICE RING BASE

### Away Team communication

[**Crewmember 1**]: Careful, it's got sharp edges!

[**Crewmember 2**]: I see-

[**Away Team commander**]: Stop. Turn around. Slowly.

[**Crewmember 2**]: Oh, crap. Thanks for the warning.

[**Away Team commander**]: Don't mention it.

[**Crewmember 1**]: This structure is wild! What made the Builders tie asteroids together with hollow shoestrings?

Roll a D10 and check the result below:

- **0-4**: Each Crewmember in this Sector rolls .
- **5-9**: Gain 1 Mineral Lead.

## LOG 2318 THE BRINK

Count the number of the following cards: **P181** (*Makeshift Colony*), **P183** (*Sprouting Woods*), **P187** (*Diverted River*), **P189** (*A Shimmering Lake*), and **P191** (*Fertile Soil*) on the Planet board and resolve the corresponding effect:

- **0-2 cards**: Nothing happens.
- **3-4 cards**: Raise the Morale in the *Bridge* cardholder (Ship Book page 3).
- **5 cards**: Gain Unique Discovery **04** and Raise the Morale in the *Bridge* cardholder (Ship Book page 3).

Then, open the Ship Book at page 27 (*Leaving the Planet*) and begin Ship Management.

## LOG 2319 THE BRINK

### Away Team recordings

[**Crewmember 1**]: This is the right soil for the seeds we have collected.

[**Away Team commander**]: Good. Let's make a difference then, crew. Let's plant them here.

[**Crewmember 2**]: We are space farmers now, eh?

[**Away Team commander**]: Yes, we are. How does it make you feel?

[**Crewmember 1**]: Great. Great.

Discard all Blights from Sector 6. Place card **P191** in Sector 6.

## LOG 2320 ECLECTIC HAVEN

If box **A** in **Log 2960** is marked, go to **Log 2253**. Otherwise, go to **Log 2138**.

## LOG 2321 STORY

### Alburt Wonrock's chronicle

The agreement was not unanimous, but finally the Section chiefs agreed to keep the Alucinors at bay and carefully monitor their actions. The residents of the station gave a collective sigh of relief, as they all knew that friendship and trust are forged through a lifetime of shared experiences.

The decision offended the Alucinors, and soon enough the Scrapheap residents discovered that the arrivals were much less willing to offer any help. Fortunately, they didn't hinder the base's operations.

Move cards **W19-W24** from "Unavailable Crew" (Card Tray A) to "Recruits."

Move card **S06** (*Slighted Alucinors*) from "Future Situations" (Card Tray B) to the "Awaiting..." envelope.

Go to **Log 2308**.

## LOG 2322 IDEMIAN FLEET

Mark the topmost unmarked box and resolve its text:

Go to **Log 2325**.

Go to **Log 2331**.

## LOG 2323 THE BRINK

### Conversations at the Scrapheap mural collection

[**Visitor resident**]: This is cool, eh?

[**Idemian resident**]: Cool? You are not referring to the temperature, are you?

[**Visitor resident**]: No, I mean the mural. That new one.

[**Idemian resident**]: In my opinion, it is an artistic misunderstanding.

[**Visitor resident**]: You Idemians. Would anything matter to you except your own opinion? What about emotions? Sentiment? Nostalgia! The mural, after all, shows your colony. A colony that was mysteriously and dramatically wiped out, and then rebuilt!

[**Idemian resident**]: Yes, the mural evokes some feelings close to sentimentality. What makes me happy is that the ecosystem of the planet may begin to thrive, thanks to the efforts of the colonists.

[**Visitor resident**]: What makes me happy is that we have another place to live. Let's hope it stays that way. We still haven't got the foggiest idea who wreaked havoc there. I just hope they don't come back.

[**Idemian resident**]: If they do, we will be ready.

- Discard all Blights from Sector 1.
- Place card **P181** in Sector 1.
- Discard Mission card **M23**.
- Move card **N09** (*Brink*) from "Colonies" (Card Tray B) to the "Awaiting..." envelope.
- Move card **S09** (*XO-3 Situation*) from "Future Situations" (Card Tray B) to the "Awaiting..." envelope.
- Mark the box in **Log 2210** without resolving that Log.

## LOG 2324 ICE RING BASE

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

Go to **Log 2528**.

Gain 1 Mineral Lead.

## LOG 2325 IDEMIAN FLEET

### Journeyer bridge audio log

[**Vulter the Capcom**]: Captain, the enemy ship has evaded our fire. I am not surprised, because we are not a military vessel, and I even hinted at that when... Yes, of course. I am not here to comment. I apologize. Oh, captain, it turns out we did hit the enemy ship. Square in the drive compartment. Another direct hit, and it will be out of action.

Crewmembers may Refresh a total of 4 . Each Crewmember draws 1 Section card.

## LOG 2326 STORY

### Albert Wonrock's chronicle

The Letumians have occupied everybody's mind for a week or more. There are a lot of theories circulating about them, but none of them is convincing enough. The Letumians are obviously an aggressive space-faring species, which have almost obliterated the Idemian fleet. They could have just as easily annihilated Journeyer in open combat, yet for some reason they decided not to do that. What is more, they backed away. If I were a bit less practical, I would say they got scared somehow.

Go to **Log 2327**.

**LOG 2327 STORY****The council of Tetrarchs recordings**

[**Tamara**]: And what are we going to do about the riots?  
 [**Tohn**]: Riots? What have I missed?  
 [**Ava**]: Nothing so far, but they are to be expected.  
 [**Trache'i**]: Can you please bring me in? I have been busy lately.  
 [**Tamara**]: Well, the population of Scrapheap has greatly increased. It already took us some time to get used to Visitors-  
 [**Tohn**] (sarcastically): Oh, thank you.  
 [**Tamara**]: ... but now we have Omnimodi and Alucinors who are also difficult to get accustomed to.  
 [**Tohn**]: I wonder why.

[**Tamara**]: Tohn, will you please stop interrupting me? A lot of our humanoid crewmembers are struggling with it. Some openly complain about the traditions of the newcomers, especially the Omnimodi who are... well-

[**Trache'i**]: Disgusting.

[**Tamara**]: I wouldn't put it that way, but... Thank you.

[**Ava**]: It is easy. The instigators must be put under surveillance, and should they continue to lash out, we will give them important jobs in our colonies.

Go to **Log 2328**.

**LOG 2328 STORY****The council of Tetrarchs recordings**

[**Tamara**]: The Aerugon ambassador wants to meet with us, you know? A scary person she is.

[**Trache'i**]: Practical and focused, I would say. Not scary.

[**Tohn**]: And what is her agenda?

[**Tamara**]: She would like to have a bigger say in our decisions, it seems.

[**Ava**]: And so would the Idemian survivors.

[**Trache'i**]: These are fair demands.

[**Ava**]: They are, Trache'i, but if we give in, it will surely be followed by a huge outcry in the community.

[**Tamara**]: Yes, other sentients may feel underrepresented.

[**Tohn**]: I say we talk to them. Perhaps we will meet their demands without shaking any balance.

Go to **Log 2329**.

**LOG 2329 STORY****The council of Tetrarchs recordings**

[**Tamara**]: No, not this. What a fu-

[**Tohn**]: Tamara, behave yourself.

[**Tamara**]: Would you if your righteous siblings decided to send their ambassador here?

[**Tohn**]: It is a poor comparison. Earth cannot be that bad.

[**Trache'i**]: Can anyone bring me in?

[**Ava**]: The Black Knight has spoken. Earth is so pleased with us that they are sending their ambassador here.

[**Trache'i**]: Well, let them.

[**Tamara**]: Really? They let us down in our hour of need and, now that we are doing fine, they suddenly got interested?

[**Ava**]: Earth claims that since Scrapheap is mostly based on the wreckage of their ships and a huge part of the crew are still Earthlings, they have the right to have their ambassador here.

[**Tamara**]: It's a hostile attitude. They are preparing the ground to take over Scrapheap.

Move card **S16** (*Tensions*) from "Future Situations" (Card Tray B) to the "Awaiting..." envelope. Go to **Log 2346**.

**LOG 2330 SHIP BOOK****The council of Tetrarchs recordings**

[**Tohn McMuts**]: Our initial attitude to the Alucinors was wrong. We should have welcomed them with, as the Earthlings say, our appendages open, and not shown them mistrust.

[**Tamara Woon**]: Stop dwelling on our mistakes. We've learned our lesson.

[**Ava**]: And the Scrapheapers have got used to their fancy uniforms and unserious approach.

[**Tohn McMuts**]: Yes, but the residents of Scrapheap have made their peace with the newcomers themselves! Without our help! And we should have played a part in that!

[**Ava**]: Fine. We will.

[**Tohn McMuts**]: How about we start now? There are rumors that the Alucinor uniforms use up a lot of power from our generators! Too much, some say.

[**Trache'i**]: They are working on a method to eliminate the gap.

[**Tohn McMuts**]: Are they?

[**Trache'i**]: Yes. The development has reached the final stage.

[**Ava**]: Don't panic, Tohn. All's well.

Move cards **W25-W27** from "Unavailable Crew" (Card Tray A) to "Recruits."

Move card **E67** (*Alucinor Advisor*) from "Unavailable Equipment" (Card Tray B) to the "Armory."

**LOG 2331 IDEMIAN FLEET****Journeyer bridge audio log**

[**Vulter the Capcom**]: Captain, we have hit the enemy ship again and... Oh, what a spectacular explosion. The enemy ship is annihilated and the others... Oh, this is mildly interesting. The enemy fire is fading, and their assault group is retreating beyond our range. The rest of their fleet remains where they were, but it is still amazing-

[**Captain**]: I see it for myself. Focus on your duties.

[**Vulter the Capcom**]: Yes, sure. I was out of line.

Gain Unique Discovery **12**.

Discard all cards from Sectors **1** and **2**.

If you have card **B06** or **B12** in the Bridge cardholder (Ship Book page **3**), place card **P203** in Sector **1**. Otherwise, place card **P204** in Sector **1**.

Then, go to **Log 2334**.

**LOG 2332 STORY**

Mark the topmost unmarked box and resolve its text.

Gain 1  go to **Log 2348**.

Gain 1  go to **Log 2335**.

**LOG 2333 STARMAP****Outer space training recordings**

**\*\*\* muffled engine hum, someone whistling. Suddenly a siren blares \*\*\***

[**Crewmember 1**]: What on forsaken Earth is that?

[**Crewmember 2**]: An anomaly. (weak voice) It's an anomaly. Let's get out of here.

[**Crewmember 2**]: Hey, wait!

[**Crewmember 1**]: For what? Anomalies are dangerous. They expose you to lethal radiation. Sit down and buckle up. We're getting out of here.

[**Crewmember 2**]: What if that one was one huge vibrating energy source?

[**Crewmember 1**]: Are you serious?

**[Crewmember 2]:** More than serious. Let's not run yet. Let's analyze the reading first.

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

Move card **E13** (*Superconductor*) from "Unavailable Equipment" (Card Tray B) to the "Armory."

Gain 2 .

Gain 1 .

## LOG 2334 IDEMIAN FLEET

### Conversation at the Scrapheap mural collection

**[Earthling crewmember]:** This mural is new. Let's take a good look.

**[Alucinor crewmember]:** I am impressed by your ways of documenting the past. It is weirdly... two-dimensional, but appeals to the imagination. And this scene is, as you call it, epic!

**[Earthling crewmember]:** Epic and scary. The mural shows Journeyer joining the battle at the very last moment. Can you see those ships there?

**[Alucinor crewmember]:** They are Idemian cruisers.

**[Earthling crewmember]:** Yes. This one has already been shattered by enemy fire. And so has that one. Another one was on fire, and the fourth was still fighting. The battlefield was full of maneuvering fighters, still defending the remains of the Idemian squadron, and approaching assault capsules.

**[Alucinor crewmember]:** You might have fled, but you didn't. That's the adventurous spirit.

**[Earthling crewmember]:** I think it crossed the captain's mind. It must have. But then we picked up the distress signal, which changed the game. The signal was coming from one of the shattered Idemian warships. The captain couldn't have ignored it.

**[Alucinor crewmember]:** You are worthy allies to have. And what happened next?

**[Earthling crewmember]:** That is a long story.

Place cards:

- **P206** in Sector 4.
- **P207** in Sector 5.
- **P208** in Sector 6.
- **P209** in Sector 8.
- **P210** in Sector 9.

If both boxes at the beginning of this Log are marked, progress all Time Tracks once.

Replace Mission card **M14** with Mission card **M15**.

**Note:** Carefully read the new Mission card.

Crewmembers may Refresh a total of 4 . Each Crewmember draws 1 Section card.

Go to **Log 2340**.

## LOG 2335 STORY

### The council of Tetrarch recordings

**[Ava]:** Earth has finally made its move. An Earth cruiser is coming our way.

**[Tohn]:** How big?

**[Ava]:** Big enough. With a few escort ships. A sizable squadron, way too strong for us.

**[Tamara]:** I knew it. I knew they would want to take over Scrapheap. Greedy, territorial bastards!

**[Tohn]:** And we can't fight them?

**[Ava]:** We can. But we will not win, Tohn. We are not exactly a warship, but a space-faring campsite. And even if we fought back, would you take responsibility for all the civilians at risk?

**[Tohn]:** No. I have never been one for fighting, but we have struggled so hard to be independent, and now someone will just come here and take control? I don't like it.

**[Ava]:** Neither do I. Let's consider our options.

**[Tamara]:** What options? We can't fight. We can't flee. What else is there?

**[Trache'i]:** There is one more option. There is some time before the Earth fleet gets here. Let's set up as many colonies as we can. Let's welcome Earth as heads of a space empire big enough to decide about its future.

**[Tamara]:** And if we fail?

**[Trache'i]:** Then we will have achievements to be proud of and each of us will have the freedom to go anywhere they want.

**[Tohn]:** I say we do it.

**[Tamara]:** Fine.

**[Ava]:** Expand!

- Move cards **O04** (*The Last Encounter*) and **O07** (*The Last Opportunity*) from "Bridge Cards" (Card Tray B) to the "Awaiting..." envelope.
- Move card **Y32** (*WASP-14*) from "Starmap" (Card Tray B) to the "Awaiting..." envelope.
- Each Section takes 1 Advanced die from the box and adds it to its Section Compartment.
- Move card **S15** (*Inevitable Encounter*) from "Future Situations" (Card Tray B) to the "Awaiting..." envelope.
- Open the Ship Book at page **27** (*Leaving the Planet*) and begin Ship Management.

## LOG 2336 SHIP BOOK

### The council of Tetrarchs declassified recordings

**[Tamara]:** Listen, we need to discuss the recent conflict in the engineering department. Things escalated quickly, and two qualified tech-

**[Vulter]:** Revered Tetrarchs?

**[Tamara]:** Vulter, we are busy.

**[Vulter]:** I know. I deeply apologize, but-

**[Ava]:** But what?

**[Vulter]:** Our radars have detected a mildly interesting metal object. It is emitting an Earthling distress call and-

**[Tohn]:** Can't we just send Journeyer there?

**[Vulter]:** Of course, we can. I mean, we could, because Journeyer isn't really at its finest.

**[Ava]:** What do we need?

**[Vulter]:** The crew, for starters. And fuel.

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

- » **Send the crew** – Assign 1 Crewmember, discard 1 , and go to **Log 2349**.
- » **The crew is needed on Scrapheap** – Gain 1 . This Log ends.

## LOG 2337 SHIP BOOK

A  
 B  
 C

### The council of Tetrarchs declassified recordings

**[Tohn]:** Tamara, Trache'i! The Aerugon transport ships are arriving, loaded with all we need!

**[Trache'i]:** The Aerugon ambassador has promised her assistance, hasn't she?

**[Tohn]:** I - I - Yes, Tetrarch.

If box **A** is marked, gain 2 .

If box **B** is marked, gain 1 Discovery of any type.

If box **C** is marked, gain 4 .

## LOG 2338 STARMAP

### Trache'i's official report 543/12

I have selected a team to research the microscopic black hole we have discovered. Our experiments may give us some valuable knowledge on the Universal Phase Shift, but the risk is high, and my associates have been warned accordingly.

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

- » **Send a volunteer** – Assign 1 Crewmember of Rank 1 (but don't move them to "Resting Crew" yet) to go to **Log 2341**.
- » **Abandon the plan** – This Log ends.

## LOG 2339 STARMAP

### Atta's journal of space discoveries

Lambda Corvii system. We have been attracted here by a distress call from an Earthling colony on Unleashed Paradise, and saving those poor souls remains our top priority. We assume they are people from Vanguard's expedition from long before.

But this is just the beginning. We can also find there a small spaceship, drifting alone and emitting an Aerugon SOS signal, and a small moon inhabited by a sentient species. A lot of things to do here, it seems.

Flip card **Y22** (Lambda Corvii) Surveyed side up.

## LOG 2340 IDEMIAN FLEET

### Backup Crew recordings

[Backup Crew commander]: OK, listen, everybody! I got captain's orders! We are leaving Journeyer.

[Operative 1]: Leaving? What?

[Backup Crew commander]: We are taking a lander to get ready for whatever happens. The captain wishes to have a crew outside, ready to react in a jiffy. Just in case, you never know what is going to happen.

[Operative 1]: Sure thing, commander.

[Backup Crew commander]: All right, take your positions and get ready. We are leaving in ten.

[Operative 1]: Tally ho!

[Operative 2]: What?

[Backup Crew commander]: Silence. Focus and follow orders. Leaving in nine.

Place all Lander standees that were placed near the Planet board in Sector 1.

**Note:** You'll be able to command the Landers and send them to different Sectors to aid the fight. It matters which Lander you choose.

## LOG 2341 STARMAP

### Microscopic black hole research, take no 12

I am nearing the black hole. All systems are working fine, and no signs of any anomaly are being detected. All life signals are fine, too, except, perhaps, the feeling of general confusion I may attribute to the great... It's only that... Shit, what is-

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

The assigned Crewmember performs a Survival Check: roll three Injury dice. If you roll 1  and  OR 2 , the Survival Check is failed. Remove this Crewmember from their Rank sleeve and remove them from the game.

**Otherwise:** This Crewmember Ranks Up. If there are no Rank sleeves available for Rank 2, the Crewmember cannot be promoted. Instead, Raise the Morale in the Bridge cardholder (Ship Book page 3). Then, move the assigned Crewmember to "Resting Crew."

## LOG 2342 ECLECTIC HAVEN

### Away Team commander report

The planet appears plagued by several disasters, and, worse, its community seems divided. We encountered two factions: one comprises Aerugons, Idemians, and Earthlings, who call themselves the Harvesters;

the other consists of orthodox Visitors. Both groups welcomed us at the spaceport, clearly wishing to attract our attention but, as I have little intention of going into local politics, I decided against approaching the groups and simply went into the town.

The Harvesters have probably welcomed my decision with some understanding - we saw them nodding - yet the Visitors have not taken it so well. We saw their limbs twitch as they were leaving, which indicates strong emotions. I hope I have not antagonized them too much.

We are continuing our mission. Over and out.

Replace the POI in this Sector with card **P121**.

Mark box **A** in **Log 2960**.

## LOG 2343 STARMAP

### Away Team commander live feed

Capcom, we have successfully completed the first turn of trade negotiations. The locals are looking forward to selling their resources and are keenly interested in ours. Over and out.

Discard any number of  and move 1 Discovery of any type to "Gathered Discoveries" for each 2  discarded.

Move any number of Available Crewmembers to "Resting Crew" and move 1 Discovery of any type to "Gathered Discoveries" for each 2 Rank 2 or 1 Rank 3 Crewmembers moved to "Resting Crew."

## LOG 2344 STARMAP

### Away Team commander report

Journeyer, we've made progress with the Independents. They do not follow the laws of the city and compete with the Harvesters, but they seem honest enough to come into closer contact with. With their support, we may soon win the Oasis owners too.

Move card **13** (Lucrative Contract) from "Unique Discoveries" (Card Tray A) to the "Awaiting..." envelope.

## LOG 2345 IDEMIAN FLEET

### Away Team recordings

[Away Team commander]: All right, we have a game changer! Everybody, get your gear! We're going back to Journeyer!

[Crewmember 2]: Why? Is everything OK, commander?

[Away Team commander]: Journeyer is changing its course, and the captain wants us to be back.

[Crewmember 1]: The cap doesn't want us to miss all the fun.

[Away Team commander]: Neither do we! Capcom, we're on our way.

All players discuss and choose one (in case of a tie, the Engineering Section player makes the final decision):

- » **Approach the cruisers** – move the POI from your Sector to Sector 7. Place all Crewmembers in Sector 7.
- » **Aid Idemian fighters** – move the POI from your Sector to Sector 3. Place all Crewmembers in Sector 3.

## LOG 2346 STORY

### The council of Tetrarchs recordings

[Ava]: We must deal with the Letumians, the sooner, the better.

[Tohn]: We don't know anything about them. We don't even know where their homeworld is. Why are we calling it the Heart of Darkness, by the way?

[Ava]: This is-

\*\*\* door opens \*\*\*

[Tamara] (hurried): The Black Knight system has picked up a distress call from an Earthling colony.

[Tohn]: Where is it?

[Tamara]: Not far. We can get there through the Zeta Aquarii system. They are in great need, it seems.

[Ava]: We must reach them before their distress call is intercepted by the Letumians.

[Tohn]: And then we can deal with Earth.

[Trache'i]: Fine. Let's get to it. I have research to do.

- Move cards **O03** (*Silent Call*) and **O06** (*Explore the Verge of the Universe*) from "Bridge Cards" (Card Tray B) to the "Awaiting..." envelope.
- Remove card **B01** from the *Bridge* cardholder (Ship Book page 3) from the game. Move card **B19** (*Tetrarchs*) from "Bridge Cards" (Card Tray B) to the "Awaiting..." envelope.
- Move cards **Y20** (*4 Serpentis*) and **Y21** (*Zeta Aquarii*) from "Starmap" (Card Tray B) to the "Awaiting..." envelope.
- Open the Ship Book at page 27 (*Leaving the Planet*) and begin Ship Management.

## LOG 2347 STARMAP

A discussion at a mural exposition

[Scrapheaper 1]: This is the moment when our Away Team finally managed to break off a huge chunk of crystal.

[Scrapheaper 2]: I've heard about it. The Science Section hoped they could determine what had stopped its growth and discover its properties to crystalize other resources.

Move card **25** (*Corrupted Crystal*) from "Unique Discoveries" (Card Tray A) to the "Awaiting..." envelope.

## LOG 2348 STORY

- Take cards **F08** (*Research Level 2*) and **F09** (*Research Level 2*) from "Facility Upgrades" (Card Tray B). Move one of them to the "Awaiting..." envelope and remove the other from the game.
- Take cards **F15** (*Production Level 2*) and **F16** (*Production Level 2*) from "Facility Upgrades" (Card Tray B). Move one of them to the "Awaiting..." envelope and remove the other from the game.
- Each Section takes 1 Standard die from the box and adds it to its Section Compartment.
- Move Section cards: **Z65** (*Refreshment*), **Z66** (*Transport Drones*), **Z67** (*Careful Preparation*) and **Z68** (*Reserves*) from "Unavailable Section Cards" (Card Tray A) to their corresponding Section Compartments.
- Open the Ship Book at page 27 (*Leaving the Planet*) and begin Ship Management.

## LOG 2349 SHIP BOOK

Vulter O'Really's report

Revered Tetrarchs, I am pleased to report that our rescue mission has been a success. The object we intercepted was a rescue capsule from ISS Vanguard with a lone survivor, an aging man, mildly-mad, yet still capable of showing his gratitude. He gladly gifted us with his capsule, which he had learned to hate, and there we came across a fascinating find. The full report is coming up.

Gain 1 Discovery of any type and move it to "Gathered Discoveries."

## LOG 2350 SHIP BOOK

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

Go to **Log 2487**.

Go to **Log 2506**.

The interrogations are done. You may choose another Character to speak with.

## LOG 2351 ICE RING BASE

Away Team communication

[Crewmember 2]: Good news. The generator is running on raw uranium, for some time, at least. And it does send energy away.

[Crewmember 1]: In other words, if there is an energy receiver somewhere, we might be able to activate a part of the damaged station.

[Away Team commander]: Good news, indeed. Get to work!

Mark box **A** in **Log 2113** without resolving that Log.

Replace the POI in this Sector with card **P001**.

Go to **Log 2533**.

## LOG 2352 IDEMIAN FLEET

Backup Crew recordings

[Operative 1]: Commander, we are entering the danger zone. The sensors detect a lot of debris.

[Backup Crew commander]: Pieces from the destroyed Idemian warship, most likely. Reduce speed. Any luck locating the distress signal?

[Operative 1]: Working on it.

[Backup Crew commander]: Good. Eyes open, crew. This looks bad. Very bad. I do hope there are survivors.

For each Lander in Sector 9, mark 1 box below. If the *Dragonfly* Lander standee is in Sector 9, mark 2 additional boxes below. Then, if all boxes are marked, go to **Log 2359**.



## LOG 2353 CRYSTAL CHAPEL

**A** – If this box was already marked, this Log ends. Otherwise, mark this box and replace the POI in this Sector with card **P305**.

## LOG 2354 SHIP BOOK

The council of Tetrarchs declassified recordings

[Tohn]: I do think about our Mother, you know?

[Tamara]: Your home planet, you mean?

[Tohn]: Yes. In moments of weakness, I wish I had stayed there. The parting has been traumatic, but then I look around and notice how functional Scrapheap's community is, and my regrets fade.

[Tamara]: True. We have built something to be proud of.

[Trache'i]: Don't get so self-complacent, Tamara. Scrapheap is far from perfect as far as development and research are concerned.

[Tohn]: Oh, come on! You have done a lot of great things.

[Trache'i]: Great? Our research will be little more than walking in circles unless we finally get the Builders' tech.

## LOG 2355 SHIP BOOK

The Harvester's tale

Listen, we are the oldest colony since the loss of Vanguard. We have been through harsh times, and we pulled it off. All our experiences have made us tough and seasoned, which is why I would like you to take a look at the selection of my best administrators. Why don't you appoint them as the governors of all Scrapheap's colonies? It's a win-win, my friend. All parties involved can benefit from that.

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

- » **Agree. More efficient colonies will be appreciated** – This Log ends.
- » **You don't want to surrender your control over colonies** – Mark box **A** in **Log 2361** without resolving that Log.

## LOG 2356 SHIP BOOK

Alburt Wonrock's chronicle

Out of all the sentients that have ever joined the Scrapheap collective, the mysterious Alucinors have always intrigued me most.

We knew very little about them. They never told us where their homeworld was, and they never revealed what their bodies looked like. All we knew was that they were defenseless, weak creatures who somehow created robotic entities, learned to control them with their thoughts, and sent them on a space journey to experience everything they could not.

Maybe this is why they hid the truth about themselves.

Other things were more difficult to tolerate, such as their reluctance to cooperate with other Alucinors and an insatiable need to impress them, sometimes in detriment to Scrapheap's action. Yet it was good to have allies who literally feel no pain and no fear, motivated with curiosity and ambition.

And I personally loved their singing, long, ethereal, wordless chants that went on for hours, coming straight from the hearts of their distant masters, probably the only thing they did together.

## LOG 2357 SHIP BOOK

### The recording of political talks with the Visitors

**[Visitor]:** To strengthen our new bond, I would like to invite you to participate in our interdimensional experiment. The Mother is trying to stabilize a part of our dimension and wishes to examine how some lesser, yet Visitor-aspiring sentients would endure such conditions. Obviously, you will be generously rewarded for your effort.

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

- » **Send your crew** – Assign 2 Crewmembers, gain 2  and go to **Log 2440**.
- » **You won't risk the health of your people** – Mark box **B** in **Log 2229** without resolving that Log. This Log ends.

## LOG 2358 CRYSTAL CHAPEL

### Away Team declassified recordings

**[Crewmember 1]:** There is a junction up ahead.

**\*\*\* footsteps \*\*\***

**[Away Team commander]:** And another dilemma. My scanner doesn't show much of the way.

**[Crewmember 2]:** Yes, they have limited scope so low underground.

**[Crewmember 1]:** Let's rely on what we see. This tunnel is just an ordinary tunnel with some small crystals here and there.

**[Crewmember 2]:** That one seems more challenging, though. The walls are cracked and damp. And I think I can hear water splashing.

**[Away Team commander]:** Damned dilemmas.

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

Add 1 marker to the Knowledge slot.

Gain 1 Mineral Lead.

Then, all Players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

- » **Walk along the corridor with high humidity** – Go to **Log 2353**.
- » **Walk along the corridor with small crystals** – Replace the POI in this Sector with card **P306**.

## LOG 2359 IDEMIAN FLEET

### Backup Crew recordings

**[Backup Crew commander]:** Capcom, we have located and freed an Idemian rescue capsule. We are now helping the survivors get a board.

**[Vulter the Capcom]:** Good job, commander.

**\*\*\* footsteps, heavy breathing, muffled voices \*\*\***

**[Idemian survivor]:** Thank you for coming to our aid. It seems we are not to experience death any time soon.

**[Backup Crew commander]:** Not if I have something to say about it. Welcome aboard.

**[Idemian survivor]:** My people and I will be glad to help.

**[Backup Crew commander]:** Good. There is a lot of work to be done.

**[Vulter the Capcom]:** Commander, we have detected at least one new ship at the edge of the battle. Possibly hostile. Proceed with care.

Crewmembers may Refresh a total of 6 .

Discard all cards from Sector 9.

Place card **P213** in Sector 2.

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

- » **Send the Idemians to help defend their ship** – Reset the Time Track on card **P206**.
- » **Send the Idemians to help their wounded** – Discard 1 marker from card **P207**.
- » **Use their help on Journeyer** – Each Crewmember draws 1 Section card.

Mark box **A** in **Log 2909**.

Mark box **A** in **Log 2910**.

## LOG 2360 SHIP BOOK

### The Harvester's tale

When we, the survivors from the space battle, landed on the planet, the Visitors had been here for some time already, and we were thankful for that. They had a small outpost and were mostly busy with research, but they generously shared all they could. They did help us in the first terrible weeks on the planet.

Our bond grew even stronger when we built our settlements and began mining resources and growing food. Soon enough, though, some of us grew suspicious of the Visitors.

"What if they began researching not only the planet but also us?" they asked.

Gossip spread quickly, and you could literally feel the tension grow. I have no idea what would have happened if the Scrapheap Away Team had not appeared.

## LOG 2361 SHIP BOOK

A

If box **A** is marked, read on. Otherwise, go to **Log 2365**.

### The recording of business talks with the Harvesters

I can't pretend I am happy with your choice, but I see your point. You don't want to lose full control of your colonies. All right, but this is where our cooperation finishes.

## LOG 2362 CRYSTAL CHAPEL

### Away Team recordings

**[Crewmember 1]:** Dammit. The plant is as hard as rock.

**[Crewmember 2]:** And look! The branches grow back!

**[Away Team commander]:** Do they?

**[Crewmember 2]:** I managed to cut that one off no more than a minute ago. Now it is half an inch long again.

**[Crewmember 1]:** We are never gonna make it with the gear we have.

**[Away Team commander]:** Sure, we could use diamond blades. Diamond or crystal.

Gain 2 *Strange Flora* Leads.

All players discuss and choose one (in case of a tie, the Engineering Section player makes the final decision):

- » **Use force** –  to replace the POI in this Sector with card **P302**.
- » **Use materials from this planet** (only if card **P307 (Ore Deposits)** or **P000 (Nothing Interesting)** is in Sector 8) – Replace the POI in this Sector with card **P302**.
- » **Come back better prepared** – This Log ends.

## LOG 2363 ICE RING BASE

### Away Team communication

**[Crewmember 2]:** Listen, what are we looking at exactly?

**[Crewmember 1]:** It's a generator. The Builders have produced a creative way of absorbing unstable fuel, and the energy transfer is unbelievably efficient.

**[Away Team commander]:** It may be the greatest find so far. Now we must document the method or somehow take the generator with us. Our engineers will love to put it to practice.

Replace the POI in this Sector with card **P000**.

Gain 3  and place them in the Token bag.

## LOG 2364 IDEMIAN FLEET

### Backup Crew recordings

**[Backup Crew commander]:** Capcom, we are nearing the burning cruiser.

**[Vulter the Capcom]:** We have visual.

**[Backup Crew commander]:** The cruiser is burning in several places, and I see some of our shuttles already fighting the fire. One has already landed to pick up survivors from a loading dock.

**[Vulter the Capcom]:** Avoid any unnecessary danger. Captain's orders.

**[Backup Crew commander]:** Yeah, like we really could avoid the danger in the middle of a battle. You know what? I am going to land the craft and help some of those miserable bastards.

**[Capcom]:** Only if-

**[Backup Crew commander]:** We have work to do. Over and out.

For each Lander standee in Sector **8**, reduce the Time Track in Sector **8** twice.

Then, roll a D10. Check the result below:

- **0-2:** Discard the *Pelican* and *Dragonfly* Lander standees in Sector **8** from the board. If you discarded the *Dragonfly* Lander standee, open the Ship Book at page **21** (*Hangar* cardholder) and flip the *Dragonfly* card to the Damaged side.
- **3-5:** Discard the *Pelican* Lander standee in Sector **8** from the board.
- **6-9:** Nothing happens.

**Note:** Landers discarded from the board cannot be used in this Planetary Exploration anymore.

## LOG 2365 SHIP BOOK

### The recording of business talks with the Harvesters

**[Harvester representative]:** I have gone through your production procedures, and I have noticed a few mistakes. I could help you gain a lot more profit from the colonies.

**[Tetrarch Tamara]:** I am not sure.

**[Harvester representative]:** No? You're not interested in increasing efficiency?

**[Tetrarch Tamara]:** I have a bad feeling, you know.

**[Harvester representative]:** It is unbusinesslike.

**[Tetrarch Tamara]:** But well grounded. We have received detailed reports of appalling working conditions in your colonies. Explain that.

Lower the Morale in the *Bridge* cardholder (Ship Book page **3**) two times. Then, from the *Colonies* cardholder (Ship Book page **7**), pick up to 4 Colony cards and resolve their effects.

All players discuss and choose one (in case of a tie, the Engineering Section player makes the final decision):

- » **End your agreement with the Harvesters** – Raise the Morale in the *Bridge* cardholder (Ship Book page **3**) and mark box **A** in **Log 2361**. Return to the *Bridge* at page **2** and continue Ship Management.
- » **You're content with the Harvesters governing your colonies** – Return to the *Bridge* at page **2** and continue Ship Management.

## LOG 2366 SHIP BOOK

### The recording of political talks with the Visitors

**[Tetrarch Tamara]:** The talks are over. I wish Tohn could have been here, but for obvious reasons their presence would have offended the Visitors even more. The representative was not entirely happy, but their Mother is about to send us a gift, so perhaps the talks have finished well for us.

Lower the Morale in the *Bridge* cardholder (Ship Book page **3**). Gain 2 Discoveries of any type and move them to "Gathered Discoveries."

## LOG 2367 SHIP BOOK

### The recording of political talks with the Aerugon ambassador

**[Ava]:** To sum up, ambassador, this is the outline of our cooperation. If you have any questions, we will be happy to-

**[Elpenor'i]:** I don't think I do.

**[Tamara]:** You seem displeased. If we have insulted you, we most certainly didn't mean to.

**[Trache'i]:** And if you feel you need to discuss some subtle aspects of our cooperation, we can meet in private.

**[Elpenor'i]:** You, Trache'i, have spent too much time in this assemblage to understand the interests of the Aerugon nation.

**[Trache'i]:** But-

**[Elpenor'i]:** And to the rest of you, this meeting has been a waste of time. Prepare yourselves better for the next time. I need a solid offer, and not chit-chat about peace and unity.

## LOG 2368 SHIP BOOK

### The recording of the interrogation of the Letumian

**[Letumian captive]:** Look at yourselves, you cowardly losers! Look at each other and wallow in your own helplessness! You are weak and pathetic! No wonder there is no slavery in your society, because you would not be able to control your own minions! You can't even force me to talk!

## LOG 2369 IDEMIAN FLEET

### Backup Crew recordings

**[Operative 1]:** More enemies! They're about to attack that cluster of Idemian fighters!

**[Operative 2]:** I am warning the Idemians.

**[Backup Crew commander]:** That will not be enough. Full speed. Shields up. Activate our missile control system.

**[Operative 1]:** But commander... Our missiles are barely good enough to smash stray meteorites!

**[Backup Crew commander]:** Those bastards look like meteorites to me.

**[Operative 2]:** No one has ever attacked a fighter in our clumsy cow of a lander!

**[Backup Crew commander]:** No one before.

For each Lander standee in Sectors **3** and **6**, roll a Danger die. For each rolled  (D), in the *Join the Fight* Action on card **P208** (*Dogfight*).

If the *Faustschlag* and/or *Sabretooth* Lander standee is in Sectors **3** and/or **6**,  (D) in the *Join the Fight* Action on card **P208** (*Dogfight*).

Roll a D10 and check the result below:

- **0:** Discard the *Pelican*, *Dragonfly*, and *Faustschlag* Lander standees from Sectors **3** and **6** from the board. If you discarded the *Dragonfly* and/or *Faustschlag* Lander standee, open the Ship Book at page **21** (*Hangar* cardholder) and flip the *Dragonfly* and/or *Faustschlag* card to the Damaged side.
- **1-4:** Discard the *Pelican* and *Dragonfly* Landers in Sectors **3** and **6** from the board. If you discarded the *Dragonfly* Lander, open the Ship Book at page **21** (*Hangar* cardholder) and flip the *Dragonfly* card to the Damaged side.
- **5-8:** Discard the *Pelican* Lander from Sector **3** and **6** from the board.
- **9:** Nothing happens.

If there is a marker on the Outcome space of the *Join the Fight* Action on card **P208** (*Dogfight*), resolve this Outcome. Otherwise, this Log ends.

## LOG 2370 SHIP BOOK

### Alburt Wonrock's chronicle

I have always been most comfortable with the Pumilions, and I cannot fully understand why. Was it because of their taciturnity and inability to indulge in small talk? Was it because of their uncomplicated nature and straightforward approach to everything? Was it because of their unstoppable obsession to understand everything?

I have no idea.

I know that the Pumlions are irritating crewmembers, especially in the technical sections. They would drive their leaders mad with their attempts to understand the systems of Scrapheap, but a few of us knew that their obsession came from their insecurity. They were, after all, space survivors who had lost their homeworld, and kept fleeing danger for decades and centuries. They could neither fight nor conquer, they were only able to build, search and analyze. No wonder they needed to comprehend everything to feel safe again.

## LOG 2375 SCRAPHEAP

### Vulter O'Really's report

And they got what they deserved! Section leaders, we got one of their Void Ranger fighters!

- Discard the *Earth Void Ranger* Threat card and its standee.
- Each Crewmember gains 1 Charge.

## LOG 2376 IDEMIAN FLEET

Mark the topmost unmarked box and resolve its text:

Go to Log 2379.

Go to Log 2385.

## LOG 2377 ICE RING BASE

### Away Team communication

[Crewmember 2]: It is just a mountain of broken mining equipment.

[Crewmember 1]: One hell of a scrapheap.

[Away Team commander]: Very funny. Scrapheap. Let's move on.

[Crewmember 2]: I wonder if this junkyard has an owner?

[Crewmember 1]: And I wonder what this is. Look what I found. A crystal. Look how the light penetrates it!

Take any unused blue Section die from the box and place it in a Special Slot on Optional Mission card M39 (if all blue Section dice are unavailable, use a marker instead).

Gain 2 *Alien Tech* Leads. Replace the POI in this Sector with card P000.

Mark box B in Log 2119.

## LOG 2378 SCRAPHEAP

### Vulter O'Really's report

Yeah! Good job, cannon crew! One of the enemy Faustschlag fighters is down!

- Discard the *Earth Faustschlag* Threat card and its standee.
- Each Crewmember Refreshes 3 .

## LOG 2379 IDEMIAN FLEET

### Journeyer bridge audio log recordings

[Capcom]: Captain, the sensors have detected a lonely enemy fighter. Oh, this is intriguing. The fighter is combing the area where the distress call is coming from. Don't you think we need to get there first? Uhm... Yes, of course. Back to my duties.

Each Crewmember rolls .

Reset the Time Track on card P210.

## LOG 2380 SHIP BOOK

The Promising Land colony copes well. We don't have time to land there again.

- Gain 2 .
- Remove Landing card L01 from the game.
- Open the Ship Book at page 8 (*Starmap*) and resolve it.

## LOG 2384 SCRAPHEAP

### Vulter O'Really's report

Section leaders, I have bittersweet news. The Sabertooth has just been hit and obliterated. I hope the engineers can forgive us.

- Discard the *Rebellious Sabertooth* Threat card and its standee.
- Each Crewmember draws 4 Section cards.

## LOG 2385 IDEMIAN FLEET

### Backup Crew recordings

[Operative 2]: Commander, there has been a powerful explosion in the distress signal area. And... The signal is gone. I am sorry.

[Backup Crew commander]: We were too slow. No match for their fighters!

[Operative 1]: Something is going on at the fringe of the battle.

[Backup Crew commander]: What exactly?

[Operative 1]: Our radar doesn't cover such distances very well, but... It seems that someone has joined the battle. I detect a new ship. Or ships.

[Backup Crew commander]: Friend or foe?

[Operative 1]: Impossible to tell yet.

Each Crewmember  or rolls .

Discard all cards from Sector 9.

Place card P213 in Sector 2.

Increase the Disrespect Counter by 1.

Mark box A in Log 2909.

## LOG 2390 SCRAPHEAP

Section leaders, the Dragonfly stolen by the rebels has just been annihilated.

- Discard the *Rebellious Dragonfly* Threat card and its standee.
- Each Crewmember gains 1 Charge.

## LOG 2391 IDEMIAN FLEET

### Journeyer bridge audio log

[Vulter the Capcom]: Captain, the actions of our Away Team and their landers have not been detected, let alone disturbed by the enemy, so... Oh, a status update. A grave one. Captain, the burning Idemian cruiser has just fallen to pieces. The chance for there being any survivors is calculated at lower than 22%.

Discard all cards from Sector 8.

Each Crewmember in Sector 8 rolls .

Increase the Disrespect Counter by 1.

Mark box B in Log 2909.

## LOG 2392 CRYSTAL CHAPEL

### Away Team recordings

[Away Team commander]: Shardflies may come at us any second. Hurry up!

[Crewmember 1]: I am just about to finish the scan, and-

[Away Team commander]: Take some samples and we leave!

[Crewmember 1]: It's complete. The scan is complete. Ha! Commander!

[Away Team commander]: What?

[Crewmember 1]: I know why those plants are so sturdy! They accumulate incredibly high amounts of calcium!

[Away Team commander]: Great. Move!

- Gain 2 *Strange Flora* Leads.
- Replace the POI in Sector 2 with card P303.
- Gain Unique Discovery 21.
- Go to Log 2488.

## LOG 2393 STARMAP

### Tamara Woon's personal log

Since the Maw is gone, the water source is still efficient, and the water itself is free from contaminants. The Oasis has initially agreed to sign a water sales contract to the Scrapheap, which will happen soon.

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



You may spend 1 to go to **Log 2026**. Otherwise this Log ends.

## LOG 2394 STARMAP

### Trache'i's private recordings

Journeyer somehow acquired those wonderful scans. With them, I can analyze the biological and sociocultural growth of both a Letumian individual and their civilization. It's incredible how they managed to fit so much information on a single rock.

Move card **31** (Bog Rock Recordings) from "Unique Discoveries" (Card Tray A) to the "Awaiting..." envelope.

## LOG 2395 CRYSTAL CHAPEL

### Away Team recordings

[Crewmember 2]: What intrigues me is how those microorganisms survive such severe external conditions.

[Crewmember 1]: True. The crystal, after all, has almost shattered their planet.

[Away Team commander]: Can you please discuss it with the eggheads back on Scrapheap? And now...

[Crewmember 1]: I know why! Look at the scanner. They are able to absorb high amounts of sulfur!

[Crewmember 2]: Oh! Of course.

[Away Team commander]: Shall we move now?

- Gain 2 *Microorganism Leads*.
- Replace the POI in Sector **2** with card **P304**.
- Gain Unique Discovery **21**.
- Go to **Log 2488**.

## LOG 2396 IDEMIAN FLEET

### Away Team recordings

[Away Team commander]: Capcom, do you copy?

[Vulter the Capcom]: Copy. What's the status?

[Away Team commander]: The major fires are contained, and Idemian engineering teams are dealing with the biggest malfunctions now. The cruiser will be moderately operational any time soon.

[Vulter the Capcom]: Are you returning?

[Away Team commander]: Not yet. My lander is full of survivors. I need to put them back in their cruiser. They are eager to join the rest.

[Vulter the Capcom]: Copy that, Away Team. Stay safe.

[Away Team commander]: We will.

Replace the POI in Sector **8** with card **P211**.

Crewmembers may Refresh a total of 6 .

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

- » **Send the Idemians to help on all fronts** – Reduce all Time Tracks once.
- » **Use their help on Journeyer** – Each Crewmember draws 2 Section cards.

Mark box **B** in **Log 2909**.

Mark box **B** in **Log 2910**.

## LOG 2397 CRYSTAL CHAPEL

**A** – If this box was already marked, this Log ends. Otherwise, mark this box and read on:

### Away Team recordings

[Crewmember 1]: Commander, I see an interesting spot on my scanner.

[Away Team commander]: Interesting? Listen, I have safety issues on my mind, but... OK, show me the scanner.

[Crewmember 1]: It is that ledge. The overhanging one. There are more specimens of those durable plants we have already found, and my scanner indicates the existence of a huge colony of microorganisms. I am dying to see them.

[Away Team commander]: But it is a long climb, and we don't have the time to see both. Make up your mind. What would you like to see more: the plants or the microorganisms?

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- » **Study the vegetation** – Go to **Log 2392**.
- » **Study the microorganisms** – Go to **Log 2395**.

## LOG 2398 ICE RING BASE

Sum up the value of the dice placed on this card.

Red Section die (or a Time token): **10**

Blue Section die (or a marker): **50**

Green Section die (or a token): **100**

Danger die: **200**

Then go to **Log (2400 + total value of dice on this card)**.

E.g., if there is a red and a green die dice on this card, you will sum up 10 and 100, and then add 2400. The Log you should go to, would be: **Log 2510**.

## LOG 2399 CRYSTAL CHAPEL

### Away Team's final briefing

Do I have everybody's attention? The planet we have been ordered to explore has been nicknamed the Crystal Chapel because of the massive cathedral-like crystal structure in the middle of it. The crystal itself seems less invasive and of a different, probably poorer quality than the ones we have dealt with so far. Our task is to research its structure and properties. Besides, the crystal has not ravaged the planet entirely, and huge parts of land are still free of it, so we need to check whether the planet may be habitable. Stay put, everybody. It is going to be a fascinating mission.

Begin the landing procedure:

1. On the Lander board, place a marker in the starting space (indicated with an "S" of 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 2437**. Otherwise, go back to step 2.

	<b>Small Crystal Debris</b>	Choose one: <ul style="list-style-type: none"> <li>» Each Crewmember 9  reduced by .</li> <li>» Each Crewmember 5  reduced by .</li> </ul>
	<b>Large Crystal Debris</b>	Choose one: <ul style="list-style-type: none"> <li>» Lose 7 Supplies reduced by .</li> <li>» Each Crewmember .</li> </ul>
	<b>Radiation from Crystal</b>	If  is 5 or more, each Crewmember rolls . Otherwise, choose one: <ul style="list-style-type: none"> <li>» Each Crewmember rolls .</li> <li>» One Crewmember rolls .</li> </ul>
	<b>Flying Creature</b>	If  or  is 7 or more, nothing happens. Otherwise, open the Ship Book at page <b>21</b> (Hangar cardholder) and flip the Lander card representing your current Lander to the Damaged side (unless it is a Basic Lander).

## LOG 2400 ICE RING BASE

If this box was already marked, this Log ends. Otherwise, mark this box and read on:

### Away Team communication

[Crewmember 2]: One of the boxes is opening!

[**Away Team commander**]: Good. So, you'll volunteer to go there and check what's inside.

[**Crewmember 1**]: There are seeds inside. They have been exposed to cosmic radiation.

[**Away Team commander**]: Maybe it is an important find. Secure them.

Gain 1 *Strange Flora* Lead.

## LOG 2401 IDEMIAN FLEET

### Journeyer bridge audio log

[**Vulter the Capcom**]: Captain, the enemy now has full control of the battle area. All the Idemian fighters or escort vessels must have been destroyed or fled or... Missiles! Enemy missiles approaching! Nine altogether!

[**Captain**]: Get yourself together.

[**Vulter the Capcom**]: All right! Keeping track of the missiles. Captain, we've been hit!

[**Captain**]: Damage report.

Each Crewmember rolls  or rolls .

If card **P204** (*Battered Journeyer*) is on the Planet board, replace it with card **P205**.

If card **P203** (*Journeyer*) is on the Planet board, replace it with card **P204**.

Discard all cards from Sector 6.

Increase the Disrespect Counter by 1.

Mark box C in **Log 2909**.

## LOG 2402 THE BRINK

### Away Team commander live feed

We are finally inside the mountain. The ascent hasn't been easy at all, the slope's rough and full of fissures. Something terrible happened to that mountain, much more terrible than the force of local Mother Nature.

\*\*\* *footsteps* \*\*\*

The inside of the mountain also shows signs of disaster. Some of the natural caves and tunnels have collapsed, and others are cracked. It may have been the Idemians' work, but I doubt it. There was a deadly battle raging around, I am sure.

Go to **Log 2403**.

## LOG 2403 THE BRINK

### Away Team recordings

[**Crewmember 2**]: What a cave.

[**Crewmember 1**]: Used to be smaller, I am sure. Then something exploded in here.

[**Away Team commander**]: I am glad the corridors and tunnels haven't entirely collapsed.

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

- » Follow a round tunnel leading down – Go to **Log 2406**.
- » Follow a tunnel with melted walls – Go to **Log 2407**.
- » Follow an irregular tunnel – Go to **Log 2408**.

## LOG 2404 IDEMIAN FLEET

### Battlefield recordings

[**Crewmember 1**]: One of them is down! An enemy fighter is down!

[**Crewmember 2**]: Another one! Two o'clock, sector eight, approaching fast!

[**Crewmember 2**]: Wait, it is turning back.

[**Crewmember 3**]: Huh? I wonder why.

[**Crewmember 1**]: So do I. We are an easy target.

[**Crewmember 2**]: Maybe it's got something to do with those Idemian fighters. They are regrouping!

[**Crewmember 3**]: Yeah, but only to return to their wounded cruiser.

[**Crewmember 2**]: No simple explanation.

[**Crewmember 3**]: Capcom, I report an enemy craft shot down. The rest are retreating.

[**Vulter the Capcom**]: You shot an enemy? Now, this is mil... No, very interesting.

Gain 2 *Alien Tech* Leads.

Discard all cards from Sector 6.

Crewmembers may Refresh a total of 6 . Each Crewmember draws 1 Section card.

Mark box C in **Log 2909**.

Mark box C in **Log 2910**.

## LOG 2405 STARMAP

### Atta's journal of space discoveries

21 Delphini system tempts me with a variety of worlds. We have a fertile planet plagued with violent seismic activity, already nicknamed Everquake, but perfect for founding a colony. We have a moon with tasty yet innutritious flora. And a planet with metal deposits – probably a good place to establish another colony. I wouldn't trade my life of scientific travels for anything.

Move cards **Y10** (*Sigma Velorum*) (if it's still available) and **Y11** (*Epsilon Lyrae*) from "Starmap" (Card Tray B) to the "Awaiting..." envelope. Flip card **Y07** (*21 Delphini*) Surveyed side up.

## LOG 2406 THE BRINK

### Away Team recordings

[**Crewmember 2**]: It looks like a mineshaft.

[**Crewmember 1**]: And probably was one, but look. The supporting beams are bent or awry.

[**Away Team commander**]: It must be the impact of the explosions.

[**Crewmember 1**]: I hope the tunnel will not collapse.

[**Away Team commander**]: Keep going.

Roll .

Go to **Log 2412**.

## LOG 2407 THE BRINK

### Away Team recordings

[**Away Team commander**]: Look, the ceiling is too low. Looks like we're in for some crawling.

[**Crewmember 2**]: Well, it wouldn't be such a problem if it looked stable. And it doesn't.

[**Away Team commander**]: We don't really have a choice. Follow me.

Your Crewmember rolls  3 times. You may  or  to ignore the result of a  roll (up to 3 times).

Go to **Log 2413**.

## LOG 2408 THE BRINK

### Away Team commander's live feed

We are still going down this dreadful corridor. The scanner says there is an intersection up ahead. Great. I hope we're not gonna get lost in this dark maze.

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

- » Turn left – Go to **Log 2414**.
- » Turn right – Go to **Log 2417**.

## LOG 2409 IDEMIAN FLEET

### Away Team recordings

\*\*\* *sounds of battle all around* \*\*\*

[**Crewmember 1**]: You're gonna be fine, all right? Look at me!

[**Idemian crewmember**] (mumbling): I need to-

[**Crewmember 1**]: Just sit down and rest! I am going to give you an adrenaline shot! Wait, do Idemians take adrenaline?

[Away Team commander]: They do, but stronger doses!

[Crewmember 1]: Thanks!

[Idemian crewmember] (mumbling): Let me go and-

[Crewmember 2]: I have another injured Idemian crewmember, and I am out of synthetic dressing!

[Away Team commander]: Catch! I have some spare! How serious is it?

[Crewmember 2]: Nasty. But-

[Away Team commander]: More injured coming. Bring them in!

Mark the topmost unmarked box. If all boxes are marked, go to **Log 2411**.

Otherwise, this Log ends.



## LOG 2410 ICE RING BASE

Mark this box. If this box was already marked, this Log ends. Otherwise, read on:

### An extract from the settlement chronicle

What may appear to be our final destination. The ice rings around the globe are partially composed of medium-sized asteroids, and the initial scans indicate an unheard-of abundance of resources. It is a rich find, and no wonder an unknown civilization has been here for a while, a potent and resourceful one. They made an intricate system of tubes connecting the main asteroids, presumably to make the transfer of resources smoother. We greeted their genius with awe and...

## LOG 2411 IDEMIAN FLEET

### Away Team recordings

\*\*\* muffled sounds of battle, electronic beeping \*\*\*

[Crewmember 1]: I am just gonna... put you right here.

[Idemian crewmember] (mumbling): Thanks. I would have...

[Crewmember 1]: Yeah, sure. You would have got there yourself. Doctor! I've got another one of your tough guys here.

[Idemian doctor]: Coming right up!

[Crewmember 1]: Seems like the battle is moving away from us. Are you taking back control?

[Idemian doctor]: Yes, in the medbay, at least. Now, let me do my job.

[Crewmember 1]: Sure, doc.

Crewmembers may Refresh a total of 6  Each Crewmember draws 1 Section card.

Discard all cards from Sector 5.

Mark box **D** in **Log 2910**.

## LOG 2412 THE BRINK

### Away Team commander live feed

The tunnel is going down. There are holes and cracks everywhere. We are treading very carefully, but the tunnel seems one breath away from collapse.

\*\*\* a pause \*\*\*

There is an intersection up ahead... The left tunnel is supported with simple, makeshift beams, and the right one looks pockmarked with intense weapon fire. The one in the middle keeps going down.

You and each Assisting Crewmember rolls .

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

- » Follow the pockmarked tunnel – Go to **Log 2415**.
- » Follow the tunnel with supports – Go to **Log 2431**.
- » Follow the tunnel leading down – Go to **Log 2421**.

## LOG 2413 THE BRINK

### Away Team commander live feed

\*\*\* heavy breathing \*\*\*

We are crawling through a narrow tunnel which must have been created by an incredibly hot beam. The walls of the tunnel are surprisingly smooth. It gives me the creeps to think anyone may have used such powerful weapons against other sentients.

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

- » Crawl farther – Go to **Log 2416**.
- » Retreat and follow the tunnel riddled with holes – Go to **Log 2415**.

## LOG 2414 THE BRINK

### Away Team commander's live feed

\*\*\* heavy breathing \*\*\*

It was a bad idea. We have changed direction, and we are going down another tunnel. I wonder where it will lead us.

Go to **Log 2417**.

## LOG 2415 THE BRINK

### Away Team recordings

[Crewmember 1]: There are more holes in the walls. Seems like there's been a lot of heavy fighting here.

[Away Team commander]: I have a gut feeling that this could have been the defenders' last stand.

[Crewmember 2]: Another intersection, everybody.

[Away Team commander]: An intersection? All I see is a crack in the wall and a tunnel behind it. And look, its walls look melted.

[Crewmember 1]: There is one more crack. And a lot of rubble behind it. It looks like the rock ceiling has collapsed to reveal an entrance to a new cave.

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

- » Follow the tunnel with holes – Go to **Log 2418**.
- » Turn back – Go to **Log 2412**.
- » Follow the melted tunnel – Go to **Log 2413**.
- » Descend through the rubble – Go to **Log 2423**.

## LOG 2416 THE BRINK

### Away Team recordings

[Crewmember 2]: Commander, there is a machine up ahead. Driven into the rock and smashed beyond recognition. Do you think it could-

[Away Team commander]: - have burned the tunnel all the way inside the mountain? It would be my guess too.

[Crewmember 1]: And then it broke down right here for us to find it. Perfect.

[Crewmember 2]: Jokes aside, I have never seen such technology. We should retrieve as much as we can and put it to thorough tests.

[Away Team commander]: Yes, that broken machine could be the solution to the mystery of the annihilated colony.

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

Gain Unique Discovery 11.

Go to **Log 2413**.

## LOG 2417 THE BRINK

### Away Team commander's live feed

We uhm... We may have gotten lost. The scanner is not helping down here. Well, there are two more corridors to pick from. I need to trust my luck.

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

- » Follow the first tunnel – Go to Log 2420.
- » Follow the second tunnel – Go to Log 2422.

## LOG 2418 THE BRINK

### Away Team recordings

[Crewmember 1]: I'm approaching a door, massive and steel, seemingly indestructible yet shredded to pieces.

[Away Team commander]: I told you. It was the last stand. Do you see what's behind the door?

[Crewmember 1]: Yes, but... **groans** But I wish I hadn't. It's dead bodies, my friends. Idemians, some armed, some not. All of them slaughtered with rapid fire. And more holes in the walls. Exactly the same as the ones in the corridor.

[Away Team commander]: So, at least we know what happened here. A handful of defenders were chased by a heavily armed enemy, hoping to hide inside their shelter. They did, but the door did not stop the enemy. Let's go back.

Go to Log 2415.

## LOG 2419 IDEMIAN FLEET

### Journeyer bridge audio log

[Vulter the Capcom]: Captain, the Idemian drive is intact, but their maneuverability is reduced to 60%. What's worse, the cruiser's hull is penetrated in seven places, and two of the cracks appear critical. The scariest, though, is the number of casualties. It's a bloodbath there. We are sending our med teams, aren't we? We can't? What do you mean by that?!

Each Crewmember in Sectors 4 and 5 rolls .

Discard all cards from Sector 5.

Increase the Disrespect Counter by 1.

## LOG 2420 THE BRINK

### Away Team recordings

[Away Team commander]: Move, move!

[Crewmember 1] (panting): Almost there! Almost!

[Away Team commander]: Give me your hand. Everyone alright?

[Crewmember 2] (panting): Yeah, I think so.

[Crewmember 1] (panting): It was close. Really close.

[Away Team commander]: It's over, I guess. Have you got it?

[Crewmember 1]: Sure, boss. Look.

[Away Team commander]: Great. Let's carry on.

Each Crewmember in this Sector rolls .

Apply the standard result of the Danger die and then:

For each  gain 1 Microorganism Lead.

For each  gain 1 Strange Flora Lead.

For each  gain 2 Microorganism Leads.

For each  gain 2 Strange Flora Leads.

## LOG 2421 THE BRINK

### Away Team recordings

[Away Team commander]: Here is the choice we have, crew. We can continue going down the tunnel. We can also turn to see what is in the side corridor. The last option is to enter the crack in the wall. You know, the crack leading to a cave.

Each Crewmember in this Sector rolls .

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

- » Go down – Go to Log 2429.
- » Check the side corridor – Go to Log 2432.
- » Enter the crack in the wall – Go to Log 2423.

## LOG 2422 THE BRINK

### Away Team recordings

[Away Team commander]: We've been here before.

[Crewmember 1]: Yes. I remember that rock.

[Away Team commander]: We're going around in circles. OK, let's go back to the junction.

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

- » Choose the first tunnel – Go to Log 2417.
- » Choose the second tunnel – Go to Log 2431.

## LOG 2423 THE BRINK

### Away Team commander live feed

I am looking at an explosion site inside the mountain. Judging by the amount of debris, it's a miracle the blast hadn't rent the mountain asunder. And... And, in the heart of the destruction scene, there is a machine of unknown purpose, twisted beyond recognition.

Gain 2 Alien Tech Leads.

## LOG 2424 ICE RING BASE

If you're in Sector 7, go to Log 2425. Otherwise read on:

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

- Gain 1 Mineral Discovery.
- Gain 1 Mineral Lead.

## LOG 2425 ICE RING BASE

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

- Gain 1 Mineral Discovery.
- Gain 1 Mineral Lead.

## LOG 2426 STARMAP

### Atta's journal of space discoveries

There is only one planet in the Gamma Aquilae 3 system, but a fascinating one! It is surrounded with ice rings where someone built a space base. What a treat to explore!

Time permitting, we may also examine a piece of space junk emitting a strange signal and stop at the asteroid belt to replenish our mineral supply.

Move cards Y09 (XO-3) and Y10 (Sigma Velorum) (if it's still available) from "Starmap" (Card Tray B) to the "Awaiting..." envelope. Flip card Y08 (Gamma Aquilae 3) Surveyed side up.

## LOG 2427 IDEMIAN FLEET

### Journeyer bridge audio log

[Capcom]: Captain, the Idemians are losing the battle. Their last fully operational cruiser is being overwhelmed by enemy forces, and the fury of the attackers does not abate. The boarding parties have already penetrated the cruiser. The Idemians will be doomed if we're not fast enough, captain, and if you need my advice... Sure. Of course, back to my duties.

Each Crewmember in Sectors 4 and 5 rolls .

Mark the topmost unmarked box. If all boxes are marked, go to Log 2430.

Otherwise, reset the Time Track on the POI in Sector 4.


## LOG 2428 THE BRINK

### Away Team recordings

[Away Team commander]: These damned tunnels never end.

[Crewmember 1]: But my patience does. How about we-

\*\*\* a boom of falling rocks \*\*\*

[Away Team commander]: Fall back!

Each Crewmember in this Sector rolls **A1**.

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

- » Follow a corridor – Go to **Log 2408**.
- » Follow another corridor – Go to **Log 2431**.

## LOG 2429 THE BRINK

[Away Team commander]: Careful, careful. Every step you take may-

\*\*\* a hollow rasp \*\*\*

[Crewmember 1] (scared): What was that?

[Crewmember 2]: You've jinxed it, boss.

[Crewmember 1]: It's the ceiling. I hope it-

[Away Team commander]: Run!

Each Crewmember in this Sector rolls **A2**.

Go to **Log 2432**.

## LOG 2430 IDEMIAN FLEET

Away Team recordings

[Crewmember 1]: Another explosion! The Idemian ship has been hit! Is the enemy firing upon the ship they are boarding?

[Away Team commander]: The explosion ravaged the engine compartment. And labs, maybe. See where the enemy is? They can't have done it.

[Crewmember 2]: So the Idemians must have blown up the invaded part of their ship.

[Away Team commander]: Tough, they are.

[Crewmember 1]: Tough and sturdy. I am picking up their feed. They are launching a counter-attack.

[Away Team commander]: I wish we could help.

Discard all cards from Sector 4.

Increase the Disrespect Counter by 1.

## LOG 2431 THE BRINK

Away Team recordings

\*\*\* footsteps \*\*\*

[Crewmember 1]: How lost are we?

[Crewmember 2]: We are not. We are analyzing options.

[Away Team commander]: Right. Let's go... that way!

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

- » Follow a tunnel – Go to **Log 2428**.
- » Follow another tunnel – Go to **Log 2412**.

## LOG 2432 THE BRINK

[Away Team commander]: It's a dead-end.

[Crewmember 1]: What?

[Away Team commander]: You heard me. We need to go back.

Go to **Log 2421**.

## LOG 2433 STARMAP

Atta's journal of space discoveries

The 4 Serpentis system is an amazing place to spend some quality time. Our Tetrarch Trache'i has discovered here a planet with a Pumilion base. Another one with a civilization in a pre-spacefaring stage. And some space junk emitting a familiar signature – where have I seen it before?

Move cards **Y24** (HAT-P-44) and **Y25** (Beta Cygni) from "Starmap" (Card Tray B) to the "Awaiting..." envelope. Flip card **Y20** (4 Serpentis) Surveyed side up.

## LOG 2434 SHIP BOOK

The recording of political talks with the Visitors

[Visitor]: Such words are harsh to hear and difficult to accept, especially when spoken by a potential ally. Luckily for all of us, my mission here is more important than any hurt feelings.

Raise the Morale in the Bridge cardholder (Ship Book page 3). Mark box **A** in **Log 2229** without resolving that Log.

## LOG 2435 CRYSTAL CHAPEL

Alburt Wonrock's chronicle

My days on Scrapheap should have taught me that nothing lasts forever. Even though I watched the demise of the Crystal Chapel with heartbreaking misery. What made me suffer even more was the fact that the Away Team hadn't been able to leave the planet in time. They died there a terrible, cosmic death. The universe lost a planet. I lost a few friends.

- All Crewmembers are killed! Remove their Crewmember cards from their Rank sleeves and store the Rank sleeve in its corresponding Section Compartment. Place the Crewmember card on the Crew board.
- Remove Landing card **L11** from the game.
- Move card **Y28** (HAT-P-44) from "Starmap" (Card Tray B) to the "Awaiting..." envelope.
- Discard all non-Unique Discoveries from the Lander board.
- Open the Ship Book at page **21** (Hangar cardholder) 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 **27** (Leaving the Planet) and begin Ship Management.

## LOG 2436 IDEMIAN FLEET

Journeyer bridge audio log

[Vulter the Capcom]: Captain, this is mildly interesting... Uhm... OK, I will never use that phrase again. Well, a few minutes ago our sensors detected another enemy warship, way out of range, but... Look, I have detected a pattern in her behavior. She is following us, and her sensors and radars are fully focused on our actions. Why are they spying on us, captain? If they wanted to attack us, they have already had many opportunities.

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

- » Send a Lander to attack the ship (only if there is at least 1 Lander standee on the Planet board) – Place any Lander standee from the board in Sector 2 and go to **Log 2439**.
- » Ignore the ship, there are more pressing matters at hand – Go to **Log 2444**.

## LOG 2437 CRYSTAL CHAPEL

Away Team recordings

[Crewmember 1]: So here we are. Did you say, commander, it was going to be a fascinating mission?

[Away Team commander]: Yeah, I did. Why?

[Crewmember 1]: I see a crystalloid creature up ahead. And a hovering chunk of crystal. Is creepy synonymous with fascinating?

- Open the Planetopedia at pages **22-23** (Crystal Chapel).
- Place the Corrupted Shardfly Threat card in the indicated slot above the Planet board.
- Place the Corrupted Shardfly standee in Sector 3.
- Find and reveal Optional Mission card **M32**.
- Place card **P301** in Sector 7.
- If there's a Rank 1 Crewmember in the Away Team, take the **K17** Rank-Up card. If there's a Rank 2 Crewmember in the Away Team, take the **K18** Rank-Up card. Place them "Incomplete" side up in the indicated Lander board slot. You may check their "Completed" side at any time.
- Open the Ship Book at page **26** and perform the "Begin Planetary Exploration" procedure.

## LOG 2438 STARMAP

### Atta's journal of space discoveries

Zeta Aquarii might be a tough system to explore because of the microscopic black hole at the edge of it. Once we get inside the system, though, we may visit a tiny planet with an Omnimodi colony. There is also an asteroid belt, a perfect place to test the equipment.

Move cards **Y22** (*Lambda Corvii*) and **Y23** (*Wayman 21*) from "Starmap" (Card Tray B) to the "Awaiting..." envelope.

Flip card **Y21** (*Zeta Aquarii*) Surveyed side up.

## LOG 2439 IDEMIAN FLEET

### Backup Crew recordings

[**Backup Crew commander**]: Journeyer has just spotted another enemy ship. We are ordered to do a quick recon.

[**Operative 1**]: I see some enemy fighters coming toward us. Four... They are going to rip us to pieces.

[**Operative 2**]: They already would have. We are well within their firing range.

[**Operative 1**]: Maybe they have already emptied their launchers?

[**Backup Crew commander**]: Nevermind. We keep pressing forward.

[**Operative 2**]: Wait! Good news. The fighters are flying away! No single missile fired!

[**Backup Crew commander**]: And the spy ship is gone! What is it? Have they got scared or what?

Reduce all Time Tracks once.

Discard all cards from Sector 2.

## LOG 2440 SHIP BOOK

### The recording of political talks with the Visitors

[**Tetrarch Tamara**]: How could we have agreed on that? Our crewmembers came back severely wounded, and their traumas will take years to heal. What a dreadful mistake. Well, the Mother obviously apologizes for the failure and promises generous compensation, but I couldn't care less.

Lower the Morale in the *Bridge* cardholder (Ship Book page 3). Gain 2 Discoveries of any type and move them to "Gathered Discoveries." Take the assigned Crewmembers and slot them in Moderate or Critical Injuries slots in the *Medbay* cardholder (Ship Book page 35). If all of such slots are occupied, remove those Crewmembers from the game.

## LOG 2441 STORY

**Final Campaign Scoring** – create a Campaign Scoring Pool:

- Gain 1 marker for:
  - each 1 Colony card on page 7 in the Ship Book and in the "Awaiting..." envelope.
  - each 1 Central Upgrade card on page 17 in the Ship Book and in the "Awaiting..." envelope.
  - each 1 Unique Discovery card on pages 31-32 in the Ship Book and in the "Awaiting..." envelope.
  - each 1 Crewmember in each Section (in the Away Team, Available Crew, Medbay and the "Awaiting..." envelope).
- Gain 6 markers if box **D** in **Log 2985** is marked.
- Gain 6 markers if box **H** in **Log 2985** is marked.
- Gain 3 markers if box **I** in **Log 2985** is marked.
- Gain 6 markers if box **K** in **Log 2985** is marked.
- Discard 3 markers if box **F** in **Log 2985** is marked.
- Discard 1 marker if box **J** in **Log 2985** is marked.
- Discard 1 marker if box **L** in **Log 2985** is marked.
- Discard 1 marker for each 1 marked box in **Log 2634**.

**Note:** You may use the  token as 10 markers.

Final Campaign Scoring. If you have:

- **0-32 markers** – Against all odds and despite many setbacks, you managed to reach the campaign's end. Congratulations!
- **33-64 markers** – Your campaign was a success. Scrapheap is eternally grateful for your help.

- **65-97 markers** – Your struggle ended in a great success. You did outstandingly great!
- **98+ markers** – You've achieved almost impossible success. Congratulations!

If you have Unique Discovery 10, go to **Log 2820**.

Otherwise, go to **Log 2137**.

## LOG 2442 SCRAPHEAP

### Vulter O'Really's report

Section Leaders, the Pelican hijacked by mutineers has just been destroyed.

- Discard the *Rebellious Pelican Threat* card and its standee.
- Each Crewmember Refreshes 3 .

## LOG 2443 SHIP BOOK

### The recording of the council of Tetrarchs

[**Elpenor'i**]: Tetrarchs, I must ask you for help. I have received an encrypted message about an Aerugon vessel floating in the vicinity. Her drive is damaged, and life support systems are on the blink.

[**Tamara**]: What do you need us to do?

[**Elpenor'i**]: I need you to dispatch a rescue mission as fast as possible.

[**Ava**]: What kind of a ship is it? What mission was it on?

[**Elpenor'i**]: That I can't tell you, Tetrarch. All I need you to do is to send a rescue mission.

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

- » **Refuse** – This Log ends.
- » **Send a rescue team** – Discard 1 , assign 2 Crewmembers, and go to **Log 2482**.

## LOG 2444 IDEMIAN FLEET

### Journeyer bridge audio log

[**Vulter the Capcom**]: Captain, I have a status update! This is mildly interesting, indeed. The enemy spying vessel has just left the battle. All she did was scan us. Have they gathered enough intel? Or have they just got fed up? Yes, captain. I know. Questions are not my department. Especially rhetorical ones.

Discard all cards from Sector 2.

## LOG 2445 CRYSTAL CHAPEL

### Away Team recordings

[**Away Team commander**]: Do you get any readings?

[**Crewmember 1**]: Yeah. There is a long corridor leading up toward the center of the main crystal. It is full of smaller crystals. Trigonal ones.

[**Away Team commander**]: Trigonal? An interesting discovery, both the corridor and the crystals. This and the knowledge we have gained so far may help us reveal the mystery of the planet.

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

Add 1 marker to the Knowledge slot.

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

- » **Prepare a trap for the Shardfly** – Discard 1 marker from the Knowledge slot to go to **Log 2455**.
- » **Estimate the position of the Shardfly lair** – Discard 1 marker from the Knowledge slot to go to **Log 2459**.
- » **Estimate the location of resource deposits** – Discard 1 marker from the Knowledge slot to go to **Log 2462**.
- » **Wait with conclusions** – This Log ends.

## LOG 2446 STARMAP

### Trache'i's private recordings

The Away Team could be useful sometimes. They got scans of the ship from the Letumians' world, the first of many vessels they have captured and made their own. If only

I had more data... I could learn more about the original owners...

Move card **30** (*Forgotten Tech*) from "Unique Discoveries" (Card Tray A) to the "Awaiting..." envelope.

## LOG 2447 STARMAP

### Atta's journal of space discoveries

Epsilon Lyrae is a binary star system, something I have always wanted to see with my own old eyes. Apart from that, there is a weird, artificial object between the stars. Once we get close, we need to check if it poses a threat to potential colonies in this resource-rich system.

But this is not everything. There is a technologically advanced spaceship floating at the edge of the system and some space debris, too. Wonderful. Epsilon Lyrae, here we come.

Flip card **Y11** (*Epsilon Lyrae*) Surveyed side up.

## LOG 2448 CRYSTAL CHAPEL

### Alburt Wonrock's chronicle

Chunks of the planet, suspended in the air by the radiation of the crystal, abruptly began to fall, pulled by merciless gravity. When the clouds of shards dispersed, all we could see were giant heaps of crystal debris.

- Replace your current Global Condition card with card **G21**.
- Discard all **P310** cards from the Planet board.
- Repeat this effect three times:

Roll a D10 and check the result below:

0. Nothing happens.
1. Place one random card **P310** on the top of any cards in Sector 1.
2. Place one random card **P310** on the top of any cards in Sector 2.
3. Place one random card **P310** on the top of any cards in Sector 3.
4. Place one random card **P310** on the top of any cards in Sector 4.
5. Place one random card **P310** on the top of any cards in Sector 5.
6. Place one random card **P310** on the top of any cards in Sector 6.
7. Place one random card **P310** on the top of any cards in Sector 7.
8. Place one random card **P310** on the top of any cards in Sector 8.
9. Place one random card **P310** on the top of any cards in Sector 9.

## LOG 2449 IDEMIAN FLEET

### Journeyer bridge audio log

[**Vulter the Capcom**]: Captain, the Idemian defensive system is fully concentrated on the enemy drones. They are quick and agile, but... One hit! Another one! And one more! Well done! The threat is diminishing, and as to enemy boarding parties... I have a visual and the invaders seem to be losing their advantage. Well armed and well-trained, but they are no match for the determination of the defenders. They are losing! Losing and retreating!

And more good news - the cruiser's drive is operational. The engineers are dealing with minor malfunctions. They will be able to reach Scrapheap in no time.

Discard all cards from Sector 4.

Mark box **E** in **Log 2910**.

## LOG 2450 ICE RING BASE

- If this box was already marked, this Log ends. Otherwise, mark this box and read on:

### Away Team communication

[**Crewmember 1**]: Look, another box opens.

[**Away Team commander**]: Scan it before you touch anything.

[**Crewmember 1**]: Sure thing. I see some... Some rock in there. A mineral of sorts. I've seen nothing else like it.

Gain 1 *Mineral* Discovery.

## LOG 2451 CRYSTAL CHAPEL

All players must agree to leave the planet (all Crewmembers who are not in the Lander Sector will die). If they do, go to **Log 2477**. Otherwise continue the game.

## LOG 2452 IDEMIAN FLEET

### Journeyer bridge audio log

[**Vulter the Capcom**]: Captain, we are within firing range of the enemy warships. Two missiles are already dashing our way! Captain, don't you think warships twice as big as ours is a suicidal affair and-

[**Captain**]: Don't panic. We have just shot down those two missiles.

[**Vulter the Capcom**]: Yes, but there will be more and... Oh, this is mildly interesting. The enemy is not firing. And it's... Captain, if the sensors are not malfunctioning, the enemy warship is slowly backing away. But why? I don't get it. Did we scare it?

Discard Mission card **M34**.

Go to **Log 2492**.

## LOG 2453 CRYSTAL CHAPEL

If Mission card **M33** is revealed, go to **Log 2451**. Otherwise, read on:

### Away Team recordings

[**Away Team commander**]: Capcom, we are done here. There is nothing else we could possibly do on this planet so we are retreating to the lander. Over and out.

1. All Crewmembers who are not in the Lander Sector are killed!

Remove their Crewmember cards from their Rank sleeves and store the Rank sleeve in its corresponding Section Compartment. Place the Crewmember card on the Crew board.

2. Open the Ship Book at page **27** (*Leaving the Planet*) and begin Ship Management.

## LOG 2454 CRYSTAL CHAPEL

### Away Team commander's live feed

Capcom, you are not gonna believe it. We are traveling on a floating crystal! Like in a cartoon for kids or a video game. Seems like it's the easiest way to travel here. Hold on, everybody!

Take this card with each Crewmember, Threat, and Equipment from this Sector and place these components on top of any cards in Sector 1, Sector 4 or Sector 7. You may reset Time track on POI card **P301** (*Levitating crystal*).

## LOG 2455 CRYSTAL CHAPEL

### Away Team recordings

[**Away Team commander**]: Capcom, the ambush is ready. We intend to take the Shardfly out.

[**Vulter the Capcom**]: You are aware that destroying them might be impossible?

[**Away Team commander**]: We are. But we hope to make them less active, at least.

[**Vulter the Capcom**]: Good luck, Away Team.

Place 2 markers on the Threat card.

## LOG 2456 SHIP BOOK

### The recording of political talks with the Visitors

[**Visitor**]: You have said one thing too many, I am afraid. I cannot stand idly and listen to you insult the Mother. Our cooperation is over, and so is our acquaintance.

Remove card **B16** in the *Bridge* cardholder (Ship Book page **3**) from the game.

## LOG 2457 SCRAPHEAP

### Vulter O'Really's report

Section leaders, there are changes, visible changes. The enemy fighters have withdrawn, possibly to regroup and attack again.

- For each Threat in a Sector without a Crewmember: **[[Q]]** on their Threat card.

- If you have card **B05** in the *Bridge* cardholder (Ship Book page 3), you may reduce Time Track on any POI card **P329** or **P330** by 1.
- If you have card **B09** in the *Bridge* cardholder (Ship Book page 3), you may reduce the Time track on any POI card **P329** or **P330** by 1. Then, you may progress the Time Track on any POI card **P332** or **P333** by 1.

## LOG 2458 IDEMIAN FLEET

### Journeyer bridge audio log

[**Vulter the Capcom**]: Captain, it seems that we have taken control of the battlefield. The Idemians have contained the fires and regained partial control of their cruiser so... Oh, I see an approaching group of vessels. Friends or foes? They are too far for the sensors to be sure, but... Yes, foes. Bad news.

And... Uhm, and there is one more thing, captain. The Idemians have just reported that there is a huge unexploded missile stuck deep in their hull. It may go off any second.

And besides that, peace and quiet, captain.

Replace Mission card **M15** with Mission card **M34**.

Place card **P214** in Sector 6 and card **P215** in Sector 4.

## LOG 2459 CRYSTAL CHAPEL

### Away Team recordings

[**Crewmember 2**]: Commander, I have completed an all-encompassing scan of this crystal, and I have noticed an interesting pattern.

[**Away Team commander**]: Bring it on.

[**Crewmember 2**]: Look here. And there. And there too. Those are hollow spaces within the crystal.

[**Away Team commander**]: And they are of different hues.

[**Crewmember 2**]: True, because some seem to be filled with water. And there... See that spot in the upper part of the crystal, but still within it? This is the most exciting discovery. This is the nest of Shardflies.

Gain 1 *Mineral Lead*.

Refresh 2 .

## LOG 2460 ICE RING BASE

If the following box is unmarked, mark it and resolve its text. Otherwise, this Log ends.

Go to **Log 2626**.

## LOG 2461 IDEMIAN FLEET

### Journeyer bridge audio log

[**Vulter the Capcom**]: Enemy fighters attacking! Oh, what a spectacle! Our defense system has responded. The first fighter is down, the second one heavily damaged! The enemy rockets are focused mostly on Idemian ships or are being shot down! Oh, and now the hostiles are turning back!

Discard all cards from Sector 6.

Go to **Log 2470**.

## LOG 2462 CRYSTAL CHAPEL

### Away Team commander's live feed

[**Away Team commander**]: Capcom, good news! We have located rich deposits of minerals near the Cave of Blades.

[**Capcom**]: Oh, this is mildly interesting!

[**Away Team commander**]: You promised not to use that expression, remember?

- Gain 1 *Mineral Lead*.
- Draw 2 Section cards.

## LOG 2463 CRYSTAL CHAPEL

### Away Team recordings

[**Away Team commander**]: Corrupted Shardflies! Focus, everybody. This is the first time we have spotted them in their natural environment.

[**Crewmember 1**]: I am not sure there is anything natural about them. Look, they are all trying to squeeze their way into the water pool in the cave. It's like they were looking for something there, and they couldn't find it.

[**Crewmember 1**]: True. And it makes them angry.

[**Away Team commander**]: It's hard to tell why they are acting like this. Our scientists believe that they are shards of the big planet-wrecking crystal, driven by some weird radiation.

[**Crewmember 1**]: That would explain why they are as corrupted as the big crystal itself.

[**Crewmember 2**]: So we could try to tame them.

[**Away Team commander**]: Tame? How?

[**Crewmember 2**]: We could catch one and put a special collar with the radiating crystal on it.

[**Away Team commander**]: Hold that thought.

- Add 1 marker to the Knowledge slot.
- Move card **E72** (*Shardfly*) from "Unavailable Equipment" (Card Tray B) to the "Armory."
- Discard Mission card **M32**.
- Replace the POI in this Sector with card **P306**.

## LOG 2464 IDEMIAN FLEET

### Away Team recordings

[**Crewmember 1**]: Easy now. Release the liquid helium.

[**Crewmember 2**]: I have. The sensors show it has flooded the ignition sector.

[**Away Team commander**] (whispering): This is the crucial moment. Nobody even budge. That unexploded shell may shred the cruiser to pieces.

[**Crewmember 1**]: And us with it.

[**Crewmember 2**]: No need to worry. The helium froze its ignition center. The missile is dead.

Gain 2 *Alien Tech Leads*.

Discard all cards from Sector 4.

Mark box **F** in **Log 2910**.

Go to **Log 2470**.

## LOG 2465 STARMAP

### Atta's journal of space discoveries

I cannot stop thinking about the Beta Cygni system. There is a planetoid with a hydrogenic atmosphere and a planet literally overgrown with fungi species. Recon has called it Mycelium. Pretty appropriate, I think. We should send the Away Team there to collect samples for research.

Move card **Y26** (*Shadow Sector*) from "Starmap" (Card Tray B) to the "Awaiting..." envelope. Flip card **Y25** (*Beta Cygni*) Surveyed side up.

## LOG 2466 CRYSTAL CHAPEL

If Mission card **M33** is revealed, go to **Log 2469**. Otherwise, read on:

### Away Team recordings

[**Away Team commander**]: Capcom, we have an emergency! One of my crew has been severely wounded! We're returning to the lander. Permission to abort the mission!

[**Capcom**]: Granted. Fly safe.

[**Away Team commander**]: We will. Get the med team ready! Over and out.

- Place the Mission Failed token on the Lander board.
- Discard half of the non-Unique Discoveries from the Lander board (rounded-down).
- Open the Ship Book at page 27 (*Leaving the Planet*) and begin Ship Management.

## LOG 2467 SHIP BOOK

The recording of political talks with the Aerugon ambassador

[Tohn]: Your help, ambassador, is invaluable. Your teams are helping with all they can.

[Elpenor'i]: I know. We understand your needs.

[Tamara]: Our gratitude is boundless. You have mentioned sending a few transport ships with resources... Is it still on the table?

[Elpenor'i]: Of course. I never go back on my word.

[Tohn]: We would have never thought so. But uhm... What are you willing to help us with?

[Elpenor'i]: Specify your needs, and they will be met.

Gain 2  or 1 .

All players discuss and choose one (in case of a tie, the Engineering Section player makes the final decision):

- » **Request resources** – Mark box **A** in **Log 2337** without resolving that Log. This Log ends.
- » **Request new materials for research** – Mark box **B** in **Log 2337** without resolving that Log. This Log ends.
- » **Request fuel and energy sources** – Mark box **C** in **Log 2337** without resolving that Log. This Log ends.

## LOG 2468 CRYSTAL CHAPEL

A discussion at a mural exposition

[Scrapheaper 2]: The new mural is weird. Too abstract for my taste. Weren't the artists supposed to record important moments of Scrapheaper's discovery?

[Scrapheaper 1]: Well, yes, they are and they do. This is the moment when our Away Team finally managed to break off a huge chunk of crystal.

[Scrapheaper 2]: Yes, naturally, I have heard about it. The Science Section hoped they could determine what had stopped its growth and discover its properties to crystalize other resources. We could use some more durable materials, but-

[Scrapheaper 1]: But what?

[Scrapheaper 2]: Look at all those turquoise shapes floating in the air. The mural looks like a vivid dream.

[Scrapheaper 1]: No, this is exactly what the planet looked like. Welcome to the world of crystals.

- Add 1 marker to the Knowledge slot.
- Gain 2 *Mineral Leads*.
- Gain Unique Discovery **25**.
- Replace the POI in this Sector with card **P000**.
- Go to **Log 2488**.

## LOG 2469 CRYSTAL CHAPEL

Away Team recordings

[Away Team commander]: Capcom, we have a situation here. There are masses of crystal debris, billowing right over our heads. Taking off is impossible. We are stuck here.

The Crewmember who gained a fourth Injury makes a Survival Check: roll three Injury dice. If you roll 1  and 1  OR 2  and 1 , the Survival Check is failed. Remove this Crewmember from their Rank sleeve. Return all their dice to their Section Compartment and their Equipment to the "Armory." 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 2435**.

## LOG 2470 IDEMIAN FLEET

Mark the topmost unmarked box and resolve its text:

- Refresh 1 .
- Go to **Log 2474**.

## LOG 2471 ICE RING BASE

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

- Go to **Log 2472**.
- If this POI is in Sector **5**, place it on top of any cards in Sector **7** (**Important: card P162 is always on top**). Otherwise, place it on top of any cards in Sector **5** (**Important: card P162 is always on top**).

## LOG 2472 ICE RING BASE

Away Team communication

[Away Team commander]: This is one hell of an extractor! How about we borrow it and move it northward? The scanner indicates a significant deposit of rhodium four clicks away.

[Crewmember 2]: We may try. I have looked at the panel - the machine is definitely not Builders' tech. It is not too different from what we could build.

[Away Team commander]: Start it, then, and let's get to work.

\*\*\* the hum of the engine \*\*\*

[Crewmember 1]: And off we go.

[Away Team commander]: Hey, is it me or is the ground shaking? What does the scanner say?

[Crewmember 1]: We got an "unstable structure" warning!

[Away Team commander]: Unstable structure... The extractor is too heavy to move! It's tearing the wretched asteroid apart! Stop the extractor and leave it! On the double! Run! Run!

\*\*\* deafening crack \*\*\*

[Away Team commander]: Capcom, this is the Away Team. We have accidentally broken the asteroid to pieces. And uhm... A huge chunk of it is plunging toward the planet. With parts of the base. Over and out.

Place this POI on top of any cards in Sector **5** (**Important: card P162 is always on top**). Place card **P163** in Sector **7**. Replace the POI in Sector **2** with card **P166**. Each Crewmember in Sectors **1** and **2** gains a *Critically Wounded Injury*.

## LOG 2473 CRYSTAL CHAPEL

Away Team commander's live feed

Capcom, we are witnessing an amazing spectacle. There is a massive crystal floating in the air among the layers of what's left of the planet's surface. There are other crystals around, some bigger, some smaller, all of them equally enchanting. I think there is some magnetic interaction that makes them move.

Resolve first effect that applies:

- If card **P301** (*Levitating Crystal*) is in Sector **1**, place this card on the top of any cards in Sector **7**. Then, place each Crewmember, Threat, and Equipment from Sector **1** in Sector **7**.
- If card **P301** (*Levitating Crystal*) is in Sector **4**, place this card on the top of any cards in Sector **1**. Then, place each Crewmember, Threat, and Equipment from Sector **4** in Sector **1**.
- If card **P301** (*Levitating Crystal*) is in Sector **7**, place this card on the top of any cards in Sector **4**. Then, place each Crewmember, Threat, and Equipment from Sector **7** in Sector **4**.

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

- Add 1 marker to the Knowledge slot.
- Gain 1 *Mineral Lead*.

## LOG 2474 IDEMIAN FLEET

Journeyer bridge audio log

[Capcom]: Captain, the situation is finally under control. The enemy fighters have been beaten back, and the unexploded missile is no longer a problem. Both the cruiser and our ship are somehow functional, although I have seriously no idea how the Idemians have pulled it off.

On the downside, the enemy seems to be regrouping and we may expect another full scale assault. Can we do anything to take the initiative away from them?

Place card **P212** in Sector 4.

## LOG 2475 ICE RING BASE

If this box was already marked, this Log ends. Otherwise, mark this box and read on:

### Alburt Wonrock's chronicle

Some criticize the bravado of the Away Team's commander, who led the crew into the high radiation zone, but we live in grim times, and we cannot afford to blame opportunists. Despite the odds, the team mined some radioactive fuel which was already a success. Besides, they proved that the mine must have been used to power the station, and they retreated in time to avoid radioactive burns or x-ray sickness in months to come.

Gain Unique Discovery **07**.

Replace the POI in this Sector with card **P178**.

Mark box **E** in **Log 2119**.

## LOG 2476 CRYSTAL CHAPEL

### Away Team recordings

[**Away Team commander**]: All right, crew. We are just about to enter a sweeping crystal maze. The way is about to fork into many corridors, each covered with crystals of a different structure. Stay focused.

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

- » **Corridor with crystals with a regular pattern** – Go to **Log 2479**.
- » **Corridor with crystals with a hexagonal pattern** – Go to **Log 2483**.
- » **Corridor with crystals with a tetragonal pattern** – Go to **Log 2494**.
- » **Corridor with crystals with a diamond pattern** – Go to **Log 2499**.
- » **Corridor with crystals with a trigonal pattern** – Go to **Log 2505**.
- » **Corridor with crystals with a monoclinic pattern** – Go to **Log 2514**.
- » **Corridor with crystals with a triclinic pattern** – Go to **Log 2520**.
- » **Use your knowledge and find some clues** – Discard 1 marker from the Knowledge slot to go to **Log 2526**.
- » **Leave this place** – This Log ends.

## LOG 2477 CRYSTAL CHAPEL

### Away Team recordings

[**Away Team commander**]: Capcom, we are preparing to evacuate from the planet. We can forget about colonizing the place, but before the chaos began, we found the ruins of a long abandoned civilization. We gained some sound information about the planet-devouring crystal there. We know how to halt its progress. Mildly interesting, eh?

[**Vulter the Capcom**]: Yes, it is mil... Oh, you bastards. Fly safe.

[**Away Team commander**]: See you soon.

- All Crewmembers who are not in the Lander Sector are killed! Remove their Crewmember cards from their Rank sleeves and store the Rank sleeve in its corresponding Section Compartment. Place the Crewmember card on the Crew board.
- If there are at least 6 markers in the Knowledge slot, gain 1 *Mineral Discovery*.
- Remove Landing card **L11** from the game.
- Move card **Y28** (*HAT-P-44*) from "Starmap" (Card Tray B) to the "Awaiting..." envelope.
- Discard Mission card **M33**.
- Open the Ship Book at page **27** (*Leaving the Planet*) and begin Ship Management.

## LOG 2478 STARMAP

### Atta's journal of space discoveries

Sigma Velorum. I have a feeling we're gonna spend a lot of time there, mostly because of the Idemian fleet's distress call. The Tetrarchs believe their ships have hidden there for some reason. Let them figure that out.

I am personally interested in a moon with a warm

atmosphere, probably a good place for starting a colony. We may also land on a huge volcanic, ice-covered planet if only to give the crew a nice workout.

Flip card **Y10** (*Sigma Velorum*) Surveyed side up.

## LOG 2479 CRYSTAL CHAPEL

Go to **Log 2485**.

## LOG 2480 IDEMIAN FLEET

### Away Team recordings

[**Away Team commander**]: This is not a ship, but a loaded gun. Capcom? Do you copy?

[**Vulter the Capcom**]: Loud and clear.

[**Away Team commander**]: We have just finished analyzing the scans. This ship has been designed and built only for one purpose – to fight and destroy. Every inch of its space has been devoted to warfare. There are no research facilities, no recreation area, not even a sick bay. All we see are firing stations, turrets, shield generators, and such.

[**Vulter the Capcom**]: Thank you, Away Team commander. Let's hope we stand a chance.

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

Gain 1 *Alien Tech Lead*.

## LOG 2481 ICE RING BASE

### Away Team communication

[**Crewmember 1**]: Let me focus. Navigating an asteroid belt is already a challenge – and this? Look, there are fragments of the destroyed base floating everywhere.

[**Away Team commander**]: Think of all we can explore and find.

[**Crewmember 1**]: I think of staying alive.

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

Gain 3 *Mineral Leads*.

The *Away Team* finds an interesting green crystal. Take any unused green Section die from the box and place it in a Special Slot on Optional Mission card **M39** (if no green Section dice are available, use  instead, take 1 from the Token bag if necessary). Mark box **C** in **Log 2119**.

Gain 1 *Mineral Lead* and 1 *Alien Tech Lead*.

## LOG 2482 SHIP BOOK

### The recording of the council of Tetrarchs

[**Elpenor'i**]: The Aerugon ship you were kind enough to rescue has docked safely, and her crew is reported fine, if a bit shaken and exhausted. On behalf of the Aerugon nation, I would like to affirm that your contribution will never be forgotten.

Mark box **B** in **Log 2985** without resolving that Log. This Log ends.

## LOG 2483 CRYSTAL CHAPEL

Go to **Log 2485**.

## LOG 2484 IDEMIAN FLEET

### Journeyer audio log

[**Vulter the Capcom**]: Idemian cruiser, we are under attack! The enemy reinforcements have joined the main force. Their missiles are about to penetrate our shields! Oh, we've been hit! There is fire on our starboard! Idemian cruiser, we request your immediate assistance!

[**Idemian Capcom**]: We will do what we can. Hang in there.

Discard all cards from Sector 6.

Increase the Disrespect counter by 1.

If card **P205** (*Broken Journeyer*) is on the Planet board, go to **Log 2307**.

If card **P204** (*Battered Journeyer*) is on the Planet board, replace it with card **P205** and go to **Log 2470**.

If card **P203** (*Journeyer*) is on the Planet board, replace it with card **P204** and go to **Log 2470**.

## LOG 2485 CRYSTAL CHAPEL

### Alburt Wonrock's chronicle

The Away Team were carefully going down the corridor when suddenly the way gave in, and all of them fell into a crystal hole.

Replace the POI in this Sector with card **P309**.

## LOG 2486 STARMAP

### Tamara Woon's personal log

Life is still not comfortable in Eclectic Haven, but the locals are working together toward a safer future. The crew must know that we have done a tremendous job down here. It will totally boost morale.

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

Raise the Morale in the Bridge cardholder (Ship Book page 3).

You may spend 1  to go to **Log 2026**. Otherwise, this Log ends.

## LOG 2487 SHIP BOOK

### Letumian interrogation audio file

[Ava]: Where are we holding them?

[Security officer]: Corridor C. High security section. The bastard is not very cooperative, sir.

[Ava]: I will grill him until he is!

[Security officer]: If I may, I would recommend a more lenient approach.

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

- » **Try reasoning with them** – Go to **Log 2368**.
- » **Get your answers with violence** – Go to **Log 2498**.

## LOG 2488 CRYSTAL CHAPEL

If this box was already marked, this Log ends. Otherwise, mark this box and read on:

### Away Team recordings

[Away Team commander]: That was quite a fall. Everyone alright?

[Crewmember 2]: Yeah, the uniforms softened the landing a bit.

[Away Team commander]: Capcom, we have fallen through a hole into a gigantic, crystal cave which... Capcom? There is no response. We are cut off.

[Crewmember 1]: I am not surprised. We are basically inside the crystal now.

[Crewmember 2]: Let's hope we can find the way up again.

[Away Team commander]: Up? That is the last thing I want to do. Look ahead.

[Crewmember 1]: What are those? Are they... Are they buildings?

[Crewmember 2]: Yeah! Structures, definitely erected by sentients! They surround a centerpiece, a shattered column. A Builders' stele? This is one hell of a discovery!

[Crewmember 1]: They look abandoned.

[Away Team commander]: Let's get closer. This place could teach us a lot about what happened here, but I am a little afraid of the radiation. Aren't we too close to the main crystal for such exploration?

Add 1 marker to the Knowledge slot.

If your Crewmember or any Assisting Crewmember is Pumilion, go to **Log 2522**.

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

- » **Investigate the ruin** – Your Crewmember and each Assisting Crewmember rolls  (in cases where a Crewmember would gain a fourth Injury, ignore that Injury card and Injury die), go to **Log 2491**.
- » **Find a way out** – Go to **Log 2497**.

## LOG 2489 IDEMIAN FLEET

### Journeyer bridge audio log

[Vulter the Capcom]: Captain. The missile stuck in the Idemian cruiser's hull has just exploded! The cruiser is heavily damaged, though miraculously still in one piece. Almost a wreck. I can't believe it.

No info about the number of casualties yet. I am trying to reach to our team, but no success yet. The explosion must have damaged their communication devices. Right? Captain, am I right?

Each Crewmember in Sector 4 rolls .

Discard all cards from Sector 4.

Increase the Disrespect Counter by 1.

Go to **Log 2470**.

## LOG 2490 SCRAPHEAP

### Vulter O'Really's report

Damage report! It isn't very comforting! It's utterly frightening, actually! Torpedoes from Earth's cruiser have hit the hull in several places! No substantial damage as of yet! Their fighters focus their fire on Journeyer, but a few squadrons keep harassing the industrial quarters!

- Place a random card **P330** on top of any cards in Sector 1 and place a Time token in the first slot of its Time Track.
- Place a random card **P330** on top of any cards in Sector 7 and place a Time token in the second slot of its Time Track.
- Continue Planetary Exploration (starting with the Crewmember with the Start token).

## LOG 2491 CRYSTAL CHAPEL

### Alburt Wonrock's chronicle

The Crystal City was a ghost town, but its previous dwellers apparently hoped it would be visited one day. The Away Team were greeted by a holographic show activating above their heads. Gaping at ancient images, they realized that the extinct dwellers were their cosmic cousins, also created by the Builders.

The images floating above their heads showed their history. The locals were targeted by Crystaloids who used to eliminate such planets with their omnipotent, expansive crystals. The dwellers of the planet realized the danger when the crystal growing inside their planet had already grown to frightening proportions. They were technologically not advanced enough to flee the planet, so they decided to stall the growth of the crystal to prevent it from shattering the globe to pieces. They discovered that the crystal required compounds of sulfur and calcium to expand, and since those were found in abundance in the planet's water systems, the locals modified the genetic code of native organisms to make them absorb such compounds from the water and halt the growth of the crystal. It was too late, though. The crystal, however weakened, was already big enough to cause the planet to start falling apart.

The final images showed the last survivors of the local population, resigned to their sad fate, but at the same time proud of their desperate fight. They managed to beat the enemy and save the planet. They were hopeful that life would grow back one day, perhaps even in the near future.

- Add 1 marker to the Knowledge slot.
- Gain 1 *Alien Tech* Discovery.
- Go to **Log 2497**.

## LOG 2492 IDEMIAN FLEET

### Conversation at the Scrapheap mural collection

[Crewmember 1]: The irony is that the artists called this mural: "The Great Victory."

[Crewmember 2]: Wasn't it? Journeyer and the surviving Idemian cruiser managed to return to Scrapheap.

[Crewmember 1]: Both battered, barely holding together, the crews decimated. Well, we survived and strengthened our ties with the Idemians, so technically it was a victory, but what everybody refuses to talk about is what we discovered throughout the battle.

[Crewmember 2]: What?

[Crewmember 1]: That we have a powerful enemy. A space-faring species.

[Crewmember 2]: Those Letumians?

[Crewmember 1]: Yes. They were called so after the Earthling god of death, and it is quite appropriate. The Letumians are nothing but brimming with hatred, filled with bloodlust, murderous pestilence. And you know what? Our Tetrarchs have analyzed every video of the battle, and they discovered that Journeyer has never been their target. For some reason they always withdrew their assault when they saw us.

[Crewmember 2]: Why?

[Crewmember 1]: We don't know. But sooner or later they will attack again. We live on borrowed time.

[Crewmember 2]: No wonder the mural disturbs you. What would you call it then?

[Crewmember 1]: "The Great Wake-up."

Place a D10 on the board. Set it on the "0" value.

Then:

- If card **P204** (*Battered Journeyer*) is on the Planet board, increase the D10 by 1.
- If card **P203** (*Journeyer*) is on the Planet board, increase the D10 by 3.
- For each marked box in **Log 2910**, increase the D10 by 1.

Check the D10 value and and resolve its corresponding effect:

- **0-3**: Go to **Log 2496**.
- **4-7**: Go to **Log 2501**.
- **8-9**: Go to **Log 2508**.

## LOG 2493 ICE RING BASE

### Away Team communication

\*\*\* echoing footsteps \*\*\*

[Crewmember 1]: I feel like we're looking at some sort of safety deposit boxes.

[Away Team commander]: Don't even think of opening those. Brute force may damage whatever's inside. Take a look at this, though.

\*\*\* more footsteps \*\*\*

[Crewmember 2]: Looks like a control panel.

[Crewmember 1]: See these four angular holes? They look like something needs to be placed there. Like keys, maybe?

[Away Team commander]: I think we should keep... Why are you touching it?

[Crewmember 2]: Look. I made it work.

Place card **P177** in this Sector. Go to **Log 2398**.

## LOG 2494 CRYSTAL CHAPEL

Go to **Log 2485**.

## LOG 2495 IDEMIAN FLEET

### Away Team recordings

[Crewmember 1]: Commander, this one's alive.

[Away Team commander]: Good! Med unit, we've got another survivor-

[Crewmember 1]: No, it is not an Idemian. It's one of them! A hostile!

[Away Team commander]: Capcom, we have just located an enemy onboard the Idemian cruiser. Unconscious and wounded, but apparently not severely.

[Vulter the Capcom]: Noted. Secure the area. Supply medical help. Get them onboard Journeyer as soon as possible, but all conversations about them are classified from now on.

[Away Team commander]: Roger that.

Check the Disrespect Counter value on Optional Mission card **M35** and resolve a corresponding effect:

- **0-3**: Mark box **C** in **Log 2980**.
- **4-6**: Mark box **B** in **Log 2980**.
- **7-9**: Mark box **A** in **Log 2980**.

Move card **B18** (*Letumian Captive*) from "Bridge cards" (Card Tray B) to the "Awaiting..." envelope.

All Crewmembers who played in this Exploration Rank-Up. Replace their current Rank sleeve with a Rank sleeve of 1 Rank higher.

Remove Landing card **L06** from the game.

Remove Situation card **S07** from the game.

Move card **Y17** (*Sigma Velorum*) from "Starmap" (Card Tray B) to the "Awaiting..." envelope.

Go to **Log 2280**.

## LOG 2496 IDEMIAN FLEET

### Journeyer bridge audio log

[Capcom]: Scrapheap, do you copy? We have managed to break away from overwhelming enemy forces, although Journeyer is in very bad shape, and so is our escort, an Idemian cruiser, the only one remaining from their squadron. It seems that the Idemians need our aid more than we needed theirs.

Ready the emergency medical team and clear the docks. We are to reach you today around six o'clock Earth time if the drive holds. Over and out.

Gain Unique Discovery **15**.

Lower the Morale in the *Bridge* cardholder (Ship Book page **3**).

Go to **Log 2495**.

## LOG 2497 CRYSTAL CHAPEL

### Away Team recordings

[Away Team commander]: All right, this is all there is to know-

\*\*\* a mighty quake \*\*\*

[Away Team commander]: Everyone all right?

[Crewmember 1]: Yeah. What was that?

[Crewmember 2]: I have a feeling that the crystal is waking up. Its radiation level is rising.

[Crewmember 1]: The crystal could be reacting to our activity. We collected samples from many places, after all.

[Crewmember 2]: Listen, we know how to stop the crystal. Perhaps we should try to stabilize it! There are so many valuable resources here.

[Away Team commander]: This planet's dwellers spent decades devoiding the crystal of minerals. We don't have as much time! Now, run!

- Discard Mission card **M31** and reveal Mission card **M33**. Warning: when its Time Track runs out, you will die!
- Replace your current Global Condition card with card **G20**.
- If Mission card **M32** is revealed, discard all markers and tokens from the *Corrupted Shardfly* Threat card and flip this card. Otherwise, nothing happens.

## LOG 2498 SHIP BOOK

### Letumian interrogation file

[Letumian]: Stop! Don't! I will... I will talk.

[Ava]: Of course, you will. And I have only one question. Why the hatred?

[Letumian]: Isn't it obvious? It is the principal rule of the universe, Idemian! Kill or you will be killed! We need to attack and destroy, or the same thing will happen to us!

[Ava]: Yet we have noticed your people falter. Like you got scared.

[Letumian]: Never!

[Ava]: You ran before Journeyer.

[Letumian]: We didn't run. Never! We just decided not to strike you.

[Ava]: To what do we owe such leniency?

[Letumian]: We thought you're Earthlings. Your Scrapheap looks Earthling! A huge part of it, at least,

[Ava]: What is it about Earthlings that gave you so much to think about?

[Letumian]: Earthlings penetrated the Eye of the Void! They entered the Builders' Vault! Nobody had done it before. Nobody did it after them! Even we failed!

[Ava]: Ah, so you subserviently considered Earthlings mightier than you. And thus your fear was born.

Mark box **O** in **Log 2985** without resolving the rest of the Log.

## LOG 2499 CRYSTAL CHAPEL

Go to **Log 2485**.

## LOG 2500 ICE RING BASE

**Away Team communication**

[Crewmember 2]: Damn, this one's empty.

[Crewmember 1]: Let's try something else, then.

## LOG 2501 IDEMIAN FLEET

**Journeyer bridge audio log**

[Vulter the Capcom]: Scrapheap, do you copy? We're on our way back. Unfortunately, the Idemian squadron sent to aid us has been intercepted and almost annihilated by an extremely hostile space-faring species we have named the Letumians. Our intervention changed little except that we were able to save a significant number of Idemian lives. Ready the emergency medical teams and clear the docks for Journeyer, as it has sustained some damage as well.

Also, we have confidential intel about the enemies. The captain requests to meet the Tetrarchs as quickly as possible. Over and out.

Gain 2 *Alien Tech Discoveries*.

Gain 1 

Gain Unique Discovery 15.

Go to **Log 2495**.

## LOG 2502 STARMAP

**Atta's journal of space discoveries**

The Hat-P-44 system is a fine example of cosmic equilibrium. We have resource-rich asteroids and a water world with fascinating fauna there, and on the other hand, a fertile planet partly shattered by gigantic crystals. We called the unfortunate celestial body the Crystal Chapel - it should receive our full attention.

Flip card **Y24** (*Hat-P-44*) Surveyed side up.

## LOG 2503 STORY

To tell the truth, we are understaffed. A lot of our fellow crewmembers were killed or left to seek a safer, more comfortable life, and the Sections focus on reorganizing themselves. They still take great care of the community, but for the time being, their internal problems at times hamper their activities.

Go to **Log 2441**.

## LOG 2504 SCRAPHEAP

**Alburt Wonrock's chronicle**

Earth's offer was rejected unanimously. The ambassador stood there, his mouth agape, trying to collect his thoughts and make a memorable farewell speech, but he didn't manage it.

"You are going to regret your immature decision," was all he said before leaving for his shuttle.

The news spread immediately, and the Scrapheapers all cheered the steadfastness and bravery of our leaders. The joy, however, soon changed into dismay as we saw swarms of fighters leaving the cruiser and heading our way.

I was at the bridge at that terrifying moment. I am never going to forget the shock on the faces of our communication officers as they were trying to contact the cruiser, all in vain. Was Earth really going to attack us?

At the same time the Tetrarchs tried to use the Black Knight to contact Earth, but the signal was being blocked.

We were on our own, and the fighters of Earth were drawing closer and closer.

- Replace the POI in Sector **1** with card **P322**.
- Replace the POI in Sector **3** with card **P323**.
- Replace the POI in Sector **4** with one random card **P330**.
- Replace the POI in Sector **5** with card **P324**.
- Replace the POI in Sector **7** with card **P325**.
- Replace the POI in Sector **10** with card **P327**.
- Find Mission card **M38** and place it in the Mission slot on the Planet board.
- Replace your current Global Condition card with card **G25**.
- Place the *Earth Faustschlag* standee in Sector **12** and its Threat card in the indicated slot above the Planet board.
- Place the *Earth Void Ranger* standee in Sector **12** and its Threat card in the indicated slot above the Planet board.
- Place the *Earth Space Ranger* standee in Sector **1** and its Threat card in the indicated slot above the Planet board.
- If box **E** in **Log 2985** is marked, go to **Log 2490**. Otherwise, read on:

**Vulter O'Really's report**

Section leaders, there is a pattern! A very clear pattern! The bulk of enemy fighters concentrate their fire on Journeyer, and only a fraction keep assaulting Scrapheap. It is a distraction. Journeyer is the real target!

Continue Planetary Exploration (starting with the Crewmember with the Start token).

## LOG 2505 CRYSTAL CHAPEL

**Alburt Wonrock's chronicle**

The tunnel seemed endless, yet the Away Team moved on tirelessly, mesmerized by the magnificence of the trigonal crystals. They knew that they were heading toward the heart of the Crystal, and soon they encountered a huge cave located near it.

Replace the POI in this Sector with card **P308**.

## LOG 2506 SHIP BOOK

**The recording of the council of Tetrarchs**

[Ava]: I have spoken to the Letumian.

[Tohn]: I am so glad I didn't need to be a part of it. Their relentless cruelty terrifies me.

[Ava]: They are also resilient and fierce. I think we may resort to using more aggressive methods against the Letumians.

[Tohn]: What do you mean?

[Tamara]: Tohn, you know very well what he means. The only tongue the Letumians speak is that of violence. We must learn to speak it, too.

[Tohn]: So you want to become as beastly and cruel as them?

[Ava]: Or more.

[Tohn]: Come on! This is against all the rules we have been following!

[Tamara]: Tohn, those Letumians are bloodthirsty maniacs who are bent on destroying all sentient life in the universe. We need to reach out to them and exert merciless power.

[Tohn]: And if we don't have such power?

[Ava]: We will act like we do.

## LOG 2507 SCRAPHEAP

### Alburt Wonrock's chronicle

Fortunately, only a handful of us were desperate enough to start the war, but they had a surprisingly large following. A lot of others were not fond of the Tetrarchs' decision and decided to support the rebels.

Place a random card **P329** on top of any cards in Sector 1 and place a Time token in the first slot of its Time Track.

Place a random card **P329** on top of any cards in Sector 7 and place a Time token in the second slot of its Time Track.

Continue Planetary Exploration (starting with the Crewmember with the Start token).

## LOG 2508 IDEMIAN FLEET

### Journeyer bridge audio log

[Capcom]: Scrapheap, do you copy? We're on our way back. I am proud to report that our intervention changed the course of the battle. We have helped save one of the Idemian cruisers, and the survivors managed to take over and fix another one, previously considered to be irretrievable.

The battle did a lot to strengthen ties with the Idemians who shared some of their supplies with us and expressed their willingness to form a stronger alliance. Ready the emergency medical teams and clear the docks. Hope to see you soon. Over and out.

Gain 3 Alien Tech Discoveries.

Gain 2 

Gain Unique Discovery 15.

Raise the Morale in the Bridge cardholder (Ship Book page 3).

Move card **S08** (*Idemian Help*) from "Future Situations" (Card Tray B) to the "Awaiting..." envelope.

Mark box **C** in **Log 2985**.

Go to **Log 2495**.

## LOG 2509 SHIP BOOK

### Alburt Wonrock's chronicle

The strangest thing to realize when talking to an Omnimodi is that you are not talking to an individual but to a clan sheltering inside the uniform. Anytime an Omnimodi are taking a minute to make a decision, it is actually the entire clan making the choice.

Unlike the Alucinors, they were glad to share their past with us. We learned they used to wage wars for territory until they faced extinction. As if that was not enough, they were attacked by a powerful foe, decimated even more and forced to flee their world.

It was a tragic moment, but it helped them unite, and they left their damaged planet to find new homes in the vastness of space. And, true enough, there are no enmities among them. They joined us and supported us, hoping that in time they would find new worlds.

Some of their rituals were hard to accept, such as their need to erect mud mounds and give small sculptures on every social occasion, but at the end of the day, they were steadfast and brave, always serious, and always responsible. I wasn't the only one to be glad that they had chosen Scrapheap to be their stopover.

## LOG 2510 ICE RING BASE

If this box was already marked, this Log ends. Otherwise, mark this box and read on:

### Away Team communication

[Crewmember 1]: There is a container inside. I can't open it, but the scanner shows it's something electronic. Definitely a device.

[Away Team commander]: Perfect. A great present for our scientists.

Gain 1 Alien Tech Discovery.

## LOG 2512 STORY

And, most importantly, we still have each other. As pompous as it sounds, it means something in the black, cold void. Whatever our differences are, we never hesitate to support our fellow crewmembers in need. Scrapheap, after all, is us, and without us it will become nothing but a space-drifting heap of scrap.

Go to **Log 2441**.

## LOG 2513 SCRAPHEAP

### Alburt Wonrock's chronicle

The final council of the Tetrarchs went on for hours and at one point must have turned into a blazing row, because Tetrarch Tamara Woon suddenly burst out of the negotiations room, her face distorted with unprecedented fury.

What looked like an outburst of untamed emotions soon turned out to be the beginning of a long-prepared ruse. Once Tamara disappeared, other sentients, mostly individuals active in the recent riot, regrouped, armed themselves, and started carrying out a well-planned operation. In no time, they took control of the hangar and manned armed landers, which flew out to meet the Earthling cruiser.

Nobody could put their finger on it, but some of us just knew that all of that had been planned by Tetrarch Tamara Woon.

In the meantime, the landers were on a collision course with the Earthling cruiser. Things were about to get deadly serious.

- Replace the POI in Sector 1 with card **P322**.
- Replace the POI in Sector 3 with card **P323**.
- Replace the POI in Sector 4 with one random card **P329**.
- Replace the POI in Sector 5 with card **P324**.
- Replace the POI in Sector 7 with card **P325**.
- Replace the POI in Sector 10 with card **P326**.
- Find Mission card **M37** and place it in the Mission slot on the Planet board.
- Replace your current Global Condition card with card **G25**.
- Place the *Rebellious Pelican* standee in Sector 12 and its Threat card in the indicated slot above the Planet board.
- Place the *Rebellious Dragonfly* standee in Sector 12 and its Threat card in the indicated slot above the Planet board.
- Place the *Rebellious Sabretooth* standee in Sector 1 and its Threat card in the indicated slot above the Planet board.
- If Unique Discovery 34 is on any Crew board, discard it.
- If box **G** in **Log 2985** is marked, go to **Log 2507**. Otherwise, read on:

### Alburt Wonrock's chronicle of Scrapheap

Fortunately, not many of us backed Tamara Woon and her desperate plot. Most of us just hid and waited, too tired and too scared to act. We waited for the storm to blow over.

- Continue Planetary Exploration (starting with the Crewmember with the Start token).

## LOG 2514 CRYSTAL CHAPEL

Go to **Log 2485**.

## LOG 2515 ICE RING BASE

Take any number of dice (or their replacements) from the Special Slot on Optional Mission card **M39** and place them on this card.

Then, take any number of dice (or their replacements) from this card and place them on the Special Slot on the Optional Mission card **M39**.

## LOG 2517 STORY

I am particularly proud of our Sections who took upon themselves the task of making the future of Scrapheap brighter. Thanks to them, we don't have to fear what lies ahead of us. Let's just hope they haven't exhausted their potential and will still be ready to support us.

Count the number of Crewmembers in each Section (those from Crew Boards, Resting Crew, Available Crew, and Medbay).

If there are **24 or more Crewmembers**, go to **Log 2512**.

Otherwise, go to **Log 2503**.

## LOG 2518 SCRAPHEAP

**Ambassador Thomas Bayford's speech from the second round of talks**

Revered Tetrarchs,

It is good to see you again. For the sake of clarity, let me list the main points of our offer. Firstly, we need you to relocate representatives of other races to colonies of their choice. Secondly, Earth will take responsibility for the protection of the space station for a fee we will negotiate later. Thirdly, our experts will take over the lead of some Sections of the space station, whose name, by the way, needs to be changed immediately. Our suggestion is: The Watchtower. I suggest we move on with this.

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- » **Scrapheap accepts those conditions** – Mark box **J** in **Log 2985** and go to **Log 2513**.
- » **Scrapheap refuses. We deserve independence!** – Go to **Log 2504**.

## LOG 2519 ICE RING BASE

**Away Team communication**

[**Away Team commander**]: Capcom, mission update. We are searching the remains of the base that has struck the globe.

[**Vulter the Capcom**]: Anything of interest?

[**Away Team commander**]: No. Even the Builders' tech can't stand such an impact. All is flattened and smoking.

[**Crewmember 1**]: Except this thing.

[**Away Team commander**]: What is it?

[**Crewmember 2**]: Looks like an orange crystal. Shiny trinket.

[**Away Team commander**]: It is odd how it survived the crash. Secure the find, please.

Take an **Danger** die and place it in a **Special Slot** on **Optional Mission card M39**. Replace the **POI** in this Sector with a **P000** card.

Mark box **D** in **Log 2119**.

## LOG 2520 CRYSTAL CHAPEL

Go to **Log 2485**.

## LOG 2521 SCRAPHEAP

**Ambassador Thomas Bayford's speech from the second round of talks**

Revered Tetrarchs,

I am glad to sit with you again to renegotiate our treaty. Let me take you through the main points of our offer. Firstly, we need a seat in your council with the veto right. Secondly, we are ready to provide military protection of Scrapheap, but we reserve the right to command it. Thirdly, we are open for the free exchange of technologies, but since Earth is more advanced, we will compensate for the loss with a tax imposed on Scrapheap's colonies. Fourthly, to clarify your multiraces situation, we need you to assign a district for each sentient race you're hosting. Is that clear?

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- » **Scrapheap accepts those conditions** – Mark box **I** in **Log 2985** and go to **Log 2513**.
- » **Scrapheap refuses. We deserve independence!** – Go to **Log 2504**.

## LOG 2522 CRYSTAL CHAPEL

**Away Team recordings**

[**Crewmember 1**]: Stop. High radiation. Suit adapted. Past travels. I go. Microorganisms there. Intriguing. Must investigate.

Gain 1 *Microorganism* Discovery.

Go to **Log 2491**.

## LOG 2524 STORY

We have gained some knowledge which, according to many, is enough to make progress, but it strikes me how often we need to borrow knowledge from other societies.

Go to **Log 2517**.

## LOG 2525 SCRAPHEAP

**Ambassador Thomas Bayford's speech from the second round of talks**

Revered Tetrarchs,

I understand you have had to deal with some internal turmoil, so let me remind you of our offer. Firstly, we would appreciate a seat in the Council of Tetrarchs to ease our collaboration. We will honor your independence and provide military protection in exchange for the preemptive right to buy your resources and technologies. We would also want us to share research databases, and, what's last but not least, we do intend to respect your racial diversity and do not wish to intervene in it in any way. Would you like me to clarify anything?

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- » **Scrapheap accepts those conditions** – Mark box **H** in **Log 2985** and go to **Log 2513**.
- » **Scrapheap refuses. We deserve independence!** – Go to **Log 2504**.

## LOG 2526 CRYSTAL CHAPEL

Choose and mark one unmarked box, then, resolve its text. If all boxes are marked, resolve the bottom one.

- Check crystals with a regular pattern – Go to **Log 2537**.
- Check crystals with a hexagonal pattern – Go to **Log 2548**.
- Check crystals with a tetragonal pattern – Go to **Log 2530**.
- Check crystals with a diamond pattern – Go to **Log 2558**.
- Check crystals with a trigonal pattern – Go to **Log 2561**.
- Check crystals with a monoclinic pattern – Go to **Log 2543**.
- Check crystals with a triclinic pattern – Go to **Log 2551**.
- Gain 1 Charge.

## LOG 2527 STARMAP

**Trache'i's private recordings**

I don't know how they got the sample of Letumian spawn, and I won't push them for answers. There is a gap in the report, and those who took part in the expedition all say they don't remember anything. Kidnapping unborn children? I understand why they'd keep that quiet. But I also know that examining those samples... This knowledge could be beneficial in a future conflict.

Move card **24** (*Letumian Spawn*) from "Unique Discoveries" (Card Tray A) to the "Awaiting..." envelope.

## LOG 2528 ICE RING BASE

Mark the topmost unmarked box and resolve its text:

- Alburt Wonrock's chronicle**

The first impression of the Away Team - that the construction was of Builder origin - proved true. And, as many times before, the technology of the Builders seemed inexplicable and impossible for us to use. No one aboard Scrapheap could comprehend how our space forebears had connected a maze of asteroids with tunnel-like tubes. All the explorers could do was stare with their eyes open wide.

What added to the feeling of confusion and futility, though, was the fact that the Builders' structures were terribly crippled by some unknown space disaster, possibly a hostile attack. The Away Team was in for a complicated exploration.

**Note:** You are one step closer to uncovering the truth about the base.



#### Alburt Wonrock's chronicle

During the exploration of the Ice Ring Base, the Away Team soon realized that the Builders had not been the last sentient species to inhabit it. They noticed pieces of destroyed gear much more primitive than the equipment used by the Builders. The identity of the dwellers was impossible to determine as they had left absolutely no records, but the exploring party discovered that they had faced a tragic end. Scattered pieces of their own equipment, connected to the generators of the Builders, were the only things they left.

It is one of the laws of the universe that our existence is always at the mercy of unforgivable forces. All the more, the Away Team needed to unravel the nature of their disappearance.

**Note:** You are one step closer to uncovering the truth about the base.



Go to **Log 2529**.

## LOG 2529 ICE RING BASE

### Alburt Wonrock's chronicle

What the Away Team had to discover was: who dared destroy such an amazing feat of engineering and ingenuity? Since the beginning, the Away Team commander had been suspecting a hostile invasion, and his hypothesis was finally confirmed when the explorers came across another damaged room with clear invasion signs. There were holes in the wall that must have been made by enemy fire.

What made matters far worse, there were corresponding holes in the opposite walls and more inside the structure. It proved beyond any doubt that the unknown enemy had fired a multitude of penetrating missiles.

Its purpose, then, was singular: to eradicate all life.

The Away Team had to discover more. Whoever destroyed the base could also be dangerous to Scrapheap.

Go to **Log 2096**.

## LOG 2530 CRYSTAL CHAPEL

### Alburt Wonrock's chronicle

At that point, the Away Team were sure that the tunnel with the tetragonal crystals was a dead-end, and it had better be avoided.

Gain 1 *Mineral Lead*.

Go to **Log 2476**.

## LOG 2531 SCRAPHEAP

**Diplomatic Power Check** – create a Diplomatic Power Pool:

- Gain 1 marker if box **N** in **Log 2985** is marked.
- You may choose up to 6 Crewmembers from Sections Available Crew.

Gain 1 marker for each chosen Crewmember from the Science Section.

Gain 1 marker for each chosen Crewmember with a  converter.

Roll a D10 for each chosen Crewmember, check your result and resolve it:

**0-5:** Place this Crewmember in "Resting Crew."

**6-9:** Traitor! Remove this Crewmember from the game.

- Roll any number of Section dice (from any Section).

You may discard 1 Discovery from "Gathered Discoveries" or 1  to reroll 1  (as many times as you want).

Gain 1 marker for each rolled   or  icon.

Discard 1 marker for each rolled .

Remove all rolled dice from the game.

If you have **at least 6 markers** in the Diplomatic Power Pool, discard all markers from the Diplomatic Power Pool and go to **Log 2545**.

**Otherwise**, each Crewmember discards 1 Charge, then, discard all markers from the Diplomatic Power Pool and go to **Log 2542**.

## LOG 2532 STARMAP

### Atta's journal of space discoveries

The Shadow Sector. A dark name for a system, but a fitting one, because true evil breeds here.

We are here to visit the homeworld of the Letumians. We nicknamed it the Heart of Darkness which is also fitting. We need to get the Heart to make it stop beating. Otherwise, we are doomed.

Flip card **Y26** (*Shadow Sector*) Surveyed side up.

## LOG 2533 ICE RING BASE

Mark the topmost unmarked box and resolve its text:



### Away Team communication

[Crewmember 2]: It's working! We've activated the gizmo!

[Away Team commander]: So, a part of the wireless electric network is operational. I think we should try to start the next parts to restore more power.

[Crewmember 1]: I wish the Builders were still around to give us a hand.

[Crewmember 2]: All right, let's do some work and complain later.

**Note:** You are one step closer to restoring the power.



Go to **Log 2534**.

## LOG 2534 ICE RING BASE

### Away Team communication

[Away Team commander]: The network is working. Nice and easy.

[Crewmember 2]: What now, commander?

[Away Team commander]: Exploration time. Let's go, crew.

**Note:** You have restored the power.

Go to **Log 2096**.

## LOG 2535 STARMAP

### Trache'i's private recordings

I finally got my hands on the Letumian drugs. They presumably use them to enhance their physical and mental abilities during battles. I wonder how they react with other organisms. After I make sure they aren't lethal, I will check their influence on the Aerugon organism...

Move card **20** (*Battle Injections*) from "Unique Discoveries" (Card Tray A) to the "Awaiting..." envelope.

## LOG 2536 SCRAPHEAP



If box **A** is marked, go to **Log 2525**.

If box **B** is marked, go to **Log 2521**.

Otherwise, go to **Log 2518**.

## LOG 2537 CRYSTAL CHAPEL

### Alburt Wonrock's chronicle

At that point, the Away Team had no doubt that the tunnel with the regularly patterned crystals was not going anywhere.

- Gain 1 *Mineral Lead*.
- Go to **Log 2476**.

## LOG 2538 STARMAP

### Return to the Heart of Darkness

It wasn't easy to persuade the Letumians to allow us to land again. Although they weren't exactly in a position to complain, our mission was risky and we had to be brief.

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- » Explore the arena (only if you don't have Unique Discovery **20** in the *Unique Discoveries* cardholder at Ship Book page **32**) – Assign 1 Crewmember of Rank 3 to go to **Log 2535**.
- » Find the hatching pools (only if you don't have Unique Discovery **24** in the *Unique Discoveries* cardholder at Ship Book page **32**) – Assign 1 Crewmember of Rank 3 to go to **Log 2527**.
- » Examine the wreckage (only if you don't have Unique Discovery **30** in the *Unique Discoveries* cardholder at Ship Book page **32**) – Assign 1 Crewmember of Rank 3 to go to **Log 2446**.
- » Examine the Bog Rock (only if you don't have Unique Discovery **31** in the *Unique Discoveries* cardholder at Ship Book page **32**) – Assign 1 Crewmember of Rank 3 to go to **Log 2394**.
- » **Return to the lander** – Gain 3 , this Log ends.

## LOG 2541 STORY

We should not have feared the future – two separate groups of Idemians and Pumillions have taken interest in the discoveries made by Scrapheap scientists. There is already talk of investments which makes our prospects much brighter.

Go to **Log 2517**.

## LOG 2542 SCRAPHEAP

### Alburt Wonrock's chronicle

Tetrarch Trache'i was right. Our scuffles did seem petty and irrelevant in the face of the great, merciless void, but her protest changed little. Soon enough, she left Scrapheap along with many like-minded crewmembers. With a hollow heart, I watched her go and wished I had had the same courage.

Remove 1 Crewmember from each Section's Available Crewmembers from the game.

Mark box **P** in **Log 2985**.

Go to **Log 2536**.

## LOG 2543 CRYSTAL CHAPEL

### Alburt Wonrock's chronicle

It was more than certain for the Away Team that going down the tunnel with monoclinically-structured crystals was the wrong idea.

Gain 1 *Mineral Lead*.

Go to **Log 2476**.

## LOG 2544 STORY

I have no doubt that Scrapheap has made astounding progress in many aspects, but what worries me most is whether we have much to boast of in terms of science, especially compared to other societies.

If you have at least **30** Unique Discoveries in the *Unique Discoveries* cardholder (Ship Book pages **31** and **32**), go to **Log 2541**.

Otherwise, go to **Log 2524**.

## LOG 2545 SCRAPHEAP

### Alburt Wonrock's chronicle

The argument that finally helped change Trache'i's mind was the fact that war was the present, and science was the future. If she left us, Scrapheap would have nothing to fight for. Trache'i suddenly understood her role in the great scheme of things and decided to engage even more in our affairs.

- Gain Unique Discovery **37** and place it on any chosen Crew board. This Unique Discovery effect is applied only to the Crewmember who has this Discovery on their Crew board.
- Go to **Log 2536**.

## LOG 2546 STARMAP

### Return to the Heart of Darkness

Long-range scans, orbital espionage, crewless exploration – and despite all those measures, returning here wasn't easy nor wise.

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- » Explore the arena (only if you don't have Unique Discovery **20** in the *Unique Discoveries* cardholder at Ship Book page **31**) – Assign 2 Crewmembers of Rank 3 to go to **Log 2535**.
- » Find the hatching pools (only if you don't have Unique Discovery **24** in the *Unique Discoveries* cardholder at Ship Book page **31**) – Assign 2 Crewmembers of Rank 3 to go to **Log 2527**.
- » Examine the wreckage (only if you don't have Unique Discovery **30** in the *Unique Discoveries* cardholder at Ship Book page **32**) – Assign 2 Crewmembers of Rank 3 to go to **Log 2446**.
- » Examine the Bog Rock (only if you don't have Unique Discovery **31** in the *Unique Discoveries* cardholder at Ship Book page **32**) – Assign 2 Crewmembers of Rank 3 to go to **Log 2394**.
- » **Return to the lander** – Gain 4 , this Log ends.

## LOG 2547 ICE RING BASE

### Away Team communication

[Crewmember 2]: Commander? Can you hear me?

[Away Team commander]: I am fine. And I have accidentally found something unique. Go back to where you last saw me and turn left to check it out.

[Crewmember 1]: Coming.

\*\*\* quick footsteps \*\*\*

[Crewmember 2]: What on forgotten Earth is this room?

[Away Team commander]: Well, the previous base residents decided to hide it, so I guess it's important. They have placed some documents here. The first ones we have found. The AI is dealing with it.

[Crewmember 1]: I see the text. "To whoever arrives here. As our entire community is facing total obliteration, we are determined to do the very last thing we can. We are placing twenty-four zygotes in a safe compartment, hidden somewhere at the edge of the Ice Ring. You may enter the vault if you place colored crystals into the appropriate slots in the control panel. Should you have green sympathy and orange understanding in your red hearts, pray find the vault and bring our species back to life. We are hailing you from the dark side where nothing matters anymore."

[Crewmember 2]: Oh. Let's find them.

## LOG 2548 CRYSTAL CHAPEL

### Alburt Wonrock's chronicle

The Away Team knew by now that the tunnel with hexagonally-structured crystals was the wrong choice.

Gain 1 *Mineral Lead*.

Go to **Log 2476**.

## LOG 2549 SCRAPHEAP

### Trache'i's final announcement

This is probably the last moment for you to hear me out. And I need to tell you an important thing. I am redundant here. You got so engrossed in all your politics that you have forgotten that the most important things are science and progress, not the caliber of your gun or the number of soldiers you can push to battle.

If you want to carry on that irrelevant scuffle and ruin all we have achieved, go on. I won't stop you. Well, I can't. Allow me to leave you, though. Allow me to pack my laboratories and gather my staff. We will leave this battleground of yours and happily settle down in some safe colony to continue the research. And you will have one less thing to protect.

It is a win-win situation. Which transporter do I get?

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- » **Try convincing Trache'i to stay on Scrapheap** – Go to **Log 2531**.
- » **Everyone should have a choice. Let her go** – Go to **Log 2542**.

## LOG 2550 ICE RING BASE

If this box was already marked, this Log ends. Otherwise, mark this box and read on:

### Away Team communication

[Crewmember 2]: Hey, we got lucky.

[Crewmember 1]: What's in the box?

[Crewmember 2]: It is a sort of a long metal container with charged cells in it.

[Away Team commander]: Charged cells. We will put it to good use.

Gain 2 Supplies.

## LOG 2551 CRYSTAL CHAPEL

### Alburt Wonrock's chronicle

The tunnel with triclinically-structured crystals was a dead-end, and the Away Team knew it.

- Gain 1 *Mineral Lead*.
- Go to **Log 2476**.

## LOG 2556 STORY

For the time being, though, it is a hard challenge for us, sometimes even an impossible one. Resources are scarce, and the survival of Scrapheap is our main prerogative.

Go to **Log 2544**.

## LOG 2557 SCRAPHEAP

### Alburt Wonrock's chronicle

The riots got out of control. The Tetrarchs, fearing the worst, sealed some sections of the space station and manned others with military personnel. Fortunately, they talked some sense into the most militant riot leaders, and soon the rioters understood there was no point in destroying the common good and rebelling against a threat that was not even real yet. The situation calmed, but there were few reasons to cheer. Earth got a clear signal that we were struggling to remain in control.

- Discard the *Angry Mobs Threat* card and their models.
- Discard Mission card **M36**.
- Mark box **E** in **Log 2985**.
- Mark box **G** in **Log 2985**.
- If card **E45** or **E49** (*Defense System*) is next to any Crew board, go to **Log 2573**. Otherwise, go to **Log 2549**.

## LOG 2558 CRYSTAL CHAPEL

### Alburt Wonrock's chronicle

The Away Team commander had already figured out that the tunnel with diamond-shaped crystals was a dead-end, and decided not to go there.

Gain 1 *Mineral Lead*.

Go to **Log 2476**.

## LOG 2559 SCRAPHEAP

### Alburt Wonrock's chronicle

There was a lot of blood, broken bones, and trampled feelings. The Security Section, supported by groups of armed volunteers, acted quickly and efficiently, and soon even the most aggressive rioters gave up. There was peace again, but a sad, hard-won peace it was. Earth got a clear message that we were fully capable of dealing with our own problems, but it was hard to find another advantage. Many crewmembers lost their faith in the Tetrarchs and Scrapheap, and the Tetrarchs wished they had tackled the crisis differently. It was too late, though.

- Discard the *Angry Mobs Threat* card and their models.
- Discard all markers from the Planet Board except the one on Supply track.
- Discard Mission card **M36**.
- Mark box **G** in **Log 2985**.
- If card **E45** or **E49** (*Defense System*) is next to any Crew board, go to **Log 2573**. Otherwise, go to **Log 2549**.

## LOG 2560 ICE RING BASE

### Away Team communication

[Crewmember 1]: Empty. Sorry to disappoint you.

[Crewmember 2]: Do you know what the Idemians say? Every emptiness is a respite for a troubled mind or a challenge for a creative one.

## LOG 2561 CRYSTAL CHAPEL

### Alburt Wonrock's chronicle

The tunnel with trigonally-structured crystals led the Away Team to a huge cave near the heart of the crystal.

Gain 1 *Mineral Lead*.

Go to **Log 2476**.

## LOG 2572 STORY

And we pulled it off. Planet by planet, moon by moon, we have created a trade network of colonies, factories and docks, spreading vast and praising the name of the Scrapheap collective.

Go to **Log 2544**.

## LOG 2573 SCRAPHEAP

### Engineer feedback

Ok, it's working. We have updated the software of the Defense System. It should work well from now on.

- Flip card **E45** or **E49** (*Defense System*) face up, from now you can use this Equipment normally.
- Go to **Log 2549**.

## LOG 2574 ICE RING BASE

### Alburt Wonrock's chronicle

They were shocked, both the Tetrarchs and the bridge personnel, although our experience should have prepared everybody for an encounter with a new sentient species. It was slightly embarrassing to watch them gaping anxiously, and I was much relieved to see Tetrarch Ava finally take control. One of his legendary anger outbursts put everyone in line, and then he waited tensely yet patiently for the alien lander to dock.

The arrivals were not humanoid. They were swarms of like-minded tiny creatures, inhabiting and operating space uniforms of strange design, strange even for our multispecies community. True, they looked peculiar and even warlike when they took their first steps toward the awaiting Tetrarchs, but I, and many other Visitors, detected shyness and insecurity in their moves. They looked lost.

And, as it happened, lost they were. Once our AI constructed a communication channel, we learned that we were looking at the leftovers of a once mighty space nation. They called themselves Omnimodi, but they expressed their proud name sadly and even bitterly. Their planet had been attacked by surprise from orbit, and its population decimated. The surprised Omnimodi had no means to repel the attack, so they evacuated their people and fled.

They came to us looking for help. They were ready to offer all their knowledge and technology to us, and all they wanted in exchange was safety and cooperation. They needed a haven to rest and regroup. They needed an ally from which to take advice.

Scrapheap was both.

Some feared that they would soon become a liability. Scrapheap could not host, treat, and feed so many newcomers, who, on top of it all, had a powerful, planet-scorching enemy somewhere in the galaxy.

The protests were getting stronger and stronger every day until Tetrach Ava stepped in again and gave a public speech to the community of Scrapheap. His voice trembling with barely contained anger, he reminded everyone that half a century before some of their ancestors were also regarded as "aliens" only to form a functional community decades later. He told everyone to remember that space is an unforgiving reality, and those that can help must do that. If anyone felt differently, they simply didn't belong.

The protests were no longer heard, or at least they were not so loud, and the Omnimodi joined us. As our AI was getting better and better, we learned from each other.

A new era started.

Discard Mission card **M12**.

Return all Section dice from the Special Slots and Sector **3** to the box.

Move cards **W39-W49** from "Unavailable Crew" (Card Tray A) to "Recruits."

Move card **E66** (Omnimodi Advisor) from "Unavailable Equipment" (Card Tray B) to the "Armory."

Go to **Log 2280**.

## LOG 2575 STORY

We were all driven by the thought of expansion. Scrapheap, after all, was still a space-floating space station, and to survive we had to maintain a never-ending stream of deliveries. Without colonies, our further progress would be unthinkable.

If you have **at least 8 Colony cards** in the Colonies cardholder (Ship Book page 7), go to **Log 2572**.

Otherwise, go to **Log 2556**.

## LOG 2587 STORY

The support of Earth and its fleet, though, appeared to tip the scales of the war with the Letumians. After a few major victories, we have gained a tangible advantage, and the Letumians seem to have remembered that they actually feared us in the first place.

Go to **Log 2575**.

## LOG 2588 SCRAPHEAP

**Alburt Wonrock's chronicle**

Before the riot got out of control, the Sections' crewmembers, polite but confident, appeared in the crowd to confiscate the looted goods. At the same time, one of the leaders gave a short speech to remind the protesters of their duties toward Scrapheap. The level of violence began to sink.

Each Crewmember takes 1 chosen Small Equipment  card from the "Armory."

Go to **Log 2598**.

## LOG 2589 STORY

The war spread to many systems and turned out to be bloodier and crueler than we could have predicted. We managed to withstand the Letumian offensive, but many of our colonies suffered and we fear that our defense may snap any day.

Go to **Log 2575**.

## LOG 2590 ICE RING BASE

**Away Team communication**

[Crewmember 2]: The beams should be corroded, and they are in pristine condition. Looks like the Builders' craft.

[Away Team commander]: Likely, yes. It must be an entrance to an automatic mine. I see the unloading ramp. What about the radiation?

[Crewmember 1]: High. But within reasonable limits.

[Away Team commander]: Great. In we go.

[Crewmember 2]: Yay. If we mutate, we do it together!

[Away Team commander]: More like, if we die from ARS, we die together.

Replace the POI in this Sector with card **P170**.

## LOG 2591 ICE RING BASE

**Away Team communication**

[Crewmember 1]: Commander, would you like to know what the radiation level right now is?

[Away Team commander]: Higher, I guess?

[Crewmember 1]: Getting too high. We should wrap it up.

[Away Team commander]: Good to know. Hurry up.

Replace the POI in this Sector with card **P171**.

## LOG 2592 ICE RING BASE

**Away Team communication**

[Away Team commander]: Radiation levels?

[Crewmember 2]: Record high.

[Away Team commander]: How much time have we got?

[Crewmember 2]: Not much. Minutes.

[Away Team commander]: Minutes. So we have time.

[Crewmember 2]: What's on your mind?

[Away Team commander]: I bet they mined uranium here, and some fuel would come in handy. Really handy. Let's get some.

[Crewmember 2]: Seriously?

[Away Team commander]: No time to waste. Follow me.

Each non-Alucinator Crewmember in this Sector rolls . Replace the POI in this Sector with card **P172**.

## LOG 2597 STORY

Unfortunately, they finally realized who we actually were. A few months later, our scout drones picked up their incoming warship formation. Again, we faced extermination.

If box **K** in **Log 2985** is marked, go to **Log 2589**.

Otherwise, go to **Log 2587**.

## LOG 2598 SCRAPHEAP

**Tetrarchs' official announcement**

Fellow Scrapheapers, on behalf of the Council, I would like to thank you for such discipline and common sense in these turbulent moments. You have expressed your concerns in a way that caused almost no damage, which is admirable. What is also important, you have demonstrated to our guests from Earth that Scrapheap can take care of our matters. They know now that Scrapheap speaks as one, and we are not to be slighted. Thank you, and stay safe.

Discard the **Angry Mobs Threat** card and their models.

Discard all markers from the Planet Board except the one on Supply track.

Discard Mission card **M36**.

If card **E45** or **E49** (Defense System) is next to any Crew board, go to **Log 2573**. Otherwise, go to **Log 2549**.

## LOG 2599 HEART OF DARKNESS

**Alburt Wonrock's chronicle**

Our Letumian hosts never took their bulging eyes away from our diplomats, so they tricked them into talking about their warrior's path. They got carried away for a moment, fortunately long enough for one of the mission members to take a few photos and some samples of the Bog Rock.

Gain Unique Discovery **31**.

Mark the box in **Log 2766** without resolving that Log.

## LOG 2600 ICE RING BASE

**Away Team communication**

[Crewmember 1]: This box is empty. Empty as the whisper of a dream.

[Crewmember 2]: Dreams don't whisper.

[Crewmember 1]: Of course, they don't! It was a poem. You don't read Aerugon poetry?

## LOG 2601 HEART OF DARKNESS

### Live communication recordings

[Vulter the Capcom]: This is an emergency message. Your actions draw the attention of the Letumians. I strongly recommend more discretion or the mission will fail.

Place 3 markers on the *Alertness* Global Condition card.

## LOG 2602 SCRAPHEAP

### A recorded conversation in the corridors

[Crewmember from *Unleashed Paradise*]: This is madness. Scrapheap took us in and taught us unity and peace work even in a multispecies space station lost in the deep, cold void. Scrapheap has become our new home which we have learned to admire and love. Do you expect me to stand idly and watch it fall to pieces? Come on, everybody! Survivors from *Unleashed Paradise*, join me! The rioters are tearing Scrapheap to pieces. Let's fix what we can.

Players (as a team) may  up to 2 to discard the same number of markers from any Sectors.

## LOG 2603 HEART OF DARKNESS

If this box was already marked, this Log ends. Otherwise, read on:

### Alburt Wonrock's chronicle

The menhirs surrounding the arena did pique the curiosity of the diplomats. It was easy to picture hundreds of Letumian warriors swirling in the mists and locked in deadly combat. They really wanted to explore the site of the Boil, but how could they do that?

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

- » Explore the arena – Go to **Log 2615**.
- » Take advantage of their pride – Go to **Log 2637**.
- » Ask the Letumians to let you in – Go to **Log 2631**.
- » Turn back – This Log ends.

## LOG 2604 SCRAPHEAP

### Alburt Wonrock's chronicle

The situation onboard Scrapheap was totally unpredictable, and riots kept breaking out here and there. At one point, panicked crewmembers besieged the warehouse.

The Security officers, determined but few in numbers, did their best to dissuade the people from looting the warehouse, but it was clear they would fail. No one could prevail over such tense emotions.

No one except Tohn McMuts.

"I know you're afraid and angry," the Tetrarch shouted, flailing his tentacles. "I know it, because I feel the same."

And he went on. His words had a soothing effect on the mob, but more and more protestors arrived every minute and his words began to drown in the racket.

Replace POI in Sector 4 with card **P331**.

## LOG 2605 HEART OF DARKNESS

### Live communication recordings

[Vulter the Capcom]: This is an emergency message. We have registered the intense patrol activity in your area. Our hosts are apparently growing more and more suspicious. More discretion is advised.

Discard 2 markers from the *Alertness* Global Condition card.

Replace *Alertness: Low* with card **G08** and place any remaining markers from the previous *Alertness* Global Condition on card **G08**.

Each Crewmember rolls .

Replace card **P258** with card **P259**. If you placed **P259** in Sector with Crewmember do not place 1 marker on the *Alertness* Global Condition card.

## LOG 2607 STORY

We feared they would come back, but luckily they did not. Our diplomatic action, combined with the special operation, had made a tremendous impact on them, and they respected us even more. Those were difficult moments, though, and few are willing to dwell on them.

Go to **Log 2575**.

## LOG 2608 SCRAPHEAP

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

- Go to **Log 2604**.
- Go to **Log 2602**.
- Draw 1 Section card.

## LOG 2609 HEART OF DARKNESS

### Live communication recordings

[Vulter the Capcom]: This is an emergency message. We have reason to believe that the Letumians are preparing to take action against our mission. We have noticed a few additional armed patrols circling around you. Please be careful.

Discard 4 markers from the *Alertness* Global Condition card.

Replace Global Condition **G08** with Global Condition card **G09** and place any remaining markers from card **G08** on card **G09**.

Each Crewmember rolls .

Replace card **P259** with card **P260**.

## LOG 2610 ICE RING BASE

### Away Team communication

[Crewmember 1]: Another empty box.

[Crewmember 2]: If it were Christmas, I would hate it.

[Crewmember 1]: Stop with the Earthling trivia, please. Not now.

## LOG 2611 HEART OF DARKNESS

### Live communication recordings

[Vulter the Capcom]: This is an emergency message. The Letumians have seen through our plan. The area is swarming with armed patrols, and more keep appearing. There is also a lot of traffic in low orbit.

Our diplomatic efforts have failed. I repeat: the mission has failed. Choose the fastest path to the lander and evacuate.

Discard 3 markers from the *Alertness* Global Condition card.

Replace Global Condition **G09** with Global Condition card **G10** and place any remaining markers from card **G09** on card **G10**.

Each Crewmember rolls .

Discard Mission card **M20** and Mission card **M21**.

Find Mission card **M22** and place it in the Mission slot next to the Planet board.

## LOG 2613 STORY

This whole time, since the Tetrarchs took over Scrapheap, the Letumians have been a serious threat to our community - only the fact they mistook us for Earthlings stopped them from invading our home.

If box **D** in **Log 2985** is marked, go to **Log 2607**.

Otherwise, go to **Log 2597**.

## LOG 2614 SCRAPHEAP

### Alburt Wonrock's chronicle

The rioters were marching toward the Tetrarch section when a single crewmember appeared in their way, unarmed, wearing the angelic white of the med staff.

"Halt," he said. "Some of you are hurt. Allow me and my colleagues to help you. We have only each other to rely on. Please."

And the rioters halted. As the medic tended to their injuries, all could feel the air of hate drop and disperse.

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

- »  on the Mission card.
- »  on the Mission card.
- »  on the Mission card.

Then, discard **P321** from Sector 3. Go to **Log 2608**.

## LOG 2615 HEART OF DARKNESS

Perform the following Dice Check:

 **EXPLORE THE ARENA**

 = 

 Go to **Log 2856**.

Place 1 marker on the **Alertness** Global Condition card.

## LOG 2617 SCRAPHEAP

**Alburt Wonrock's chronicle**

Tohn McMuts, one of the Tetrarchs, had always been renowned for his wisdom, not valor. He abhorred violence, and always believed that common sense could remedy everything.

That fateful day he believed it too. He stood there in front of the angry mob and steadfastly told everyone to calm down and disperse. His words were the only thing that prevented the protesters from invading and looting the warehouse.

A fury-drunk protester understood it, too.

The metal piece they threw penetrated Tohn's vital organs and put an end to his long, worthy life. It also put an end to words of wisdom and common sense. The bloody fight that erupted there had nothing to do with either of them.

Discard the POI card from Sector 4.

Mark box **M** in **Log 2985**, without resolving that Log.

## LOG 2618 HEART OF DARKNESS

**Saboteur mission live feed**

[**Saboteur**]: Command Center, I have pulled it off. It wasn't easy, their veteran still had it in him. Battered and wrinkled, yet a warrior nonetheless.

[**Task Force Command Center**]: Are you hurt?

[**Saboteur**]: No, but it was a close shave. I needed three doses of tranquilizer to down the old lizard. It is stable, though.

[**TFCC**]: Good work. Where is it?

[**Saboteur**]: I pulled it away and threw a camouflage net over it.

[**TFCC**]: I am letting the diplomats know they have one more edge.

Discard the POI from this Sector.

Place 1 marker on Mission card **M21**.

## LOG 2619 STORY

Tamara Woon, embittered by the treaty, realized she couldn't accept her life in such an altered reality. The vision of Earth meddling with Scrapheap's politics was too much for her to handle, and she left the community for good. Much to my surprise, I was elected to take her place.

Go to **Log 2613**.

## LOG 2620 SCRAPHEAP

A recorded conversation in the corridors

[**Crewmember 1**]: Tetrarch, are you all right? Dammit, get the medic!

[**Tohn McMuts**]: No, no. It's not necessary.

[**Crewmember 1**]: Tetrarch, they have almost trampled you to death. You're bleeding.

[**Tohn McMuts**]: It's just a scratch, don't worry. But it was... it was terrifying. All those sentients around me, shouting and screaming. You came in the nick of time.

[**Crewmember 1**]: They would have crushed you to death. Tetrarch, the corridors are dangerous. You should stay in your rooms.

[**Tohn McMuts**]: No. No, I shouldn't. I can't. I am a Tetrarch. I should try to end this madness and stop the riots.

[**Crewmember 1**]: Your orders, Tetrarch.

Gain Unique Discovery **36** and place it on any chosen Crew board. This Unique Discovery effect is only applied to the Crewmember who has this Discovery on their Crew board.

Discard the POI card from Sector 4.

## LOG 2621 HEART OF DARKNESS

**Diplomatic mission live feed**

[**Head envoy**]: So you don't like talking about peace?

[**Seer**]: Talking I like. It is peace I abhor.

[**Head envoy**]: Let's forget the talk then, revered Seer. We will force you to make peace with us and all the other sentient nations.

**\*\*\* grunting sounds of reptile laughter \*\*\***

[**Seer**]: And how do you presume to do that? Have you got any idea how powerful our nation is? Ours is the now, the future and the past!

[**Head envoy**]: The past? If you mean the Beast, it has been captured by our Task Force.

[**Seer**] (furiously): What? Don't you dare-

[**Head envoy**]: And we took care of the future, too. Your hatching pools are mined. One wrong word, revered Seer, and both the Beast and your hatching pool will evaporate.

[**Seer**]: You sleazy wretches! I keep telling everyone to be wary of you!

[**Head envoy**]: And now, revered Seer, we will talk.

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

- » **Enforce peace** (only if box **B** or box **C** in **Log 2980** is marked OR the Talks Counter value is **6 or more**) – Go to **Log 2744**.
- » **Declare war** – Go to **Log 2659**.
- » **Decide to kill the Beast and detonate the explosives** – Go to **Log 2628**.

## LOG 2622 SCRAPHEAP

If Mission card **M36** is revealed, go to **Log 2557**.

Otherwise, read on:

**Alburt Wonrock's chronicle**

The good thing was that the fighting had stopped. Nobody's life was in danger anymore, but vital questions were still unanswered, the most crucial one being: what was going to happen to us all?

Scrapheap had lost the war. We had been conquered and tamed by the military of Earth so everyone fearfully waited for the decisions of our new masters. Therefore, nobody was surprised when Earth announced it was taking full political and economic control of Scrapheap. What did surprise us, though, was that Earth showed us some leniency and offered us a few favorable conditions mentioned in the previous rounds of talks. We suddenly started to believe that life on Scrapheap, however different, was actually going to be bearable.

Mark box **F** in **Log 2985**.

Go to **Log 2907**.

## LOG 2623 STORY

Trache'i decided that the turmoil on Scrapheap was too much for her to bear. Fearing that similar events would follow, she finally left our community for good to continue her research in peaceful solitude. Atta, the former head researcher, filled her place – and appeared to be a much better, more compassionate Tetrarch.

If box **K** in **Log 2985** is **not** marked, go to **Log 2619**.

Otherwise, go to **Log 2613**.

## LOG 2624 SCRAPHEAP

### Alburt Wonrock's chronicle

The tension is tangible. I can't think, I can't breathe. I close my eyes, and all I see are angry crowds everywhere. All of us are there. Furious shouts echo down the corridors, weapons flash, eyes glint. It's the last moment to prevent the bloodshed.

Take 1 **Angry Mob** from outside the Planet board (if any) and place it in Sector **3**.

If this box is marked, this Log ends. Otherwise, read on:

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

- » **Enforce a congregation ban and delegate means to ensure it's respected** – Each Crewmember  to mark the box in this Log.
- » **It's still not that bad. Ignore the problem for now** – Replace your current Global Condition card with card **G11**.

## LOG 2625 HEART OF DARKNESS

### Saboteur mission live feed

**[Saboteur]:** Command Center, the next phase is complete. I have planted six charges around the hatching ponds. Remotely controlled igniter is active, and so are the backup systems.

**[Task Force Command Center]:** So the tadpoles are mined. Good job, lieutenant.

**[Saboteur]:** Sir, if we activate the bombs, the entire Letumian generation will die. I'd rather we didn't go that way.

**[TFCC]:** Lieutenant, it is hardly the time to discuss ethical issues. The Letumians are mindless killers we need to contain otherwise our own children will be in danger. Now, back out, if you can, and stay put. I will inform the diplomatic team about your progress.

Place 1 marker on Mission card **M21**.

Gain Unique Discovery **24**. If you have it already, gain 2 *Live Specimen Leads*.

Discard the POI from this Sector.

## LOG 2626 ICE RING BASE

Mark the topmost unmarked box and resolve its text:

**Away Team communication**

**[Crewmember 1]:** I think it's some sort of a blueprint.

**[Crewmember 2]:** How? It's scrambled data.

**[Crewmember 1]:** Look, there are repeating patterns here. And geometric functions.

**[Crewmember 2]:** Oh, come on. This could just as well be an alien crossword puzzle.

**[Away Team commander]:** I agree. Without further information, we cannot use it.

Go to **Log 2627**.

## LOG 2627 ICE RING BASE

### Away Team communication

**[Crewmember 2]:** Hey, I see another part of the blueprint.

**[Crewmember 1]:** If it is a blueprint.

**[Crewmember 2]:** Look, if we feed both parts to our AI, it starts to make more sense.

**[Away Team commander]:** Our engineers will welcome a challenge like this.

Gain 1 *Alien Tech Discovery*.

## LOG 2628 HEART OF DARKNESS

### Recordings of the Tetrarch summit

**[Tohn]:** No. Tell me they didn't do it.

**[Tamara]:** Yes, Tohn, they did it. The negotiations didn't go as planned and the Seer realized that we were not as tough as she had thought we would be.

**[Ava]:** I read the report. The Letumians already knew that we are not Earthlings. They were testing us. Teasing. Totally not afraid. The Seer laughed in their faces.

**[Tohn]:** And then what? Our diplomats killed the Beast, a senile living relic, and then blew up hatching pools with thousands of offspring! They massacred their nation!

**[Tamara]:** We're talking about a blood-thirsty horde responsible for slaughtering millions of sentients all across the universe.

**[Tohn]:** But we are not like them!

**[Trache'i]:** They are not like us, I'd rather say. The only language they understand is that of power. They got the message they needed.

**[Tamara]:** And we have peace now. Dirty and dark, but still peace. Deal with that, Tohn.

**[Ava]:** According to the most recent report, the Seer has just killed herself. Letumians are flying home from everywhere. They are to elect another one.

**[Tamara]:** Which means another war.

**[Ava]:** Luckily, a Letumian civil war. I don't mind that.

**[Tohn]:** Oh, I hate you. I hate you all.

- Mark box **D** in **Log 2985**.
- Discard Mission card **M20** and Mission card **M21**.
- Move card **Y30** (*Shadow Sector*) from "Starmap" (Card Tray B) to the "Awaiting..." envelope.
- Move card **S11** (*Consequences of our Choices*) from "Future Situations" (Card Tray B) to the "Awaiting..." envelope.
- Go to **Log 2332**.

## LOG 2629 STORY

As Ava sacrificed his life for the good of Scrapheap, a worthy replacement was needed. After a long debate, the Tetrarchs decided to give it to Elpenor'i, the Aerugon ambassador, for her contribution and level-headedness.

If box **P** in **Log 2985** is marked, go to **Log 2623**.

If box **K** in **Log 2985** is **not** marked, go to **Log 2619**.

Otherwise, go to **Log 2613**.

## LOG 2630 SCRAPHEAP

### Alburt Wonrock's chronicle

The outraged mob fills the corridors and halls of Scrapheap. I had no idea there were so many of us. I had no idea we could act so angrily.

If this continues, I fear for Scrapheap. We are one spark away from a bloodbath.

Take 1 **Angry Mob** from outside the Planet board (if any) and place it in Sector **3**.

If this box is marked, this Log ends. Otherwise, read on:

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

- » **Enforce a congregation ban and delegate means to ensure it's respected** – Each Crewmember  to mark the box in this Log.
- » **Crowds aren't much of a problem. Ignore it for now** – Replace your current Global Condition card with card **G06**.

## LOG 2631 HEART OF DARKNESS

Perform the following Dice Check:

 ASK THE LETUMIANS TO LET YOU IN  = 

	Go to <b>Log 2861</b> .
	Place 1 marker on the <i>Alertness</i> Global Condition card.

## LOG 2632 SCRAPHEAP

**Atta's legendary speech**

I have heard your words. You feel threatened and lost. Well, my fellow Scrapheapers, you are anything but that.

Our cooperation with Earth is not the end but the beginning. Besides, nothing is set in stone yet. The Tetrarchs are working out the best terms not only to secure your future, but also to give it more opportunities. And Earth is not the kingdom of darkness. It is a planet full of people who breathe, sing, love, and explore. It is the planet where Vanguard was born. Where the explorers of the vault came from. Where the crystal was annihilated.

They are good people. They are like us.

Whatever happens, you will not be harmed. Set your minds and hearts at ease.

 on the Mission card.

Go to **Log 2608**.

## LOG 2633 HEART OF DARKNESS

**Diplomatic mission live feed**

Capcom, this is the head of the diplomatic mission. I have urgent news. The Letumians have appeared not to be a negotiable nation, and our attempt at negotiations was perceived to be an act of weakness. The Letumians will use the opportunity to lash out at us. The assault may begin any minute.

We are evacuating from the planet before it's too late.

- Place the Mission Failed token on the Lander board.
- Discard half of the non-Unique Discoveries from the Lander board (rounded-down).
- Go to **Log 2659**.

## LOG 2634 SCRAPHEAP

**There is no going back from this mission!**

The Crewmember who gained a fourth Injury ignores the fourth Injury card and Injury die. Then, that Crewmember discards 1 Injury card and 1 Injury die.

Mark the first unmarked box. Nothing happens for now, but it will decrease your future Final Campaign Scoring.

If all boxes are marked, go to **Log 2622**. Otherwise, continue the game.

## LOG 2635 STORY

Unfortunately, we needed to make our peace with painful losses. Tohn McMuts, beloved as a Tetrarch, died trying to appease a rioting mob. He was replaced by Vulter O'Really, who resolved to be a worthy successor. Despite his rather irritating manner of speech, the sentients of the collective soon warmed to him.

If box **L** in **Log 2985** is marked, go to **Log 2629**.

If box **P** in **Log 2985** is marked, go to **Log 2623**.

If box **K** in **Log 2985** is **not** marked, go to **Log 2619**.

Otherwise, go to **Log 2613**.

## LOG 2636 SCRAPHEAP

**Atta's legendary speech**

Oh, look at yourselves. Can you? I wish you could because you would see what anger does to your faces. It distorts them. Makes them as ugly as your words are and your actions can be. Even your masks, Idemians, can't hide that.

Put that anger down, as it only scatters your thoughts and smothers common sense. And common sense will tell you that Earth is not the kingdom of darkness. It is a planet full of people who breathe, sing, love, and explore. It is the planet where Vanguard was born. Where the explorers of the Vault came from. Where the crystal was annihilated.

They are good people. They are like us.

Voice your fear if you have to. Do not voice your anger. The Tetrarchs are here to help you with the fear, but the anger is going to make their work even harder.

 on the Mission card.

Go to **Log 2608**.

## LOG 2637 HEART OF DARKNESS

Perform the following Dice Check:

 TAKE ADVANTAGE OF THEIR PRIDE  = 

	Go to <b>Log 2858</b> .
	Place 1 marker on the <i>Alertness</i> Global Condition card.

## LOG 2638 STARMAP

**Everquake exploration log**

We almost got lost in the soggy, misty marsh forest when we found a surprisingly clean and well-kept nest filled with the *Vulpes Palus'* offspring. The creatures did not look half as threatening as the adult one. We spent some time examining those cubs, learning much about Everquake's fauna.

Move card **03** (*Vulpes Palus Fur*) from "Unique Discoveries" (Card Tray A) to the "Awaiting..." envelope.

## LOG 2639 HEART OF DARKNESS

**Diplomatic mission live feed**

Capcom, this is the head of the diplomatic mission. I am sorry for the quality of the transmission, but we are in a terrible hurry to reach our lander in time. We weren't able to complete the mission, and the Letumians have declared it an act of hostility. I am afraid that war is inevitable.

We are leaving the planet. We hope to see you soon.

1. Discard Mission card **M22**.
2. All Crewmembers who are not in the Lander Sector or in Sector **1** without card **P260** are killed!

Remove their Crewmember cards from their Rank sleeves and store the Rank sleeve in its corresponding Section Compartment. Place the Crewmember card on the Crew board.

3. Go to **Log 2659**.

## LOG 2640 STARMAP

**Away Team recordings**

[Crewmember 1]: We're gonna find another anomaly for ourselves.

[Crewmember 2]: I'm not sure I am glad about that. Some would say it's a ticking bomb.

[Away Team commander]: We have ways to secure it. All right, good job. Now, return to the lander.

Move card **06** (*Crystalline Shard*) from "Unique Discoveries" (Card Tray A) to the "Awaiting..." envelope.

## LOG 2641 SCRAPHEAP

**A recorded conversation in the corridors**

[Vulter O'Really]: Officer, I am checking the camera feed one more time. The rioters are growing in number.

[Security officer 1]: Have you identified the leaders?

[**Vulter O'Really** ]: So far there are none, but the AI is analyzing their conversations for keywords. There are a few. "Earth", "ambassador", a few less cultured ones, and "Defense Center."

[**Security officer 1**]: Defense Center. Right. They might want to break in there to get more weapons.

[**Vulter O'Really** ]: Is it... Oh. It's... Uhm... It is moderately possible!

[**Security officer 1**]: We're going to stop them if they do. Good job, O'Really.

 on the Mission card.

Go to **Log 2608**.

## LOG 2642 HEART OF DARKNESS

### Saboteur mission live feed

\*\*\* *breathing hard, whispering* \*\*\*

The entire Letumian patrol is down. I can move on, but I am not sure for how long. The lizards will surely figure out they are missing an entire herd of their own. Keep your fingers crossed. Over and out.

Place 1 marker on the *Alertness* Global Condition card.

Discard the (Patrol) POI card from this Sector.

## LOG 2643 SHIP BOOK

### Alburt Wonrock's chronicle

A gut feeling tells me that we have reasons to worry, but am I right? Earth's fleet is arriving soon, but why do we assume that they have evil intentions? Why would they?

It is getting increasingly harder to calm our people down. There is no way to stop the rumors and conspiracy theories from circulating.

Deep in my heart, I wish the Earth fleet was already here. At least we would have something solid to work with, not fears, gossips, and wild guesses.

Lower the Morale in the *Bridge* cardholder (Ship Book page 3). Discard 2  or Lower the Morale in the *Bridge* cardholder (Ship Book page 3).

## LOG 2644 SCRAPHEAP

### A recorded conversation in the corridors

[**Scrapheaper**]: Listen to me, all of you! I know you're anxious and even angry. I heard some of you say that Scrapheap is doomed! That our independence is forfeit and every contract with Earth is gonna enslave us. Well, my fellow Scrapheapers, maybe you're right. Maybe we are facing a major setback, but come on, we've dealt with worse! Look at us! We used to be a poorly welded, air-leaking space-wreck, and now we are a proud collective with our own achievements and colonies! We have learnt to cooperate and we know how to survive. We have braved many a storm together, and I tell you: we will deal with it! Fear no more! Wait and get ready!

 on the Mission card.

Go to **Log 2608**.

## LOG 2645 HEART OF DARKNESS

### Alburt Wonrock's chronicle

At one point, the diplomats simply ran out of ideas on how to give the Task Force ample time to prepare the leverage, so they did something absolutely silly. One of them stopped at the back of a pool and asked the host about life in those waters. Surprisingly, they gave the delegation a long, emotional speech about it and allowed them to catch some creatures. They won another hour.

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

Gain 4 *Live Specimen* Leads.

Gain 3 *Live Specimen* Leads.

Gain 2 *Live Specimen* Leads.

## LOG 2646 STARMAP

### Away Team recordings

[**Crewmember 1**]: I am above the fog level now.

[**Away Team commander**]: Keep climbing. And be careful.

[**Crewmember 1**]: I see a nest here, wedged between the branches. The nest is more toxic than the air.

[**Crewmember 2**]: Interesting. Toxic substances must have been excreted as a form of a defense system.

Move card 17 (*Volatile Toxins*) from "Unique Discoveries" (Card Tray A) to the "Awaiting..." envelope.

## LOG 2647 STORY

We were also happy that all our Tetrarchs survived the clash with the rogue ambassador, Bayford. With our leadership intact, we could quickly resume the work to secure the stability and progress of Scrapheap.

Go to **Log 2613**.

## LOG 2648 SCRAPHEAP

### Engineer feedback

I am sorry, but this isn't going to work. The last update was not completed and there is no time to run it now.

- Flip card **E45** or **E49** (*Defense System*). It is inactive until the software is changed.
- Players (as a team) gain 2 Charges (split them in any way you like).
- Begin a Planetary Exploration.

## LOG 2649 HEART OF DARKNESS

### Alburt Wonrock's chronicle

The visit at their market was a sad affair, and not because of the hostile looks. The Letumians had simple things to sell such as tools, cutlery, containers and such. Most of them Idemian-, Aerugon- or Earthling-made.

Loot. Those bastards sold loot.

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

» **Perform the following Dice Check:**



### CATCH THE PATROL'S ATTENTION

You may perform this Action only if there is a (Patrol) POI card on the Planet board (**P258**, **P259** or **P260**).

 = 



» **Buy something:**

- » Discard 2  to gain 1 Supplies.
- » Discard 1 Discovery of any type to gain 1 Supplies.
- » Lose 2 Supplies to gain 1 .
- » Lose 1 Supplies to gain 1 Lead of any type.

» **Leave market** – This Log ends.

## LOG 2650 ICE RING BASE

If the following box is unmarked, mark it and resolve its text. Otherwise, this Log ends.

Go to **Log 2626**.

## LOG 2651 SCRAPHEAP

### Tetrarch Tamara Woon's final announcement

Ambassador, this is Tamara. Tetrarch Tamara, if it still matters. We are reaching out to tell you that we may have erred. Our actions must have angered you, but all we have done was for the sake of Scrapheap. Let's sit down to talk again. Let's consider Scrapheap's future. Let's sign a good, reasonable treaty, ambassador. There will be no more fighting, we promise.

**Diplomatic Power Check** – create a Diplomatic Power Pool:

- You may choose up to 6 Crewmembers from Sections Available Crew. Gain 1 marker for each chosen Crewmember who is Human. Roll a D10 for each chosen Crewmember, check your result and resolve it:
  - 0-5:** Place this Crewmember in “Resting Crew.”
  - 6-9:** Traitor! Remove this Crewmember from the game.
- Roll any number of Section dice (from any Section). You may discard 1 Discovery from “Gathered Discoveries” or 1  to reroll 1  (as many times as you want). Gain 1 marker for each rolled  icon. Discard 1 marker for each rolled . Remove all rolled dice from the game.
- Discard 1 marker if box **E** in **Log 2985** is marked.
- Gain 1 marker if box **L** in **Log 2985** is marked.

If you have **at least 10** markers in the Diplomatic Power Pool, discard all markers from the Diplomatic Power Pool, mark box **J** in **Log 2985**, and go to **Log 2907**.

**Otherwise**, discard all markers from the Diplomatic Power Pool and read on:

**Alburt Wonrock's chronicle**

The corridors of Scrapheap filled with sentients again, but there was no joy there. Some of them were leaving Scrapheap for good, stealing transporters without a second thought, and others were waiting for their new supervisors from Earth to decide their fate. Scrapheap as we knew it had died.

I wish I hadn't seen it.

Remove all Crewmembers from the game.

Mark box **F** in **Log 2985**.

Go to **Log 2907**.

**LOG 2653 STORY**

If box **M** in **Log 2985** is marked, go to **Log 2635**.

If box **L** in **Log 2985** is marked, go to **Log 2629**.

If box **P** in **Log 2985** is marked, go to **Log 2623**.

If box **K** in **Log 2985** is **not** marked, go to **Log 2619**.

Otherwise, go to **Log 2647**.

**LOG 2654 SCRAPHEAP****Alburt Wonrock's chronicle of Scrapheap**

Section leaders grabbed their weapons, but Tetrarch Ava was faster. A heartbeat after the assailants dashed into the conference room, shouting angrily and brandishing their weapons, he was already charging. He disarmed the first one in no time and his security took care of the others. Nobody was even scratched.

It didn't, however, silence the angry protesters all over Scrapheap. The collective was on the verge of riots. All we needed was a spark.

- Gain Unique Discovery **35** and place it on any chosen Crew board. This Unique Discovery effect is only applied to the Crewmember who has this Discovery on their Crew board.
- Go to **Log 2658**.

**LOG 2655 HEART OF DARKNESS****Alburt Wonrock's chronicle**

One of the mission members had a watch with her. A regular, simple, battery-run watch she never attempted to hide, and maybe this was why the Letumian host never paid any heed to it.

And the watch was, in fact, a tracker. It showed the location of the Task Force and enemy patrols.

When the watch displayed an emergency message, the diplomat had no choice, but to act.

"It's time, my dear Earthling friends, to honor the legendary death of local warriors," she said. "We shall do so by turning our faces toward the arena and whispering a prayer! Then a minute of silence will

follow. All your people should join, even those in remote locations."

It worked. Like many other stupid ideas.

If this box was already marked, this Log ends. Otherwise, mark this box and read on:

Discard the *Patrol* POI card from the Planet board.

Place 1 marker on the *Alertness* Global Condition card.

**LOG 2656 SCRAPHEAP****Alburt Wonrock's chronicle**

The moment Ambassador Bayford stepped off his shuttle, wearing a smart suit and a smug face, was the official end of an era. Accompanied by his elite soldiers, he strode forward to greet our Tetrarchs. He bowed his head before them, but we all knew his alleged civility was just a facade.

His eyes were glowing. Deep inside, Bayford knew he had won. He had brought us, that unruly bunch of space survivors, down to our knees.

The Tetrarchs were about to sign a humiliating treaty, officially ending our independence.

We were becoming a colony. I could already feel the invisible collar on my neck and somebody grasping the leash with an iron hand.

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

- » **Accept their terms. We cannot endanger Scrapheap's residents any more** – Mark box **F** in **Log 2985** and go to **Log 2907**.
- » **Try negotiating for the last time** – Go to **Log 2651**.

**LOG 2657 STORY**

Luckily, it was not all doom and gloom. Earth took upon themselves the obligation to protect Scrapheap, but secured the pre-emptive right to buy our resources and technologies. Also, we shared databases with Earth to speed up our progress.

Go to **Log 2613**.

**LOG 2658 SCRAPHEAP****Alburt Wonrock's chronicle**

The army of warmongers was growing in number, and the corridors of Scrapheap were vibrating with their angry shouts. Not able to contain their emotions, some crewmembers resorted to acts of violence. The situation was quickly getting out of hand.

- Place the *Angry Mobs Threat* card in the indicated slot above the Planet board.
- Place 1 *Angry Mob* in Sector **1, 2, 3, 4, 5, 6, 7** (Use Corebox Crewmember models without a base ring. You may use any Section for this purpose.)
- Place the *Away Team* Crewmembers and  in Sector **2**.
- Find Mission card **M36** and place it in the Mission slot on the Planet board.
- Gain 4 Supplies. Set the Supplies track on the Planet board to 4.
- If box **A** in **Log 2985** is marked, gain 2 additional Supplies and replace the POI in Sector **3** with card **P321**.
- If card **E45** or **E49** (*Defense System*) is next to any Crew board, go to **Log 2648**. Otherwise, begin a Planetary Exploration.

**LOG 2659 HEART OF DARKNESS****Recordings of the Tetrarch summit**

[**Trache'i**]: Explain that to me one more time.

[**Tohn**]: What's there to explain? They saw through us, and they realized we are not Earthlings, but a space collective! As a result, they have just fired at the lander leaving their bog of a planet!

[**Tamara**]: We have been stalling for too long, anyway. The Letumians fear the Earthlings, not us. One day or another, they were going to realize we're not them.

[**Tohn**]: We have just gained a powerful enemy!

[**Ava**]: But we also have powerful allies, fine technology,

and a determined crew. The Letumians are not easily defeatable but easily scared. And we will scare them, I promise you that.

[Trache'i]: So it is war.

[Tamara]: War.

[Ava]: War.

[Tohn]: Oh, I hate the universe. I hate it all.

- Move card **Y31** (*Shadow Sector*) from "Starmap" (Card Tray B) to the "Awaiting..." envelope.
- Move card **S10** (*War with Letumians*) from "Future Situations" (Card Tray B) to the "Awaiting..." envelope.
- Discard Mission card **M20** and Mission card **M21**.
- Go to **Log 2332**.

## LOG 2660 ICE RING BASE

If this box was already marked, this Log ends. Otherwise, mark this box and read on:

### Away Team communication

[Crewmember 2]: There is an Alucinor myth. Something they all pursue, but no one really knows what it looks like.

[Crewmember 1]: I see some integrated circuits? I don't think that's what the Alucinors are after. Our scientists, though, are going to weep with gratitude!

Gain 2 *Alien Tech* Leads.

## LOG 2661 HEART OF DARKNESS

### Diplomatic mission live feed

[Letumian]: What do you think you're doing?

[Head envoy]: We just want to come closer to the Bog Rock and examine it. My people are just taking soil samples.

[Letumian]: Why?

[Head envoy]: To fully understand the beauty and significance of the place. I wish we could use our scanners-

[Letumian]: No.

[Head envoy]: Yes, of course.

Gain 2 *Strange Flora* Leads.

Gain Unique Discovery **31**.

Place 1 marker on the *Alertness Global Condition* card.

Mark the box in **Log 2766** without resolving that Log.

## LOG 2662 SCRAPHEAP

### Alburt Wonrock's chronicle

The Tetrarchs were dumbstruck. However, they were not the target of the unexpected attack. The assailants shouted out a few anti-Earth slogans and hurled themselves at Ambassador Bayford who just stood there, his mouth gaping.

Ava was the first Tetrarch to react. His military instinct kicked in, and he instinctively dashed forward to thwart the assailants' plans. He never managed to stop them, but he took the bullet meant for the ambassador.

The security reacted a split second later and they skillfully disarmed the assailants. The ambassador was safe, but it was too late to save Ava, lying there in a pool of his own blood.

It was also too late to pacify the situation, as groups of protesters were already gathering all over Scrapheap, and the mood was getting aggressive, even warlike.

Mark box **L** in **Log 2985**, without resolving that Log.

Go to **Log 2658**.

## LOG 2663 HEART OF DARKNESS

### Diplomatic mission live feed

[Envoy 1]: So, here we are. The very Heart of Darkness.

[Head envoy]: Misty swamps as far as the eye can see.

[Envoy 1]: I keep my fingers crossed for our-

[Head envoy]: Shh. TF will manage. TF's job is to find hatching ponds and capture the Beast, whoever that is. A monster or an elder, who knows, but definitely an opportunity that would give us an edge. Our task is to buy some time.

[Envoy 2]: And where is our host?

[Head envoy]: Watching us, for sure, from the mist. Act normal.

- Open the Planetopedia at pages **16-17** (*Heart of Darkness*).
- Remove Landing card **L08** from the game.
- Place the Lander standee in Sector **5**.
- Find Mission card **M20** and Mission card **M21** and place them in the Mission slots next to the Planet board. Check Mission card **M20** – it's the Talks Counter. When you must reduce the Talks Counter by 1, move the marker to the slot one number lower. When it reaches 0 the negotiations will end.
- If there's a Rank 1 Crewmember in the Away Team, take the **K15** Rank-Up card. If there's a Rank 2 Crewmember in the Away Team, take the **K16** Rank-Up card. Place them "Incomplete" side up in the indicated Lander board slot. You may check their "Completed" side at any time.
- Choose 1 Crewmember – they represent the Task Force responsible for obtaining the upper hand in negotiations. This Crewmember will be heavily tested on ,  and .
- Place the chosen Crewmember in Sector **1**.
- Gain Unique Discovery **33** and place it on the Task Force Crew board. **Immediately read this Unique Discovery.** This effect is only applied to the Task Force Crewmember.
- The *Alertness Global Condition* card represents the current level of enemy awareness of your schemes. Depending on your Actions this level can rise, increasing enemy patrol strength, and ultimately leading to mission failure.
- Place all other Crewmembers in Sector **5**.
- Place card **P244** in Sector **2**.
- If box **A** or box **B** in **Log 2980** is marked, replace the current *Alertness Global Condition* card with card **G08**. Place card **P259** in Sector **3**. Then, set the Talks Counter – place a marker on slot:
  - "4" for 2 Crewmembers.
  - "3" for 3 Crewmembers.
  - "2" for 4 Crewmembers.
- If box **C** in **Log 2980** is marked, place card **P258** in Sector **3**. Then, set the Talks Counter – place a marker on slot:
  - "5" for 2 Crewmembers.
  - "4" for 3 Crewmembers.
  - "3" for 4 Crewmembers.
- Open the Ship Book at page **31** and increase the Talks Counter by 1 for each Unique Discovery listed below:
  - **09** (*Radioactive Scrap*).
  - **10** (*Preserved Zygotes*).
  - **11** (*War Drone*).
  - **12** (*Plasma Coil*).
- Divide Equipment. Remember that you can't take Mission Equipment on this Mission.
- Open the Ship Book at page **26** and perform the "Begin Planetary Exploration" procedure.

## LOG 2664 STORY

The first and most significant change was that the ambassador joined the Council of Tetrarchs which from that day was called the Leadership of Five. The change facilitated the next stage of the agreement which officially made Earth responsible for the protection of Scrapheap. In return for that, they secured the pre-emptive right to buy our resources and technologies. Also, we shared databases with Earth to speed up our common progress.

Go to **Log 2653**.

## LOG 2665 SCRAPHEAP

**Diplomatic Power Check** – create a Diplomatic Power Pool:

- Gain 1 marker if box **O** in **Log 2985** is marked.
- You may choose up to 6 Crewmembers from Sections Available Crew. Gain 1 marker for each chosen Crewmember from the Security Section. Gain 1 marker for each chosen Crewmember with a  converter. Roll a D10 for each chosen Crewmember, check your result and resolve it:
  - 0-5:** Place this Crewmember in "Resting Crew."
  - 6-9:** *Traitor!* Remove this Crewmember from the game.
- Roll any number of Section dice (from any Section). You may discard 1 Discovery from "Gathered Discoveries" or 1  to reroll 1  (as many times as you want). Gain 1 marker for each rolled  or  icon. Discard 1 marker for each rolled . Remove all rolled dice from the game.

If you have at least 6 markers in the Diplomatic Power Pool, discard all markers from the Diplomatic Power Pool and go to **Log 2654**.

Otherwise, each Crewmember gains a Wounded Injury, then, discard all markers from the Diplomatic Power Pool and go to **Log 2662**.

## LOG 2666 HEART OF DARKNESS

**Saboteur mission live feed**

\*\*\* *breathing hard* \*\*\*

Terrible place, terrible. I have been to swamps and marshes, but this... The insects are literally trying to bite through my battle suit, and-

\*\*\* *a pause* \*\*\*

Damn. Letumians.

\*\*\* *whispering* \*\*\*

Four of them, not more than fifty steps away from me. The fog has lifted, so I see them clearly. Armed with primitive hand weapons, yet no doubt effective. They move with deadly grace. They are natural killers.

I stay low. They don't see me.

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

- » **Perform the following Dice Check:**

 **FIGHT WITH THE PATROL**  
 = 

 Go to **Log 2642**.  
 Go to **Log 2601**.

- » **Perform the following Dice Check:**

 **SNEAK AROUND THE PATROL**  


 +  +  Go to **Log 2670**.  


- » **Continue hiding** – This Log ends.

## LOG 2667 STARMAP

**Away Team live feed**

[Crewmember 1]: Look at the fuselage. It is overgrown with mycelium.

[Away Team commander]: Those are some interesting shapes and spirals! They look almost like deliberate patterns.

[Crewmember 1]: As if the planet had something to tell us.

[Away Team commander]: Let's record them and collect samples. It's Science's job to explain this phenomenon, not ours.

Move card **27** (*Mycelium Samples*) from "Unique Discoveries" (Card Tray A) to the "Awaiting..." envelope.

## LOG 2668 SHIP BOOK

**Alburt Wonrock's chronicle**

Scrapheap is officially overcrowded. There is barely room for everybody who wishes to become a part of the collective, which makes the atmosphere fraught.

As if that was not enough, the rumors of Earth are adding insult to injury. All we know is that their fleet is coming to negotiate. What we don't know is what they wish to negotiate. These are difficult days.

Lower the Morale in the *Bridge* cardholder (Ship Book page **3**) and move 2 Available Crewmembers to "Resting Crew."

## LOG 2669 SCRAPHEAP

**A recorded conversation in the corridors**

[Scrapheaper 1]: Did you hear the news?

[Scrapheaper 2]: No. What happened?

[Scrapheaper 1]: Some folks got mad! Like, really mad!

[Scrapheaper 2]: And?

[Scrapheaper 1]: They broke into the conference hall to kill that Earthling scum! That ambassador of sorts!

[Scrapheaper 2]: And?

[Scrapheaper 1]: I know nothing! Shots were fired! The security sealed the corridor!

[Scrapheaper 2]: I hope ours will kill that bastard!

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

- » **Ava jumps to defend the ambassador. Join the Tetrarch** – Go to **Log 2665**.
- » **Ava jumps to defend the ambassador. Stay back, you don't want to show unity with Earth** – Go to **Log 2662**.

## LOG 2670 HEART OF DARKNESS

**Saboteur mission live feed**

I have somehow slipped past those lizards, and they didn't spot me. Maybe they grew overconfident or something.

Anyway, send my best to Tetrarch Ava. Back when he was a Security instructor, he taught me well.

Moving on. Over and out.

Place the (Patrol) POI card from this Sector on top of any cards in the connected Sector chosen by you.

## LOG 2671 STARMAP

**Deadly Memento, object analysis**

Collecting the scrap that survived the destruction of Deadly Memento, we came across a device that was probably used to spray the area with liquids. It wasn't of Builders' origin; we presume it belonged to the enemies who tried to quicken the explosion of Deadly Memento.

Move card **18** (*Corrosive Nebulizer*) from "Unique Discoveries" (Card Tray A) to the "Awaiting..." envelope.

## LOG 2672 HEART OF DARKNESS

**Saboteur mission live feed**

\*\*\* *breathing hard* \*\*\*

Terrible place, terrible. I have been to swamps and marshes, but this... Local insects are literally trying to bite through my battle suit, and-

\*\*\* *a pause* \*\*\*

Damn. Letumians.

\*\*\* *whispering* \*\*\*

Four of them, not more than fifty steps away from me. The fog has lifted, so I see them clearly. Armed with primitive hand weapons, yet no doubt effective. They move with deadly grace. They are natural killers.

I stay low. They don't see me.



## LOG 2677 SCRAPHEAP

Ambassador Thomas Bayford's final speech

Revered Tetrarchs,

Thank you for your opinions. My colleagues and I on Earth have discussed them at great length, and we came to the conclusion that our initial offer is unchanged. As we need to save the world from the Universal Phase Shift, we will need to introduce the order of the Builders. You have no choice but to sign the treaty.

Go to **Log 2669**.

## LOG 2678 HEART OF DARKNESS

Saboteur mission live feed

\*\*\* *breathing hard* \*\*\*

Terrible place, terrible. I have been to swamps and marshes, but this... Local insects are literally trying to bite through my battle suit, and-

\*\*\* *a pause* \*\*\*

Damn. Letumians.

\*\*\* *whispering* \*\*\*

Four of them, not more than fifty steps away from me. The fog has lifted, so I see them clearly. Armed with primitive hand weapons, yet no doubt effective. They move with deadly grace. They are natural killers.

I stay low. They don't see me.

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

- » Perform the following Dice Check:

 **FIGHT WITH THE PATROL**

 = 

- » Perform the following Dice Check:

 **SNEAK AROUND THE PATROL**

 = 

- » **Continue hiding** – This Log ends.

## LOG 2679 SCRAPHEAP

Ambassador Thomas Bayford's second speech

Revered Tetrarchs,

Thank you for such a well-balanced response. I have discussed it with my colleagues on Earth, and we are ready to present to you another treaty to discuss.

Impressed by your tenacity, I would consider it a great honor to join your council to co-govern Scrapheap with the right to veto any bill harmful to Earth. As Scrapheap is, and will be, dear to us, we will provide military protection but reserve the right to command it. Earth and Scrapheap will share their technologies, but since this arrangement is more favorable to Scrapheap, Earth will be compensated for the loss with a tax imposed on Scrapheap's colonies.

As to the matter of racial diversity, we fully approve of it and would like to support it, but to make the diversity manageable, every race will be assigned their particular district onboard Scrapheap.

- Gain Unique Discovery **34** and place it on any chosen Crew board. This Unique Discovery effect is only applied to the Crewmember who has this Discovery on their Crew board.
- Mark box **B** in **Log 2536**, without resolving that Log.
- Go to **Log 2669**.

## LOG 2680 SHIP BOOK

Mark the topmost unmarked box and resolve its text:

- Nothing happens.
- Go to **Log 2668**.
- Remove Situation card **S16** from the game. Go to **Log 2643**.

## LOG 2681 SCRAPHEAP

Ambassador Thomas Bayford's second speech

Revered Tetrarchs,

Thank you for such a well-balanced response. I have discussed it with my colleagues on Earth, and we are ready to present to you another treaty to discuss.

Impressed by your tenacity, I would consider it a great honor to join your council to co-govern Scrapheap as the representative of the allied Earth. We will respect your neutrality and protect it from space threats as long as we keep the preemptive right to buy your resources and technologies. The Sections, both ours and yours, will share their databases to speed up development.

As to the delicate question of racial divide, we assure you that there had to be a translation mistake. Earth is a multicultural society, too, and it has never been our intention to ignite any conflicts or divisions. We would love every non-human Scrapheaper to stay and work wherever they want to.

- Gain Unique Discovery **34** and place it on any chosen Crew board. This Unique Discovery effect is only applied to the Crewmember who has this Discovery on their Crew board.
- Mark box **A** in **Log 2536**, without resolving that Log.
- Go to **Log 2669**.

## LOG 2682 HEART OF DARKNESS

Resolve the first that applies:

- If there's a Crewmember in the Sector with the (Patrol) POI card, place 1 marker on the *Alertness* Global Condition card.
- If this POI is in Sector **1**, place it on top of any cards in Sector **2**.
- If this POI is in Sector **2**, place it on top of any cards in Sector **3**.
- If this POI is in Sector **3**, place it on top of any cards in Sector **1**.

## LOG 2683 SCRAPHEAP

Alburt Wonrock's chronicle

Wars are not always won by soldiers and guns. The conflict with Earth was won by our brilliant communication engineering team.

As we were doing our best to defend Journeyer, our technicians battled with the malfunctioning Black Knight.

I lack the technical knowledge to describe what exactly happened. All I know is that one minute our Black Knight emitter was being jammed by a powerful, unknown source, and the next one it wasn't. Our signal soon reached Earth.

What happened later struck the Tetrarchs dumb. The officials of Earth stated without hesitation that Ambassador Bayford had overstepped the mark. His guideline did not allow for such liberties as waging wars on independent collectives. They immediately called him away to put him on trial and promised to resume our talks as soon as possible. And, what struck me most, they apologized.

It was so surprisingly un-Earth-like, but no one protested.

We won a lot of time.

Mark box **K** in **Log 2985** and go to **Log 2907**.

## LOG 2684 STORY

Earth took upon themselves the obligation to protect Scrapheap, but they also reserved the right to manage her defense. Both parties agreed to share their technologies, but Scrapheap, seemingly inferior to Earth

in that field, was also forced to pay tax. What hurt us most, though, was the fact that from that day on, Bayford could veto most of our decisions.

Go to **Log 2653**.

## LOG 2690 SCRAPHEAP

**Diplomatic Power Check** – create a Diplomatic Power Pool:

- Gain 1 marker if box **B** in **Log 2985** is marked.
- Gain 1 marker if box **C** in **Log 2985** is marked.
- Gain 1 marker if box **D** in **Log 2985** is marked.
- Gain 1 marker if you have card **B21** in the *Bridge* cardholder (Ship Book page 3).
- You may choose up to 6 Crewmembers from Sections Available Crew. Gain 1 marker for each chosen Crewmember who is Alucinor, Omnimodi, or Pumilion. Roll a D10 for each chosen Crewmember, check your result and resolve it:
  - 0-5:** Place this Crewmember in “Resting Crew.”
  - 6-9:** *Traitor!* Remove this Crewmember from the game.
- Roll any number of Section dice (from any Section). You may discard 1 Discovery from “Gathered Discoveries” or 1  to reroll 1  (as many times as you want). Gain 1 marker for each rolled , ,  or  icon. Discard 1 marker for each rolled . Remove all rolled dice from the game.

Count the number of markers in the Diplomatic Power Pool:

- **4 or fewer markers:** Each Crewmember 3 , then, discard all markers from the Diplomatic Power Pool and go to **Log 2677**.
- **5-7 markers:** Discard all markers from the Diplomatic Power Pool and go to **Log 2679**.
- **8 or more markers:** Discard all markers from the Diplomatic Power Pool and go to **Log 2681**.

## LOG 2691 HEART OF DARKNESS

- If you have card **B02** in the *Bridge* cardholder (Ship Book page 3), Refresh 1 .
- If you have card **B11** in the *Bridge* cardholder (Ship Book page 3), Refresh 1 .
- If card **P250** (*The Bog Rock*) is in Sector 4, go to **Log 2697**. Otherwise, read on:

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- » **Ask the representative to lead you to an important place** – Place card **P250** on top of any cards in this Sector.
- » **Speak about the surroundings** – Gain 1 Lead of any type.

## LOG 2692 SHIP BOOK

Mark the topmost unmarked box and resolve its text:

- Gain 1 Command token.
- Gain 1 Command token. Remove Situation card **S08** from the game.

## LOG 2693 SCRAPHEAP

**Alburt Wonrock's chronicle**

I think that Ambassador Bayford gave us a chance to sort out the conflict on our own. They saw our rebel landers approach, yet they held their fire until it became clear that we weren't going to stop them.

Their barrage was slow but appallingly accurate. In forty-five seconds, the mutineer landers ceased to exist, and then the cruiser trained her guns on Scrapheap. A lot of guns. It was a silent show of power telling us not to move. Earth has taken the initiative.

Soon their landing crafts left their cruiser and docked in Scrapheap. Their elite space troops entered our base to finish off the rebels.

I was awed with their cold efficiency. Soon after that, we signed the treaty presented by Ambassador Bayford with our heads bowed. Scrapheap was free no more.

Mark box **F** in **Log 2985** and go to **Log 2907**.

## LOG 2694 HEART OF DARKNESS

**Alburt Wonrock's chronicle**

Hardly had our mission left Journeyer when they saw the military might of the Letumians. The orbit of their home world was literally crowded with spaceships and stations, most of them armed to their metal teeth. They held their fire, but the diplomats felt watched as they flew toward the landing spot.

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 2663**. Otherwise, go back to step 2.

	<b>Space Trash</b>	If  is 3 or more, each Crewmember  . Otherwise, each Crewmember  .
	<b>Stray Missile</b>	If  is 4 or more, nothing happens. Otherwise, move the marker 2 spaces to the left.
	<b>Volcanic Dust</b>	If  is 4 or more, each Crewmember  . Otherwise, choose one: <ul style="list-style-type: none"> <li>» Each Crewmember 5  reduced by .</li> <li>» Each Crewmember rolls .</li> </ul>
	<b>Severe Winds</b>	If  is 4 or more, each Crewmember  . Otherwise, lose 2 Supplies.

## LOG 2695 SCRAPHEAP

**The council of Tetrarchs recording**

[**Tamara**]: Listen, this Bayford guy has no idea that Scrapheap would not have lasted that long without our multispecies identity. Our diversity is our strength, and so is our equality. Earth's homogeneity is no asset at all, and it definitely has not helped them get the Builders' tech! He should hear it from me, an Earthling, and the sooner he comes to terms with it, the better.

[**Ava**]: It is all true, but such an argument will not suffice. We could mention our war against the Letumians and all the other alliances we have. They all have solid value, but is an Earthling going to understand them?

All players discuss and choose one (in case of a tie, the Engineering Section player makes the final decision):

- » **Agree with Tamara and use your arguments to gain diplomatic advantage** – Go to **Log 2690**.
- » **You won't win anything this way. It's better to move on with the talks** – Go to **Log 2677**.

## LOG 2696 STARMAP

### Atta's research notes

I'm glad the Section leaders decided to revisit Everquake. I'm sure there are many secrets we omitted during our first landing.

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- » **Investigate Vulpes Palus' lair** (only if you don't have Unique Discovery **03** in the *Unique Discoveries* cardholder at Ship Book page **31**) – Assign 1 Crewmember of Rank 3 to go to **Log 2638**.
- » **Find a cave with an unsettling crystal** (only if you don't have Unique Discovery **06** in the *Unique Discoveries* cardholder at Ship Book page **31**) – Assign 1 Crewmember of Rank 3 to go to **Log 2640**.
- » **Locate the Accidian nest** (only if you don't have Unique Discovery **17** in the *Unique Discoveries* cardholder at Ship Book page **32**) – Assign 1 Crewmember of Rank 3 to go to **Log 2646**.
- » **Expand the colony** (only if you don't have card **N07** in the *Colonies* cardholder (Ship Book page **7**) – Discard 1  and 2  to move card **N07** (Everquake) from "Colonies" (Card Tray B) to the "Awaiting..." envelope. This Log ends.
- » **Return to the lander** – This Log ends.

## LOG 2697 HEART OF DARKNESS

### Diplomatic mission live feed

[Head envoy]: What is this place?

[Ietumian]: Bog. Rock.

[Head envoy]: Bog Rock. I see some carvings all around it. Important scenes from your past, I bet.

[Ietumian]: Yes.

[Head envoy]: Tell us something about it.

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- » **Convince the representative to tell you about the monolith** – Discard 1 Discovery or each Crewmember in Sectors **4, 5, 6** and 7   to go to **Log 2704**.
- » **Return to the causeway** – Discard card **P250** from Sector **4**.
- » **Speak about the surroundings** – Gain 1 Lead of any type.

## LOG 2699 HEART OF DARKNESS

### Diplomatic mission live feed

[Head envoy]: You don't need to be afraid.

[Ietumian]: We do not fear.

[Head envoy]: Or offended.

[Ietumian]: I don't need you to tell me what to feel.

[Head envoy]: Yes, but let me explain our actions. We will just place our scanners near the Bog Rock to analyze it and record your works of art.

[Ietumian]: And why?

[Head envoy]: To show to my fellow travelers what a mighty nation you are.

[Ietumian]: Do that, then. Communicate to them how feeble you have grown. And I will watch you.

Gain 3 Leads of any type.

Gain Unique Discovery **31**.

Place 2 markers on the *Alertness* Global Condition card.

Mark the box in **Log 2766** without resolving that Log.

## LOG 2700 ICE RING BASE

If this box was already marked, this Log ends. Otherwise, mark this box and read on:

### Away Team communication

[Crewmember 2]: This box promises a worthy find, but... Crap, it's jammed.

[Crewmember 1]: Let me help.

\*\*\* collective grunting \*\*\*

[Away Team commander]: Yes, you've done it. It's yielded, finally.

[Crewmember 1]: And it's empty.

Each Crewmember in this Sector  .

## LOG 2701 DEADLY MEMENTO

### Operation Deadly Memento

The following rules will allow you to start Operation Deadly Memento as a separate, stand-alone mission. However, this Operation is also available from the campaign map and may be played as a part of the full Deadly Frontier campaign.

**Crewmembers count:** 2-4

**Difficulty:** Medium

**Frequent Checks:**  .

**Dice Checks:**  are more exhaustive than usual.

**Threats:** Active Threats.

**Landing:** No Landing during this Operation.

**Dangers:** You will race against time.

**Crewmembers:** Presence of Humans and Visitors will be checked.

**Setup:**

#### 1. Prepare the Lander

- Place the *Dragonfly* Lander board on the table. Place Lander Mods numbered **A04, A11-A14** on the table. Choose up to 1 Utility mod and place it on the Lander board.

#### 2. Prepare the Away Team

- Each player picks at least one Crew board. If playing solo, you must select at least 2 Crew boards.
- Each Section draws three Crewmember cards from Crewmembers **W01-W52**, chooses one card, and places it in the Rank 2 sleeve of this Section. Place these sleeved Crewmembers on their matching Section boards.
- Each player fills their Crew boards with 9 Section dice from the box.

Among those, each Crewmember needs to have the dice listed below:

#### Science:

1x green Basic, 1x blue Basic, 1x red Basic, 1x Biology Specialized, 1x Science Specialized, 1x green Wild

#### Security:

1x red Basic, 1x blue Basic, 1x green Basic, 1x Defense Specialized, 1x Technology Specialized, 1x red Wild

#### Recon:

1x green Basic, 1x blue Basic, 1x red Basic, 1x Physical Specialized, 1x Scouting Specialized, 1x green Wild

#### Engineering:

1x blue Basic, 1x green Basic, 1x red Basic, 1x Gathering Specialized, 1x Construction Specialized, 1x blue Wild

The rest of the dice may be chosen from any Section dice, but with maximum of 1 Advanced die per Section.

- Each Section player creates a Section deck of at least 10 cards from their Section cards. You may only use cards with Rank 1 or cards **Z01-Z16**. Each Section deck is then shuffled and placed next to its corresponding Crew board.
- Place the indicated number of markers in the Charges slot of each Crew board.

#### 3. Load the Lander

- Take all Equipment cards numbered **E01-E12, E21-E26, E35, E37, E61-E67** that can be used by the Sections selected for this Operation. Place them face-up on the table. Each Crewmember in the Away Team chooses 1 Small Equipment card and places it next to their Crew board. The Away Team chooses 1 Companion card. One player places it near their Crew board.
- Then, choose a number of Personal and Mission Equipment cards up to the limit (depicted in the Load section in the top left of the Lander board). If players are unable to agree on the choice of Equipment, the final decision is made by the first Section from this list that's present in the Operation: Engineering Section, Security Section, Recon Section, Science Section.
- Place the chosen Equipment cards in a pile next to the Lander board and return the rest to the box.
- Place a marker on the appropriate space of the Supplies track.

The highlighted space on the Supplies track is the base number of Supplies the Lander has, but this is modified by any appropriate Lander Mod cards on the Lander.

4. **Strap In!**

- Go to **Log 2721**.

## LOG 2702 STARMAP

### Alburt Wonrock's chronicle

The Section leaders decided to take a break from exploring space, letting our generators produce more energy, Tetrarchs analyze the situation, crewmembers work more, and our people worry about Scrapheap's future.

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

- Open the Ship Book at page **27** (*Leaving the Planet*) and begin Ship Management.
- Lower the Morale in the *Bridge* cardholder (Ship Book page **3**), place the Penalty token in the Command Pool. Open the Ship Book at page **27** (*Leaving the Planet*) and begin Ship Management.

## LOG 2703 MYCELIUM

- If this box was already marked, this Log ends. Otherwise, mark this box and read on:

### Away Team live feed

[**Away Team commander**]: We are approaching the source of the sound. Be careful, folks.

[**Crewmember 1**]: The density of the flowers is getting higher.

[**Away Team commander**]: Shh! Listen. It's the flowers that emit the sound. Be careful not to trample them.

Replace the POI in this Sector with card **P264**.

## LOG 2704 HEART OF DARKNESS

If the following box is unmarked, mark it and resolve its text. Otherwise, this Log ends.



### The Letumian host speech

Here we see the four most important stages in the glorious life of every undefeatable warrior of our mighty nation. First, each of us evolves in a hatching pond as a tadpole, feeding on the bodies of our enemies. Once we crawl out of the ponds, our warrior training begins. Those strong enough to get through it may attempt to take the Test of the Invader. To survive means to become an Invader and support our unstoppable nation in conquest. Juvenile Invaders earn the right to leave the planet to our orbit stations where their resilient bodies are strengthened with modifications, which often fail on our home world, and join our dashing forces in their effort to enforce our reign of the entire universe.

Increase the Talks Counter on Mission card **M20** by 1.

## LOG 2705 MYCELIUM

### Away Team final briefing

Listen up, crew. We are about to touch down in 90 minutes and begin collecting mycelium samples from some locations. We are hoping to begin using new types of mycelium to produce electronics or composites. The planet does not appear to be a dangerous place, and our scanners have not detected any forms of sentient life. We should focus on gathering the mycelium above anything else. The quicker we are, the sooner we come back. So don't hesitate if you should use a little force from time to time.

Begin the landing procedure:

1. On the Lander board, place a marker in the starting space (indicated with an "S" on the Landing track). If your Lander has **3 or less**  move the marker 1 space to the left.
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 2707**. Otherwise, go back to **step 2**.

	<b>Turbulence</b>	If  or  is <b>6 or more</b> , each Crewmember  +  . <b>Otherwise</b> , each Crewmember  .
	<b>Micrometeorites</b>	If  is <b>5 or more</b> and  is <b>5 or more</b> , nothing happens. <b>Otherwise</b> , choose one: » Each Crewmember  » Each Crewmember gains a <i>Wounded Injury</i> .
	<b>Aggressive Winds</b>	If  is <b>6 or more</b> , each Crewmember  . <b>Otherwise</b> , each Crewmember  .
	<b>Unsettling Vista</b>	If  is <b>5 or more</b> , one chosen Crewmember rolls  . <b>Otherwise</b> , each Crewmember rolls  .

## LOG 2706 HEART OF DARKNESS

### Alburt Wonrock's chronicle

The fishing ponds were a pitiful sight to behold. Dozens of Idemians, Aerugons, and other slaves toiled up to their waists in dirty swamp water, catching fishlike creatures for their masters.

The Letumian host urged the mission members to go on as if he had heard of sympathy and never wanted us to show it, but they lingered, trying to show no compassion. Their instructions told them to turn a blind eye to all the wicked things on our way, regardless of how painful they were to watch.

And they had an ulterior motive. There was a contact among the captives, a young Idemian soldier called Uma, who could help our Task Force. To win more time, they could try gathering some local samples, but some were tempted to look for Uma.

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

- » **Look for Uma** – Go to **Log 2718**.
- » **Catch a local specimen** – Go to **Log 2645**.

## LOG 2707 MYCELIUM

- Open the Planetopedia at pages **18-19** (*Mycelium*).
- Place the *Mycelium Threat* card in the indicated slot above the Planet board.
- Each Sector in this Planet has a small slot above the Sector number. These slots are Mycelium Slots and sometimes you will be asked to place a marker there.
- If there's a Rank 1 Crewmember in the Away Team, take the **K09** Rank-Up card. If there's a Rank 2 Crewmember in the Away Team, take the **K10** Rank-Up card. Place them "Incomplete" side up in the indicated Lander board slot. You may check their "Completed" side at any time.
- Open the Ship Book at page **26** and perform the "Begin Planetary Exploration" procedure.

## LOG 2708 STARMAP

### Atta's journal of space discoveries

Wayman 21 system, called so after the legendary captain of ISS Vanguard. It is touching that the Earthlings want the universe to remember their heroes forever.

It's an interesting system indeed. There is a moon with a sculpted surface, a planet rich in resources, and an anomaly near the sun, which appears to have reversed entropy.

Flip card **Y23** (*Wayman 21*) Surveyed side up.

## LOG 2709 HEART OF DARKNESS

If you have card **B02** in the *Bridge* cardholder (Ship Book page 3), Refresh 1 .

If you have card **B11** in the *Bridge* cardholder (Ship Book page 3), Refresh 1 .

If card **P251** is in Sector 5, go to **Log 2716**. Otherwise, read on:

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- » **Ask the representative to lead you to an important place** – Place card **P251** on top of any cards in this Sector.
- » **Inquire about the surroundings** – Gain 1 Lead of any type.

## LOG 2710 ICE RING BASE

If this box was already marked, this Log ends. Otherwise, mark this box and read on:

### Alburt Wonrock's chronicle

In my humble opinion, the finding of the frozen zygotes is the most prominent one during the Ice Ring expedition.

Throughout their exploration, the Away Team found no clue as to the identity of the space-faring species who had taken over the asteroid base after the Builders. Once the Away Team found a container with a cooling system and two dozen zygotes inside, it appeared that instead of leaving records, the strangers left themselves.

Inside, we also found instructions on how to take care of the zygotes. It is impossible at this time, but if we devote enough time and resources, we may someday revive the forgotten, possibly extinct species.

As a member of a fractured, conflicted, and cursed people, I would like that to happen one day.

- Gain Unique Discovery 10.
- Discard Mission card **M13** and remove Landing card **L4** from the game.
- Move card **Y15** (*Gamma Aquilae 3*) from "Starmap" (Card Tray B) to the "Awaiting..." envelope.

## LOG 2711 DEADLY MEMENTO

### Away Team recordings

[**Away Team commander**]: Down! Everybody down! One of the hostiles is moving in our direction. Hold your fire. There is still a chance-

[**Crewmember 2**]: A chance for what? They're gonna shoot us like ducks!

[**Crewmember 1**]: Commander, I have a nasty prank on my mind. Look at this contraption.

[**Away Team commander**]: An EM field generator. Good. Plug it in!

[**Crewmember 1**]: And look. The hostile is immobilized for a moment. The generator has disabled the motors of their uniform.

[**Away Team commander**]: Let's not waste it. Let's go, everybody!

Look at cards **P222** (*Hunter*) and **P222** (*Saboteur*) and place one of them on top of any cards in Sector 2, 3, 4 or 5.

## LOG 2712 MYCELIUM

- A
- B
- C
- D
- E
- F

## LOG 2713 DEADLY MEMENTO

### V-341 Roland's personal diary

I have never come closer to the other sentients' feeling of fear than on that day.

The disaster was imminent. We barely made it to the lander, the Away Team and I. The machine somehow managed to take off, half of the electronic systems malfunctioning from the object's influence.

I think I screamed. I am sure someone did.

We returned to Journeyer just in the nick of time, and the captain did not hesitate to flee. The last video we made shows the moon-sized device imploding, destabilizing the binary system; and both stars on a collision course.

Fortunately, we were already far away when the suns crashed into each other. The most promising planetary system in our part of the galaxy has been devoured by a black hole.

My thirst for adventures has been irreparably impaired.

If you're playing this Operation as a one-shot playing session, go to **Log 2714**. Otherwise, read on:

1. Move card **Y18** (*Epsilon Lyrae*) from "Starmap" (Card Tray B) to the "Awaiting..." envelope.
2. All Crewmembers who are not in the Lander Sector are killed! Remove their Crewmember cards from their Rank sleeves and store the Rank sleeve in its corresponding Section Compartment. Place the Crewmember card on the Crew board.
3. Open the Ship Book at page 27 (*Leaving the Planet*) and begin Ship Management.

## LOG 2714 DEADLY MEMENTO

We did everything we could to save the system, but there are limits to what we can do. However sad it is, the Epsilon Lyrae system is now history.

Congratulations! You've completed Operation Deadly Memento.

## LOG 2715 MYCELIUM

### Away Team live feed

[**Crewmember 1**]: I am studying lifeforms in the underground river, commander.

[**Away Team commander**]: And?

[**Crewmember 1**]: And the underwater life seems strangely passive, as if devoid of the will to live. And probably infested with spores.

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

- Gain Unique Discovery 26.
- Gain 2 Live Specimen Leads.

## LOG 2716 HEART OF DARKNESS

### Diplomatic mission live feed

[**Head envoy**]: What is that thing there? Looks like a spaceship, doesn't it?

[**Letumian**]: Yes, it is.

[**Head envoy**]: We have seen lots of ships, but never of that design. Who landed in it?

[**Letumian**]: We don't know. We never asked.

[**Head envoy**]: Uhm... So, what happened?

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- » **Convince the representative to tell you about the ship** – Spend 2 Supplies or each Crewmember in Sectors 4, 5, 6 and 7   to go to **Log 2727**.
- » **Return to the causeway** – Discard card **P251** from Sector 5.
- » **Inquire about the surroundings** – Gain 1 Lead of any type.

## LOG 2717 MYCELIUM

If the following box is unmarked, mark it and resolve its text. Otherwise, this Log ends.



### Away Team live feed

[Away Team commander]: OK, that should do it. Get the gear and-

[Crewmember 2]: Hey! Look at those vines! Are they-

[Away Team commander]: They are grabbing our stuff!

[Crewmember 1]: Stuff? They are entangling me! Help!

Gain 1 Mycelium.

All players discuss and choose one (in case of a tie, the Engineering Section player makes the final decision):

- » **Don't resist** – Take 2 Random Equipment cards from among all Crewmembers in this Sector, and place them in the Lost slot. They're unavailable for now. Discard their tokens from the Planet board if they had any. Go to **Log 2719**.
- » **Attack the vines grabbing your equipment** –   to go to **Log 2725**.

## LOG 2718 HEART OF DARKNESS

### Alburt Wonrock's chronicle

Uma was sick and so emaciated that the envoy recognized him only by the tattoo on his left arm. She stopped by, pretending to be interested in some slimy shrub, and whispered his name.

Uma lost none of his caution. His eyes did flare up, but only for a split second. Having grabbed hold of a monstrous fishlike creature, he dragged it ashore and seemingly accidentally stopped nearby so that they could have the briefest of conversations.

He knew where the Beast was, and he was willing to do anything in his power to hurt his captors. He gave the envoy the location, and she immediately transmitted it to the Task Force. Then they split.

I do hope I see this brave soul one day.

Place card **P242** in Sector 3.

## LOG 2719 MYCELIUM

### Away Team live feed

[Away Team commander]: What happened, actually?

[Crewmember 2]: One of those vines got hold of my feet and was literally pulling me under, but then it stopped! Like it lost interest!

[Crewmember 1]: Lucky you.

[Away Team commander]: I know why the thing lost interest. Look, my backpack is missing. And the sample container.

[Crewmember 1]: And my bag.

[Crewmember 2]: So the thing didn't want to hurt us. It just stole from us. Why?

Mark box **D** in **Log 2712**.

## LOG 2720 MYCELIUM

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

- Go to **Log 2722**.
- Go to **Log 2724**.
- Go to **Log 2726**.
- Go to **Log 2728**.

## LOG 2721 DEADLY MEMENTO

### Away Team recordings

[Crewmember 2]: We are to fly right between those two stars and land on that weird object between them.

[Crewmember 1]: Is the lander up to that job?

[Away Team commander]: It has been modified. We will see.

[Crewmember 1]: And what do we have to do on the object, commander?

[Away Team commander]: Figure out what this thing is, to begin with. It is surely some kind of artificial asteroid or small moon, no doubt constructed by the Builders, although we have no clue why they placed it right there. The solar system around us seems ideal for colonization, but before we set foot on any planet, we must make sure the object is not a ticking bomb.

If you're playing this Operation as a single scenario, each Crewmember 3  and go to **Log 2723**. Otherwise, read on:

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 2723**. Otherwise, go back to step 2.

	<b>Nausea</b>	Each Crewmember 5  reduced by  .
	<b>EM Pulse</b>	If  is 5 or more, return 1 random Equipment card to the "Armory." Otherwise, return 3 random Equipment cards from the Lander board to the "Armory."
	<b>Sundering Gravity</b>	Choose one: » Each Crewmember rolls  . » Lose 5 Supplies reduced by  .
	<b>Solar Flare</b>	If  is 5 or more, each Crewmember  . Otherwise, choose one: » Each Crewmember  . » One Crewmember rolls  .

## LOG 2722 MYCELIUM

### Away Team live feed

[Crewmember 1]: Listen, everybody. I have this weird feeling that the planet is up to something. Like it is getting hostile or something.

[Crewmember 2]: What, you're psychic now?

[Away Team commander]: Jokes aside. I feel it too.

Each Crewmember rolls .

Replace your current Global Condition card with card **G13**.

## LOG 2723 DEADLY MEMENTO

### V-341 Roland's personal diary

I had a feeling they didn't trust me. Well, no wonder. I was the first Alucinor ever to be enrolled as a helper of the Away Team, and there was no real bond between us. And the chain of command hurt me too. Following anyone's orders is not an Alucinor thing to do, but I decided to do my best to see the point of that.

Right after touchdown, I realized that following rules would be harder than I previously thought. That artificial object was fascinating! Its surface, made entirely of metal, was temptingly irregular, full

of crevices, holes, and even canyons. Most likely it is also hollow inside. It was the right place for an Alucinator to disappear for hours to search, explore and have adventures, but no. Orders were the priority, and our captain was a cautious person. I could forget about adventurous roaming in Alucinator style, which was weird. The best discoveries, after all, happen by accident, and accidents happen when you roam aimlessly.

But exploration is no time for philosophy, I gather.

Open the Planetopedia at pages 14-15 (*Deadly Memento*). Remove Landing card **L05** from the game.

#### 1. PREPARE THE PLANET BOARD

- 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).
- Find Mission card **M16** and place it in the Mission slot next to the Planet board.
- 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.
- If there are 2 or 3 Sections in the Away Team, place the Time token in the first slot on the Time Track on the Global Condition card.

**Note:** There are no Rank-Up cards during this Planetary Exploration.

#### 2. DISEMBARK

- Place the Lander standee and all Crewmembers along with the chosen Companion standee in Sector 1.
- Players divide Personal Equipment cards and Mission Equipment cards between them. 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 and the Companion card.

#### 3. Begin your Planetary Exploration!

## LOG 2724 MYCELIUM

### Away Team live feed

[Crewmember 1]: It is getting harder to walk, isn't it?

[Crewmember 2]: Yeah, the vegetation is seemingly denser. And vines try to catch my feet and arms.

[Away Team commander]: Mine too. Something is changing. But what?

Each Crewmember rolls .

Replace your current Global Condition card with card **G14**.

## LOG 2725 MYCELIUM

### Away Team live feed

[Crewmember 2]: Am I seeing things or are those vines crawling toward us?

[Crewmember 1]: Yes, they are. Look, the roots have just shot out of the ground! Is this jungle against us?

[Away Team commander]: Fall back. Slow and easy.

[Crewmember 2]: Commander, things are moving around us.

[Away Team commander]: OK, this is too much. Fire!

**\*\*\* barrage of fire \*\*\***

[Away Team commander]: Cease fire. Everyone ok?

[Crewmember 1]: Probably. The veggies are gone.

Gain 1 Mycelium.

Gain 1 Live Specimen Discovery.

Mark box **D** in **Log 2712**.

Go to **Log 2720**.

## LOG 2726 MYCELIUM

### Away Team live feed

[Crewmember 2]: Did you see that? That vine was trying to come at me!

[Crewmember 1]: Hey, help me! Help!

[Away team commander]: What?

[Crewmember 1]: I can't move my feet! These roots here! The roots have entangled them!

Each Crewmember rolls .

Replace your current Global Condition card with card **G15**.

## LOG 2727 HEART OF DARKNESS

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

Letumian host speech

Those fools! Those miserable, unfortunate fools! Ages ago, they landed here like it was no man's land and scattered all around, touching everything, gathering samples and talking in their unpleasant, high-pitched voices. We watched from the fog, and we hated them. When the Seer gave us the order, our mighty warriors never hesitated. We jumped at them and slaughtered them all to feed their meager, unworthy bodies to our brood. The bravest of our soldiers didn't stop at that and conquered their ship as well, earning the eternal gratitude of our nation. We are a resourceful lot, arrivals. It took us little time to learn all the secrets of the ship, and we took off before the electronics failed to teach the entire universe a dark lesson about our fighting skills.

Increase the Talks Counter on Mission card **M20** by 1.

## LOG 2728 MYCELIUM

### Away Team live feed

**\*\*\* weapons firing \*\*\***

[Crewmember 1]: They are everywhere!

[Away Team commander]: Keep firing!

[Crewmember 2]: Above you, boss! The vines above you!

[Away Team commander]: Dammit, that was close.

**\*\*\* silence \*\*\***

[Crewmember 2]: Quiet at last.

[Away Team commander]: Not for long. Let's go.

Each Crewmember rolls .

## LOG 2729 CARVED MOON

A

B

C

## LOG 2730 HEART OF DARKNESS

- If you have card **B02** in the *Bridge* cardholder (Ship Book page 3), Refresh 1 .
- If you have card **B11** in the *Bridge* cardholder (Ship Book page 3), Refresh 1 .
- If card **P252** (*The Boil*) is in Sector 6, go to **Log 2734**.

Otherwise, read on:

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- » **Ask the representative to lead you to an important place** – Place card **P252** on top of any cards in this Sector.
- » **Inquire about the surroundings** – Gain 1 Lead of any type.

## LOG 2731 DEADLY MEMENTO

### Away Team recordings

[Vulter the Capcom]: Commander, we have a situation.

[Away Team commander]: A dangerous one?

[Vulter the Capcom]: A mildly interesting one. And potentially dangerous, yes. We have spotted another

lander touching down on the asteroid far from yours.

[Away Team commander]: Whose lander?

[Vulter the Capcom]: This is the really interesting part. We have no idea. Proceed with care.

---

[Vulter the Capcom]: Away Team commander, we have uhm... unspecified readings. Do you notice anything unusual around you?

[Away Team commander]: No. Not really.

[Crewmember 1]: Well... We do. There are rhythmic tremors, barely detectable by sensors.

[Crewmember 1]: They are... getting stronger.

[Away Team commander]: Capcom, did you hear it?

[Vulter the Capcom]: It's the confirmation we needed. Our AI believes the object has a self-destruction mechanism, and it has just been activated. Away Team, your target has changed. You are to disarm the bomb.

---

[Vulter the Capcom]: Away Team, do you copy? We have located the landing spot of the arrivals.

[Away Team commander]: Tell me they're here for a picnic.

[Vulter the Capcom]: This is for you to find out. I am sending the coordinates. We believe it could be some sort of control center. You need to get there to prevent the explosion from happening!

[Away Team commander]: On our way.

- Discard Mission card **M16**.
- Find Mission card **M17** and place it in the Mission slot on the Planet board.
- Place a marker on slot **9** of Mission card **M17** – this is the Doom Counter. When you must reduce the Doom Counter by 1, move the marker to the slot one number lower. When it reaches **0** this whole station will explode and kill everything in this system.
- Replace the POI in Sector **6** with card **P230**.
- Place 1 *Saboteur* standee in Sector **6**.
- Place the *Saboteur* Threat card in the indicated slot above the Planet board.
- Place the *Hunter* standee in Sector **1**.
- Place the *Hunter* Threat card in the indicated slot above the Planet board.
- Replace your current Global Condition card with card **G07**.
- Replace the POI in Sector **1** with card **P223**.
- Replace the POI in Sector **4** with card **P232**.
- Replace the POI in Sector **5** with card **P233**.
- Replace the POI in Sector **7** with card **P238**.

## LOG 2732 CARVED MOON

### Atta's personal log

We are leaving Carved Moon. The Tetrarchs do not want to waste any more time trying to solve an ancient puzzle. Indeed, neither the evidence nor our brainstorming sessions have brought us any closer to unraveling the secret of the space art gallery.

Deep in my heart, I am planning to go back there one day just to satisfy my soul with its pure, symmetrical beauty. And, who knows? Perhaps a fresh angle will allow me to crack the mystery?

Goodbye, Carved Moon. Thank you for being there for me.

- Move all Found Discoveries to "Gathered Discoveries."
- Return all Lead tokens to the Lead bag. Then, return the Discoveries deck to "Discoveries."
- Take all Crewmember cards out of the "Awaiting..." envelope.
- Proceed to the next step in the Ship Book.

## LOG 2733 MYCELIUM

### Away Team live feed

[Crewmember 1]: And there is no other way?

[Away Team commander]: No. Not according to the scanner.

[Crewmember 2]: Quite a thicket to hack through.

[Away Team commander]: The sooner we start, the earlier we're done with it. Let's go.

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

- » **Study it** –   to go to **Log 2737**.
- » **Force your way through** –  to go to **Log 2747**.
- » **Ignore it and find a way around** –   and replace the POI in this Sector with card **P263**.

## LOG 2734 HEART OF DARKNESS

### Diplomatic mission live feed

[Head envoy]: And... What about that menhir? Is it a part of your religion?

[Ietumian]: Yes. And no.

[Head envoy]: Oh, I see another one, there in the fog.. What did you say? Yes and no?

[Ietumian]: War is our religion. And those standing stones mark the area of the Boil.

[Head envoy]: The Boil. Sounds like another story about your valiant warriors.

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- » **Convince the representative to tell you about the Boil** – Discard 1  or each Crewmember in Sectors **4**, **5**, **6**, and **7**   to go to **Log 2739**.
- » **Return to the causeway** – Discard card **P252** from Sector **6**.
- » **Inquire about the surroundings** – Gain 1 Lead of any type.

## LOG 2735 MYCELIUM

### Away Team live feed

[Crewmember 2]: This is our stuff!

[Crewmember 1]: Commander, we have found the things that were stolen from us. All of it is here, on that little island there. Carefully collected as if someone or something organized its loot? Shall we take it?

[Away Team commander]: Well, it is ours, and we might need it to survive, but... But the question is who is behind it?

[Crewmember 1]: Something tells me we will learn that soon enough.

Take all Equipment cards from the Lost slot. Players divide the Equipment cards between them. No Crewmembers may carry Equipment cards belonging to another Section.

Discard each marker from the Lost slot. For each marker discarded gain 1 Supplies.

Gain 1 Mycelium.

Place all Crewmembers from this Sector in Sector **7**.

Go to **Log 2720**.

## LOG 2736 DEADLY MEMENTO

### Journeyer bridge audio log

[Vulter the Capcom]: Captain, I have some worries about the Away Team. Will they make it on time?

[Captain]: They should.

[Vulter the Capcom]: I have my doubts. The object is getting more and more unstable.

Reduce the Doom Counter by 1.

If there are only 2 Sections in play, place the Time token in the first slot on the Time Track on Global Condition card **G07**.

## LOG 2737 MYCELIUM

### Away Team live feed

[Crewmember 2]: Everybody, listen up! I have scanned the roots of the nearby plants only to discover that they connect with the mycelium.

[Away Team commander]: With the mycelium?

[Crewmember 2]: Yes, it seems to be everywhere. It goes much deeper than our devices can measure. It is the true bloodstream of the planet.

[Away Team commander]: And all the plants are somehow connected to it?

[Crewmember]: Yes!

[Away Team commander]: Our Tetrarch Trache'i must know about it. And Research Officer Atta too.

Mark box **A** in **Log 2712**.

Gain 2 *Strange Flora* Leads.

Replace the POI in this Sector with card **P263**.

## LOG 2738 SITUATION

- If this box was already marked, go to **Log 2741**.  
Otherwise, mark this box and read on:

It's too early to tell how the colony is doing.

This Log ends.

## LOG 2739 HEART OF DARKNESS

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



### Letumian host speech

Every year the greatest of our warriors come back to this planet to take part in the Boil and compete for the title of the Beast. Once they cross the invisible line between the menhirs, they cannot turn back, or they will forever be mocked for their cowardice. No, those inside the circle of the standing stones fight to the death until there is only one left.

And that one is entitled to call themselves the Beast. Beasts gain enough renown and respect to lead troops and squadrons of our unrivaled forces.

The oldest of the Beasts still lives here, still ferocious enough to inspire young generations of warriors and sire excellent offspring. It is a great honor to see him.

And yes. I can see the question in your eyes, arrivals. Sometimes the fight is so fierce that there are no winners. What then? Well, we are proud of their death as no other nation can boast of such fine warriors.

Increase the Talks Counter on Mission card **M20** by 1.

## LOG 2740 MYCELIUM

### Away Team live feed

[Crewmember 2]: Hey, this is interesting. I hear music.

[Crewmember 1]: Yes, it's... It's eerie, but beautiful.

[Away Team commander]: And it is coming from the cave behind the waterfall. Let's go check who the musicians are.

If you have at least 4 boxes marked in **Log 2712** go to **Log 2742**.

Otherwise, read on:

The sounds are soothing, you feel your mind and muscles relaxing.

You may draw 1 Section card or refresh 2 .

## LOG 2741 SITUATION

### The council of Tetrarchs recordings

[Ava]: My fellow Tetrarchs, we have gathered here to discuss the difficulties our Brink colony is facing. Here is a list of matters we need to help them with.

Mark the topmost unmarked box and resolve its text:

- Move 2 Available Crewmembers to "Resting Crew" or lower the Morale in the *Bridge* cardholder (Ship Book page 3).
- Discard 1  or lower the Morale in the *Bridge* cardholder (Ship Book page 3).
- Move 1 Rank 3 Available Crewmember to "Resting Crew" or lower the Morale in the *Bridge* cardholder (Ship Book page 3). Remove Situation card **S09** from the game. Move card **N10** (*Brink*) from "Colonies" (Card Tray B) to the "Awaiting..." envelope.

## LOG 2742 MYCELIUM

### Away Team live feed

[Away Team commander]: Capcom, we're inside a cave which is full of mushrooms. The sounds we heard outside are their doing. The mushrooms are... singing. Yes, this is the right way to word it. And... I think they are kind of watching us. Or perceiving us with senses we don't know yet. The music changes as we move.

[Vulter the Capcom]: You could be on the verge of a very important discovery. And commander? There is someone who wants to talk to you.

[Trache'i]: Commander.

[Away Team commander]: Revered Tetrarch Trache'i! I am honored-

[Trache'i]: Cut the crap, commander. The rhythm of the music changes as you move?

[Away Team commander]: Yes, exactly. The slightest hand wave is enough for them to change the tune.

[Trache'i]: So it could be a language. Or at least a form of communication.

[Away Team commander]: Intriguing.

[Trache'i]: Get your AI to work it out. And don't you touch those fungi!

If the following box is unmarked, mark it and resolve its text. Otherwise, this Log ends.

- Gain Unique Discovery **23**.

Find Optional Mission card **M19** and place it in the Mission slot next to the Planet board.

## LOG 2743 DEADLY MEMENTO

If there is a Human Crewmember in this Sector go to **Log 2745**.

Otherwise, read on:

### Away Team recordings

[Crewmember 1]: They are not firing yet. An opening to talk?

[Crewmember 2]: Don't think so. We would be fools to try to talk to those bastards.

[Away Team commander]: Shut up. (clears their throat) Welcome. We are a research group from Scrapheap-

[Crewmember 1]: They are opening fire!

[Away Team commander]: Everybody fall back!

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

[Away Team commander]: We're safe here. Anyone hurt?

[Crewmember 1]: Nothing serious.

[Crewmember 2]: Same here. Now what?

Each Crewmember in this Sector rolls  or moves to a connected Sector.

You may perform 1 additional Action.

## LOG 2744 HEART OF DARKNESS

### Alburt Wonrock's chronicle

It was more of a staring contest than negotiations, but the envoys have finally managed to establish some sort of a truce with the Letumians. They somehow still feared us and our would-be power, and we deemed it wise never to prove them wrong. The mission came back too exhausted and nerve-racked to celebrate, but they could report to the captain that the Letumians had promised to stop attacking our systems and our colonies.

The question was: for how long?

- Mark box **D** in **Log 2985**.
- Discard Mission card **M20** and Mission card **M21**.
- Move card **Y30** (*Shadow Sector*) from "Starmap" (Card Tray B) to the "Awaiting..." envelope.
- Go to **Log 2332**.

## LOG 2745 DEADLY MEMENTO

### Away Team recordings

[Away Team commander]: Welcome. We are a research group from Scrapheap-

[Crewmember 1]: They're opening fire!

[Crewmember 2]: Run!

[Away Team commander]: Capcom, the hostiles have fired a few warning shots and fled. Now what?

[Vulter the Capcom]: Follow the plan, commander.

Move this Threat to the highest connected Sector.

Refresh 2 .

Gain 2 Alien Tech Leads.

## LOG 2746 STARMAP

### Trache'i's orders

A small team will be sent to Lambda Corvii B, also known as "Unleashed Paradise" to check whether the first Away Team has not overlooked an interesting discovery.

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- » **Examine the Amphibian Leaftrap** (only if you don't have Unique Discovery 19 in the *Unique Discoveries* cardholder at Ship Book page 32) – Assign 1 Crewmember of Rank 3 to move card 19 (*Amphibian Pheromones*) from "Unique Discoveries" (Card Tray A) to the "Awaiting..." envelope.
- » **Return to the lander** – Gain 4 , this Log ends.

## LOG 2747 MYCELIUM

### Away Team live feed

[Crewmember 1]: I think we're going too fast, commander.

[Away Team commander]: Right. Let's catch our breath.

[Crewmember 1]: And catch up with the research, too. Look, I can see some interesting flora specimens. Let me get them.

Gain 1 Mycelium.

Gain 3 *Strange Flora* Leads.

Replace the POI in this Sector with card P263.

Go to Log 2720.

## LOG 2748 CARVED MOON

### Trache'i's report no. 348/15

It is rare for my team and I to deal with art therefore the project has taken more time than previously assumed. However, after our research we are certain that the art of Carved Moon has not been created by any sentient nation or species known to us.

- Gain 1 *Microorganism* Discovery and 1 *Live Specimen* Discovery.
- Move all Found Discoveries to "Gathered Discoveries."
- Return all Lead tokens to the Lead bag. Then, return the Discoveries deck to "Discoveries."
- Take all Crewmember cards out of the "Awaiting..." envelope.
- Proceed to the next step in the Ship Book.

## LOG 2749 HEART OF DARKNESS

### "The Heart of Darkness," the official chronicle of the diplomatic mission

Much to our host's displeasure, we caught a glimpse of their dwellings. They were simple burrows in the mud, roughly covered with leaves and branches. Not something that would fit a spacefaring nation. Perhaps this was the first ever sign of Letumian embarrassment?

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

- » **Perform the following Dice Check:**

 PILFER FROM DWELLINGS

 = 

 + 	Gain 2 Leads of any type.
	Place 1 marker on the <i>Alertness</i> Global Condition card.

- » **Leave the dwellings area** – This Log ends.

## LOG 2750 ICE RING BASE

If this box was already marked, this Log ends. Otherwise, mark this box and read on:

### An extract from the settlement chronicle

... Some of us feel regret, but there is no time for apologies. Our defense systems are underdeveloped, so we should focus on preparing the right strategy. The alien ships approach fast, and they arrange themselves as if preparing for attack, but we don't know their intentions. We will learn more when they are close enough to open communication channels.

I still maintain that our colony is not in danger. I am, however, willing to discuss the eventuality of evacuation if...

## LOG 2751 MYCELIUM

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

Go to Log 2752.

Go to Log 2753.

## LOG 2752 MYCELIUM

### Away Team live feed

[Crewmember 1]: Hey, help me with the rover! It's stuck between two mounds!

[Crewmember 2]: What do you mean? That's impossible!

[Crewmember 1]: Just look.

[Crewmember 2]: I left it on a perfectly flat clearing and... Shit, it is stuck.

[Crewmember 1]: Not too good. We have stores there.

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

- » **Leave the rover** – Go to Log 2755.
- » **Try releasing the rover carefully** – 4  to go to Log 2757.
- » **You don't think the careful method will be enough; use some miniexplosives** – 3  to go to Log 2759.

## LOG 2753 MYCELIUM

### Away Team live feed

[Crewmember 1]: Our lander is exactly where we left it. Still stuck.

[Away Team commander]: I told you nobody would steal it.

[Crewmember 1]: That doesn't include the stores, though. All of it is missing.

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

- » **Try releasing the lander carefully** –  to go to Log 2761.
- » **You don't think the careful method will be enough; use some miniexplosives** – 3  to go to Log 2759.
- » **Leave the lander** – This Log ends.

## LOG 2754 HEART OF DARKNESS

### Saboteur mission live feed

Here. Command Center, I have come across a path. A wide one, even comfortable, given the circumstances, of course. A lot of lizard footsteps here and there. I hope it will take us to their hatching ponds. Over and out.

Discard card P244 from this Sector.

Place card P245 in Sector 1.

## LOG 2755 MYCELIUM

### Away Team live feed

[Crewmember 1]: What about the stores?

[Away Team commander]: Let's take as much as we can and leave the rover here.

[Crewmember 2]: Is it safe?

[Away Team commander]: No one is gonna steal it.

Lose 2 Supplies.

For each Supplies lost, place 1 marker in the Lost slot.

## LOG 2756 CARVED MOON

Go to Log 2732.

## LOG 2757 MYCELIUM

### Away Team live feed

[Away Team commander]: All we need to retrieve the rover are some solid pieces of wood, our winch, and a strong tree.

\*\*\* a hollow thud \*\*\*

[Crewmember 1]: The ground is shaking!

[Away Team commander]: Everybody fall back!

\*\*\* a muffled metallic crash \*\*\*

[Crewmember 2]: That was a close shave.

[Away Team commander]: Anyone hurt?

[Crewmember 1]: No, but... What was that?

[Away Team commander]: Capcom, do you copy? We have just lost the rover.

[Capcom]: What happened?

[Away Team commander]: I wish we knew. A hole in the ground opened and swallowed it.

Lose 2 Supplies. For each Supplies lost, place 1 marker in the Lost slot.

Mark box **B** in Log 2712.

Replace the POI in this Sector with card **P265**.

## LOG 2758 HEART OF DARKNESS

### Saboteur mission live feed

[Saboteur]: Got there. I see those rectangular shapes of the Letumian ponds, just like in the briefing. They are unprotected.

[Task Force Command Center]: Are you sure?

[Saboteur]: The sensors show zero activity, and no electronic defense system would survive such humidity. Maybe it hasn't even occurred to them that someone would attempt to sabotage their brood.

[TFCC]: Good. Proceed.

[Saboteur]: I am standing at the edge of the pool. I see tens of thousands of their tadpoles swirling in the water. They are gaping at me. They are... well, kind of innocent.

[TFCC]: Let me remind you, lieutenant, that this is a part of the deadliest sentient society we have met.

[Saboteur]: Sure, sir, but still... They are children. Are you sure we have to-

[TFCC]: Lieutenant, you have your orders. You are not supposed to kill those tadpoles. All you have to do is plant your bomb and back away so that we would have an edge in the negotiations. Is that clear?

[Saboteur]: Yes, sir.

Discard card **P245** from this Sector.

Place card **P246** in Sector 2.

## LOG 2759 MYCELIUM

### Away Team live feed

[Away Team commander]: OK, the line is secured.

[Crewmember 2]: The tree will hold and I have also planted some minicharges close to the undercarriage. If they go off simultaneously, they may wrench the vehicle out of the earth.

[Away Team commander]: OK, let's do it.

\*\*\* explosions, engine roaring \*\*\*

[Crewmember 1]: Yes! We've done it! The rover is out!

[Away Team commander]: Now, get on it and let's get out of here before-

[Crewmember 1]: Not so fast. There is a lot of stuff stuck to the undercarriage. Some minerals, some mycelium... Let's get it.

Gain 1 Mineral/Discovery and 1 Mycelium.

Mark box **B** in Log 2712.

Replace the POI in this Sector with card **P265**.

Go to Log 2720.

## LOG 2760 ICE RING BASE

If this box was already marked, this Log ends. Otherwise, mark this box and read on:

### Away Team communication

[Away Team commander]: I've got a bad feeling about this box.

[Crewmember 1]: Step aside, boss. I'll open it.

\*\*\* a wet plop \*\*\*

[Crewmember 1]: Ugh. Something died in there, and gases expanded with decomp.

[Away Team commander]: One good thing is you can't smell the stench.

Each Crewmember in this Sector rolls **D2**.

## LOG 2761 MYCELIUM

### Away Team live feed

[Away Team commander]: All we need to retrieve the rover are some solid pieces of wood, our winch, and a strong tree.

\*\*\* a hollow thud \*\*\*

[Crewmember 1]: The ground is shaking!

[Away Team commander]: Everybody fall back!

\*\*\* a muffled metallic crash \*\*\*

[Crewmember 2]: That was a close shave.

[Away Team commander]: Anyone hurt?

[Crewmember 1]: No, but... What was that?

[Away Team commander]: Capcom, do you copy? We have just lost the rover.

[Vulter the Capcom]: What happened?

[Away Team commander]: I wish we knew. A hole in the ground opened and swallowed it.

Mark box **B** in Log 2712.

Replace the POI in this Sector with card **P265**.

## LOG 2762 CARVED MOON

### Atta's personal log

Trache'i and her research team have proven that the extinction of complex life forms was caused by global climate cooling. It is a deadly blow for the ecosystem which saddened me deeply. On the cosmic scale, it's no big news.

The art on the surface of Carved Moon, however, is.

Has it been left there by its inhabitants? If not, who did it? And what for?

This should be the subject of our next research. I need to pay the Tetrarchs a visit.

Was the art on the moon made by a sentient species?

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- » **Yes** – Go to **Log 2732**.
- » **No** – Go to **Log 2748**.

## LOG 2763 HEART OF DARKNESS

If the current Mission card is **M22**, go to **Log 2768**. Otherwise, read on:

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- » **Start talks with the Seer** (Choosing this option will end your mission. If you want to do anything else before ending the mission, choose the other option.) – Go to **Log 2769**.
- » **It's not the time for the meeting yet** – Go to **Log 2871**.

## LOG 2764 CARVED MOON

Go to **Log 2732**.

## LOG 2765 SCRAPHEAP

**The council of Tetrarchs recording**

[**Tamara**]: This is outrageous!

[**Trache'i**]: What exactly?

[**Tamara**]: I can't accept their demands! They will not tell us how to live! They will not impose any... racial barriers here! We are an independent, multicultural space collective, and we will remain such!

[**Trache'i**]: Their requests-

[**Tamara**]: They were demands, not requests!

[**Trache'i**]: It's semantics, Tamara. And what about the benefits of the deal? They could protect us so that we can finally continue our research in peace!

[**Tamara**]: As slaves!

[**Trache'i**]: As partners. The ambassador mentioned that they were willing to share their findings with us.

[**Tohn**]: But the way he said it... No, Trache'i. I don't trust him, too.

[**Ava**]: If we accept Earth's terms, many Scrapheapers will feel outraged, and riots will break out all over the station. We will avoid that if we reject Earth's terms, but then we will have to fight Earth. Either way, there will be blood.

[**Tohn**]: What bothers me is how far Earth will go. Will they really attack us now?

Go to **Log 2695**.

## LOG 2766 HEART OF DARKNESS

If this box is already marked, this Log ends. Otherwise, read on:

**Alburt Wonrock's chronicle**

The Bog Rock loomed above them, partially shrouded by wisps of swamp fog, making it easy to understand why it inspired awe in early Letumians. Such objects naturally become cult places in primitive societies.

There were simple inscriptions on the sides of the boulder. They were ancient and weathered, but their meaning seemed unclear to us. The envoys had a good mind to come closer and inspect it, perhaps even touch the rock itself, but all the time they felt the look of our host on their backs.

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

- » **Prepare scanners to analyze the Bog Rock** – Go to **Log 2781**.
- » **Collect samples without using advanced technology** – Go to **Log 2783**.
- » **Take a picture without drawing too much attention** – Go to **Log 2786**.
- » **Turn back** – This Log ends.

## LOG 2767 CARVED MOON

Go to **Log 2732**.

## LOG 2768 HEART OF DARKNESS

**Diplomatic mission live feed**

I know it's crazy. If you want to, stay back or run away. I need to talk to the Seer again. Perhaps I will somehow bring her round to listen to reason. Capcom, I am about to continue the mission.

**\*\*\* barrage of gunfire \*\*\***

I am under heavy fire! Shit! Shit!

Each Crewmember in this Sector rolls **AP**.

## LOG 2769 HEART OF DARKNESS

**Alburt Wonrock's chronicle**

They called her the Seer for a reason. That ancient, wrinkled reptile was the true leader of their murderous nation and the mastermind behind all their evil conquests. She really saw things that had happened and were happening. She also saw things that were going to happen after she had orchestrated them.

The head envoy clung to the Tetrarchs' instructions like they were a life-saving buoy.

"We come from the space collective Scrapheap," the envoy said. "To talk."

"To talk," the Seer repeated in their snarling, hissing language. The AI was translating on the fly. "Why would you want to talk?"

The envoy had been instructed to be straightforward and even blunt.

"Your fleet is cauterizing every solar system they can reach," she said. "We must know why."

"Why?" The lizard bulged her eyes. "Because we want to earn the right to enter the Star by conquering all the puny nations marked by the great Builders. And to do that, one has to be tough. Wouldn't you know?"

"No. We haven't burned any cities nor have we even thought of decimating nations."

The old lizard leaned back to eye us studiously.

"Yes. We have noticed," she admitted. "And it made us think. Even worry."

"Worry?" It was her turn to be surprised.

"We have been respectful of you since you entered the Star, TZO, which even we failed to do," the Seer admitted. "We have considered you to be the most valiant nation in the universe, almost equal to us. And we thought it unwise to start a war with you."

Her words gave sense to certain things and the envoys began to understand why the Letumians were so wary of us.

"We thought a nation so powerful and brave must subdue others," the Seer mused. "We expected you to be strong and relentless, and you were not even close to that. And now you come to talk. About what, I wonder?"

The Seer rose suddenly and lunged at me only to halt centimeters before my face.

"Don't tell me it's peace!" the lizard hissed.

If you have 2 markers on Mission card **M21**, go to **Log 2621**.

If you have 1 marker on Mission card **M21**, go to **Log 2773**.

Otherwise read on:

**Alburt Wonrock's chronicle**

"And speaking of the way of the warrior," the Seer continued, squinting contemptuously. "We found one of yours roaming in the area. We would like you to see that unfortunate soul, but there is not much left to see."

The heart of the envoy sank. The Task Force had been eliminated. They were on their own, and the Seer didn't stop talking.

"One warrior!" she roared with fury. "You sent one

warrior against our entire nation! Into the heart of our homeland! One feeble little person against our might! Are you trying to insult us?"

- Remove the Task Force Crewmember from their Rank sleeve. Return all their dice to their Section Compartment and their Equipment to the "Armory." The Planetary Exploration continues without this Crewmember.
- Discard Unique Discovery 33.
- Go to **Log 2659**.

## LOG 2770 MYCELIUM

Away Team live feed

[**Away Team commander**]: Capcom, upon reaching the cave we heard the ground move. It could have been some quakes, could have been the plant, I don't know. The sounds echoed in the cave yet they died once we came in.

Mark box **E** in **Log 2712**.

Replace the POI in this Sector with card **P000**.

Gain 2 *Strange Flora* and 2 *Microorganism* Leads.

## LOG 2771 STARMAP

Away Team recordings

[**Crewmember 1**]: It's... Odd. Very odd. I don't feel right here, alright? Let's search this planet quickly and return to Scrapheap.

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- » **Record sounds made by flora** (only if you don't have Unique Discovery 23 in the *Unique Discoveries* cardholder at Ship Book page 32) – Assign 1 Crewmember of Rank 3 to go to **Log 2811**.
- » **Catch a water specimen** (only if you don't have Unique Discovery 26 in the *Unique Discoveries* cardholder at Ship Book page 32) – Assign 1 Crewmember of Rank 3 to go to **Log 2675**.
- » **Gather mycelium samples** (only if you don't have Unique Discovery 27 in the *Unique Discoveries* cardholder at Ship Book page 32) – Assign 1 Crewmember of Rank 3 to go to **Log 2667**.
- » **Return to the lander** – Gain 4 ; this Log ends.

## LOG 2772 CARVED MOON

Trache'i's report no. 348/13

A thorough and many-sided examination of the gathered samples has proven that Carved Moon has been inhabited by complex life forms. The subject of project no. 348/14, which commences on Saturday, will be to determine the fate of the complex life forms. Again, volunteer participants are welcome.

What happened to those organisms?

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- » **They went extinct because of global warming** – Go to **Log 2764**.
- » **They went extinct because of a sudden temperature drop** – Go to **Log 2762**.
- » **They have hidden in the moon's depths** – Go to **Log 2756**.

## LOG 2773 HEART OF DARKNESS

Diplomatic mission live feed

[**Head envoy**]: Well, tell us: what is your definition of peace?

[**Seer**]: There is no definition of peace. Winning is glorious. Losing is honorable. Peace disgusts us.

[**Head envoy**]: So, we need to help you understand what peace is.

\*\*\* grunting sounds of reptile laughter \*\*\*

[**Seer**]: You are stupid and vain!

[**Head envoy**]: But clever enough to set a trap. Do you think we are the only ones here on this patch of swamp?

[**Seer**]: What are you talking about?

[**Head envoy**]: Let me ask you, revered Seer: when any of you last saw the Beast? Or visited your dearest hatching pools? Think of it, Seer. Think hard. Maybe you will get ready to talk about peace?

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

- » **Enforce peace** (only if box **B** or box **C** in **Log 2980** is marked OR the Talks Counter value is **7 or more**) – Go to **Log 2744**.
- » **Declare war** – Go to **Log 2659**.

## LOG 2774 STARMAP

Deadly Memento, object analysis

Collecting the scrap that survived the destruction of the Epsilon Lyrae stars, we came across a fragment of the Builders' tech. It contained some data on controlling gravity – however, without any hardware, we won't be able to recreate its function.

Move card 29 (*Gravity-Tech Code*) from "Unique Discoveries" (Card Tray A) to the "Awaiting..." envelope.

## LOG 2775 CARVED MOON

If at least 1 box in **Log 2729** is **not** marked, go to **Log 2732**.

Otherwise, read on:

Trache'i's commission no. 348/13

The aim of project 348/13 is to determine whether the celestial body, unofficially referred to as Carved Moon, has ever hosted any other life forms than microorganisms. The research team will obtain full access to samples gathered by the Away Team. Volunteers to participate in the project will submit by Thursday, 12:00 Scrapheap time.

Did any creatures other than microorganisms live on Carved Moon?

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- » **Yes** – Go to **Log 2772**.
- » **No** – Go to **Log 2767**.

## LOG 2776 MYCELIUM

Away Team live feed

[**Away Team commander**]: So many flowers. You know, let's go around them. I don't want to tread on something that beautiful.

[**Crewmember 1**]: Me neither.

[**Crewmember 2**]: Hey, wait. Look at how they undulate.

[**Crewmember 1**]: Enchanting, I admit.

[**Crewmember 2**]: That's not what I meant. They make sounds as they wave, don't you hear? Listen. Doesn't it sound hauntingly similar to music?

Mark box **F** in **Log 2712**.

Discard card **P264** from your Sector.

Gain 2 *Strange Flora* Leads.

## LOG 2777 DEADLY MEMENTO

Away Team recordings

[**Crewmember 1**]: OK, I don't know how the Builders' technology works, but this control panel affects the force of the gravity field! If we move this-

[**Away Team commander**]: Hands off! It's not the right moment to experiment, you -

[**Crewmember 2**]: We must experiment if we want to disarm this-

[**Crewmember 1**]: Something's changing!

[**Away Team commander**]: A tunnel is forming!

[**Crewmember 2**]: Hold on tight!

[**Away Team commander**]: I told you! Not to! Touch! Anything!

\*\*\* yelling and screaming which stops after a while \*\*\*

[**Away Team commander**]: Is everyone all right? I thought it would rip me apart.

[**Crewmember 1**]: Alive, yes... Look, it's our lander!

Gain Unique Discovery **29**.

Replace the card in this Sector with card **P239**.

Place all Crewmembers and Threats from this Sector in Sector 1.

## LOG 2778 MYCELIUM

### Away Team live feed

[Away Team commander]: Let's take a few of those musical flowers, shall we?

[Crewmember 1]: Sure thing. Allow me. Hmm. Weird. Their roots go unusually deep, and the plants make sounds as you pull them out. Like they are protesting.

Gain 1 *Strange Flora* Discovery.

Discard this card.

Mark box **F** in **Log 2712**.

Go to **Log 2720**.

## LOG 2779 DEADLY MEMENTO

### V-341 Roland's personal diary

We somehow made our way back to the console, and there we had a heated discussion about how to disarm the device. We had some fragmentary knowledge about how the tech worked, but we had to discover much more, and the trial and error method was the only way.

We descended into the technical corridors (or whatever they were), and kept changing, moving, and manipulating the wiring until we again came out close to the lander. It was really fascinating, and I couldn't wait until I told other Alucinor travelers about the experience, but my companion seemed quite tense.

And then we had a feeling we were being watched. I got tense, too.

Replace the POI in this Sector with card **P240**.

Place all Crewmembers and Threats from this Sector in Sector 1.

## LOG 2780 MYCELIUM

### Away Team live feed

[Crewmember 1]: Hey! Get away from me!

[Away Team commander]: What's happening?

[Crewmember 1]: Get away! Help!

[Crewmember 2]: Some vines have entangled the suit! Vines or snakes! They are fast!

[Away Team commander]: Are you hurt?

[Crewmember 1]: No, but - I am choking! I can't breathe.

[Away Team commander]: Easy! Don't panic. We're coming to help you!

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

- » **Try to free yourself without harming the flora** -  and progress all Time Tracks by 1. Then, go to **Log 2782**.
- » **Free quickly, using force** -  to go to **Log 2785**.

## LOG 2781 HEART OF DARKNESS

Perform the following Dice Check:

 **PREPARE SCANNERS TO ANALYZE THE BOG ROCK**

 = 

	Go to <b>Log 2699</b> .
Place 1 marker on the <i>Alertness</i> Global Condition card.	

## LOG 2782 MYCELIUM

### Away Team live feed

[Away Team commander]: Easy now. Stop thrashing or you will hurt yourself.

[Crewmember 1]: Get it off me. It is going to choke me!

[Away Team commander]: Don't move. I will cut the vine around your throat.

[Crewmember 2]: And I will deal with the one around your waist... Oh, they are disappearing. Snaking back into the ground.

[Crewmember 1]: Finally. It was terrible.

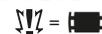
[Away Team commander]: I bet. The question is: what was that thing? And why did it catch you?

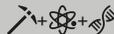
Mark box **C** in **Log 2712**. Replace the POI in this Sector with card **P000**.

## LOG 2783 HEART OF DARKNESS

Perform the following Dice Check:

 **COLLECT SAMPLES WITHOUT USING ADVANCED TECHNOLOGY**

 = 

	Go to <b>Log 2661</b> .
Place 1 marker on the <i>Alertness</i> Global Condition card.	

## LOG 2784 DEADLY MEMENTO

### Away Team recordings

[Away Team commander] (panting): Capcom, we think we have deactivated the object. We are evacuating to the lander.

[Vulter the Capcom]: True. All the gravity and force field generators are dead. Good job, Away Team. It's just that-

[Away Team commander]: Are you gonna tell us that the object is falling apart?

[Vulter the Capcom]: More or less, yes. It's not protected from the stars anymore.

[Away Team commander]: Oh, we know that. Keep your fingers crossed. Or tentacles.

---

### Journeyer captain's report

Honored Tetrarch,

I am glad to report that our men have skillfully tackled the situation, and the system is officially open for colonization. Following your instructions, I intend to spend two more weeks there, scanning the planets and preparing the reception of the first colonization vessels.

I would like you to consider leaving Journeyer there for an extended period, though. There is still a chance the hostile force might want to come back. I have attached an extensive report regarding the encounter with the hostile sentients.

---

### The council of Tetrarchs recordings

[Ava]: Have you got any idea who the hostile sentients were?

[Trache'i]: No, of course. No one has.

[Tohn McMuts]: Whoever they are, they must be crazy. What scares me more than violence is insanity.

[Tamara Woon]: They were not insane, Tohn.

[Ava]: No? I think someone who wants to blow up an entire system is insane.

[Tohn McMuts]: I couldn't agree more. And even if you want to do it, why would you stop and flee when a small Away Team appears?

[Tamara Woon]: It's not clear. Obviously, those sentients had a reason to do that, and we must discover what determined their actions.

[Tohn McMuts]: Too bad we can't forget this nightmare altogether.

If you're playing this Operation as a one-shot playing session, go to **Log 2789**. Otherwise, read on:

Each Crewmember in the Away Team Ranks-Up. Replace their current Rank

sleeve with a Rank sleeve of 1 Rank higher.

Discard all Mission cards.

Move card **Y19** (*Epsilon Lyrae*) from "Starmap" (Card Tray B) to the "Awaiting..." envelope.

Move card **N08** (*Epsilon Lyrae System*) from "Colonies" (Card Tray B) to the "Awaiting..." envelope.

Open the Ship Book at page **27** (*Leaving the Planet*) and begin Ship Management.

## LOG 2785 MYCELIUM

### Away Team live feed

[**Away Team commander**]: Oh, come on. These vines are really tough.

[**Crewmember 1**]: Get them off me.

[**Away Team commander**]: I've cut one off.

[**Crewmember 2**]: So have I.

[**Crewmember 1**]: Thanks, everybody. I feel the pressure lessening.

[**Away Team commander**]: They are snaking back into the ground. You are officially free.

[**Crewmember 1**]: What a relief. That was close. I was losing consciousness when you appeared.

[**Crewmember 2**]: Look! The vines we cut off are still here.

[**Away Team commander**]: Good. Interesting samples to examine.

Roll **A1**.

Gain 1 *Strange Flora* Discovery and 1 Mycelium.

Mark box **C** in **Log 2712**.

Replace the POI in this Sector with card **P000**.

Go to **Log 2720**.

## LOG 2786 HEART OF DARKNESS

Perform the following Dice Check:

 TAKE A PICTURE WITHOUT DRAWING ATTENTION

											
Go to <b>Log 2599</b> .											
Place 1 marker on the <i>Alertness</i> Global Condition card.											

## LOG 2787 CARVED MOON

If this box was already marked, go to **Log 2846** and make another choice. Otherwise, mark this box and read on:

### Atta's personal log

One riddle follows another. According to the Away Team's report, the inside of the sculpture was not regular at all. The walls were made of regolith devoid of any nutritional value. Perhaps this was the reason why the inside was full of dead insects. Getting inside the sculpture shed a little light on the mystery of the space art gallery.

- Gain 1 
- Mark box **B** in **Log 2729** without resolving that log.
- If an assigned Crewmember is Pumillion, is from the Engineering Section or has a  converter, nothing happens. Otherwise, mark the box in **Log 2853** without resolving that Log.
- Place the assigned Crewmember to "Resting Crew."
- Go to **Log 2846**.

## LOG 2788 DEADLY MEMENTO

### Away Team recordings

[**Crewmember 1**]: The hostiles outnumber us. And outgun us probably, too.

[**Crewmember 2**]: There is a way to stall them. Look, this panel surely controls repair bots!

[**Crewmember 1**]: Repair bots can be incredibly pesky!

\*\*\* *electronic sounds* \*\*\*

[**Crewmember 2**]: Look, it's working. I am sending them toward the invaders.

\*\*\* *a pause* \*\*\*

[**Away Team commander**]: Look, they are everywhere. The hostiles are confounded. Move!

Choose *Hunter* or *Saboteur*. Flip the chosen Threat card to its *Besieged* side.

## LOG 2789 DEADLY MEMENTO

Gain points equal to double the number on the Doom Counter, then for each Unique Discovery on the Lander board add 2 points and for each Injury card Crewmembers have subtract 1 point. Now check your score:

- **2 or less**: You barely survived.
- **3-6**: You did well.
- **7-9**: You did great!
- **10+**: You did outstandingly well!

**Congratulations!** You've completed Operation *Deadly Memento*.

## LOG 2790 DEADLY MEMENTO

### V-341 Roland's personal diary

I have never come closer to the other sentients' feeling of fear than on that day.

We barely made it to the lander. The Away Team was injured, and my suit damaged. The machine somehow managed to take off, half of the electronic systems malfunctioning.

I think I screamed. I am sure someone did.

We returned to Journeyer just in the nick of time, and the captain did not hesitate to flee. The last video we made shows the moon-sized device imploding, destabilizing the binary system; and both stars on a collision course.

Fortunately, we were already far away when the suns crashed into each other. The most promising planetary system in our part of the galaxy has been devoured by a black hole.

My thirst for adventures has been irreparably impaired.

If you're playing this Operation as a one-shot playing session, go to **Log 2714**. Otherwise, read on:

- Place the Mission Failed token on the Lander board.
- Discard half of the non-Unique Discoveries from the Lander board (rounded-down).
- Move card **Y18** (*Epsilon Lyrae*) from "Starmap" (Card Tray B) to the "Awaiting..." envelope.
- Open the Ship Book at page **27** (*Leaving the Planet*) and begin Ship Management.

## LOG 2791 MYCELIUM

### Away Team recordings

[**Crewmember 1**]: Hey! Has anyone seen my compressor?

[**Away Team commander**]: Didn't you leave it by that tree where we rested?

[**Crewmember 1**]: Yes, but it's not there!

Loss 1 Supplies. For each Supplies lost, place 1 marker in the Lost slot.

## LOG 2792 HEART OF DARKNESS

If this box was already marked, this Log ends. Otherwise, read on:

### Alburt Wonrock's chronicle

The shipwreck magnetically attracted the attention of the envoys; all the more, it had not been identified by the AI. After long centuries in this inhospitable, humid climate, she was overgrown by swamp moss and vines, but other than that, she seemed rather intact. To explore it would be to touch a relic of an alien civilization.

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

- » **Sneak into the wreckage** – Go to **Log 2798**.
- » **Enter the wreckage** – Go to **Log 2794**.
- » **Collect samples from the outside** – Go to **Log 2796**.
- » **Turn back** – This Log ends.

## LOG 2793 MYCELIUM

### Away Team recordings

[Crewmember 1]: And now, I've lost my power bank...

[Crewmember 2]: Where?

[Crewmember 1]: Didn't you see? Something slithered from the forest and grabbed it.

Choose 1 Crewmember with at least 1 Equipment card. Randomly take 1 of their Equipment cards and place it in the Lost slot. It's unavailable for now. Discard its tokens from the Planet board if it had any.

## LOG 2794 HEART OF DARKNESS

Perform the following Dice Check:

### ENTER THE WRECKAGE

 = 

	Go to Log 2818.
	Place 1 marker on the Alertness Global Condition card.

## LOG 2795 MYCELIUM

[Away Team commander]: Hey! Grab them...

[Crewmember 2]: Shit! Too fast, I couldn't catch them!

\*\*\* silence \*\*\*

[Away Team commander]: Let's radio him. Where are you?

[Crewmember 1]: (radio static, unintelligible speech)

[Crewmember 2]: We saw the tentacle grabbing you. Are you ok?

[Crewmember 1]: (speech disturbed by static) I'm alright. It... it pulled me into a crevice and into an underground cave. I'm unscathed, don't worry. I'm not sure where I am exactly, but I think I'm safe.

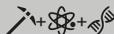
Place 1 Random Crewmember in Sector 8.

Remember, if your Crewmember is now standing in a Sector with a revealed Log number, resolve this Log.

## LOG 2796 HEART OF DARKNESS

### COLLECT SAMPLES FROM THE OUTSIDE

 = 

	Go to Log 2834.
	Place 1 marker on the Alertness Global Condition card.

## LOG 2797 MYCELIUM

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



### Away Team recordings

[Vulter the Capcom]: Commander, my scanners show your lander lifted off INTO the planet.

[Away Team commander]: Are you sure?

[Vulter the Capcom]: More than sure.

[Away Team commander]: What a nightmare. Prepare a rescue team but don't send it yet. Maybe we will figure this situation out.

Place the Lander standee in the Lost slot. Remember, you can't perform the Lift-Off Action without a Lander standee in the Lander Sector.

Open the Ship Book at page 21 (*Hangar cardholder*) and flip the Lander card representing your current Lander to the Damaged side (unless it is a Basic Lander).

Place card P261 in Sector 1.



[Crewmember 1]: Dammit! Here I go again.

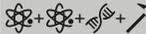
Place 1 Random Crewmember in Sector 8.

## LOG 2798 HEART OF DARKNESS

Perform the following Dice Check:

### SNEAK INTO THE WRECKAGE

 = 

	Go to Log 2808.
	Place 1 marker on Alertness Global Condition card.

## LOG 2799 DEADLY MEMENTO

The court martial of Journeyer's captain

[Ava]: Captain, can you present your side of the story one more time?

[Captain]: Yes. Right after our sensors had detected an unusual surge of energy emitted by the object trapped between the two stars, I declared red alert. I also contacted the Away Team and told them to evacuate immediately.

[Ava]: Did they receive your order?

[Captain]: Yes, the commander confirmed it.

[Ava]: When did you lose contact with the Away Team?

[Captain]: Approximately ninety seconds later.

[Ava]: And why was that?

[Captain]: The energy level was rising at a dramatic pace. It soared to unheard-of heights, effectively blocking all communication. With every passing second Journeyer was more and more vulnerable, yet I took the risk and waited ninety seconds more.

[Ava]: Ninety?

[Captain]: According to my science officer, ninety seconds too long.

[Trache'i]: The science officer was right. If we had lost Journeyer...

[Captain]: I know. The risk was pointless anyway. The Away Team lander never took off, and we escaped moments before the explosion.

[Ava]: Thank you, captain. That will be all.

If you're playing this Operation as a one-shot playing session, go to Log 2714. Otherwise, read on:

Open the Ship Book at page 21 (*Hangar cardholder*) and flip the Lander card representing your current Lander to the Damaged side (unless it is a Basic Lander).

Place the Mission Failed token on the Lander board and discard all non-Unique Discoveries from the Lander board.

Move card Y18 (*Epsilon Lyrae*) from "Starmap" (Card Tray B) to the "Awaiting..." envelope.

Remove all Crewmembers of the Away Team from their sleeves.

Open the Ship Book at page 27 (*Leaving the Planet*) and begin Ship Management.

## LOG 2800 SHIP BOOK

Atta's research journal, Promising Land artifacts

The radioactive metal plate must have been a part that broke off the bomb in the atmosphere and fell to the ground after the explosion. It is of Earthling design but distorted. I think the creator didn't fully understand how it should have worked.

Of course, I might be wrong, as the piece of metal was all corroded and partially melted.

## LOG 2802 SHIP BOOK

Atta's research journal, The Brink artifacts

One of the most fascinating finds is the attackers' machine. Made of mismatched materials and different technologies, it served only one purpose - to overheat itself and turn into a plasma-covered missile. Such weapons are made without any consideration for civilian victims...

## LOG 2804 CARVED MOON

### Away Team recordings

[**Away Team commander**]: Capcom, we have reached a cluster of enormous sculptures. I am toying with the idea of entering one of them. We could learn something about their structure. Do you think we can do that?

[**Pumilion Crewmember**]: Easy. Watch.

All players discuss and choose one (in case of a tie, the Engineering Section player makes the final decision):

- » **Open one of the structures** – Assign 1 Crewmember (but don't move them to "Resting Crew" yet) to go to **Log 2787**.
- » **Turn back** – Go to **Log 2846**.

## LOG 2806 CARVED MOON

If the box in **Log 2853** is **not** marked, go to **Log 2804**. Otherwise, read on:

### Away Team recordings

[**Away Team commander**]: Capcom, we shouldn't have destroyed the sculpture. It fell with a mighty crash which caused parts of the ceiling to fall down. Now the tunnel is swamped with masses of small rocks.

All players discuss and choose one (in case of a tie, the Engineering Section player makes the final decision):

- » **Assign sentients to unearth the tunnel** – Assign 1 Crewmember to go to **Log 2804**.
- » **Find another way** (only if at least 1 box in **Log 2840** is marked) – Go to **Log 2804**.
- » **Go back** – Go to **Log 2846**.

## LOG 2808 HEART OF DARKNESS

### Alburt Wonrock's chronicle

At one point, the head envoy was sure the Letumian host could see through her. It somehow knew they were trying to delay the journey, so when they tried to get into the shipwreck, it reacted almost hysterically and made them quickly forget the idea.

This did not prevent them from taking a number of shots and samples in secrecy.

Gain Unique Discovery 30.

Mark the box in **Log 2792** without resolving that Log.

## LOG 2809 CARVED MOON

If this box was already marked, go to **Log 2846** and make another choice. Otherwise, mark this box and read on:

### Away Team recordings

[**Away Team commander**]: Capcom, we are finally nearing the end of the tunnel. There is a dark, irregular shape looming up ahead. It's the body of a long, dead creature, stretching from here down to the exit. It gives me chills.

Gain 1 

Mark box **C** in **Log 2729** without resolving that Log.

Go to **Log 2846**.

## LOG 2810 STORY

### The very last chapter of Alburt Wonrock's chronicle

I am heartbroken to report this is the last chapter.

Scrapheap, a space-floating vestige of survival and hope, has finally ceased to exist. We, as it appears, indeed were too fragile to act irrationally. We were too vulnerable to make mistakes.

I warned everybody. I wrote about it. I shouted it out in the flame-engulfed corridors of Scrapheap. Nobody listened carefully enough.

Two badly planned operations. Intense disputes among the Tetrarchs. Grave injuries of Journeyer. Tension among species onboard.

We would have dealt with all that and more, had we been united as before. And now? Weak, divided, and powerless, we were not able to stave off one calamity, not to mention all of them. It was sad to leave that

anarchic shell of a base, but I am never going to look back. Scrapheap does not exist anymore.

You've completed the Deadly Frontier campaign. We encourage you to try again to find different endings, visit other planets, and pursue other research and production options.

Go to **Log 2137**.

## LOG 2811 STARMAP

### Away Team live feed

[**Trache'i**]: Commander.

[**Away Team commander**]: Tetrarch Trache'i! I am honored-

[**Trache'i**]: Cut the crap, commander. The rhythm of the music changes as you move?

[**Away Team commander**]: Yes, exactly. The slightest hand wave is enough for them to change the tune.

[**Trache'i**]: So it could be a language. Or at least a form of communication.

Move card **23** (*Fungi Sonic Communication*) from "Unique Discoveries" (Card Tray A) to the "Awaiting..." envelope.

## LOG 2812 CARVED MOON

If the box in **Log 2853** is **not** marked, go to **Log 2809**. Otherwise, read on:

### Away Team recordings

[**Away Team commander**]: Now I wish we hadn't touched the sculpture. The impact of the collapse caused the corridor ceiling to fall down. The air is full of dust.

All players discuss and choose one (in case of a tie, the Engineering Section player makes the final decision):

- » **Assign people to unearth the tunnel** – Assign 3 Crewmembers to go to **Log 2809**.
- » **Find another way** (only if 2 boxes in **Log 2840** are marked) – Assign 1 Crewmember to go to **Log 2809**.
- » **Go back** – Go to **Log 2846**.

## LOG 2813 MYCELIUM

### Away Team live feed

[**Crewmember 2**]: Commander, I hope you can hear me. I'm stuck in the underground cave. The place is hauntingly beautiful, and it is filled with eerie music, yet getting out of here may prove next to impossible. I'm considering using explosives, but I have no idea how this would affect the structure of the cave. Commander, do you copy?

Replace the POI in this Sector with card **P267**.

## LOG 2814 CARVED MOON

### Away Team recordings

[**Crewmember 1**]: I have reached the bottom, and I have just gathered a sizable colony of microorganisms. My suit isn't doing fine. The water is too cold, and the heating system is barely scraping by. The surface is all I hope for.

- Gain 1 *Microorganism* Discovery.
- Raise the Morale in the *Bridge* cardholder (Ship Book page 3).
- If an assigned Crewmember is Alucinator or has a  converter, this Crewmember is safe. Otherwise, the assigned Crewmember performs a Survival Check: Roll three Injury dice. If you roll 1  OR 2 , the Survival Check is failed. Remove this Crewmember from their Rank sleeve and remove them from the game.
- Place the assigned Crewmember to "Resting Crew" (if any).
- Go to **Log 2846**.

## LOG 2815 MYCELIUM

### Away Team live feed

[**Crewmember 1**]: Commander, I'm getting out. Scanners have finally mapped the caves and I found a tunnel to get out. I literally see the light at the end of the tunnel right now. Stay tuned.

Refresh 3 .

Place your Crewmember and any other Crewmembers from your Sector in Sector 7.

## LOG 2816 CARVED MOON

If this box is already marked, go to **Log 2846** and make another choice. Otherwise, mark this box and read on:

### Away Team recordings

**[Away Team commander]:** In the water samples we have some crymophilic microorganisms and some well-preserved microbes which were not accustomed to such low temperatures. A lot of them. It means we must have had a real mass extinction here.

- Gain 1 
- Gain 2 *Microorganism Leads*.
- Mark box **A** in **Log 2729**.
- If an assigned Crewmember is Aluciner, is from Security Section or has a  converter, this Crewmember is safe. Otherwise, the assigned Crewmember performs 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 them from the game.
- Place the assigned Crewmember to "Resting Crew" (if any).

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

- » **You need more samples from the very bottom of the pond** – Assign 1 Crewmember (but don't move them to "Resting Crew" yet) to go to **Log 2814**.
- » **Return to the intersection** – Go to **Log 2846**.

## LOG 2817 MYCELIUM

### Away Team live feed

**[Crewmember 1]:** Commander, I am facing a thin wall, and if we are to believe the scanner, the exit is right behind it. It is time to use the explosives. Once they blow up, they are surely going to shatter the local vegetation, and I could pick up what's left of it.

Gain 1 Mycelium.

Gain 2 *Strange Flora Leads*.

Place your Crewmember and any other Crewmembers from your Sector in Sector 7.

Go to **Log 2720**.

## LOG 2818 HEART OF DARKNESS

### Alburt Wonrock's chronicle

Heedless of our host's warning, the envoys went inside the spaceship. It was overgrown with swamp vegetation, rusty and damaged beyond repair, yet what remained of it awed them with its strangeness and beauty.

They hardly had the time to take any photos or samples, when their host erupted with holy anger. It snarled, roared and spat, obviously bound only by its diplomatic duties.

"Out," the AI translated the message in a grotesquely calm voice. "You disrespect a holy place, you savages."

So out they went, all of them, savages.

Gain 1 Discovery of any type.

Gain Unique Discovery **30**.

Place 2 markers on the *Alertness Global Condition* card.

Mark the box in **Log 2792** without resolving that Log.

## LOG 2819 SCRAPHEAP

### Alburt Wonrock's chronicle

The decision to open fire on our own people was heart-breaking, but necessary. Just like it is necessary to cut out some rotten tissue to prevent an organism from death.

The mutineers were such rotten tissue. Hotheads intoxicated with the vision of their own freedom, ready to sacrifice us all for their own unrealistic plan.

We had to take them out, and I hope that history will excuse us all.

Earth's ambassador, whom we met soon after the barrels went cold, spoke with civility and respect, and so did

the Tetrarchs. Both parties were exhausted and scared for the escalation to continue. There was no more hesitation.

On the second day, the Tetrarchs signed the treaty. From that moment on, the future of Scrapheap became one with Earth's.

Go to **Log 2907**.

## LOG 2820 STORY

### Alburt Wonrock's chronicle

Our engineers deciphered the blueprints left by the species from Ice Ring Base and did everything they could to reconstruct working incubators. All twenty-four zygotes were safely stored inside, beginning their excruciatingly slow growth. The documentation said it could take up to ten years for an individual to be able to leave the incubator – the machines are safely stored inside a dedicated medbay wing. However, we think about them often, as they bring us hope, despite all the events that have happened and can happen in the future.

If you are one of the two dozen survivors, and you are reading this right now – welcome home. You are always welcome by us, fellow space survivors from Scrapheap.

Go to **Log 2137**.

## LOG 2821 STORY

This was, however, only the beginning. All the non-Earthling sentients were distributed among the colonies, and they became obligated to pay taxes to Earth for so-called protection. The Section leaders were replaced by Bayford's favorites from Earth.

Go to **Log 2613**.

## LOG 2828 SCRAPHEAP

### Ambassador Thomas Bayford's first speech before the council of Tetrarchs

Revered Tetrarchs,

On the behalf of Earth, I would like to thank you for managing this lost piece of our great civilization for so long. Your efforts have been great and will never be forgotten.

You will be glad to know that the great responsibility is finally lifted off your shoulders. Of course, the descendants of Earth are welcome to stay and help us with your expertise, whereas members of other intelligent races will be rewarded with important posts in the colonies. Their safety is guaranteed as Earth will take over their protection. The fee will be negotiated in separate contracts. As we have a number of prospective junior officers in need of real-life experience, they will be given the duties of Section leaders. Also, as Scrapheap is about to become an outpost of Earth, its name will from now on be: The Watchtower. Besides–

Go to **Log 2765**.

## LOG 2829 CARVED MOON

If this box is already marked, go to **Log 2846** and make another choice. Otherwise, mark this box and read on:

### Away Team recordings

**[Away Team commander]:** Do you think the surface sample will be enough?

**[Crewmember 1]:** I suppose so. Even my basic microscope shows the presence of a multitude of crymophilic microorganisms both in the water and in the ice.

Gain 1 

Mark box **A** in **Log 2729**.

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

- » **Decide to send someone to dive and collect more samples** – Assign 1 Crewmember (but don't move them to "Resting Crew" yet) to go to **Log 2816**.
- » **Return to the intersection** – Go to **Log 2846**.

## LOG 2830 MYCELIUM

### Away Team live feed

[Away Team commander]: Capcom, do you copy? We are in trouble. Journeyer, do you copy? Send a shuttle ASAP.

Place card **P266** on top of any cards in Sector 1.

**Warning:** All Crewmembers who are not in the Lander Sector when the Time Track runs out will die!

## LOG 2831 STARMAP

### Away Team recordings

[Crewmember 2]: Commander, there is a machine up ahead. Driven into the rock and smashed beyond recognition.

[Crewmember 2]: Strange technology. We should retrieve as much as we can and put it to thorough tests.

[Away Team commander]: Yes, that broken machine could be the solution to the mystery of the annihilated colony.

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- » Extract the machine (only if you don't have Unique Discovery 11 in the *Unique Discoveries* cardholder at Ship Book page 31) – Assign 1 Crewmember of Rank 3 to move card 11 (*War Drone*) from "Unique Discoveries" (Card Tray A) to the "Awaiting..." envelope.
- » **Return to the lander** – This Log ends.

## LOG 2832 CARVED MOON

### Away Team recordings

[Away Team commander]: Here is the end of the tunnel and the frozen pond.

[Crewmember 1]: The shape is as regular as any other structure here.

[Away Team commander]: I am more interested in what it hides. We could take some ice samples. Or perhaps samples from the bottom?

All players discuss and choose one (in case of a tie, the Engineering Section player makes the final decision):

- » **Take ice samples** – Go to **Log 2829**.
- » **Send someone to dive** – Assign 1 Crewmember (but don't move them to "Resting Crew" yet) to go to **Log 2816**.

## LOG 2833 MYCELIUM

### Away Team live feed

[Crewmember 1]: I see the rescue capsule on the scanner, boss. They are following our coordinates.

[Crewmember 2]: There they are. Four o'clock.

[Away Team commander]: Just about the right time.

Go to **Log 2857**.

## LOG 2834 HEART OF DARKNESS

### Diplomatic mission live feed

[Head envoy]: Tell us the story of the ship again.

[Letumian]: I already have.

[Head envoy]: But it would make more sense in these surroundings. How about-

[Letumian]: Stop! Stop that! What are you doing?

[Head envoy]: Come on, there is no need for emotions! My colleagues are scientists, and they are just collecting samples-

[Letumian]: Samples? This is a holy place! No one can touch anything!

Gain 2 *Strange Flora* Leads.

Gain Unique Discovery 30.

Place 1 marker on the *Alertness* Global Condition card.

Mark the box in **Log 2792** without resolving that Log.

## LOG 2835 SCRAPHEAP

### Alburt Wonrock's chronicle

You could practically feel the anxiety. Discussions became more and more heated, and some of them turned into violent exchanges. Somehow, there were more and more warmongers, and I was sure I heard a scuffle or even two. The situation was getting out of hand.

Go to **Log 2828**.

## LOG 2838 STORY

All the non-Earthling sentients were forced to leave Scrapheap, and the colonies they settled down in were charged with new taxes for Earth. It was not the end, though. All the Section leaders were laid off, and replaced by arrivals from Earth, mostly Bayford's cronies. Bayford himself theoretically joined the council of Tetrarchs, but his opinion began to prevail in all the crucial matters.

Go to **Log 2653**.

## LOG 2839 SCRAPHEAP

### An engineering report from Scrapheap

Section leaders, the rebels haven't inflicted enough damage on Earth's cruiser to put it out of action. We are doing our best to fix the damage. Earth's drones are operating with incredible speed and precision. The warship will soon be as good as new.

- Discard 1 marker from this Sector.
- If you have card **B05** in the *Bridge* cardholder (Ship Book page 3), discard 1 additional marker from this Sector.
- If you have card **B09** in the *Bridge* cardholder (Ship Book page 3), discard 2 additional markers from this Sector.
- Then, roll a D10. You may assign 1 Available Crewmember to reroll this die (any number times). Check your result and resolve it:
  - **0-4: Lack of oxygen** – Place your Crewmember in Sector 2.
  - **5-9: The last weld** – Discard 1 additional marker from this Sector and place your Crewmember in Sector 2.

## LOG 2840 CARVED MOON

### Away Team recordings

[Crewmember 1]: Scouting drones have returned. The left offshoot will take us to a pond, the one in the middle goes deeper into the moon, and the one on the right leads to another cluster of sculptures, way bigger than any others so far.

If at least 1 box in this Log was already marked, go to **Log 2846** and make another choice.

Otherwise, read on:

Mark 1 box for each assigned Crewmember.


- If any of the assigned Crewmembers is Aerugon, is from Science/Recon Section, or has a /  converter, gain 2 *Mineral* Leads and 2 *Microorganism* Leads.
- Place all assigned Crewmembers to "Resting Crew."
- Then, go to **Log 2846** and make another choice.

## LOG 2841 MYCELIUM

### Away Team recordings

[Away Team commander]: Capcom, I'm putting the speaker on the ground to allow our AI to, well, speak in the... fungi language?

[Vulter the Capcom]: Roger that. Speaking with the planet is completely normal to me. Remember my Mother? The mind-controlling globe in another dimension?

[Away Team commander]: Turning it on. Whaaa-

Place your Crewmember in Sector 8.

Replace the POI in Sector 8 with card **P268** (if it isn't already there).

## LOG 2842 MYCELIUM

### Away Team live feed

[**Away Team commander**]: Revered Tetrarch. We have just got the translation of the next message and... Yeah, it seems more lenient. Less emotional.

[**Trache'i**]: That's a good sign. It clearly perceives you as intruders, but maybe it doesn't treat you like a threat anymore.

[**Away Team commander**]: The being is very self-confident. It sees itself as an omnipotent part of the world, too powerful to be afraid. It wants to... The AI says it wants to play.

[**Trache'i**]: Interesting. How?

[**Away Team commander**]: I am not sure. Perhaps it is a translation mistake. Probably "learn" and "play" are synonymous in its language. Shall we... learn?

[**Trache'i**]: By all means.

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- » **Ask Mycelord what they are** – Go to **Log 2847**.
- » **Ask Mycelord where they come from** – Go to **Log 2848**.
- » **Ask Mycelord why it took so much interest in you** – Go to **Log 2849**.
- » **No question, let's talk about business** – Go to **Log 2850**.

## LOG 2843 MYCELIUM

### Away Team live feed

[**Away Team commander**]: Capcom, we're in the middle of a fascinating moment. I have just activated the AI to try to decipher the sounds we hear. We will try to communicate with the being dwelling on the planet. Or perhaps with the planet itself.

Check how many boxes in **Log 2720** are marked and resolve the corresponding effect:

- **0**: Go to **Log 2844**.
- **1-2**: Go to **Log 2842**.
- **3+**: Go to **Log 2845**.

## LOG 2844 MYCELIUM

### Away Team live feed

[**Away Team commander**]: Revered Tetrarch, we are beginning to understand the language the being is using, but-

[**Trache'i**]: What does it say?

[**Away Team commander**]: Well, not much. It conveys mostly emotions, which do not translate well. It is shy, but curious. It wants to play with us. It wants to learn us.

[**Trache'i**]: Is there enmity?

[**Away Team commander**]: No, none. The being is very self-confident. It sees itself as an omnipotent part of the world, too powerful to be afraid.

[**Trache'i**]: You said it wants to play. How?

[**Away Team commander**]: I am not sure. Perhaps it is a translation mistake. Probably "learn" and "play" are synonymous in its language. Shall we... uhm... Shall we play with it?

[**Trache'i**]: By all means.

Gain 1 *Strange Flora* and 1 *Live Specimen* Discovery.

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- » **Ask Mycelord what they are** – Go to **Log 2847**.
- » **Ask Mycelord where they come from** – Go to **Log 2848**.
- » **Ask Mycelord why it took so much interest in you** – Go to **Log 2849**.
- » **No question, let's talk about business** – Go to **Log 2850**.

## LOG 2845 MYCELIUM

### Away Team live feed

[**Away Team commander**]: Tetrarch Trache'i, the planet is inhabited by some sort of omnipotent being, and you were right - the music is the way it communicates with us.

[**Trache'i**]: What does it say?

[**Away Team commander**]: Well, we have got the rough translation. The being is angry.

[**Trache'i**]: Angry?

[**Away Team commander**]: Very much. It accuses us of destroying its kingdom. It wants us to explain ourselves and give it back our stuff.

[**Trache'i**]: Your stuff?

[**Away Team commander**]: Yeah, the being stole from us and-

[**Trache'i**]: Immediately give the being all it wants. Apologize. Make amends. Master the communication process. This is a wonderful discovery. Don't botch it.

You may discard all non-Unique Discoveries from the Lander, place all Equipment cards in the Lost slot, and lose all Supplies to go to **Log 2842**. Otherwise, read on:

### Away Team live feed

[**Away Team commander**]: To the caves, crew! On the double!

[**Crewmember 1**]: Why the caves, boss?

[**Away Team commander**]: The supreme being of the planet seems to be in control of organic matter. It is not so common in the rocky underground. Run!

Replace the POI in Sector 7 with card **P267**.

Flip Unique Discovery **23**, you can't use its effects.

## LOG 2846 CARVED MOON

### Away Team recordings

[**Away Team commander**]: Capcom, we are going down one of the underground corridors. They are surely not only utilitarian. Even here we see structures of exceptional beauty around us.

[**Capcom**]: We are analyzing your feed, commander, but there are no answers to who has built them.

[**Crewmember 1**]: I bet it's the Builders. Who else would have had the means?

[**Away Team commander**]: The Builders were not focused on aesthetics.

[**Pumilion Crewmember**]: Fork.

[**Away Team commander**]: What?

[**Pumilion Crewmember**]: Fork. There.

[**Away Team commander**]: Oh, right. Capcom, there is an intersection. From here we can continue the recon or leave the planet if we are needed back.

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

- » **Send scouts first** – Assign 1 or 2 Crewmembers (but don't move them to "Resting Crew" yet) to go to **Log 2840**.
- » **Take the left corridor** – Go to **Log 2832**.
- » **Take the middle one** – Go to **Log 2812**.
- » **Take the right one** – Go to **Log 2806**.
- » **Return to Journeyer (this will end this expedition)** – Go to **Log 2775**.

## LOG 2847 MYCELIUM

### Treatise on Mycelord

[**Trache'i**]: I told the Away Team to ask the being what it actually was.

[**Atta**]: So, a self-awareness inquiry. A rather risky way to begin an interplanetary discourse.

[**Trache'i**]: Yes. The being could have none which would have triggered a conflict. Luckily it did.

[Atta]: Tell me, my dear.

[Trache'i]: It presented itself as a blanket or at least this was the word the AI found the most appropriate. The being saw itself as a protection mechanism to keep the planet warm, happy, and lively, yet too aware to be fully content with its function.

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- » Ask Mycelord where they come from – Go to Log 2848.
- » Ask Mycelord why it took so much interest in you – Go to Log 2849.
- » No question, let's talk about business – Go to Log 2850.

## LOG 2848 MYCELIUM

### Treatise on Mycelord

[Atta]: Did the Away Team ask where the being was from?

[Trache'i]: Yes, and the answer was shocking. Since the being had always been there, it never developed a sense of place. It thought it was one with the planet.

[Atta]: Naturally.

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- » Ask Mycelord what they are – Go to Log 2847.
- » Ask Mycelord why it took so much interest in you – Go to Log 2849.
- » No question, let's talk about business – Go to Log 2850.

## LOG 2849 MYCELIUM

### Treatise on Mycelord

[Atta]: I am really curious why the being took such an interest in us, you know.

[Trache'i]: So was I. I had an impression that the being was toying with the Away Team, fascinated by what they were, yet too shy to ask it. And, believe it or not, this is more or less what the being said.

[Atta]: It was playing with them?

[Trache'i]: Like a child who has never seen an intriguing toy. It told the Away Team that it had been lonely for eons and had never had anyone to interact with.

[Atta]: A bored child indeed.

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- » Ask Mycelord what they are – Go to Log 2847.
- » Ask Mycelord where they come from – Go to Log 2848.
- » No question, let's talk about business – Go to Log 2850.

## LOG 2850 MYCELIUM

### Away Team live feed

[Away Team commander]: Revered Tetrarch, we need your assistance again. We have angered the being, it seems.

[Trache'i]: How?

[Away Team commander]: It doesn't understand what we want. I asked its permission to take some mycelium with us, but it got seriously insulted. The being probably considers all of it to be its body, and doesn't want to part with a single cell. We are on the verge of committing sacrilege.

[Trache'i]: Or not. Like you said, the being doesn't understand you. Ask it what it wants in return.

[Away Team commander]: Thank you. We will do that.

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- » Explain that if they decide to help you, Mycelord will meet many different sentient beings. And you will provide them new ones from time to time – Go to Log 2851.
- » Explain that you could take part of Mycelord to your base and maybe even to other worlds – Go to Log 2852.

## LOG 2851 MYCELIUM

### Away Team live feed

[Away Team commander]: Capcom, we have convinced the being to cooperate. The being whom we have started calling the Mycelord is overjoyed to host new parties of sentients on its planet. It will be glad to widen its interaction experience, it says. Well, our rover, although a bit battered, will take a lot of mycelium and other resources. We are coming back to the lander.

Move card **Y29** (*Beta Cygni*) from "Starmap" (Card Tray B) to the "Awaiting..." envelope.

Move card **S14** (*Mycelord Advice*) from "Future Situations" (Card Tray B) to the "Awaiting..." envelope.

Gain Unique Discovery **27**.

Count the number of markers on Mission card **M18** and resolve the corresponding effect:

- **0-5**: Nothing happens.
- **6**: Gain 1 
- **7**: Gain 2 
- **8 or more**: Gain 3 

Then discard Mission card **M18**.

Remove Landing card **L07** from the game.

Move 2 Discoveries of any type to "Gathered Discoveries."

Open the Ship Book at page **27** (*Leaving the Planet*) and begin Ship Management.

## LOG 2852 MYCELIUM

### Away Team live feed

[Away Team commander]: Capcom, we have accomplished our mission. The being whom we have started calling the Mycelord deemed our idea interesting and was willing to grant us a part of itself. The deal requires us to take the separated part of the being onboard Journeyer, allow it to travel with us, and then return it to its home planet where it would be able to share its experiences with the rest of the Mycelord. As a tiny fraction of the being, the part we are carrying is far less intelligent, yet very curious. We're in for very interesting times.

Move card **Y29** (*Beta Cygni*) from "Starmap" (Card Tray B) to the "Awaiting..." envelope.

Move card **S14** (*Mycelord Advice*) from "Future Situations" (Card Tray B) to the "Awaiting..." envelope.

Gain Unique Discovery **27**.

Count the number of markers on Mission card **M18** and resolve the corresponding effect:

- **0-5**: Nothing happens.
- **6**: Gain 1 
- **7**: Gain 2 
- **8 or more**: Gain 3 

Then discard Mission card **M18**.

Remove Landing card **L07** from the game.

Raise the Morale in the *Bridge* cardholder (Ship Book page **3**).

Open the Ship Book at page **27** (*Leaving the Planet*) and begin Ship Management.

## LOG 2853 CARVED MOON

### Away Team recordings

[Away Team commander]: Be careful about this, will you?

[Pumilion scientist]: Careful.

[Away Team commander]: Start here. And-

\*\*\* the whiz of the drill. A mighty crash \*\*\*

[Away Team commander]: Capcom, the structure fell apart. The ground is still shaking. All we see is a cloud of debris and some rare minerals.

[Crewmember 1]: And a tunnel of sorts.

[Away Team commander]: Yeah, a tunnel. Or rather hollow

spaces underneath the collapsed structures. Looks like there is another spiral, but underground. The sculptures are connected!

**[Vulter the Capcom]:** Do proceed with care.

Mark this box.

- If an Assigned Crewmember is a Pumilion, is from the Science/Engineering Section, or has a  converter, gain 1 *Mineral* Discovery. Otherwise, gain 2 *Mineral* Leads.
- Place the Assigned Crewmember to "Resting Crew."
- Go to **Log 2846**.

## LOG 2854 STARMAP

**Deadly Memento, object analysis**

Collecting the scrap that survived the destruction of the stars (we are not sure how that was possible), we came across a device that was probably used to spray the area with liquids. It wasn't of Builders' origin; we presume it belonged to the enemies who tried to quicken the explosion of Deadly Memento.

Move card **18** (*Corrosive Nebulizer*) from "Unique Discoveries" (Card Tray A) to the "Awaiting..." envelope.

## LOG 2855 SCRAPHEAP

**Alburt Wonrock's chronicle**

I walked and listened, hopeful to feel out what my fellow Scrapheapers thought of the new turn of events, but much to my satisfaction, most of them seemed to trust the Tetrarchs and the Section leaders. Here and there, a warmonger cried out, but there weren't many of them, luckily.

Mark box **A** in **Log 2985**. Then, go to **Log 2828**.

## LOG 2856 HEART OF DARKNESS

**Diplomatic mission live feed**

**[Letumian]:** What have you been doing here?

**[Head envoy]:** We got truly inspired by your story of the Boil, and we wanted-

**[Letumian]** (aggressively): You can't want anything! You are guests here!

**[Head envoy]:** Well, we are aware of that but we only took a short trip around-

**[Letumian]:** This is our holy site! Hundreds of valiant Letumian warriors have died here. No one is allowed to take trips here, you mindless savages!

Gain 3 .

Gain Unique Discovery **20**.

Place 3 markers on the *Alertness* Global Condition card.

Mark the box in **Log 2603** without resolving that Log.

## LOG 2857 MYCELIUM

**Away Team live feed**

**[Away Team commander]:** Well, let's say goodbye to the world of fungi. Journeyer is waiting for us.

**[Crewmember 1]:** Seems like the planet doesn't want to part with us yet. Look at the fuselage. It is already overgrown with mycelium.

**[Away Team commander]:** What interesting shapes and spirals! They look almost like deliberate patterns.

**[Crewmember 1]:** As if the planet had something to tell us.

**[Away Team commander]:** Perhaps it's worth revisiting. Now, all aboard.

Move card **Y29** (*Beta Cygni*) from "Starmap" (Card Tray B) to the "Awaiting..." envelope.

Remove Landing card **L07** from the game.

Count the number of markers on Mission card **M18** and resolve the corresponding effect:

- **0-5:** Nothing happens.
- **6:** Gain 1  gain Unique Discovery **27** and discard Mission card **M18**.
- **7:** Gain 2  gain Unique Discovery **27** and discard Mission card **M18**.
- **8 or more:** Gain 3  gain Unique Discovery **27** and discard Mission card **M18**.

1. All Crewmembers who are not in the Lander Sector are killed! Remove their Crewmember cards from their Rank sleeves and store the Rank sleeve in its corresponding Section Compartment. Place the Crewmember card on the Crew board.
2. Open the Ship Book at page **27** (*Leaving the Planet*) and begin Ship Management.

## LOG 2858 HEART OF DARKNESS

**Alburt Wonrock's chronicle**

Nobody knew why, but the Letumians looked the other way and simply let the envoys see their arena. If they hadn't wanted that to happen, they never let them know. Some would say they made a friendly gesture toward us, but I would doubt whether they were capable of being that polite. After all, the arena was the best proof of how simple, violent and brutal those monsters were.

Gain Unique Discovery **20**.

Mark the box in **Log 2603** without resolving that Log.

## LOG 2859 CARVED MOON

**Away Team recordings**

**[Away Team commander]:** Capcom, we are leaving the lander to explore the moon. We are surrounded by geometrical structures or sculptures, stunningly beautiful.

**[Crewmember 1]:** Look there, commander.

**[Away Team commander]:** Oh, yeah. There is a hexagonal column up ahead, and a spiral made up of a few other structures.

**[Crewmember 1]:** Regular shapes, regular alignment. Must be sentient work.

**[Away Team commander]:** Could be. I wonder if those are empty inside. Perhaps we could drill a hole in one of them to learn more?

**[Pumilion scientist]:** Could. Drill.

**[Capcom]:** Away Team, be careful.

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- » **Drill a hole in one of the structures** – Assign 1 Crewmember (but don't move them to "Resting Crew" yet) to go to **Log 2853**.
- » **It's better not to destroy them. Move along** – Go to **Log 2846**.

## LOG 2860 MYCELIUM

**Away Team live feed**

**[Away Team commander]:** Almost there... Now, lie still. You're gonna be fine.

**[Crewmember 1]:** Sorry, commander, I didn't see that coming. Shit, it hurts.

**[Away Team commander]:** Don't worry, the med team on Journeyer is already waiting.

**[Crewmember 2]:** Commander, the comms device is partly overgrown with mycelium. Strangely regular shapes.

**[Away Team commander]:** Let's hope it's not a problem. Initiate emergency procedures.

- All Crewmembers in Sector **8** are killed!
- Remove their Crewmember cards from their Rank sleeves and store the Rank sleeve in its corresponding Section Compartment. Place the Crewmember card on the Crew board.
- Place the Mission Failed token on the Lander board.
- Discard half of the non-Unique Discoveries from the Lander board (rounded-down).
- Open the Ship Book at page **27** (*Leaving the Planet*) and begin Ship Management.

## LOG 2861 HEART OF DARKNESS

### Alburt Wonrock's chronicle

The Letumians never wanted to let the envoys see the inside of their arena, but I suppose they also did not wish to endanger the negotiations. Their body language said that they had grown reluctant, but all in all they let the delegation in there. However, all the time the envoys felt heavy looks of suspicious Letumians on their backs.

Gain 1 .

Gain Unique Discovery 20.

Place 1 marker on the *Alertness* Global Condition card.

Mark the box in **Log 2603** without resolving that Log.

## LOG 2862 SCRAPHEAP

### An engineering report from Scrapheap

Section leaders, the job's done. We have increased the power of the cannons, but the impact is twice as big as the norm says and I don't know how long they will last. It is time to improve the defense system.

- Place card **P328** on top of any cards in Sector 5.
- If you have card **B12** in the *Bridge* cardholder (Ship Book page 3), you may discard the Time token from the *Rebellious Sabretooth/Earth Space Ranger Threat* card.
- If you have card **B13** in the *Bridge* cardholder (Ship Book page 3), you may discard the Time token from the *Rebellious Sabretooth/Earth Space Ranger Threat* card AND you may place the *Rebellious Sabretooth/Earth Space Ranger Threat* standee in Sector 1, 2, 3, 4, 5, 6 or 7.
- Then, roll a D10. You may assign 1 Available Crewmember to reroll this die (any number times). Check your result and resolve it:
  - » **0-6: Short circuit** – Replace the POI in this Sector with card **P333**.
  - » **7-9: Nothing happens** – This Log ends.

## LOG 2868 STORY

The first and the most hurtful step of the self-proclaimed governor was the removal of all the non-Earthling sentients who were distributed among the colonies. The Watchtower practically became a colony focused on bringing profit to Earth.

Go to **Log 2613**.

## LOG 2869 SCRAPHEAP

### Alburt Wonrock's chronicle

Once the door of the negotiation room closed, anxious rumors began to circulate, and such rumors could easily turn into unrest. We had faced difficult moments before, but this time the threat sneaked right into the collective, charming us with a beaming smile. We needed our leaders to stand before us and tell us that we were fine.

Your first Diplomatic Power Check is below. You will need to prepare a Diplomatic Power Pool next to the Planet board, where you will add and remove markers. The more markers you gather, the better your position in the diplomatic struggle will be. Remember that this isn't a Dice Check, so you can't use Section cards, converters, and any other effects affecting Dice Checks.

Some Checks will allow you to spend Discoveries or  – you may spend them freely, as they won't be used in any other way anymore.

**Diplomatic Power Check** – create a Diplomatic Power Pool:

- Gain 1 marker for each marked box in **Log 2900**.
- Gain 1 marker if you have card **B21** in the *Bridge* cardholder (Ship Book page 3).
- You may choose up to 6 Crewmembers from Sections Available Crew. Gain 1 marker for each chosen Crewmember with a different Species. Roll a D10 for each chosen Crewmember, check your result and resolve it:
  - 0-5:** Place this Crewmember in "Resting Crew."
  - 6-9:** They lose faith in Scrapheap's case. Remove this Crewmember from the game.

- Discard 1 marker for each marked box in **Log 2950**.
- Roll any number of Section dice (from any Section). You may discard 1 Discovery from "Gathered Discoveries" or 1  to reroll 1  (as many times as you want). Gain 1 marker for each rolled , ,  or  icon. Discard 1 marker for each rolled . Remove all rolled dice from the game.

If you have **at least 8 markers** in the Diplomatic Power Pool, discard all markers from the Diplomatic Power Pool and go to **Log 2855**.

**Otherwise**, discard all markers from the Diplomatic Power Pool and go to **Log 2835**.

## LOG 2870 STARMAP

### Epsilon Lyrae exploration log

It pains me to visit this system again. Our incompetence left it demolished. The wonderful planets, full of life, are slowly being dragged toward their inevitable death inside the maw of the black hole in the middle of the system.

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- » **Explore the brink of the accretion disc** – (only if you don't have Unique Discovery 18 in the *Unique Discoveries* cardholder at Ship Book page 32) – Assign 2 Crewmembers of Rank 3 to go to **Log 2854**.
- » **Explore the area farther from the accretion disc** – (only if you don't have Unique Discovery 29 in the *Unique Discoveries* cardholder at Ship Book page 32) – Assign 2 Crewmembers of Rank 3 to go to **Log 2774**.
- » **Leave Epsilon Lyrae** – This Log ends.

## LOG 2871 HEART OF DARKNESS

If this box was already marked, move all Crewmembers from Sector 7 to Sector 6 and this Log ends. Otherwise, mark this box and read on:

### Alburt Wonrock's chronicle

We were consulting our actions with a team of competent sentients on Scrapheap, who were analyzing the situation, examining every word spoken by the Letumian representative, advising us on what we should do next.

If you have card **B02** in the *Bridge* cardholder (Ship Book page 3), increase the Talks Counter by 1.

If you have card **B11** in the *Bridge* cardholder (Ship Book page 3), increase the Talks Counter by 2.

Move all Crewmembers from Sector 7 to Sector 6.

## LOG 2872 SCRAPHEAP

### An engineering report from Journeyer

Section leaders, we have dealt with the fire, and we have sent the drones to patch up the hull. The main power source will be on as long as we replace the burned wiring. In ten minutes, more or less. Damned Earthlings! The main drive's capacity remains at 67%, but... What? I can't hear you!

- Discard 1 marker from this Sector.
- If you have card **B04** in the *Bridge* cardholder (Ship Book page 3), discard 1 additional marker from this Sector.
- If you have card **B07** in the *Bridge* cardholder (Ship Book page 3) discard 2 additional markers from this Sector.
- Then, roll a D10. You may assign 1 Available Crewmember to reroll this die (any number times). Check your result and resolve it:
  - **0-4: Lack of oxygen** – Place your Crewmember in Sector 2.
  - **5-9: The last weld** – Discard 1 additional marker from this Sector and place your Crewmember in Sector 2.

## LOG 2873 STORY

Life went on, and soon the terms we worked out with the ambassador became the framework of our new reality.

If box **H** in **Log 2985** is marked, go to **Log 2664**.

If box **I** in **Log 2985** is marked, go to **Log 2684**.

Otherwise, go to **Log 2838**.

## LOG 2874 SCRAPHEAP

### Alburt Wonrock's chronicle

I was standing behind Tetrarch Tohn McMuts and other prominent Scrapheap Visitors. Together we watched Earth's delegation disembark from their shuttle. The ambassador, a tall middle-aged Earthling with grayish hair, flashed a wide grin at our Tetrarchs and addressed them with kind words, but his seemingly friendly attitude was strangely at odds with the heavy armament and strict, lifeless faces of his bodyguards.

We could only hope that the Tetrarchs would safely disarm the man's aggressive stance.

This is the final mission of Deadly Frontier. Its structure is a little different from a standard Planetary Exploration – it consists of two parts played in the Logbook and two parts played on the Planet board. All of your dice and other resources won't refresh between those parts, so you should manage them sensibly to not run out of them too early.

You will encounter **Diplomatic Power Checks**, which are a special type of action performed during Logbook parts of this mission. Those tests will check your campaign and Section progress and will make use of your dice and Crewmembers – both may become removed from the game after you decide to use them.

If you are playing with fewer than 4 Sections, you will be able to use Crewmembers and dice from the unplayed Sections as well.

Go to **Log 2869**.

## LOG 2875 STARMAP

### Epsilon Lyrae exploration log

I enjoy each visit to Epsilon Lyrae. The colonies prosper, lit by two beautiful stars joined in an everlasting dance in the middle of the prospering system. But this time, I'm here to seek the remains of Deadly Memento.

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- » **Seek scrap from the destroyed enemy ship** – (only if you don't have Unique Discovery **18** in the *Unique Discoveries* cardholder at Ship Book page **32**) – Assign 1 Crewmember of Rank 3 to go to **Log 2671**.
- » **Leave Epsilon Lyrae** – This Log ends.

## LOG 2876 SCRAPHEAP

### A letter from Elpenor'i to the Tetrarchs

Tetrarchs,

I am certain that all of you are preparing for the arrival of Earth's space fleet. Allow me to share a few facts revealed by my intelligence that may make the preparation process less taxing.

Make no mistake: the cruisers from Earth are capable of smashing Scrapheap to smithereens in minutes, but it does not mean they will. They make an intimidating impression, but Earth's ambassador, Thomas Bayford, traveling aboard the cruiser preposterously called "Democratic," is a skilled negotiator, not a warmonger. He will suggest a truly unfavorable treaty for you to sign, but don't fall for it and negotiate until he presents fair conditions.

I suggest that you should remain cautious at all times. I am not fond of Earth's predatory expansion politics, I do not see eye to eye with the philosophy of the Builders which they seem to be following indiscriminately, and above all, I abhor species segregation which they favor. If I had a say on the matter, I would advise you against the treaty, yet feel free to negotiate a fair, beneficial contract profitable for both sides.

Elpenor'i, the Aerugon ambassador

#### 1. PREPARE THE PLANET BOARD

- Open the Planetopedia at pages **24-25** (*Scrapheap*).
- 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.
- Take any remaining Available Crewmembers and Resting Crew from each Section and place them in the indicated spaces below the Planet board. These Crewmembers will be able to contribute to your efforts during a **Diplomatic Power Check**.
- Take any remaining Crew boards and fill these Crew boards with all Section dice from each unused Section Compartment. You may use these dice during a **Diplomatic Power Check**.
- Take all Discoveries from "Gathered Discoveries" and place them in the "Found Discoveries" slot on the left edge of the Planet board. Any new Discoveries you gather from now on in this Planetary Exploration should be placed directly in this slot. Crewmembers may use Discoveries placed in this slot as if they were in the Lander.
- Take all gathered  and place them in the Resource tokens slot.
- 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).

#### 2. DISEMBARK

- Take all Companion Equipment  cards from the "Armory" (Card Tray B) and place them face up on the table. All players discuss and choose one. Place it next to the corresponding Section player's Crew board. In case of a tie, the Science Section player makes the final choice.
- 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.

Then, choose up to 8 Personal  and up to 2 Mission  Equipment cards. You may also take any number of Mission Equipment Upgrades  for Mission Equipment cards that you have chosen (upgrades do not count toward the Equipment limit). If players are unable to agree on the choice of Equipment, the Engineering Section player makes the final choice.

- Players divide Personal  Equipment cards and Mission  Equipment cards between them. 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.

#### 3. PLANETARY EXPLORATION

- During this Planetary Exploration all Crewmember models without a base ring are treated as other components with different rules.
- Close and store the Ship Book. Go to **Log 2874**

## LOG 2879 STORY

The first thing that Bayford did was to imprison all the Tetrarchs on the pretense of treason. On the same day he proclaimed himself the sole governor of Scrapheap and renamed the community to the Watchtower.

If box **H** in **Log 2985** is marked, go to **Log 2657**.

If box **I** in **Log 2985** is marked, go to **Log 2676**.

If box **J** in **Log 2985** is marked, go to **Log 2827**.

Otherwise, go to **Log 2868**.

## LOG 2880 SCRAPHEAP

### Scrapheap fighter farewell message

The engine is on and heating up, the systems are operational, and the weapons ready. I am good to go. Don't say a word. I will return, and then we will talk. Open the lock.

- Place your Crewmember in Sector **11** or **12**.
  - If you have card **B06** in the *Bridge* cardholder (Ship Book page **3**), you may place your Crewmember in Sector **8**, **9** or **10** instead.
  - If you have card **B10** in the *Bridge* cardholder (Ship Book page **3**), you may place your Crewmember in Sector **8**, **9** or **10** instead.
- Refresh 1 .

## LOG 2898 STORY

What we are truly proud of is that Scrapheap managed to defend its independent status. Thomas Bayford's intentions appeared to be shady and officially not compliant with his prerogatives; therefore, he was deposed. We continued the dialogue with Earth through the Black Knight system, and with time we managed to overcome our initial mistrust and strike the first deals.

Go to **Log 2653**.

## LOG 2899 SCRAPHEAP

### Vulter O'Really's report

Section leaders, long-range cannon battery ready and waiting. The designated vessels are approaching from sector 15, their velocity unchanged. They are right in our crosshairs... I need permission to open fire. Granted? Oh, thank you. Turret commanders, fire at will!

- Choose one Threat from Sector **8, 9, 10, 11** or **12** (|||) (|||) track on their Threat card (and resolve outcome if appropriate).
- If you have card **B03** in the *Bridge* cardholder (Ship Book page **3**), move this Threat to any connected Sector.
- Then, roll a D10. You may assign 1 Available Crewmember to reroll this die (any number times). Check your result and resolve it:
  - **0-7: Overloaded** – Discard this POI card.
  - **8-9: Nothing happens** – This Log ends.

## LOG 2900 MORALE

### Alburt Wonrock's chronicle

Today I have discovered how intoxicating the atmosphere aboard Scrapheap has become. Everywhere I go, I feel the air of unity and confidence. We are focused as never before, and the trust we put in our Tetrarchs is at a record high.

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

- Gain 1 ⚡.
- Nothing happens.
- Gain 1 ⚡.

## LOG 2901 SHIP BOOK

### The council of Tetrarchs recordings

[Atta]: I would like to direct your attention to the delegation from Earth who are about to meet us. The tension is palpable, and the outcome of our talks is on everyone's mind. What do you reckon: will Earth help us, or will we be space marooners forever?

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

- Nothing happens.
- Nothing happens.
- Lower the Morale in the *Bridge* cardholder (Ship Book page **3**).

## LOG 2902 SCRAPHEAP

### Vulter O'Really's report

Section leaders, the port close-in batteries are all standing by! The designated vessels are in our range. Permission to blow them out of the sky... Out of the void, that is.

- Choose one Threat from Sector **8, 9, 10, 11** or **12**. (|||) track on their Threat card (and resolve its outcome if appropriate).
- If you have card **B03** in the *Bridge* cardholder (Ship Book page **3**), move this Threat to any connected Sector.
- Then, roll a D10. You may assign 1 Available Crewmember to reroll this die (any number times). Check your result and resolve it:
  - **0-6: Overloaded** – Replace the POI in this Sector with card **P332**.
  - **7-9: Nothing happens** – This Log ends.

## LOG 2905 UNLEASHED PARADISE

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

- Gain Unique Discovery **19**.
- Roll ⚡.

## LOG 2907 STORY

### "Deadly Frontier," the last chapter of Alburt Wonrock's chronicle

A lot has been happening on Scrapheap. Days turned into weeks and weeks turned into months, yet my thoughts still come back to those turbulent events that shook our lives. The time has come for me, Alburt Wonrock, the unofficial chronicler of Scrapheap, to sum up all that has happened since then.

If box **K** in **Log 2985** is marked, go to **Log 2898**.

If box **F** in **Log 2985** is marked, go to **Log 2879**.

Otherwise, go to **Log 2873**.

## LOG 2908 SCRAPHEAP

### Vulter O'Really's report

What a cloud of stardust! A Spacer Ranger fighter is out of action.

- Discard the *Earth Space Ranger* Threat card and its standee.
- Each Crewmember draws 2 Section cards.

## LOG 2909 IDEMIAN FLEET

- A**
- B**
- C**

### Away Team recordings:

[Backup Crew commander]: Capcom, all set. We are in the lander. Awaiting further orders.

[Vulter the Capcom]: Stand by, commander. The situation is dynamic, to put it mildly.

[Backup commander]: Standing by.

Place up to 2 Lander standees from the board in any Sectors. You may look at the options below before choosing.

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

- » **Approach the distress signal location** (only if box **A** at the beginning of this Log is **not** marked) – Go to **Log 2352**.
- » **Help the burning cruiser** (only if box **B** at the beginning of this Log is **not** marked) – Go to **Log 2364**.
- » **Aid Idemian fighters** (only if box **C** at the beginning of this Log is **not** marked) – Go to **Log 2369**.
- » **Aid Journeyer** – Each Crewmember in Sectors with a Lander standee may Refresh 1 ⚡.

## LOG 2910 IDEMIAN FLEET

- A** – The shuttle was saved.
- B** – The cruiser prevailed.
- C** – The enemy fighters were crushed.
- D** – Not so many have died.
- E** – You managed to push the enemies away.
- F** – You saved the Idemian ship.

**LOG 2950 MORALE****Alburt Wonrock's chronicle**

There is something rotten in the atmosphere, and I feel it keenly. Our crewmembers are not happy. Everywhere I see hollow looks of anxiety and exhaustion. The Tetrarchs and the Section leaders are doing their best to deal with it, and I do hope that tomorrow will be different.

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

- Gain 1 .
- Choose a Rank 2 or 3 Crewmember from each Section and replace their Rank sleeve with a Rank sleeve of 1 Rank lower. If there are no empty sleeves, return any Rank 1 Crewmember from that Section to "Recruits" beforehand.
- Gain 1 . Discard 1  and 1 Discovery from "Gathered Discoveries."

**LOG 2960 ECLECTIC HAVEN**

- A – Your actions have angered the Visitors.
- B – Your actions have angered the Harvesters.
- C – The danger is no more.
- D – You've helped the Independents.
- E – You've helped people in need.

**LOG 2965 SHIP BOOK**

All players discuss and choose one of the unmarked options (in case of a tie, the Engineering Section player makes the final decision). If all options are marked, the conversations with the Tetrarchs are done; you may choose another Character to speak with.

- Discuss the Alucinor situation – Go to Log 2356.
- Discuss the Pumilion situation – Go to Log 2370.
- Discuss the Omnimodi situation – Go to Log 2509.

**LOG 2975 SHIP BOOK****Ava the Tetrarch's recording**

[Ava]: What do you mean they protest? We are in this together, both me and every single being on Scrapheap! This is an emergency situation, and no one is allowed to back out and say: "Hey, I am trained for something different!" We need all the help we can get; otherwise we die! Conscript everyone you deem good enough and send the complainers to me.

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

- Lower the Morale in the *Bridge* cardholder (Ship Book page 3). Go back to the start of step 3.
- Lower the Morale in the *Bridge* cardholder (Ship Book page 3). Go back to the start of step 3.
- Lower the Morale twice in the *Bridge* cardholder (Ship Book page 3). Go back to the start of step 3.

**LOG 2980 IDEMIAN FLEET**

- A – Negative attitude of opponents toward Scrapheap.
- B – Neutral attitude of opponents toward Scrapheap.
- C – Positive attitude of opponents toward Scrapheap.

**LOG 2985 STORY**

- A – We made a good first impression.
- B – Scrapheap maintains a good relationship with the ambassador.
- C – Scrapheap and the Idemians help each other.
- D – The threat is alleviated for now.
- E – We couldn't handle the situation on our own.
- F – Our political stance is very weak.
- G – Scrapheap residents don't trust the Tetrarchs.
- H – We've signed a profitable treaty.
- I – We've signed quite a good treaty.
- J – We've signed, well, a treaty.
- K – Scrapheap is a strong nation.
- L – His courage will be remembered.
- M – Their sacrifice will be remembered.
- N – Trache'i remembers your input.
- O – Ava remembers your input.
- P – She left us in our time of need.

[ 2 ]

[ 3 ]

[ 10 ]

[ 11 ]

[ 12 ]

[ 5 ]

[ 6 ]

[ 13 ]

[ 14 ]

[ 15 ]

WASP-14

[ 8 ]

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[ 16 ]

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[ 18 ]