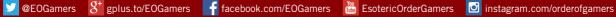THE ESOTERIC ORDER of GAMERS
ORDEROFGAMERS.COM

Labor Lusum Meliorat

High quality materials for the dedicated devotee of immersive, thematic tabletop games.
Game rules summaries, foamcore box plans, articles, interviews, reviews, videos, tutorials, forums – and lots more.

v2

May 2018

Game: **DARK MOON**

Publisher: **Stronghold Games (2015)**

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

DARK MOON

SETUP

Place 2 **shield tokens** on the first 2 spots of the **shield track** and the remaining 4 in a pile. Place the **sabotage**, **die**, and **quarantine tokens** next to the board.

Randomly draw and place 2 **outpost tokens** on the appropriate spots on the **outpost status panel** (their effects apply immediately). Place the rest in a facedown pile.

Place the red **suspicion cube** at the beginning of the **vote track**, a single blue and black cube above the **difficulty track**, and the remaining blue event cubes next to the board.

Shuffle the **character cards** and deal 1 faceup to each player. Each player takes the matching **uninfected player screen** and 2 black **strong dice**, 2 red **weak dice**, and a **participation token**.

Randomly draw **fatigue tokens** until you draw one that matches a character in play. That character is the starting **commander** and takes the **commander card** and the blue **commander die**.

Randomly draw (or players can choose) a **final event card** and place it faceup on the **camera 4 space** on the board. Place the other final event cards back in the box.

Determine how many **uninfected** and **infected status cards** and which deck of **task cards** to use:

3 players: 1 infected status card, 2 uninfected status cards, silver task deck (remove the *Voluntary Blood Testing* card).

4 players: 1 infected status card, 3 uninfected status cards, black task deck (remove the *Voluntary Blood Testing* card).

5 players: 2 infected status cards, 3 uninfected status cards, silver task deck.

6 players: 2 infected status cards, 4 uninfected status cards, black task deck.

7 players: 3 infected status cards, 4 uninfected status cards, silver task deck.

Shuffle the infected status cards, randomly select the number required, and place them facedown. Place any unused infected status cards back in the box without looking at them. Form the **status deck** by shuffling the selected infected status cards with the required number of uninfected status cards.

Deal 1 status card to each player, facedown. One player gives a steady count to 10, while all players silently read their status card at the same time. Players must not put their cards down until the count is completed.

Shuffle the appropriate **task deck** and shuffle the **event deck** and place both decks next to the board. The commander draws 2 event cards, choosing 1 to place faceup on the board on the camera 1 spot, and the other to go to the bottom of the event deck (no other player should see this discarded card).

The player to the left of the commander is the **starting player** and play proceeds clockwise.

Submitted dice go to the **spent resources** space. After an action or task has been resolved, submitted dice are moved from the spent resources space to the **available resources** space.

GAME TURN

1. RETRIEVE DICE

Skip this step at the start of the game as everyone will have their maximum number of dice.

The active player retrieves as many dice from the available resources space as needed to meet their **die limit**. You may choose any combination of red weak or black strong dice. Only the commander may retrieve the commander die (this die does not count towards the commander's die limit).

2. PERFORM AN ACTION

The active player may perform 1 of the following actions. Players cannot perform actions that have been blocked with an outpost token.

REPAIR

Choose 1 of the following repair actions.

Roll up to 3 (or fewer) of your dice and submit 1.

If the die you submit is positive, the action is successful. If the die you submit is negative, the action fails.

REPAIR SHIELD if there are shield tokens on the board. If successful, remove the shield token farthest on the shield dial.

REPAIR LIFE SUPPORT if players have become fatigued. If successful, any 1 fatigue token may be removed from the board and shuffled back into the pile of fatigue tokens.

You do not have to declare which fatigue token you intend to remove before making the attempt.

REPAIR OUTPOST if an action has been blocked with an outpost token. If successful, any 1 outpost token may be removed from the board and shuffled back into the pile of outpost tokens. That action is now available for players to use.

You do not have to declare which outpost token you intend to remove before making the attempt.

This is the only action that is always available to players, no matter which stations have been damaged.

CALL A VOTE

Call a vote to either **quarantine a player** *or* **release a player from quarantine** (you may call a vote on yourself). All players then hold out a closed fist and simultaneously reveal.

A black strong die is a vote that the player is **uninfected** and should not be in quarantine. A red weak die is a vote that the player is **infected** and should be in quarantine. An empty hand means the player has abstained from the vote. The commander die may not be used to cast a vote.

You may have to abstain if you have no active dice or do not have the color of die you want to vote with. You may also willingly abstain, even if you have dice you could vote with.

If the majority vote **uninfected**, the player is either released from quarantine or remains free from quarantine. If the majority vote **infected**, the player is either placed in quarantine or remains in quarantine. On a tie, the commander breaks the tie however they wish.

After the vote, players place any dice they used in the vote behind their player screen with their other active dice.

LONE WOLF

The active player may attempt to add an event cube to the current event by themselves.

Roll up to 3 of your dice and submit 2.

If both submitted dice are positive, the action succeeds and an event cube is added to the current event or final event card.

If the event is then completed, the commander immediately draws 2 new event cards and chooses 1 before the active player's turn continues.

If the final event is completed, the uninfected team immediately wins the game.

ISSUE ORDER

The active player may choose another player and issue an order to them. This costs no dice, but the ordered player is under no obligation to follow the instructions.

The ordered player may either **retrieve 2 spent dice** (observing their die limit) *or* **perform any 2 actions they would normally be able to perform** (neither of those actions may be **issue order**).

If upon receiving an order, a player's first action is **reveal as infected**, they may immediately perform an infected action.

A player given an order may *not* use their character ability while performing actions (as they are not currently the active player).

REVEAL AS INFECTED

A player with an infected status card may reveal it and publicly switch to the infected team.

3. CHOOSE A TASK CARD

The active player draws **2 task cards** and chooses 1 to play faceup on the **current task space**. The other card is discarded facedown to the discard space.

If there are no cards to draw, take all discarded cards, shuffle them, and create a new task deck (do not reveal the task cards in the facedown discard pile).

4. RESOLVE TASK

MALFUNCTION TASKS

Malfunction tasks require players to collectively roll their dice in an attempt to fix the malfunction (or, in the case of the infected players, possibly cause everyone to fail).

Place the **blue difficulty cube** on the appropriate number on the difficulty track, and the **black success cube** on 0 on the difficulty track.

Starting with the active player and going clockwise, each player and infected player flips their **participation token** to the **in** or **out** side.

If a player or infected player is out, they immediately take up to 2 dice from the available resources space (without exceeding their die limit).

Each player or infected player who is in, starting with the active player and going clockwise, rolls and submits dice. No one may roll dice and see their results until it is their turn to submit dice.

All players and infected players who are participating in the task must roll and submit at least 1 die.

Players and infected players may reroll their dice as many times as they choose. However, **every time you roll your dice you must submit at least 1 of those dice** (and may submit more than 1); even if the outcome of the malfunction appears inevitable.

Every time a die is submitted, move the black success cube up or down on the difficulty track the appropriate number. Each positive die submitted counts toward success; each negative die toward failure.

The numbers shown on the track are not limits.

Place submitted dice on the **spent resources** space on the board. After the task has been resolved (but before consequences occur or event cubes are added) move all dice from the spent resources space to the available resources space.

Once all players and infected players who participated have rolled and submitted at least 1 die each, check the total. If the final result is equal to or higher than the difficulty number, the task is successful. If the result is lower than the difficulty number, the task fails and the consequence listed on the malfunction card occurs.

OUTPOST MALFUNCTION

Randomly draw and place a number of **outpost tokens** on the outpost status section equal to the red consequence number.

If the sixth outpost token is placed, the infected team immediately wins.

Each outpost token prevents the players from taking certain actions until the station is repaired:

Shield Control: REPAIR SHIELD actions may not be used.

Life Support: REPAIR LIFE SUPPORT actions may not be used.

Research Lab: CALL VOTE actions may not be used (this does not apply to forced votes that occur when the suspicion cube reaches the end of the suspicion track).

Communications: ISSUE ORDER actions may not be used.

Hangar Bay: LONE WOLF actions may not be used.

Command: Players retrieve 1 fewer die when passing on a malfunction task (this does not affect the number of dice players retrieve at the beginning of their turn, nor does it affect a player who is issued an order and chooses to retrieve dice).

LIFE SUPPORT MALFUNCTION

Randomly draw and place a number of **fatigue tokens** on the life support section equal to the red consequence number.

If the sixth fatigue token is placed, the infected team immediately wins.

If the character on the token is in play, that character becomes **fatigued**. If the character on the token is not in play, the fatigue token still counts toward the infected team's win condition but does not penalize a player.

SHIELD MALFUNCTION

Place a number of shield tokens equal to the red consequence number on the next available spots on the shield track. If the sixth shield token is placed, the infected team immediately wins.

After placing the tokens **test the shields**. Check the current **failure condition** (-1, any +, -2, or any -).

Roll any die available (if there are no dice on the board, a player may roll one of their own, but it is not submitted; the color of the die does not matter). If the result matches the failure condition, the shield test has failed and the active player must choose to either **draw a fatigue token** *or* **draw an outpost token**.

?????????? MALFUNCTION

The active player may choose which malfunction occurs: an outpost, life support, or shield malfunction.

The choice must be made *before* players and infected players choose to participate and roll dice.

COMPLICATION TASKS

Complication tasks feature an illustration and require the player(s) to make a choice.

The player(s) must make a choice. If they succeed, the task is successful. If they fail, the consequence on the card occurs.

5. ADD AN EVENT CUBE

(CONDITIONAL) If the task was successful, add a blue event cube on the next available empty spot, either on the current event or final event card.

Players cannot place event cubes on the final event card until the 3 previous events have been completed (with the exception of when the *Tactical Prep* event card is completed).

6. COMPLETE THE EVENT

(CONDITIONAL) If the last event cube was added to an event card, that event is completed. Execute the event text on the card if applicable.

If the completed event was the final event, the uninfected team wins the game.

If the event card, when completed, calls for damage tokens to be added, add them until just before doing so would cause the game to end in an infected victory.

However if a final event card calls for adding damage tokens and doing so would cause the game to end in an infected victory, the infected team wins.

7. SELECT A NEW EVENT

(CONDITIONAL) If an event was successfully completed, the commander draws 2 more event cards, placing 1 faceup on the board in the next spot and discarding the second facedown.

If it was the 3rd completed event, players immediately proceed to the final event and the commander does not draw any cards.

8. ADVANCE SUSPICION CUBE

(CONDITIONAL) If the task card said **!!!SUSPICIOUS ACTIVITY!!!** move the red **suspicion cube** 1 space forward on the suspicion track, regardless of whether the task succeeded or failed.

9. HOLD A VOTE

(CONDITIONAL) If the suspicion cube has reached the final space on the suspicion track, a vote *must* now be called.

The active player must choose a player to vote on (you may choose yourself or a quarantined player). After the vote, reset the suspicion cube on the track.

Even if the *Research Lab* outpost token is on the board, it does not prevent this mandatory vote from occurring.

Play then proceeds clockwise to the next player.

EVENTS AND FINAL EVENTS

Event text on events takes place at the following times:

At start: A one time effect that takes place as soon as the event is played.

During: A persistent effect that takes place as long as the event is the current event.

Upon completion: A one time effect that takes place as soon as the event is completed.

When the **final event** begins, take all remaining and discarded task cards and remove all complication tasks and place them back in the box (they will no longer be used).

Shuffle and form a new malfunction-only task deck with the remaining cards. Do not reveal the task cards in the facedown discard pile, as this could unfairly reveal how players have acted when choosing tasks.

QUARANTINE

 When a player is placed in **quarantine**, place a **quarantine token** in front of their player screen, covering up 2 of their die icons: their **die limit is now reduced by 2 dice**.

If that player has more active dice behind their screen than their current die limit allows, they must discard the extra dice to the available resources space.

On a quarantined player's turn:

- Retrieve dice up to your die limit as usual.
- You may only use the actions **CALL VOTE**, **ISSUE ORDER**, and **REVEAL AS INFECTED**. If CALL VOTE and ISSUE ORDER have been blocked by outpost tokens and you are not infected, then you have no available actions.
- You do *not* draw task cards at the end of your turn.

After performing an action, play passes to the next player.

Quarantined players may still participate in votes and tasks normally.

A quarantined player who is released discards their quarantine token and their die limit is increased by 2 dice (do not automatically retrieve those dice, however).

Players always have access to at least 1 die, even if being quarantined would reduce their die limit to 0 or fewer dice.

A commander who is successfully quarantined loses the commander card to the player who called the vote.

If the player who called the vote is in quarantine themselves (or if the commander called the vote on themselves), the commander card passes to the first player to the left who is *not* in quarantine.

If all players who are not revealed as infected end up in quarantine, the last player to be quarantined retains the commander card. The first player to be released from quarantine immediately becomes the commander.

FATIGUE

When a fatigue token is drawn, if it matches a character in play, that player must flip their character card over. They can no longer use their character's special ability, and may only submit 1 die during a malfunction task.

If the fatigue token is removed due to a successful **REPAIR LIFE SUPPORT** action, the player flips their character card back over, has access to their character ability again, and can roll and submit dice normally.

TESTING THE SHIELD

Any time shield tokens are drawn, the active player always rolls a die to **test the shields**. Place all shield tokens on the board in the next available spots on the shield track before rolling the die.

If the roll matches the current failure condition on the shield track (the first symbol visible after the last token on the track: -1, any +, -2, or any -), the active player chooses to either **draw a fatigue token** or **draw an Outpost token**.

REVEALING AS INFECTED

If you reveal as infected:

- If not quarantined, execute the **infection power** on your status card immediately.
- Roll any available die; if the result is positive, you may execute your infection power a second time.

- Discard your character card, quarantine token (if quarantined), any die tokens, and your uninfected player screen. If you were the commander, the commander card now passes to the first uninfected player to the left and the commander die is placed in the available resources space.
- Take an **infected player screen**. Observing your new die limit, discard down to 2 dice, returning any extra dice to the available resources space.
- Your turn is immediately over (unless you revealed as a result of the **ISSUE ORDER** action and revealing was your first action; in which case you may immediately perform an infected action).

Players who have openly declared for the infected team:

- Choose whether they are **in** or **out** during malfunction tasks and submit dice as normal. Passing during a malfunction task still lets the infected player take up to 2 dice from the available dice space.
- No longer draw task cards at the end of their turn.
- Are not affected by the *Command* outpost token (when passing, they always retrieve 2 dice).
- Cannot participate in votes.
- Cannot be voted on or be quarantined.
- Cannot use their character ability or become fatigued.
- Cannot become the commander.
- No longer have access to the normal actions, but instead gain access to the following 5 new actions:

INTERFERENCE

Draw 3 task cards.

Discard as many as you want and return the rest to the top of the task deck in any order you choose.

ENERGY SPIKE

If there are 0-1 shield tokens on the board, add 1 shield token and, if applicable, test the shields.

If there are 2 or more shield tokens on the board, test the shields.

Test the shields. Roll a die: if the roll matches the current failure condition on the shield track, the active player chooses to **draw a fatigue token** or **draw an outpost token**.

SABOTAGE

Place the **sabotage token** on top of the *Shield Control, Outpost Status,* or *Life Support* label on the board. Any player attempting to repair that area rolls and submits a die normally.

Afterward, whether they succeeded or not, **they must also discard 2 dice to the board to remove the sabotage token**. If they do not have 2 dice, they discard as many as they can.

A player attempting to repair a sabotaged area will spend up to 3 dice: 1 for the repair attempt and 2 for the sabotage token.

An infected player may execute this action to move the sabotage token from one area of the board to another, but there may only ever be 1 sabotaged area at any given time.

TEST COMMANDER

The commander must roll all of his active dice and submit 1.

If positive, the commander is successful and nothing happens.

If negative, the commander fails and the infected player may draw a damage token of their choice. If the commander has no active dice, it is an automatic failure.

DEMORALIZE

All uninfected players, beginning with the first to the infected player's left, must replace all of their active black strong dice with red weak dice until there are no more red weak dice in the available resources space.

ADDITIONAL RULES

Dice

Unless otherwise stated, dice rolls are always private, and a player never reveals what they roll. The only dice seen publicly are the ones that a player (infected or uninfected) submits.

The number of active dice, and what kinds of dice they are, that a player has behind their screen is also private. Players may share this information, but they may also lie.

If a player (infected or uninfected) chooses to roll their dice, they must roll *all* the active dice available to them (unless the action calls for a specific number of dice).

Die limits

If a player's die limit is reduced and they have more active dice behind their screen than their new die limit allows, they must immediately discard any excess dice to the available resources space (their choice).

If the commander role goes to another player, the previous commander immediately places the commander die on the available resources space.

When a player's die limit is increased, they do *not* immediately retrieve their new dice (including the commander die if a player has just received the commander card).

A player always has a die limit of at least 1. If a player's die limit is reduced to 0 or less, that player may still retrieve and hold at least 1 die behind their screen.

Changing commanders

If the commander is ever quarantined, the commander card passes to the player who initiated the vote.

However, if the player who initiated the vote is in quarantine themselves (or if the commander initiated the vote), the role passes to the first uninfected player to the commander's left.

If the commander reveals as infected, the role passes to the first uninfected player to the commander's left.

If all infected players reveal

If at any point in the game all infected players have revealed themselves, remove the suspicion cube from the game and ignore **!!!SUSPICIOUS ACTIVITY!!!** on Task cards.

HOW TO WIN

Uninfected victory

The uninfected team wins if they successfully complete 3 **events** and the **final event**.

Infected victory

The infected team wins immediately if any one of these conditions is met before the uninfected team completes the final event:

1. All 6 shield tokens are on the board.
2. All 6 outpost tokens are on the board.
3. All 6 fatigue tokens are on the board.

DARK MOON

ACTIVE PLAYER'S TURN

1. RETRIEVE DICE

Retrieve dice from the available resource space to meet your **die limit**. The commander may also retrieve the commander die.

2. PERFORM AN ACTION

Perform 1 action not blocked with an outpost token.

REPAIR

Choose 1 repair action. **Roll *up to* 3 of your dice and submit 1**.

✚ die = the action succeeds, remove 1 appropriate token.

➖ die = the action fails.

CALL A VOTE

Call a vote to either **quarantine a player** *or* **release a player from quarantine** (even yourself). All players hold out a closed fist and simultaneously reveal.

⬛ = Vote that the player is uninfected.

🟥 = Vote that the player is infected.

Empty hand = abstain.

Majority vote **uninfected** = the player is released from quarantine or remains free from quarantine.

Majority vote **infected** = the player is placed in quarantine or remains in quarantine.

Commander breaks ties. The die goes back behind your screen.

LONE WOLF

Try to add an event cube to the current event by yourself.

Roll up to 3 of your dice and submit 2.

Both dice positive = the action succeeds. Add an event cube. If the event is then completed, the commander immediately draws 2 new event cards and chooses 1.

ISSUE ORDER

Choose another player and issue an order to them. This costs no dice. The ordered player is under no obligation to comply.

The ordered player may **retrieve 2 dice** (do not exceed die limit) *or* **perform any 2 normal actions** (neither may be **issue order**). They may *not* use their character ability.

If the ordered player's first action is **reveal as infected**, they may immediately perform an infected action.

REVEAL AS INFECTED

A player with an infected status card may reveal it and publicly switch to the infected team.

3. CHOOSE A TASK CARD

Draws **2 task cards** and place 1 on the **current task space**. Discard the other facedown.

4. RESOLVE TASK

MALFUNCTION TASKS

Place the **blue difficulty cube** on the Difficulty number on the Difficulty track, and the **black success cube** on 0.

Starting with the active player and going clockwise, each player flips their **participation token** to **in** or **out**.

OUT = take up to 2 dice from the available resources space (do not exceed die limit).

IN = starting with the active player and going clockwise, roll at least 1 die and submit at least 1 die. Reroll as many times as you choose, but **every time you roll you must submit at least 1**.

Every time a die is submitted, move the success cube up or down on the track the appropriate number.

If the final result is equal to or higher than the difficulty number, the task is successful. If the result is lower, the task fails and the consequence on the card occurs.

OUTPOST MALFUNCTION

Randomly draw and place **outpost tokens** on the outpost status section equal to the red consequence number.

Shield Control: No **REPAIR SHIELD** actions.

Life Support: No **REPAIR LIFE SUPPORT** actions.

Research Lab: No **CALL VOTE** actions (except forced votes).

Communications: No **ISSUE ORDER** actions.

Hangar Bay: No **LONE WOLF** actions.

Command: 1 fewer die when passing on a malfunction task.

LIFE SUPPORT MALFUNCTION

Place **fatigue tokens** on the *Life Support* section equal to the red consequence number. A character in play on the token becomes **fatigued**.

SHIELD MALFUNCTION

Place shield tokens equal to the red consequence number on the shield track. The shield must then be **tested**. Roll any die: if the result matches the current failure condition, choose to **draw a fatigue token** *or* **draw an outpost token**.

?????????? MALFUNCTION

The active player must choose an outpost, life support, or shield malfunction *before* players choose to participate.

COMPLICATION TASKS

Player(s) must make a choice. If they succeed, the task is successful. If they fail, the consequence on the card occurs.

5. ADD AN EVENT CUBE

If the task was successful, add a blue event cube on the next empty spot on the current event card.

6. COMPLETE THE EVENT

If the last event cube was added to an event card, that event is completed. Execute any event text.

7. SELECT A NEW EVENT

If an event was successfully completed, the commander draws 2 new event cards and chooses 1. If it was the 3rd completed event, immediately proceed to the final event instead.

8. ADVANCE SUSPICION CUBE

If the task card said **!!!SUSPICIOUS ACTIVITY!!!** move the red **suspicion cube** 1 space forward on the suspicion track.

9. HOLD A VOTE

If the suspicion cube is on the final space on the track, choose a player to vote on (even yourself or a quarantined player). Afterwards reset the suspicion cube.

DARK MOON

FINAL EVENT

When the **final event** begins, take all remaining and discarded task cards, remove all complication tasks, and shuffle and form a new malfunction-only task deck.

QUARANTINE

Place a **quarantine token** on your screen to indicate **your die limit is now reduced by 2 dice**. On your turn:

You may *not* use the actions **REPAIR** or **LONE WOLF**.

You do *not* draw task cards at the end of your turn.

A quarantined commander loses the commander card to the player who called the vote.

FATIGUE

A fatigued character flips their character card over, can no longer use their special ability, and may only submit 1 die during a malfunction task.

TESTING THE SHIELD

Any time shield tokens are drawn, the active player always **tests the shields**. Roll a die: if the roll matches the current failure condition on the shield track, the active player chooses to **draw a fatigue token** or **draw an outpost token**.

REVEALING AS INFECTED

If not quarantined, execute your **infection power**. Roll a die; ✚ = execute your infection power again.

Discard your character card, quarantine token (if quarantined) and any die tokens. Replace your uninfected player screen with an **infected player screen**. Discard down to 2 dice.

If you were the commander, place the commander die in the available resources space and pass the commander card to the first uninfected player to the left.

Then end your turn.

Declared infected players:

Participate in malfunction tasks as normal.

Are not affected by the *Command* outpost token (when passing, they always retrieve 2 dice).

Do not draw task cards at the end of their turn.

Cannot participate in votes, cannot be voted on, or be quarantined.

Cannot use their character ability or become fatigued.

Cannot become the commander.

If all infected players reveal

If all infected players have revealed themselves, remove the suspicion cube from the game and ignore **!!!SUSPICIOUS ACTIVITY!!!** on task cards.

REVEALED INFECTED PLAYER'S TURN

Revealed infected players do not have access to the normal actions, but instead perform 1 of these actions:

INTERFERENCE

Draw 3 task cards. Discard as many as you want and return the rest to the top of the task deck in any order.

ENERGY SPIKE

If there are 0-1 shield tokens on the board, add 1 shield token and, if applicable, test the shields.

If there are 2 or more shield tokens on the board, test the shields.

Check the result against the current failure condition. If it matches, **draw a fatigue token** or **draw an outpost token**.

SABOTAGE

Place the **sabotage token** on top of the *Shield Control, Outpost Status,* or *Life Support* label.

After a player makes a repair attempt, successful or not, that player must also discard 2 dice to remove the sabotage token. If they do not have 2 dice, discard as many as they can.

You may execute this action to move the token to another area. There may only ever be 1 sabotaged area at a time.

TEST COMMANDER

The commander must roll all of his active dice and submit 1.

- ✚ die = the commander is successful and nothing happens.
- ▬ die = the commander fails and the infected player may | draw a damage token of their choice.

If the commander has no active dice, it is an automatic failure.

DEMORALIZE

All uninfected players, beginning with the first to the infected player's left, must replace all of their active black dice with red dice until there are no more red dice in the available resources space.

HOW TO WIN

Uninfected victory

The uninfected team wins if they successfully complete 3 **events** and the **final event**.

Infected victory

The infected team wins the immediately if any one of these conditions is met before the uninfected team completes the final event:

1. All 6 shield tokens are on the board.
2. All 6 outpost tokens are on the board.
3. All 6 fatigue tokens are on the board.

DARK MOON

SETUP

Add the new character, final event cards, event, and infected status cards to their respective decks. Add the new outpost token to the pool of outpost tokens. Replace the original task decks with the new task decks. Each player takes a player aid card.

Place 2 **shield tokens** on the first 2 spots of the **shield track** and the remaining 4 in a pile. Place the **sabotage**, **die**, **quarantine** and **amputation tokens**, and the corporation dice, next to the board.

Randomly draw and place 2 **outpost tokens** on the appropriate spots on the **outpost status panel** (their effects apply immediately). Place the rest in a facedown pile.

Place the red **suspicion cube** at the beginning of the **vote track**, a single blue and black cube above the **difficulty track**, and the remaining blue event cubes next to the board.

Shuffle the **character cards** and deal 1 faceup to each player. Each player takes the matching **uninfected player screen** and 2 black **strong dice**, 2 red **weak dice**, and a **participation token**.

Build the fatigue pool by adding a **fatigue token** matching each character in play (except *David*) to the pool. If necessary, add any additional fatigue tokens so that the pool has a total of 6 tokens. Randomly draw fatigue tokens until you draw one that matches a character in play. That character is the starting **commander** and takes the **commander card**, the blue **commander die**, and the **commander die token**.

Build the evacuation pool by adding an **evacuation clearance token** matching each character to the pool.

Randomly draw (or players can choose) a **final event card** and place it faceup on the **camera 4 space** on the board. Place the other final event cards back in the box.

Place the **evacuation vote board** underneath the *Suspicious Activity* section of the board and place the blue evacuation cube on the first spot on the track. Beneath it, place the **evacuation clearance board**, *Refueling – Not Ready for Takeoff* side faceup.

Determine how many **uninfected** and **infected status cards** and which deck of **task cards** to use:

3 players: 1 infected, 2 uninfected, silver tasks (remove the *Voluntary Blood Testing* card).
4 players: 1 infected, 3 uninfected, black tasks (remove the *Voluntary Blood Testing* card).
5 players: 2 infected, 3 uninfected, silver tasks.
6 players: 2 infected, 4 uninfected, black tasks.
7 players: 3 infected, 4 uninfected, silver tasks.

Shuffle the infected status cards, randomly select the number required, and place them facedown. Place any unused infected status cards back in the box without looking at them. Form the **status deck** by shuffling the selected infected status cards with the required number of uninfected status cards.

Deal 1 status card to each player, facedown. One player gives a steady count to 10, while all players silently read their status cards. They must not put them down until the count is completed.

Shuffle the appropriate **task deck** and shuffle the **event deck** and place both decks next to the board. The commander draws 2 event cards, choosing 1 to place faceup on the board on the camera 1 spot, and the other to go to the bottom of the event deck (no other player should see this discarded card).

The player to the left of the commander is the **starting player** and play proceeds clockwise. Give them the **active player token**. Place the **refueling card** in front of the starting player.

Submitted dice go to the **spent resources** space. After an action or task has been resolved, submitted dice are moved from the spent resources space to the **available resources** space.

GAME TURN

1. RETRIEVE DICE

Skip this step at the start of the game.

The active player retrieves as many dice from the available resources space as needed to meet their **die limit**. You may choose any combination of red weak or black strong dice. Only the commander may retrieve the commander die (this die does not count towards the commander's die limit).

2. PERFORM AN ACTION

The active player may perform 1 of the following actions. After each player' turn, pass the active player token to the next player.

Players cannot perform actions that have been blocked with an outpost token.

REPAIR

Choose 1 of the following repair actions. **Roll up to 3 (or fewer) of your dice and submit 1. If the die you submit is positive, the action is successful. If the die is negative, the action fails**.

REPAIR SHIELD if there are shield tokens on the board. If successful, remove the shield token farthest on the shield dial.

REPAIR LIFE SUPPORT if players have become fatigued. If successful, any 1 fatigue token on the board may be shuffled back into the pile of fatigue tokens. You do not have to declare which token you intend to remove before making the attempt.

REPAIR OUTPOST if an action has been blocked with an outpost token. If successful, any 1 outpost token on the board may be shuffled back into the pile of outpost tokens. That action is now available for players to use. You do not have to declare which token you intend to remove before making the attempt.

This is the only action that is always available to players, no matter which stations have been damaged.

CALL A VOTE

Call a vote to either **quarantine a player** *or* **release a player from quarantine** (you may call a vote on yourself). All players then hold out a closed fist and simultaneously reveal.

A black strong die is a vote that the player is **uninfected** and should not be in quarantine. A red weak die is a vote that the player is **infected** and should be in quarantine. An empty hand means the player has abstained from the vote. The commander die may not be used to cast a vote.

You may have to abstain if you have no active dice or do not have the color of die you want to vote with. You may also willingly abstain, even if you have dice you could vote with.

If the majority vote **uninfected**, the player is either released from quarantine or remains free from quarantine. If the majority vote **infected**, the player is either placed in quarantine or remains in there. On a tie, the commander breaks the tie however they wish.

After the vote, players place any dice they used in the vote behind their player screen with their other active dice.

Vote for amputation

You may choose to call an **amputation vote** on another player. A red weak die is a vote to amputate. A black strong die is a vote to *not* amputate. The commander breaks ties as usual.

If the vote is successful, the character's arm is cut off and they receive an **amputation token** which permanently reduces their die limit by 1. This is permanent, even if they reveal themselves to be infected. A revealed infected player with an amputation token will only ever have a die limit of 1.

You can call an amputation vote on a quarantined player, but you cannot call one on a revealed infected player.

A player can only ever receive 1 amputation token.

Vote for clearance

Choose a player to vote on. Every red weak die is a vote to deny them clearance *or* revoke their clearance if they've been previously cleared to evacuate. Every black strong die is a vote to clear them for evacuation *or* maintain their clearance if they've been previously cleared to evacuate. The commander breaks ties.

If the vote is successful and the player has not already been cleared, **place their evacuation clearance token** on the evacuation clearance board. If the vote fails, the player already had their token on the board, place it back in the evacuation pool.

If the evacuation clearance board is full (**3 players:** 1 evacuation clearance token; **4 or 5 players:** 2 tokens; **6 or 7 players:** 3 tokens), you can only call a clearance vote on a player that already has their evacuation clearance token on the board.

You cannot call a clearance vote on a player in quarantine. If a player already cleared to evacuate is later quarantined, return their evacuation clearance token to the evacuation pool.

Vote to take off

If the evacuation clearance board has filled, you may call a vote for the evacuation ship to take off. A black strong die is a vote to take off. A red weak die is a vote to *not* take off.

If the vote is successful, the ship takes off carrying only the characters with clearance and the game *immediately* ends.

LONE WOLF

The active player may attempt to add an event cube to the current event by themselves. **Roll up to 3 of your dice and submit 2.** If both submitted dice are positive, the action succeeds and an event cube is added to the current event or final event card.

If the event is then completed, the commander immediately draws 2 new event cards and chooses 1 before the active player's turn continues. If the final event is completed, the uninfected team immediately wins the game.

ISSUE ORDER

The active player may choose another player and issue an order to them. This costs no dice, but the ordered player is under no obligation to follow the instructions. The ordered player may either **retrieve 2 spent dice** (observing their die limit) *or* **perform any 2 actions they would normally be able to perform** (neither of those actions may be to issue order).

If upon receiving an order, a player's first action is **reveal as infected**, they may immediately perform an infected action.

A player given an order may *not* use their character ability while performing actions (as they are not currently the active player).

REVEAL AS INFECTED

A player with an infected status card may reveal it and publicly switch to the infected team.

3. CHOOSE A TASK CARD

The active player draws **2 task cards** and chooses 1 to play faceup on the **current task space**. The other card is discarded facedown to the discard space. If there are no cards to draw, take all discarded cards, shuffle them, and create a new task deck (do not reveal the task cards in the facedown discard pile).

After the active player has chosen a task card, they must secretly roll 2 of the yellow **corporation dice** and publicly submit one. If the number is negative, shift the black success cube backwards on the track (discard the second die without anyone seeing it).

4. RESOLVE TASK

MALFUNCTION TASKS

Malfunction tasks require players to collectively roll their dice in an attempt to fix the malfunction (or, in the case of the infected players, possibly cause everyone to fail).

Place the **blue difficulty cube** on the appropriate number on the difficulty track, and the **black success cube** on 0. Starting with the active player and going clockwise, each player and infected player flips their **participation token** to the **in** or **out** side.

If a player or infected player is out, they immediately take up to 2 dice from the available resources space (without exceeding their die limit).

Each player or infected player who is in, starting with the active player and going clockwise, rolls and submits dice. No one may roll dice and see their results until it is their turn to submit dice. All players and infected players who are participating in the task must roll and submit at least 1 die.

Players and infected players may reroll their dice as many times as they choose. However, **every time you roll your dice you must submit at least 1 of those dice** (and may submit more than 1); even if the outcome of the malfunction appears inevitable.

Every time a die is submitted, move the black success cube up or down on the difficulty track the appropriate number. Each positive die submitted counts toward success; each negative die toward failure. The numbers shown on the track are not limits.

Place submitted dice on the **spent resources** space on the board. After the task has been resolved (but before consequences occur or event cubes are added) move all dice from the spent resources space to the available resources space.

Once all participating players and infected players have rolled and submitted at least 1 die each, if the final result is equal to or higher than the difficulty number, the task is successful. If the result is lower than the difficulty number, the task fails and the consequence listed on the malfunction card occurs.

OUTPOST MALFUNCTION

Randomly draw and place a number of **outpost tokens** on the outpost status section equal to the red consequence number. If the sixth outpost token is placed, the infected team immediately wins.

Each outpost token prevents the players from taking certain actions until the station is repaired:

Shield Control: REPAIR SHIELD actions may not be used.

Life Support: REPAIR LIFE SUPPORT actions may not be used.

Research Lab: CALL VOTE actions may not be used (this does not apply to forced votes that occur when the suspicion cube reaches the end of the suspicion track).

Communications: ISSUE ORDER actions may not be used.

Hangar Bay: LONE WOLF actions may not be used.

Command: Players retrieve 1 fewer die when passing on a malfunction task (this does not affect the number of dice players retrieve at the beginning of their turn, nor does it affect a player who is issued an order and chooses to retrieve dice).

LIFE SUPPORT MALFUNCTION

Randomly draw and place a number of **fatigue tokens** on the life support section equal to the red consequence number. If the sixth fatigue token is placed, the infected team immediately wins.

If the character on the token is in play, that character becomes **fatigued**. If the character is not in play, the token still counts toward the infected team's win condition.

SHIELD MALFUNCTION

Place a number of shield tokens equal to the red consequence number on the next available spots on the shield track. If the sixth shield token is placed, the infected team immediately wins.

After placing the tokens **test the shields**. Check the current **failure condition** (-1, any +, -2, or any -).

Roll any die available (the color of the die does not matter). If the result matches the failure condition, the shield test has failed and the active player must choose to either **draw a fatigue token** *or* **draw an outpost token**.

?????????? MALFUNCTION

The active player may choose which malfunction occurs: outpost, life support, or shield. The choice must be made *before* players and infected players choose to participate and roll dice.

COMPLICATION TASKS

Complication tasks feature an illustration and require the player(s) to make a choice. If they succeed, the task is successful. If they fail, the consequence on the card occurs.

5. ADD AN EVENT CUBE

(CONDITIONAL) If the task was successful, add a blue event cube on the next available empty spot, either on the current event or final event card.

Players cannot place event cubes on the final event card until the 3 previous events have been completed (with the exception of when the *Tactical Prep* event card is completed).

6. COMPLETE THE EVENT

(CONDITIONAL) If the last event cube was added to an event card, that event is completed. Execute the event text on the card if applicable. **If the completed event was the final event, the uninfected team wins the game.**

If the event card, when completed, calls for damage tokens to be added, add them until just before doing so would cause the game to end in an infected victory. However if a final event card calls for adding damage tokens and doing so would cause the game to end in an infected victory, the infected team wins.

7. SELECT A NEW EVENT

(CONDITIONAL) If an event was successfully completed, the commander draws 2 more event cards, placing 1 faceup on the board in the next spot and discarding the second facedown.

If it was the 3rd completed event, players immediately proceed to the final event and the commander does not draw any cards.

8. ADVANCE SUSPICION CUBE

(CONDITIONAL) If the task card said !!!SUSPICIOUS ACTIVITY!!! move the red **suspicion cube** 1 space forward on the suspicion track, regardless of whether the task succeeded or failed.

9. HOLD A VOTE

(CONDITIONAL) If the suspicion cube has reached the final space on the suspicion track, a vote *must* now be called. Even the *Research Lab* outpost token on the board does not prevent this mandatory vote from occurring.

The active player must choose a player to vote on (you may choose yourself or a quarantined player). After the vote, reset the suspicion cube on the track.

Play then proceeds clockwise to the next player, who takes the active player token.

EVENTS AND FINAL EVENTS

Event text on events takes place at the following times:

At start: One time effect; takes place as soon as the event is played.
During: Persistent effect; takes place as long as the event is the current event.
Upon completion: One time effect; takes place as soon as the event is completed.

When the **final event** begins, take all remaining and discarded task cards and remove all complication tasks and place them back in the box (they will no longer be used).

Add the **evacuation failure card** that matches the task deck you're using (silver or black). Shuffle and form a new malfunction-only task deck with the remaining cards. Do not reveal the task cards in the facedown discard pile, as this could unfairly reveal how players have acted when choosing tasks.

The player who draws the evacuation failure card must *immediately* reveal it. Discard the evacuation clearance and evacuation vote boards during the final event, as well as any clearance tokens. Players may no longer call clearance or take off votes, and ignore !!!EVACUATE EVACUATE!!! on task cards.

QUARANTINE

When a player is placed in **quarantine**, place a **quarantine token** in front of their player screen, covering up 2 of their die icons: their **die limit is now reduced by 2 dice**. If they have more active dice behind their screen than their current die limit allows, they must discard the extra dice to the available resources space.

On a quarantined player's turn:
- Retrieve dice up to your die limit as usual.
- You may only use the actions **CALL VOTE**, **ISSUE ORDER**, and **REVEAL AS INFECTED**. If CALL VOTE and ISSUE ORDER have been blocked by outpost tokens and you are not infected, then you have no available actions.
- You do *not* draw task cards at the end of your turn.

Quarantined players may still participate in votes and tasks. If released, they discard their quarantine token and their die limit is increased by 2 dice (do not automatically retrieve those dice).

Players always have access to at least 1 die, even if being quarantined would reduce their die limit to 0 or fewer dice.

A commander who is successfully quarantined loses the commander card to the player who called the vote. If the player who called the vote is in quarantine themselves (or if the commander called the vote on themselves), the commander card passes to the first player to the left who is *not* in quarantine.

If all players who are not revealed as infected end up in quarantine, the last player to be quarantined retains the commander card. The first player to be released from quarantine immediately becomes the commander.

FATIGUE

When a fatigue token is drawn, if it matches a character in play, that player must flip their character card, can no longer use their character's special ability, and may only submit 1 die during a malfunction task. If the fatigue token is removed due to a successful **REPAIR LIFE SUPPORT** action, the player flips their character card back over and plays as normal.

TESTING THE SHIELD

Any time shield tokens are drawn, the active player always rolls a die to **test the shields**. Place all shield tokens on the board in the next available spots on the shield track before rolling the die.

If the roll matches the current failure condition on the shield track (the first symbol visible after the last token on the track: -1, any +, -2, or any -), the active player chooses to either **draw a fatigue token** *or* **draw an Outpost token**.

REVEALING AS INFECTED

If you reveal as infected:
- If not quarantined, execute the **infection power** on your status card immediately.
- Roll any available die; if the result is positive, you may execute your infection power a second time.
- Discard your character card, quarantine token (if quarantined), any die tokens, and your uninfected player screen. If you were the commander, pass the commander card to the first uninfected player to the left and place the commander die in the available resources space.

- Take an **infected player screen**. Observing your new die limit, discard down to 2 dice, returning any extra dice to the available resources space.
- Your turn is immediately over (unless you revealed as a result of the **ISSUE ORDER** action and revealing was your first action; in which case you may immediately perform an infected action).

Players who have openly declared for the infected team:
- Choose whether they are **in** or **out** during malfunction tasks and submit dice as normal. Passing during a malfunction task still lets the infected player take up to 2 dice from the available dice space.
- No longer draw task cards at the end of their turn.
- Are not affected by the *Command* outpost token (when passing, they always retrieve 2 dice).
- Cannot participate in votes.
- Cannot be voted on or be quarantined.
- Cannot use their character ability or become fatigued.
- Cannot become the commander.
- No longer have access to the normal actions, but instead gain access to the following 5 new actions:

INTERFERENCE

Draw 3 task cards. Discard as many as you want and return the rest to the top of the task deck in any order you choose.

ENERGY SPIKE

If there are 0-1 shield tokens on the board, add 1 shield token and, if there are 2 or more tokens on the board, test the shields.

Test the shields. Roll a die: if the roll matches the current failure condition on the shield track, the active player chooses to **draw a fatigue token** *or* **draw an outpost token**.

SABOTAGE

Place the **sabotage token** on top of the *Shield Control, Outpost Status,* or *Life Support* label on the board. Any player attempting to repair that area rolls and submits a die normally. Afterward, whether they succeeded or not, **they must also discard 2 dice to the board to remove the sabotage token**. If they do not have 2 dice, they discard as many as they can.

A player attempting to repair a sabotaged area will spend up to 3 dice: 1 for the repair attempt and 2 for the sabotage token.

An infected player may execute this action to move the sabotage token from one area of the board to another, but there may only ever be 1 sabotaged area at any given time.

TEST COMMANDER

The commander must roll all of his active dice and submit 1. If positive, the commander is successful and nothing happens.

If negative, the commander fails and the infected player may draw a damage token of their choice. If the commander has no active dice, it is an automatic failure.

DEMORALIZE

All uninfected players, beginning with the first to the infected player's left, must replace all of their active black strong dice with red weak dice until there are no more red weak dice in the available resources space.

EVACUATION

If the evacuation ship takes off, the game immediately ends. One at a time, check the status cards of all the players who were cleared for evacuation and left with the ship. **If all players are uninfected, the uninfected team wins.**

If only a single infected player made it onto the ship, the infected team wins.

Refueling

During the first full round of the game, the evacuation ship cannot take off, even if the full complement of players have been given clearance. indicate this by placing the **refueling card** in front of the start player and the evacuation clearance board on its *Refueling – Not Ready For Takeoff* side.

When every player has had one turn and the active player token has returned to the initial start player, discard the refueling card and flip the evacuation clearance board to its *Fueling Complete – Ready for Takeoff* side. Place any evacuation clearance tokens already on the board back on the board after flipping it. Players may now call a **take off vote** as an action.

Forced clearance and take off votes

Whenever an !!!EVACUATE EVACUATE!!! task card is played, move the **evacuation cube** 1 space forward on the evacuation vote track, regardless of whether the task succeeded or failed. When the cube reaches the last space, the active player must call either a clearance vote *or* (if ship is ready for takeoff) a take off vote at the end of the turn.

If a forced quarantine and clearance/take off vote both occur on the same turn, the active player chooses the order of voting.

ADDITIONAL RULES

Dice Unless otherwise stated, dice rolls are always private, and a player never reveals what they roll. The only dice seen publicly are the ones that a player (infected or uninfected) submits. The number of active dice, and what kinds of dice they are, that a player has behind their screen is also private. Players may share this information, but they may also lie. If a player (infected or uninfected) chooses to roll their dice, they must roll *all* the active dice available to them (unless the action calls for a specific number of dice).

Die limits If a player's die limit is reduced and they have more active dice behind their screen than their new die limit allows, they must immediately discard any excess dice to the available resources space (their choice). If the commander role goes to another player, the previous commander immediately places the commander die on the available resources space.

When a player's die limit is increased, they do *not* immediately retrieve their new dice (including the commander die if a player has just received the commander card). A player always has a die limit of at least 1. If a player's die limit is reduced to 0 or less, that player may still retrieve and hold at least 1 die behind their screen.

Changing commanders If the commander is ever quarantined, the commander card passes to the player who initiated the vote. However, if the player who initiated the vote is in quarantine themselves (or if the commander initiated the vote), the role passes to the first uninfected player to the commander's left. If the commander reveals as infected, the role passes to the first uninfected player to the commander's left.

If all infected players reveal If at any point all infected players have revealed themselves, remove the suspicion cube from the game and ignore !!!SUSPICIOUS ACTIVITY!!! on Task cards.

HOW TO WIN

Uninfected victory The uninfected team wins if they successfully complete 3 **events** and the **final event**.

Infected victory The infected team wins immediately if any one of these conditions is met before the uninfected team completes the final event:

1. All 6 shield tokens are on the board.
2. All 6 outpost tokens are on the board.
3. All 6 fatigue tokens are on the board (even if there are 7 players and *David* is not one of the characters in play, and therefore there are 7 tokens).

DARK MOON

ACTIVE PLAYER'S TURN

1. RETRIEVE DICE

Retrieve dice from the available resource space to meet your **die limit**. The commander may also retrieve the commander die.

2. PERFORM AN ACTION

Perform 1 action not blocked with an outpost token.

REPAIR

Choose 1 repair action. **Roll *up to* 3 of your dice and submit 1**.

- **✚ die** = the action succeeds, remove 1 appropriate token.
- **━ die** = the action fails.

CALL A VOTE

Call a vote to either **quarantine a player** *or* **release a player from quarantine** (even yourself). All players hold out a closed fist and simultaneously reveal.

- ■ = Vote that the player is uninfected.
- 🟥 = Vote that the player is infected.
- Empty hand = abstain.

Majority vote **uninfected** = the player is released from quarantine or remains free from quarantine.

Majority vote **infected** = the player is placed in quarantine or remains in quarantine.

Commander breaks ties. The die goes back behind your screen.

Vote for amputation
Choose a player. 🟥 = amputate. ■ = *not* amputate.

Vote for clearance
Choose a player. 🟥 = deny or revoke clearance.
■ = clear for evacuation or maintain clearance.

Vote to take off
If evacuation clearance board full (**3 players:** 1 token; **4-5:** 2 tokens; **6-7:** 3 tokens), 🟥 = do not take off. ■ = take off.

LONE WOLF

Try to add an event cube to the current event by yourself.

Roll up to 3 of your dice and submit 2.

Both dice positive = the action succeeds. Add an event cube. If the event is then completed, the commander immediately draws 2 new event cards and chooses 1.

ISSUE ORDER

Choose another player and issue an order to them. This costs no dice. The ordered player is under no obligation to comply.

The ordered player may **retrieve 2 dice** (do not exceed die limit) *or* **perform any 2 normal actions** (neither may be **issue order**). They may *not* use their character ability.

If the ordered player's first action is **reveal as infected**, they may immediately perform an infected action.

REVEAL AS INFECTED

A player with an infected status card may reveal it and publicly switch to the infected team.

3. CHOOSE A TASK CARD

Draws **2 task cards** and place 1 on the **current task space**. Discard the other facedown.

Secretly roll 2 yellow **corporation dice**, submit one. If ━, move the black success cube backwards (discard the other die).

4. RESOLVE TASK

MALFUNCTION TASKS

Place the **blue difficulty cube** on the Difficulty number on the Difficulty track, and the **black success cube** on 0. Starting with the active player and going clockwise, each player flips their **participation token** to **in** or **out**.

OUT = take up to 2 dice from the available resources space (do not exceed die limit).

IN = starting with the active player and going clockwise, roll at least 1 die and submit at least 1 die. Reroll as many times as you choose, but **every time you roll you must submit at least 1**.

Every time a die is submitted, move the success cube up or down on the track the appropriate number.

If the final result is equal to or higher than the difficulty number, the task is successful. If the result is lower, the task fails and the consequence on the card occurs.

OUTPOST MALFUNCTION
Randomly draw and place **outpost tokens** on the outpost status section equal to the red consequence number.

Shield Control: No **REPAIR SHIELD** actions.
Life Support: No **REPAIR LIFE SUPPORT** actions.
Research Lab: No **CALL VOTE** actions (except forced votes).
Communications: No **ISSUE ORDER** actions.
Hangar Bay: No **LONE WOLF** actions.
Command: 1 fewer die when passing on a malfunction task.

LIFE SUPPORT MALFUNCTION
Place **fatigue tokens** on the *Life Support* section equal to the red consequence number. A character in play on the token becomes **fatigued**.

SHIELD MALFUNCTION
Place shield tokens equal to the red consequence number on the shield track. The shield must then be **tested**. Roll any die: if the result matches the current failure condition, choose to **draw a fatigue token** *or* **draw an outpost token**.

?????????? MALFUNCTION
The active player must choose an outpost, life support, or shield malfunction *before* players choose to participate.

COMPLICATION TASKS

Player(s) must make a choice. If they succeed, the task is successful. If they fail, the consequence on the card occurs.

5. ADD AN EVENT CUBE

If the task was successful, add a blue event cube on the next empty spot on the current event card.

6. COMPLETE THE EVENT

If the last event cube was added to an event card, that event is completed. Execute any event text.

7. SELECT A NEW EVENT

If an event was successfully completed, the commander draws 2 new event cards and chooses 1. If it was the 3rd completed event, immediately proceed to the final event instead.

8. ADVANCE SUSPICION CUBE

If the task card said **!!!SUSPICIOUS ACTIVITY!!!** move the red **suspicion cube** 1 space forward on the suspicion track.

9. HOLD A VOTE

If the suspicion cube is on the final space on the track, choose a player to vote on (even yourself or a quarantined player). Afterwards reset the suspicion cube.

DARK MOON

FINAL EVENT

When the **final event** begins, take all remaining and discarded task cards, remove all complication tasks, and shuffle and form a new malfunction-only task deck. Add the **evacuation failure card** that matches the task deck you're using (silver or black). The player who draws the evacuation failure card must *immediately* reveal it.

QUARANTINE

Place a **quarantine token** on your screen to indicate **your die limit is now reduced by 2 dice**. On your turn:

You may *not* use the actions **REPAIR** or **LONE WOLF**.

You do *not* draw task cards at the end of your turn.

A quarantined commander loses the commander card to the player who called the vote.

FATIGUE

A fatigued character flips their character card over, can no longer use their special ability, and may only submit 1 die during a malfunction task.

TESTING THE SHIELD

Any time shield tokens are drawn, the active player always **tests the shields**. Roll a die: if the roll matches the current failure condition on the shield track, the active player chooses to **draw a fatigue token** or **draw an outpost token**.

REVEALING AS INFECTED

If not quarantined, execute your **infection power**.
Roll a die; ✛ = execute your infection power again.

Discard your character card, quarantine token (if quarantined) and any die tokens. Replace your uninfected player screen with an **infected player screen**. Discard down to 2 dice.

If you were the commander, place the commander die in the available resources space and pass the commander card to the first uninfected player to the left.

Then end your turn.

Declared infected players:

Participate in malfunction tasks as normal.

Are not affected by the *Command* outpost token (when passing, they always retrieve 2 dice).

Do not draw task cards at the end of their turn.

Cannot participate in votes, cannot be voted on, or be quarantined.

Cannot use their character ability or become fatigued.

Cannot become the commander.

If all infected players reveal

If all infected players have revealed themselves, remove the suspicion cube from the game and ignore **!!!SUSPICIOUS ACTIVITY!!!** on task cards.

REVEALED INFECTED PLAYER'S TURN

Revealed infected players do not have access to the normal actions, but instead perform 1 of these actions:

INTERFERENCE

Draw 3 task cards. Discard as many as you want and return the rest to the top of the task deck in any order.

ENERGY SPIKE

If there are 0-1 shield tokens on the board, add 1 shield token and, if applicable, test the shields.

If there are 2 or more shield tokens on the board, test the shields.

Check the result against the current failure condition. If it matches, **draw a fatigue token** or **draw an outpost token**.

SABOTAGE

Place the **sabotage token** on top of the *Shield Control, Outpost Status,* or *Life Support* label.

After a player makes a repair attempt, successful or not, that player must also discard 2 dice to remove the sabotage token. If they do not have 2 dice, discard as many as they can.

You may execute this action to move the token to another area. There may only ever be 1 sabotaged area at a time.

TEST COMMANDER

The commander must roll all of his active dice and submit 1.

- ✛ die = the commander is successful and nothing happens.
- ▬ die = the commander fails and the infected player may l draw a damage token of their choice.

If the commander has no active dice, it is an automatic failure.

DEMORALIZE

All uninfected players, beginning with the first to the infected player's left, must replace all of their active black dice with red dice until there are no more red dice in the available resources space.

EVACUATION

During the first full round of the game, the evacuation ship cannot take off.

If the evacuation ship takes off, the game immediately ends. Check the status cards of all the players who left with the ship. **If all players are uninfected, the uninfected team wins**.

If only a single infected player made it onto the ship, the infected team wins.

Forced clearance and take off votes

Whenever an **!!!EVACUATE EVACUATE!!!** task card is played, move the **evacuation cube** 1 space forward on the evacuation vote track, regardless of whether the task succeeded or failed. When the cube reaches the last space, the active player must call either a *clearance vote* or *(if ship is ready for takeoff)* a take off vote at the end of the turn.

HOW TO WIN

Uninfected victory

The uninfected team wins if they successfully complete 3 **events** and the **final event**.

Infected victory

The infected team wins the immediately if any one of these conditions is met before the uninfected team completes the final event:

1. All 6 shield tokens are on the board.

2. All 6 outpost tokens are on the board.

3. All 6 fatigue tokens are on the board (even if there are 7 players and *David* is not one of the characters in play, and therefore there are 7 tokens).

DARK MOON

OPTIONAL MODULES

THREATS

Setup

Shuffle the **threat cards** into a facedown pile next to the refueling card in front of the start player. Stack the **threat tokens** by type next to the board.

Gameplay

After the refueling card is discarded but before the original start player begins their second turn, deal a threat card to each player.

Discard any leftover threat cards to the box without looking at them. Each player should study their threat card before placing it facedown next to their status card.

Act Recklessly (x2): Once per game, when you are the active player, submit all of your dice during a single malfunction task (all at once or over the course of multiple re-rolls).

Isolate Specimen (x1): Once per game, when you are the active player, call a quarantine vote on another player and vote with a red weak die.

Retrieve Sample (x3): Once per game, when you are the active player, call an amputation vote on another player and vote with a red weak die.

Exposure (x1): Once per game, when you are the active player, you must reveal your status card to another player.

You may only fulfill the requirements on your threat card when you are the active player. If another player takes the **issue order** action and chooses you, you cannot fulfill the requirement on your threat card in that manner.

When you have fulfilled the requirement on your threat card, state *"I have done what the company has asked me to do."* Then, take the appropriate threat token and place it on the back of your threat card, covering up the matching space. A player may only ever take 1 threat token.

INFECTED PLAYERS

Infected players may choose to fulfill the requirements of whichever threat they want (whether that requirement is on their card or not), taking a threat token and placing it on the back of their threat card.

If multiple players fulfill the same requirements and a player cannot take the appropriate threat token (because another player took the last one), that player should take one of the **wild threat tokens** and place it on the appropriate space on the back of their threat card. Now you know that someone is lying about which threat card they have.

ENDING THE GAME

If the game ends by completing the final event, all uninfected players must show that they correctly fulfilled the requirements on their threat card. If an uninfected player accidentally acted on the wrong threat, or did not fulfill their requirements at all, the company makes good on their threat, the player initiates the self-destruct sequence, and the infected team wins.

If the game ends when the evacuation ship takes off and any uninfected players have not yet had a chance to fulfill the requirements on their threat cards, there is no penalty for the uninfected team. Company threats are only relevant when the game ends by completing the final event.

COMPANY MAN

The company man is neither on the infected or uninfected team; they win or lose on their own. This module works best when used with the Threats module and is recommended for experienced groups.

Setup

Before forming the status deck, take the original 4 uninfected status cards and shuffle them with the additional 3 uninfected status cards and the **company man status card**. You will now have 8 status cards, one of which is the company man card.

Set aside the appropriate number of cards needed for the uninfected team based on player count, and place the remaining cards back in the box without looking at them. Select the appropriate number of infected status cards as normal and shuffle all the selected cards together to form the task deck.

In a 3 player game, there will be a 25% chance that the company man is in play; in a 4-5 player game, a 35% chance; and in a 6-7 player game, a 50% chance.

Gameplay

The company man has their own victory and loss conditions and needs to push for one of two outcomes: making sure an infected player has their arm amputated *or* making sure an infected player is on the evacuation ship when it takes off.

If the game ends with the completion of the final event, first check to see if any infected players have an amputation token. **If any infected player had their arm amputated, the company man is the sole winner**.

However, if no infected players have an amputation token, the uninfected team wins as normal and the company man loses along with the infected team.

If the game ends with the evacuation ship taking off, check the status cards of all players on the ship as normal. **If a single infected player was on the ship, the company man is the sole winner**.

The company man does not have to be on the evacuation ship in order to win; they just have to insure that an infected player is. If the company man is on the evacuation ship when it takes off but no infected players are, the company man still loses the game along with the infected team.

If the infected team wins when 6 of one type of damage token are on the board, the company man loses along with the uninfected team.

COMPANY MAN & THREATS

When using the Threats module, the company man is dealt a threat card along with the rest of the players but, like the infected players, does not have to act on that particular threat.

The company man may lie about whichever threat they received in order to throw the other players off.

If the game ends with the completion of the final event and the company man has not taken a threat token, there is no penalty.

EASIER: INFECTED

Expensive Voting All dice used in voting are submitted to the available resources pool after the vote. This makes voting much more expensive and managing the dice pool much more difficult for the uninfected team.

First Is Last During malfunction tasks, the player to the left of the active player is the first to choose whether they are IN or OUT, as well as the first to roll and submit dice. The active player (the one who chose the task card) rolls and submits last. This gives infected players an incredible advantage, as they can not only choose a dangerous task, but then easily tank it as they will be rolling and submitting last.

Flimsy Quarantine Quarantined players may draw and choose task cards as normal at the end of their turn. Therefore, even if quarantined, an infected player can still greatly influence the game by sitting in quarantine, drawing task cards, and hopefully playing nasty ones.

Telepathic Infected (5-7 players only) After the status cards have been passed out, but before the commander has chosen the first event card, have all players close their eyes for 10 seconds. Designate one player to perform a slow count to 10. During this time, all infected players may open their eyes and look at one another, identifying who their teammates are.

Deadly Events When a completed event card calls for tokens to be drawn, those tokens *can* end the game. This may create some un-thematic situations, where players are actively trying to fail tasks because succeeding would mean the end of the game, but it will make it more difficult for the uninfected team.

No More Complications If all infected players have revealed themselves, gather all of the task cards together and remove all of the complication tasks. Shuffle and form a new task deck that only contains malfunction task cards.

EASIER: UNINFECTED

Nerfed Reveal (extreme) When an infected player reveals, they cannot trigger their infection power at all.

Nerfed Reveal (normal) When an infected player reveals, they may trigger their infection power as normal, but they are *not* allowed to roll a die to see if they may trigger it a second time.

Safe Orders If a player is issued an order, they may not choose REVEAL AS INFECTED as one of their actions.

Fatigued Infected Revealed infected players may only submit a single die during malfunction tasks.

Costly Actions When performing any of the 5 infection actions, the infected player must first submit any die to the available resources pool. This is the 'cost' of performing an action.

FINAL EVENT CARDS

Last Stand At the start, each player (uninfected and infected who have not yet revealed) places a -1 die token on their player shield, reducing their die limit by 1. This does not affect revealed infected players.

Protect Self-Destruct Codes If the final event is successfully completed, the uninfected team does not automatically win. The commander must reveal their status card; if they were secretly infected, the infected team wins. Likewise, the infected team wins if the commander is fatigued when the final event is completed.

If all infected are revealed before the final event occurs, this card will result in a very anticlimactic game.

EVENT CARDS

Blood Testing No vote is held. The commander simply chooses to release someone from quarantine or to place someone in quarantine. If all infected players have revealed and no one is currently in quarantine, the commander must still place a player in quarantine.

Food Rationing In a 5 player game, for example, if there are 5 or fewer strong dice on the available resources spot, they cannot be retrieved by the players. This may mean some players will not be able to retrieve dice at all at the beginning of their turn or when passing. This does *not* affect revealed infected players: they may retrieve strong dice as usual.

Repair Tools If a player attempts a REPAIR action, they may only roll red weak dice. If a player does not have any active weak dice, trying to perform a repair is pointless.

Restore Comm Revealed infected players do not get to retrieve dice when this event is completed.

If the outpost token for *Command* is on the board when this event is completed, it does *not* affect the number of dice players are allowed to retrieve. They may still retrieve dice up to their full die limit.

Resupply Per the wording on the card, the commander *may* remove all of one kind of damage token from the board. The commander is not obligated to remove any damage tokens, however.

Salvage Parts Upon completion, shuffle all outpost and fatigue tokens together facedown and draw new ones (making sure you have the same number that you began with).

New actions may be blocked, players who were fatigued may no longer be so, and players not previously fatigued may find themselves suddenly fatigued.

System Crash Place all possible damage tokens on the board *before* testing the shields (if any of the 3 damage tokens would end the game, do *not* place them). If, when testing the shield, the failure condition is met, requiring either a fatigue or outpost token to be drawn, the game can end because of this additional damage token.

System Reboot The commander cannot cause the game to end (this may mean fewer than 5 damage tokens are drawn).

TASK CARDS

Acceptable Loss If this card is played, drawing a damage token is not optional. Therefore, this card will always result in a successful task.

Act Of Trust If the chosen player agrees, they place a -1 die token on their player shield, reducing their die limit by 1.

The player who played the card places a +1 die token next to their player shield, increasing their die limit by 1.

Failure To Lead The active player may choose themselves to receive the commander card. The commander may play this card themselves and choose another player to give the card to.

Mandatory Quarantine The active player may choose themselves to be voted on.

Strategic Compromise If this card is played, drawing damage tokens is not optional. Therefore, this card will always result in a successful task.

The 2 damage tokens that are drawn may be different kinds.

CHARACTER CARDS

Jon Reed Whenever retrieving dice, Jon must observe his die limit.

Normally, Jon will retrieve up to 3 dice when passing. If the *Command* outpost token is on the board, he will retrieve 2 dice, 1 fewer than he normally retrieves.

Jon does not retrieve an extra die under any other circumstance (for example, from an ISSUE ORDER action that has been given to him).

Jon is one of the only characters who's ability is always in effect, not just when he is the active player.

Luba Zheleznyak When she is the active player, Luba may reroll all of her dice once, rather than submit one. This could be when attempting a REPAIR action or during a malfunction task.

Luba cannot choose to simply stop rolling. If she doesn't like a given roll she has the option to reroll, but once she's rolled her dice she will ultimately need to submit at least one.