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ISS VANGUARD

QUICKSTART SETUP

Ensure the card trays and ship book are organized as described in the *Before your First Play* section in the rulebook.

Place these components on the table: **1 game round/dice check reference card** per player; **1 danger die reference card**; **4 crew boards**; **card tray A** (planetary exploration), **card tray B** (ship management); **section compartments** (or the **4 section boxes**); the *Planetopedia*; **1 start token**; all **turn tokens**, **success tokens**, **time tokens**, and **markers**; **12 injury dice**; **2 danger dice**; **5 tutorial event cards**; **1 tutorial rank-up card**.

Read (in the *Logbook*) or play (in the app) the **starting log** that begins the story of the *Vanguard*.

Players choose which sections to control, and take the appropriate crew board. The player controlling a section is the **section player**. Each of the 4 sections must have a controlling player.

Each section's player takes 3 random cards from *Recruits* (card tray B), places them faceup on the table, and picks 2 starting crewmembers for each of their sections. Insert these into rank 1 sleeve (found in their section compartment).

Place 1 crewmember of each section on a matching crew board, and the other in *Resting Crew* (card tray B). Return the rest of the crewmember cards to *Recruits* and shuffle all cards there.

Take the **section dice** for each section (p28) and place them into the crew board slots shown.

Each player who controls more than 1 section picks only 1 section for the **away team** in the first mission. If playing solo, choose 2 sections.

For any section that isn't in the away team, move their crewmember card to *Resting Crew*, their dice to their section's compartment, and their crew board to the box.

For each crewmember in the away team, take the 10 rank 1 section cards marked with a white bar next to their rank from that section compartment. Each crewmember shuffles their section cards and places them facedown in the indicated section deck slot to the left of their crew board.

Open the *Planetopedia* at pages 02-03 (*Eye of the Void*): this is your **planet board**. Place the **tutorial rank-up card incomplete side** in the indicated slot along the top edge of the planet board. Take **mission card M01** from *Missions* (card tray A) and place it faceup in the mission space below the unique discovery space. Place **unique discovery 1** in the designated space facedown. Shuffle 5 **tutorial event cards** and place them next to the planet board.

For each section taking part in this mission, players choose 1 of the 8 available **miniatures** to represent the crewmembers in the away team and place them in colored rings representing their section. Place these minis in sectors 1 and 2 any way players wish, at least 1 mini per sector.

Place a **turn token** next to each crew board with the *turn available* side showing. Give the **start token** to the *Recon* section player (even if the *Recon* section is not a part of the away team). Leave the **charges** slot on crew boards empty; away team crewmembers do not gain any charges at the start of the first mission.

To enable the harder *Deadly Space* mode, follow its instructions. You can add or remove these optional rules even during the campaign.

Read the mission card aloud. **Each section's player draws 2 cards from their section deck. Begin the mission with Log 1.**

PLANETARY EXPLORATION

At the start of planetary exploration, each player places 1 **turn token** on the crew board of each crewmember on the planet (*turn available* faceup). The recon section player then chooses which crewmember receives the **start token**. At the start of each following round, the crewmember with the start token gives it to any crewmember (including themselves).

In each round, starting with the crewmember with the start token and going clockwise, each crewmember takes a turn.

On your turn, perform these steps:

1. Perform 2 actions: Resolve each fully, one at a time. With the exception of the special action, you may perform the same action twice. You may use an **actions token** to track your actions.

Using an effect of your crew board, lander board, crewmember card, equipment, section card, etc, does not count as an action unless it is identified as a special action, or its text states that using it counts as an action.

During your turn, if you arrive in a sector that directs you to the *Logbook*, immediately read or play that entry.

2. End of turn: Flip your turn token facedown (*turn ended* faceup). Draw and resolve 1 **event card**, then discard it faceup. If the event deck is empty, shuffle the discard pile to form a new deck first.

If none of the **biome** icons on the card match any biome icons in your sector (including those on a POI card), follow the card's **secondary effect** (top of the card).

If any of the biome icons on the card match any biome icons in your sector, resolve the card's **main effect** (lower part of the card). Unless specified otherwise, this effect only applies to the player who revealed the card.

If a card offers you a choice, you may not choose an option that you cannot pay for in full.

When all turn tokens are showing *turn ended*, the round is over. Each crewmember flips their turn tokens back to the *turn available* side. Begin a new round. This sequence repeats until any of the following happens:

- A crewmember performs the **lift-off** action.
- A crewmember receives a fourth injury card.
- A log or a mission card tells you to end planetary exploration.

EXERTION

You may **exert** your crewmember at any time (including during landings, another player's turn, in response to an effect, or before resolving a drawn event card). Exerting is not an action.


To exert, **sacrifice 1 die** to refresh 5 of your section dice. If you have a total of 3 or fewer section dice in play (available section dice, in your spent pool, and in your roll pool), gain an *Exhausted* injury instead of sacrificing a die.


CREWMEMBER SKILL

Each crewmember has a **skill** in the lower section of their crewmember card with its starting number of **charges**. A skill can be used at any time (unless stated otherwise) by discarding 1 charge from the crew board. Some effects may cause a crewmember to have more charges than they started with.

ACTIONS

TRAVEL

If there is a  icon visible anywhere in your sector, you cannot perform this action. Whenever you perform this action, chose a **path** connecting the sector you are in with the sector you want to travel to (all sectors you can travel to from your sector are **connected sectors**). If a path is one way, you can only move in the direction indicated by the arrowheads.

Then resolve each icon on the path. If there is a **travel icon** , resolve the effect of the travel action on the planet board's **global condition** card. Until all path icons have been resolved, your crewmember is considered in the sector you started travelling from, so crewmembers in that sector can **assist** you, but those in your destination sector cannot.

Finally, place your crewmember mini in the destination sector. If you arrive in a sector with a log number, immediately read that log.

PREPARE

Do one or both of the following (in any order):

- **Draw 1 section card** from your deck to your hand. If you now have more cards than your section card limit (2 cards for rank 1, 3 cards for rank 2, and 4 cards for rank 3), immediately discard down to your limit.
- **Perform a dice check:** Try to match the results with a dice combination on a section card in your hand or on the current global condition card.


REST

1. Reduce your supplies by 1 (tracked by the marker on the supplies track of your lander). If you cannot do this (the track is already at 0), you cannot rest.

2. Refresh half of your total number of section dice (the available section dice and the dice in your spent pool) rounding up.

3. Draw 1 section card from your deck to your hand. If you now have more cards than your section card limit (2 cards for rank 1, 3 cards for rank 2, and 4 cards for rank 3), immediately discard down to your limit.

LIFT-OFF


This action may only be performed by a crewmember in the **lander** sector , and only if all other crewmembers unanimously agree. Performing this action ends planetary exploration immediately.

SPECIAL ACTION

On your turn, you may perform 1 **special action** that is visible:

- On the planet board, depicted in your sector.
- On a POI card in your sector.
- On the global condition card.
- On a card that represents any threats in your sector.
- On a revealed mission card.
- On a lander mod or rank-up card.

DICE CHECKS

Dice checks  are special tests made with your section dice. The instruction to roll a specific die is not a dice check.

Each colored row of a dice check is a possible outcome, depending on the result of your roll. A green outcome is a success, a yellow outcome is a better success, and a red outcome is a failure. Other dice checks contain tracks that you progress a marker along by rolling the appropriate dice: once the marker reaches the outcome space, its effect is resolved in the last step of the dice check. Usually, a green track leads to something beneficial, and a red track leads to something bad.

To perform a dice check:

1. CHOOSE DICE

Take any number of available section dice from your crew board (not your spent pool) into your hand. It is not a requirement to choose any of your own dice. Each other crewmember in the same sector may choose to **assist** you by taking 1 available section die from their crew board into their hand.

2. ADD INJURY AND DANGER DICE

If you have any injury dice on your crew board, also take them into your hand. Crewmembers who **assist** you do not add their injury dice to the dice check. Also take the number of danger dice depicted to the left of the action's name, if any.

3. ROLL THE DICE

Once rolled, the dice form a **roll pool**. Any crewmembers who assisted you also roll the die they assisted with. Dice from other crewmembers are kept separate but count as being in the roll pool. Although each player has their own roll pool, all dice in all roll pools are considered to be in the same roll pool.

4. MODIFY THE RESULTS

You may use 1 or more **equipment cards** you are carrying that have a *during a dice check* effect. Assisting crewmembers may not use their equipment cards unless their effect says otherwise.

You may play 1 or more **section cards** from your hand that have a *during a dice check* effect (at the top of the card). After the effect of a section card is resolved, discard it to its owner's discard pile.


Other crewmembers in the same sector may **assist** by playing up to 1 of their section cards to affect the roll. Resolve the effect of the card as if the active crewmember played it.




5. CHECK FOR DICE COMBINATIONS

You may activate any **dice combination** effects of cards in your hand and/or any such effects of the current global condition card. If a result depicts 2 icons, treat each icon separately.

Section card dice combinations: If you have icons in the roll pool that match the dice combination requirement of a section card in your hand, you may move the dice with these icons to their owner's spent pool to apply the effect. After doing so, discard the card. You may apply the effect of more than 1 section card in this way, but must use different dice for each. Dice added to the roll pool by assisting crewmembers may be used, but assisting crewmembers cannot use their own dice combination effects.

Global condition dice combinations: If you have icons in the roll pool that match the dice combination requirement on the current global condition card, you may move the required dice to their owner's spent pool to apply the effect. This may be done multiple times, using different dice for each time you apply the effect.

Convert abilities: Each crewmember (and some equipment) has a convert ability. During a dice check, the player making the check may use their own convert ability and that of any equipment ability they are carrying to treat **basic**  results of a particular color as if they were the specified icon. The conversion only applies as the die is being spent. If more than 1 convert ability can convert the same die, you may use only one of them (or none). Assisting crewmembers may not use their convert abilities, but the player performing the dice check may use their convert abilities on dice from assisting crewmembers.

 This symbol means any icon may be used. If there is more than one of these symbols in the requirement, the same icon must be used for each. **Vanguard**  icons count as any icon. **Accident**  results cannot be used for dice combinations.

6. RESOLVE INJURY AND DANGER DICE

If you have none of these dice in your roll pool, skip this step. Otherwise, choose 1 of your rolled **injury dice**. If its result matches an icon on one of your injury cards, place the die on the card and apply that icon's effect. Check your injury cards in order from left to right, and repeat this process for each rolled injury die. If the result of the die does not match an icon on any of your empty injury cards, move the die to your spent pool. Each injury card may only have 1 die placed on it during this step.

Look up the result of any **danger die** rolled on the corresponding table of the danger die reference card, and apply that result. Then return the danger die to the supply.

At the end of this step, move any injury dice from injury cards and your spent pool to available section dice slots on your crew board. Place the die in the top slot of any column and push all other dice down. Injury dice do not need to return to the same column they came from, but there can only be 1 injury die per column.

7. RESOLVE SPECIAL EFFECTS

Special effects are in a black frame below the special action name. Resolve the effects on each row from left to right, top to bottom. If there are icons in the roll pool that match the special effect's requirement, move the dice with those icons to the spent pool and apply the effect once for each time the requirement is met.

When resolving a special effect, each icon on a die is treated separately; so 1 die may resolve a special effect more than once. Each special effect must be resolved as many times as possible with the dice rolled. Dice moved to a spent pool when resolving 1 special effect cannot be used to resolve another (even if not all the icons on the dice were used).

If the current global condition card depicts a special effect, it applies to all dice checks in the game and must be resolved before any other special effect.

Outcomes: The + icon indicates you must have all of the things depicted. The / icon indicates alternative requirements; you only need to have all of the things before or after the /.

Track progression: When progressing a track, if there is no marker currently on the track, place one on the leftmost space. Each subsequent progress moves the token 1 space to the right. When it reaches the space with details of the effect, resolve that effect. When reducing a track, move the marker 1 space to the left (or discard it, if it's already on the leftmost space).

8. MARK OUTCOMES

Skip this step if the special action has one or more tracks.

Starting from the top row and proceeding down, check to see if you meet the requirement for that row. If you do, move those dice to their owner's spent pool and place a marker on the outcome space. Otherwise, proceed to the next row and check to see if the requirement is met. A maximum of 1 marker can be placed on 1 row; once a marker is placed, skip to the next step.

The red row always has no requirement; mark that outcome if you haven't marked any of the other rows.

9. SPEND DICE

Move all section dice from all players' roll pools to their spent pools.

10. RESOLVE OUTCOMES

If your action has one or more tracks, starting from the top track and proceeding down, if the marker has reached the outcome space, remove that marker and apply the effect of that outcome. If your action has no tracks, remove the marker from the marked outcome space and then apply the effect of that outcome.

Unless stated otherwise, the effects of an outcome space only apply to the crewmember performing the action.

After you apply the effect of an outcome, also apply the effect of any other outcome that is connected to it with an **arrow**.

SECTION CARDS

Each section card has 1 **playable effect** (top of the card), and a **dice combination** (bottom of the card). If you have icons in the roll pool that match the dice combination requirement of a section card in your hand, you may move the dice with these icons to their owner's spent pool to apply this effect. Afterwards, discard the card facedup on your discard pile.

Sacrificing a card means to place it in your section compartment.

Build section card decks for your crewmembers during the mission launch procedure step of ship management. Each deck must contain at least 10 cards, and cannot include with a rank higher than the rank of the crewmember. If a crewmember ever has more cards in hand than their section card limit, they must immediately discard down to their limit. They may not play any cards while above the card limit (2 cards for rank 1, 3 cards for rank 2, and 4 cards for rank 3.)

You may play the top part of section cards at any point indicated on the card. Dice combinations in the bottom part of section cards may only be used during step 5 of a dice check.

If you have to draw a section card and your deck is empty, shuffle your discards and place this new deck to the left of your crew board.

DICE

SECTION DICE

Section dice (red, blue, and green) are used during dice checks, after which they are placed in their owner's spent pool.

Refleshing a die moves it from your spent pool back to a matching colored slot on the left side of your crew board.

Sacrificing a die means to move it from your crew board or spent pool back to your section compartment.

On each die, the sides that depict the most common result are indicated by brackets in the corners. When placing or sorting the dice, place them so that a side with the brackets is faceup.

Most of the icons are thematically tied to certain activities.

There are also 3 special dice sides:







Vanguard: This icon may be treated as if it were any one other section dice icon, even one not on the die rolled.



Basic: This icon usually has no effect on its own, but may be converted to another icon using your crewmember's convert ability (if the color of the die matches your ability).







Accident: This icon represents an unpredicted outcome. These results can never trigger dice combinations.

There are 5 types of section dice per color: **basic** dice (no specialized icons); **specialized** dice (3 different specialized icons, associated with their color); **universal** dice (all 3 specialized icons associated with their color in various 2-icon combinations, and no ); **expert** dice (all icons from their color, with some sides depicting 2 icons, and no ); and **wild** dice (only  and ).

DANGER DICE

Whenever you roll the **danger die**, look up the result in the appropriate section of the danger die reference card, depending on the letter inside the icon.

EQUIPMENT

Equipment cards come in 4 types: **small** , **personal** , **mission** , and **mission upgrades** .

All equipment currently available is stored in the *Armory* (card tray B). During ship management, choose which equipment cards to load onto the lander and which crewmember is carrying each piece of equipment. Small equipment does not take any space in the lander; instead, each crewmember takes 1 small equipment and places it directly next to their crew board. Each crewmember may carry any number of equipment cards.

The effect of an equipment card can usually only be used by the crewmember carrying it. If an equipment card has a section icon, only crewmembers from that section may carry and use it.

Most of the equipment cards you carry may be used at any time during your turn; even in the middle of a dice check. If a card says *this counts as an action*, using it counts toward the limit of 2 actions per turn, and it may be used only when you can normally perform an action.

Some mission equipment cards place a token that represents them on the planet board. Once a mission equipment token is placed, any crewmembers may benefit from its effects, including crewmembers from sections that could not carry the card.




If you are instructed to discard an equipment card, place it back in the *Armory* (card tray B).



MISSIONS

Whenever you are instructed to take any numbered card, and there are multiple copies available, take one at random.

Whenever a new POI card is placed in a sector, discard all time tokens and markers from the previous POI card in that sector. Do not remove markers or tokens placed directly on the sector.

LANDERS & LANDER MODS

Before each landing, you will choose and customize your **lander**. There are 3 lander statistics: **armor** , **sensors** , and **agility** . Landers also have different starting spaces on their landing track. Use the lander you think is best suited to the situation.

Each lander has limited storage for **supplies**, **equipment** (the number of **personal**  and **mission**  equipment cards you can take from the armory), and **discoveries** (the combined number of discoveries and unique discoveries you can bring back).

When customizing the lander, you may add various **mod cards**, **structural** (these increase at least 1 of the lander statistics), and **utility** (these usually provide bonuses during planetary exploration or increase your lander storage capabilities).

DISCOVERIES

The 5 decks of **discovery cards** are placed above the planet board. When instructed to gain a discovery, take the top card from the corresponding deck and place it in the indicated space below the lander board. During planetary exploration, there is no limit to the number of discoveries that can be on the lander. However, at the end of the planetary exploration, you must discard any discoveries (to the bottom of the corresponding deck) in excess of the limit shown on the lander board.


If a discovery has a *planetary exploration* ability, that ability may be used at any time during planetary exploration.

Discoveries are unloaded from the lander to the *Vanguard* during the unloading procedure of ship management. If a discovery has a *ship management* ability, its effect is resolved when it is unloaded. Once unloaded, store discoveries in *Gathered Discoveries* (card tray B). Many research projects require discoveries to be paid as a cost. To pay a discovery, move it back to its discovery deck.

Unique discoveries are special numbered discoveries. Slot those up to number 32 into the *Ship Book* during unloading. Discard those numbered 33 and higher during planetary exploration. If the planetary exploration tells you to gain a unique discovery without specifying its number, take the top unique discovery from the unique discoveries slot on the planet board. Those numbered 1-32 should never be discarded or removed from the game.


LEADS

At the beginning of planetary exploration, place all 20 **lead tokens** in the lead bag. When you are instructed to gain 1 or more lead tokens, randomly draw them out of the bag and place them one by one in an order of your choice on top of the corresponding discoveries deck. If there are none in the bag, you cannot gain any more leads at this moment.

When the total value of lead tokens on a deck is 3 or more, place all of them by the side of the bag and then gain the top discovery card. If a lead token has a  icon on it, place it back in the lead bag instead of placing it next to the bag (so you could place 1 token, gain a discovery, then place another token and gain another discovery).

+1 card: When this token is placed on a discovery deck, a crewmember chosen by the science section player draws 1 section card.

+1 charge: When this token is placed on a discovery deck, a crewmember chosen by the science section player adds 1 charge to their crew board.


Whenever you gain a discovery card (in any way), if there are any lead tokens on that deck, place them next to the bag (or back in the bag if they have the  icon) before drawing the card.

THREATS

A threat consists of 1 or more **standees/minatures** on the planet board, and a **threat card** in the designated space next to the planet board. The time track on a threat card shows how the threat behaves: when a time token progresses, resolve the effect printed above the space the token moves into.

Crewmembers may perform the special action on a threat card if they are in the same sector as the threat's standee/miniature.

If a threat is represented by more than 1 standee/miniature, unless started otherwise, any crewmember in a sector with any of the secondary standees/minatures may not perform the special action, and is not considered in the same sector as the threat.

Threats ignore the  icon when moving, but still only move to a connected sector, unless stated otherwise.

INJURIES

Whenever you gain an **injury**, place its card in the leftmost empty injury slot below your crew board. Then take 1 injury die and place it in the top dice slot of any column of your crew board that does not have an injury die in it. If you place a die in a slot containing a section die, move that die (and any dice below it) 1 slot down.

Any dice that moved to a slot that your crewmember cannot use (due to rank) are moved to your spent pool. You may rearrange the dice below an injury die before they are pushed down.

If you gain an injury and there are no more injury cards of that type available (they are already all in play), gain the *Wounded injury* instead.


If an effect allows you to remove an injury die, take it from its dice slot and place it back in the supply. If an effect allows you to remove an injury card, take it from its injury slot and place it back in the injuries deck.

Although you gain an injury die whenever you gain an injury card, they are separate; you do not remove an injury die when you remove an injury card or vice versa, unless instructed to do so.

Some effects allow you to flip an injury card facedown. A facedown injury card is inactive; injury dice cannot be placed on the card. However, it still counts as an injury for all rules that count the number of injury cards you have.

END PLANETARY EXPLORATION

Planetary exploration ends whenever:

- A crewmember in the lander sector () performs the lift-off action (with agreement from all other crewmembers). Resolve the lift-off log shown on the planet board.
- A crewmember who already has 3 injuries would receive a fourth injury. This triggers an **emergency evac**: resolve the evac log shown on the planet board.
- A log or a mission card tells you to end the planetary exploration: follow its instructions.

Lifting off without all crewmembers in the lander sector causes the abandoned crewmembers to die, and lifting off with the mission incomplete applies *mission failed* penalties in the *Ship Book*. Emergency evac saves everyone, but results in failing the planetary exploration and the loss of all non-unique discoveries.

SHIP MANAGEMENT

Whenever you are asked to perform a **ship management**, open the *Ship Book* on its first page and begin to resolve its procedure, progressing to other pages when prompted.

To completely reset the game, refer to p41 of the rulebook.

ISS VANGUARD

PLANETARY EXPLORATION

The recon section player chooses which crewmember receives the **start token**. At the start of each following round, the crewmember with the start token gives it to any crewmember.

Players take turns starting with the crewmember with the start token and going clockwise. **On your turn:**

1. **Perform 2 actions.**
2. **End of turn:** Flip your turn token facedown, then draw and resolve 1 **event card**. If none of its **biome** icons match any biome icons in your sector, resolve its **secondary effect** (top). If any of the icons match, resolve its **main effect** (bottom).

When all turn tokens are flipped, the round is over. Flip turn tokens over and begin a new round. This sequence repeats until:


- A crewmember performs the **lift-off** action.
- A crewmember receives a fourth injury card.
- A log or a mission card tells you to end planetary exploration.


You may **exert** your crewmember at *any time* (this is not an action). **Sacrifice** 1 die to refresh 5 of your section dice. If you have a total of 3 or fewer section dice in play, gain an *Exhausted* injury instead of sacrificing a die.

Discard 1 charge at any time to use a crewmember's **skill**.

ACTIONS

TRAVEL

If there is a  in your sector, you cannot travel. Choose a path to a **connected sector**. You can only move in the direction indicated by the arrowheads.

Then resolve each icon on the path.  means resolve the effect of the travel action on the planet board's **global condition** card. Finally, place your crewmember in the destination sector.

PREPARE


Do one or both of the following (any order):

- **Draw 1 section card.** If you now have more cards than your section card limit (2 cards for rank 1, 3 cards for rank 2, and 4 cards for rank 3), immediately discard down to your limit.
- **Perform a dice check:** Try to match the results with a dice combination on a section card in your hand or on the current global condition card.

REST

1. **Reduce your supplies by 1** (supplies track of your lander). If you cannot do this, you cannot rest.
2. **Refresh half of your total number of section dice** (available section dice and dice in your spent pool), rounding up.
3. **Draw 1 section card.** If you now have more cards than your section card limit, immediately discard down to your limit.

LIFT-OFF

May only be performed by a crewmember in the **lander** sector () if all other crewmembers unanimously agree. Performing this action ends planetary exploration immediately.

SPECIAL ACTION

On your turn, you may perform 1 **special action** that is visible on the planet board, in your sector; on a POI card in your sector; on the global condition card; on a card that represents any threats in your sector; on a revealed mission card; or on a lander mod or rank-up card.

DICE CHECKS

1. CHOOSE DICE

Take any number of available section dice from your crew board. Each other crewmember in the same sector may **assist** you by taking 1 available section die from their crew board.

2. ADD INJURY AND DANGER DICE

If you have any injury dice, also take them. Crewmembers who **assist** you do not add their injury dice. Also take the number of danger dice depicted, if any.

3. ROLL THE DICE



The dice form a **roll pool**. Any crewmembers assisting you also roll the die they assisted with. Dice from other crewmembers are kept separate but count as being in the roll pool.

4. MODIFY THE RESULTS

You may use 1 or more **equipment cards** and/or **section cards** that have a *during a dice check* effect. Other crewmembers in the same sector may **assist** by playing up to 1 of their section cards to affect the roll. Resolve the effect of the card as if the active crewmember played it.

5. CHECK FOR DICE COMBINATIONS

You may activate any effects of **section card dice combinations**, **global condition dice combinations** and **convert abilities**.

 This symbol means any icon may be used. If there is more than one, the same icon must be used for each.  results cannot be used for dice combinations.

6. RESOLVE INJURY AND DANGER DICE

Choose 1 of your rolled **injury dice** (if any). If its result matches an icon on one of your injury cards, place the die on the card and apply that icon's effect. Check your injury cards from left to right, and repeat this process for each rolled injury die. Each injury card may only have 1 die placed on it.

Apply the result of any **danger die** rolled from the danger die reference card.

Finally, move any injury dice from injury cards and your spent pool to available section dice slots on your crew board. Place the die in the top slot of any column and push all other dice down. There can only be 1 injury die per column.

7. RESOLVE SPECIAL EFFECTS

Resolve the effects on each **special effect** row, starting with any on a global condition card, the others from left to right, top to bottom, moving the dice with the matching icons to the spent pool and apply the effect(s). Each icon on a die is treated separately;.

8. MARK OUTCOMES

Skip this step if the special action has one or more tracks.

Starting from the top row and proceeding down, check to see if you meet the row's requirement. If you do, move those dice to the spent pool and place a marker on the outcome space. The red row always has no requirement; mark that outcome if you haven't marked any of the other rows.

9. SPEND DICE

Move all section dice from all players' roll pools to their spent pools.

10. RESOLVE OUTCOMES

If your action has one or more tracks, starting from the top track and proceeding down, if the marker has reached the outcome space, remove that marker and apply the effect of that outcome. If your action has no tracks, remove the marker from the marked outcome space and then apply the effect of that outcome.

After you apply the effect of an outcome, also apply the effect of any other outcome that is connected to it with an **arrow**.

ISS VANGUARD

PLANETARY EXPLORATION

The recon section player chooses which crewmember receives the **start token**. At the start of each following round, the crewmember with the start token gives it to any crewmember.

Players take turns starting with the crewmember with the start token and going clockwise. **On your turn:**

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Do one or both of the following (any order):

- **Draw 1 section card.** If you now have more cards than your section card limit (2 cards for rank 1, 3 cards for rank 2, and 4 cards for rank 3), immediately discard down to your limit.
- **Perform a dice check:** Try to match the results with a dice combination on a section card in your hand or on the current global condition card.

REST

1. **Reduce your supplies by 1** (supplies track of your lander). If you cannot do this, you cannot rest.
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
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After you apply the effect of an outcome, also apply the effect of any other outcome that is connected to it with an **arrow**.

SECTION DICE



Vanguard: This icon may be treated as if it were any one other section dice icon, even one not on the die rolled.



Basic: This icon usually has no effect on its own, but may be converted to another icon using your crewmember's convert ability (if the color of the die matches).



Accident: This icon represents an unpredicted outcome. These results can never trigger dice combinations.

MISSIONS

DISCOVERIES

When you gain a discovery, take the top card from the corresponding deck and place it in the space below the lander board. At the end of the planetary exploration, you must discard any discoveries (to the bottom of the corresponding deck) in excess of the limit shown on the lander board.

If a discovery has a *planetary exploration* ability, that ability may be used at any time during planetary exploration.

LEADS

At the beginning of planetary exploration, place all 20 **lead tokens** in the lead bag. When you gain lead tokens, randomly draw them out of the bag and place them one by one in an order of your choice on top of the corresponding discoveries deck.

When the total value of lead tokens on a deck is 3 or more, place all of them by the side of the bag and then gain the top discovery card. If a lead token has a icon on it, place it back in the lead bag instead of placing it next to the bag (so you could place 1 token, gain a discovery, then place another token and gain another discovery).

+1 card: A crewmember chosen by the science section player draws 1 section card.

+1 charge: A crewmember chosen by the science section player adds 1 charge to their crew board.

Whenever you gain a discovery card, if there are any lead tokens on that deck, place them next to the bag (or back in the bag if they have the icon) before drawing the card.

THREATS

A threat consists of 1 or more **standees/miniaturess** on the planet board, and a **threat card** in the designated space next to the planet board. When a time token on a threat card progresses, resolve the effect printed above the space the token moves into.

Crewmembers may perform the special action on a threat card if they are in the same sector as the threat's standee/miniature.

If a threat is represented by more than 1 standee/miniature, any crewmember in a sector with any of the secondary standees/miniaturess may not perform the special action, and is not considered in the same sector as the threat.

Threats ignore the icon when moving.

INJURIES

Whenever you gain an **injury**, place its card in the leftmost empty injury slot below your crew board. Then take 1 injury die and place it in the top dice slot of any column of your crew board that does not have an injury die in it, moving any other dice down.

Any dice that moved to a slot that your crewmember cannot use (due to rank) are moved to your spent pool. You may rearrange the dice below an injury die before they are pushed down.

If you gain an injury and there are no more injury cards of that type available, gain the *Wounded* injury instead.

ICONS

COST/REQUIREMENT

A section die of any color.



A section die of a specific color.



Spend a die: Move 1 die (of the die shown, or any color if all 3 are shown) from your crew board to your spent pool. If you do not have any, you must sacrifice a die instead.



Sacrifice a die: Return 1 die (of the die shown, or any color if all 3 are shown) to your section compartment.

PLANET BOARD



No movement: Crewmembers cannot travel or move from this sector. Effects that place them in another sector can still be used.



No save: When you save the state of the planet, do not save this card (see the *Ship Book* for further instructions).



Final POI: This sector is now fully explored (some rules relate to these sectors).



Important: This sector is of particular interest to *ISS Vanguard* (some rules relate to these sectors).



Success: These tokens are used to buy new section dice and rank-up crewmembers.



Lander: This sector may contain a lander and become a lander sector.

SPECIAL EFFECTS

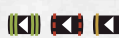


These icons direct you to a specific outcome, and mean the special effect is immediate.

When you resolve them, immediately end the dice check process, move all dice from the roll pool to their owner's spent pool, and resolve the corresponding outcome.



These icons indicate progress on the corresponding track. When you first progress on a track, place a marker on the leftmost space. Each subsequent progress moves the marker 1 space to the right. Once it has reached the outcome space, it stops.



These icons indicate a reduction of the corresponding track. Each reduction moves the marker 1 space to the left. If the marker is on the leftmost space and you must reduce it again, discard the marker.

OTHER ICONS



Energy cost: This icon may be found on systems you visit, when scanning landing cards, or on installed ship upgrades.



Special action: This special action is limited to once per turn.



Lead recycle: This lead is put back in the lead bag after discarding it from a discovery deck.



Rank (on a rank sleeve) or **rank requirement** (on any other component).



Crew assignment: Marks all places where you can spend your available crew on various effects throughout ship management.

SECTION DICE



Vanguard: This icon may be treated as if it were any one other section dice icon, even one not on the die rolled.



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
SHIP BOOK

PAGE 1. RESUMING A SAVED GAME

If you are resuming a saved game, follow the steps below. Otherwise, proceed to page 2.

From the **Awaiting** envelope:

1. Take the planetary scanner and place it on the table.
2. Take any **energy**, **command**, and **success** tokens from the token bag and place them in their pools to the left of the ship book. If the **penalty token** is in the bag, place it in the command pool.
3. Each player takes the **crewmember cards** for the sections they control into their hand; these are **available crewmembers**. Players who control more than 1 section keep their available crewmembers from all their sections together in 1 hand.

You can assign available crewmembers to various marked with the  icon. If you assign a crewmember, place them in **Resting Crew** (tray B). You can never assign your last available crewmember of each section (each section must always have at least 1 available crewmember until the away team is formed).

GO TO PAGE 2 (BRIDGE)

PAGE 2. BRIDGE

1. INSTALL BRIDGE CARDS

Take all **bridge cards** (**objective**, **secondary objective**, **tech level**, **morale**, **current system**, **bridge upgrade**) out of the **Awaiting** envelope, and insert them into the appropriate slots on page 3. *Bridge Upgrade (Travel)* cards are inserted on page 4 instead.

If a slot is full, move the card there to the **Bridge** (tray B) before inserting the new card. If the **TECH** level is lower than your current **TECH** level, remove it from the game instead.

2. GENERATE COMMAND & ENERGY POOLS

Place a number of **command tokens** in the command pool (to the left of the ship book) as indicated by your objective card. If the penalty token is in the command pool, discard all but 1 command token and the penalty token.

Place a number of **energy tokens** indicated by your **TECH** level card in the energy pool.

Check the **morale** and **bridge upgrade cards** for any effects that modify the number of command or energy tokens you receive.

3. CHECK SITUATIONS

Take all **situation cards** out of the **Awaiting** envelope. Resolve the **EFFECT**: text of each card in any order. Do not discard the card unless its effect instructs you to.

4. REVEAL NEW SITUATIONS

Draw a number of situation cards (indicated by your current objective card) from **Possible Situations** (tray B). If **MORALE** is **very low**, draw 1 additional card. Place them faceup above the ship book. Read these new situations but not resolve their effects. If not solved during this ship management, their effects will be resolved when activating the bridge in the next ship management.

5. PREPARE THE PLANETARY SCANNER

Return the **landing card** in the planetary scanner to **Landing Cards** (tray B).

6. GO TO PAGE 5 (STARMAP)

MORALE

The **MORALE** level of the crew is represented by the visible part of the morale card on page 3. Occasionally, you will be instructed to raise or lower morale. To do so, flip and/or rotate the morale card on page 3 to show the new **MORALE** level.

Morale cannot be raised above **high**; ignore any effect that does so. If you must lower morale and it is already **very low**, each player must choose 1 section die from each of their section compartments and return it to the box (morale stays **very low**).

The number of dice in each section cannot be reduced below 4. If so, discard 2 success tokens instead (or as many as you have).


PAGE 5. STARMAP

1. FLY ISS VANGUARD TO NEW PLACES

Open the **system maps** booklet on the page indicated by the **current system bookmark**. You may perform any of the following tasks, in any order, as many times as you want. This step ends once you have placed a landing card in the planetary scanner, you cannot perform any other task, or you choose to end the step.

Fly to a new system: Choose a new **outbound system** from those listed and pay the listed **energy cost** (some systems require specific bridge upgrades). If there is a log listed, read that now. If there is no log, open the new system map on the page listed and mark it with the current system bookmark. You may use **Log 900** to track systems and planets you have visited.


Visit a destination within the system: Choose a destination listed in the lower half of the page and pay the listed energy cost. Follow the instructions next to that destination.

If the destination depicts a  icon, take the listed **landing card** and place it in the planetary scanner so the information about the planet is hidden. This will end this step. If the destination lists a landing card that's no longer in the game, you cannot land there.

If you end this step without a landing card in the planetary scanner, immediately read the **ADRIFT** section below.

2. SCAN PLANET

Take the **scanner** and flip it to the side with the energy cost. Then follow the instructions on the scanner to scan the landing card.

 You may assign 1 or more available crewmembers to a **scouting mission**. Each crewmember assigned reduces the energy cost of revealing the next part of the landing card by 1.

3. CLOSE SYSTEM MAPS

Close and store the system maps book.

4. GO TO PAGE 6 (SHIP FACILITIES)

ADRIFT

1. Lower morale (see **MORALE** on page 2 for details).
2. Place the **penalty token** in the command pool.
3. Go to page 39 of the ship book (**Save Point**), and continue.

PAGE 6. SHIP FACILITIES

1. CHOOSE A FACILITY

Spend 1 **command token** to choose 1 **ship facility** and resolve that page; then return here. Once you have used all of your tokens, or no longer want to activate facilities, proceed to step 2.

8. RESEARCH LABORATORY

12. PRODUCTION COMPLEX

16. BARRACKS

17. SITUATION ROOM

40. ADD-ON FACILITY

Unavailable until you have reached a certain point in the campaign.

2. SHIP MANAGEMENT CLEANUP

Discard any energy and command tokens remaining in the pools. Place all success tokens remaining in the token bag. Place all situation cards above the ship book in the **Awaiting** envelope.

3. GO TO PAGE 18 (HANGAR)

PAGE 18. HANGAR

1. INSTALL NEW LANDERS

Take all **lander cards** out of the **Awaiting** envelope and insert each into an empty slot on page 19.

If all slots are occupied, either remove the new lander card from the game, or decommission one of the existing landers: to do this, choose a lander on page 19 (except for the **basic lander**) and remove it from the game to make room for the new lander.

2. INSTALL LANDER MODS

Take all **lander mod cards** out of the **Awaiting** envelope and insert them into slots on page 21. If there is no free slot, you may empty slots first by removing any currently slotted mods from the game.

3. REPAIR LANDERS

If any of the lander cards on page 19 is facedown (the **repair cost** is visible), you may pay the repair cost to flip the card faceup.

4. CHOOSE A LANDER

After reviewing the information on the revealed sections of the landing card in the planetary scanner, decide which lander to use for your next planetary exploration by choosing a faceup lander card on page 19 and taking the corresponding **lander board**.

5. CUSTOMIZE THE LANDER

Choose lander mod cards from page 21 and place them in empty slots of the lander board (max 1 mod per slot). There are 2 mod types (**structural** and **utility**). You may only place mods in lander board slots of the same type.


6. GO TO PAGE 23 (LAUNCH PROCEDURE)

PAGE 23. MISSION LAUNCH PROCEDURE

If the **planetopedia** is not on the table, go to step 3. If it is open and the landing card in the planetary scanner matches the name of the current planet board, go to step 3. Otherwise, go to step 1.

1. RECORD YOUR CURRENT PLANET BOARD

If there is a **planet record sheet** for your current planet in **recorded planets** (card tray B), dispose of it. Then, take a blank planet record sheet and fill it in:

- Write the name of the currently open planet at the top.
- For each sector, write the number of any POI cards in that sector. If there is more than 1 POI card, write the top one to the left. Mark if the sector was **finished** (.
- Write the number of each **unique discovery** on the planet board.
- Write the name and sector number of any **threats** on the planet board.
- Place the planet record sheet in **Recorded Planets** (tray B).

2. CLEAN UP THE PLANET BOARD

Return all POI cards on the planet board to **Points of Interest** (tray A), and all unique discovery cards to **Unique Discoveries** (tray A). Return all threat cards and their matching standees to the box.

3. PREPARE THE AWAY TEAM

Use the information on the revealed part of the landing card to assemble the right **away team** for the mission. Each player selects 1 of their available crewmembers to take part in the away team. If playing solo, you must select at least 2 crewmembers from 2 different sections.

- If there are not enough available crewmembers to form the away team, each section may draw 1 random crewmember from **Recruits**, place their card into a rank 1 sleeve, and add this crewmember to their available crewmembers. Then, check **Log 991** and mark the first unmarked box there.

If you have only the first box marked there, go back to the start of step 3. Otherwise, each section returns 1 chosen section die to the box and go back to the start of step 3.

Return any remaining crewmembers in players' hands to **Resting Crew** (tray B).


Each player then takes a crew board for each crewmember in the away team under their control and places each crewmember on their own crew board. Then they fill their crew boards with section dice from their section compartment:




- Section dice may only be placed in matching colored slots.
- Slots depicting a rank are only available if the crewmember is of that rank or higher.
- If you have more section dice than available empty slots, choose which dice to use. Any remaining dice are placed back in the corresponding section compartment.

Each section player creates a **section deck** of at least 10 cards from their section cards. **Only cards that have a rank equal to or lower than the crewmember may be chosen.** Each section deck is then shuffled and placed next to the corresponding crew board.

Place the indicated number of markers in the **charges** slot of each crew board.

4. LOAD THE LANDER

Take all **equipment cards** from the **Armory** (tray B) and place them faceup 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 a number of **personal**  and **mission**  **equipment cards** up to the limit (see the **load** section in the top left of the lander board). You may also take any number of **mission equipment upgrades**  for mission equipment cards you have chosen (upgrades do not count toward the limit). If players are unable to agree on the choice of equipment, the **engineering** section player chooses. Place the chosen equipment cards in a pile next to the lander board and return the rest to the **Armory**.

Equipment that depicts a section icon may only be used by a crewmember of that section.

Place a marker on the appropriate space of the **supplies track**. The highlighted space is the lander's base number of **supplies**. The number of supplies and lander equipment limit can be modified by lander mod cards on the lander.

5. STRAP IN!

Check the upper part of the landing card. It contains the number of the **Log** with a **briefing**. Go to this entry to learn the mission details. Then, perform the **landing sequence** for the planet described in the logbook. Once the landing is complete, the instructions will guide you back to the following part of the ship book, if necessary.

PAGE 24. BEGIN PLANETARY EXPLORATION


1. PREPARE THE PLANET BOARD

If there is a **planet record sheet** for your current planet in **recorded planets** (tray B), start at step 1a. If not, start at step 1b.

- a. Take the planet record sheet and use it to restore all saved POI cards, unique discoveries, and threats to the planet board as they were when you were last here. Now, go to step c.
- b. Populate the right side of the planet board with the indicated **unique discoveries** (place them facedown in the order in which they are listed—first card on the bottom, last card on the top).
- c. Populate the right side of the planet board with the listed **mission cards** and **global condition cards**, or follow any planet-specific instructions printed in mission and global condition card slots.

- d. Place the **lead bag** next to the planet board. Ensure it contains **20 lead tokens**.
- e. Shuffle all **5 discovery decks** separately and place them above the planet board. If they're not there, take them from tray A.
- f. Shuffle the **event deck** and place it to the left of the planet board. If it isn't there, take it from tray A.
- g. Place the **injuries deck** and place it to the right of the planet board. If it isn't there, take it from tray A.

2. DISEMBARK



- a. Unless your lander has already been placed on the planet board (as indicated in the briefing log), place it in any sector with the lander icon . This is the **lander sector**.
- b. If the crewmember minis of the away team have not yet been placed on the planet board, place them in the lander sector.
- c. Take the **rank-up cards** from tray A, shuffle them and draw 2. As a group, choose 1 and place it **incomplete** side up in the space next to the lander board. If players cannot agree, the **science** section player chooses. Return the rest to tray A.
If there are no more rank-up cards in tray A, take all rank-up cards that were removed from the game, shuffle them and add them to **Rank-Ups** (tray A).
- d. Players divide personal equipment cards and mission equipment cards between them. No crewmember may carry equipment cards of another section. If players cannot agree, the **recon** section player chooses.
- e. Each crewmember places a **turn token** on their crew board, **turn available** side up.
- f. Each crewmember draws a number of **section cards** indicated on their crew board from their section deck.
- g. The **recon** section player chooses a crewmember to take the **start token**.

3. PLANETARY EXPLORATION

Perform a **planetary exploration**. Store the ship book.



PAGE 25. LEAVING THE PLANET

1. CLEAN UP COMPONENTS

- Crewmembers return their **section cards** and **dice** to their section compartment.
- Return **equipment cards** from the planet board, on the lander, and any next to crew boards to the **Armory** (tray B).
- Return **POI cards** with the  icon to **Points of Interest** (tray A).
- Return **threat cards** with the  icon (and standees) to the box.
- Return **optional missions** to **Missions** (tray A).
- Return **lead tokens** to the leads bag.
- Return turn, time, equipment, and the start tokens, the lander standee, crewmember minis, and all remaining dice to the box.
- Return **global condition cards** to **Global Conditions** (tray A).

2. COMPONENTS CHECK

Make sure only these components are left on the table:

- The planet board with all revealed POI cards (without the  icon), non-optional missions, unclaimed unique discoveries, and threats (without the  icon).
- The discovery decks, event deck, and injuries deck.
- Crew boards, crewmember cards, and any injury cards.
- The lander board with its mods, gathered discoveries and unique discoveries, success tokens, and the rank-up card.

3. GO TO PAGE 26 (DOCKING)

PAGE 26. DOCKING

If there is at least 1 mission card on the planet board, or there is a **mission failed token** on the lander, start at step 1. Otherwise, start at step 2.

1. MISSION FAILURE

- Return the rank-up card to **Rank-Ups** (tray A).
- Lower your **MORALE**.
- Discard the **mission failed token** from the lander board.
- If there are any mission cards left on the planet board, return them to **Missions** (tray A).

2. DISCARD EXCESS DISCOVERIES

The total combined number of discoveries and unique discoveries you can bring back is limited by the lander (or sometimes in the indicated space on the edge of the planet board). If you have more than your capacity, discard non-unique discoveries in excess of your capacity. Unique discoveries cannot be discarded.

3. ASSEMBLE AVAILABLE CREWMEMBERS

Each player takes all crewmembers from **Resting Crew** (tray B) into their hand. Leave crewmembers on crew boards where they are for now. Players who control more than 1 section keep their available crewmembers from all their sections together, in 1 hand.

Crewmembers in your hand are **available crewmembers** and can be assigned as per the rules on page 1.

4. GO TO PAGE 27 (DEBRIEFING)

PAGE 27. DEBRIEFING

1. PROMOTE CREWMEMBERS

If the rank-up card was flipped to the **completed** side during the latest planetary exploration, each crewmember who was on the away team (and is still alive) checks to see if they meet the criteria shown on the card (a number of success tokens based on their current rank). If they do, replace their current rank sleeve with a rank sleeve of 1 rank higher, put the old sleeve back in the section compartment, and return this crewmember to their crew board.

If there are no rank sleeves available for the new rank, the crewmember cannot be promoted.


After checking all crewmembers, if at least one of them gained a new rank, remove the rank-up card from the game. If no crewmembers ranked up, return the card to **Rank-Ups** (tray A).

2. CREATE THE SUCCESS POOL

Create the **success pool** by pooling together all success tokens from the lander, the success token slot of the planet board, and any success tokens from the token bag.

3. BUY OR SELL DICE

You may buy new dice for all sections. To do this, discard a number of success tokens from the success pool equal to the number of dice currently owned by each section. Then, each section player takes any 1 section die from the box and adds it to their section compartment. If you have enough tokens, you can buy dice more than once during ship management.

 Each time you buy a die, you may assign 1 crewmember of rank 2 or 3 to be an **instructor**. This reduces the cost to purchase the die by 1 (rank 2 instructor) or 2 (rank 3 instructor).

You may also sell dice from each section if this does not reduce the number of dice in each section to less than 4. When you sell dice, each section player takes 1 die from their section compartment and returns it to the box. Then, add 4 success tokens to the success pool. You can only sell dice once per ship management.

Buying and selling of dice can be done in any order. All sections must have the same number of dice after this step.

4. GO TO PAGE 28 (UNLOADING)

PAGE 28. UNLOADING

1. UNLOAD UNIQUE DISCOVERIES

In any order, resolve the **when unloaded** effect of any unique discoveries on the lander, or in the **found discoveries** slot of the planet board. Then, move that card to its corresponding slot on pages 29-30.

Unique discoveries with numbers 33 and higher are not slotted into the cardholder; return them to **Unique Discoveries** instead.

2. GAIN BONUS SHIP UPGRADES

If you fill a complete row of slots, gain the card listed next to the row and place it in the **Awaiting** envelope.

2. UNLOAD OTHER DISCOVERIES

In any order, resolve the **when unloaded** effect of any non-unique discoveries on the lander, or in the **found discoveries** slot of the planet board. Then, move these cards to **Gathered Discoveries** (tray B).

4. STORE THE LANDER

Return the lander board to the box and place any lander mod cards in the **Awaiting** envelope.

5. GO TO PAGE 32 (MEDBAY)

PAGE 32. MEDBAY

1. INSTALL MEDBAY UPGRADES


Take all **medbay upgrade cards** out of the **Awaiting** envelope and insert them into the appropriate slots on page 33.

2. RELEASE NON-INJURED CREWMEMBERS

Move any crewmembers from the away team with no injuries to **Resting Crew** (tray B).

3. CREWMEMBERS IN MEDBAY RECOVER

Move each crewmember in a medbay slot 1 slot to the right.

 You may assign any number of available crewmembers as **therapists**. Each therapist allows you to move 1 crewmember in medbay 1 slot to the right (the slot must be empty).

Any crewmembers who would move from a **light injuries** slot are now fully healed: add them to the available crewmembers of the corresponding section player.

4. INJURED CREWMEMBERS GO TO MEDBAY

Place any injured (but alive) crewmembers from the away team into an empty medbay slot corresponding to their injuries:




- 3 injuries: Critical injuries
- 2 injuries: Moderate injuries
- 1 injury: Light injuries

Return all injury cards back to the injury deck.

Each medbay slot can only have 1 crewmember in it. When an crewmember is added to medbay and all the slots of the required type are full, place them in a slot corresponding to a higher injury level. If there is none, the crewmember dies: remove their card from the rank sleeve, place the sleeve back in the section compartment, and place the crewmember back on their crew board.

5. MAKE SURVIVAL CHECKS

Each crewmember in a **critical injuries** slot must make a **survival check** by rolling 3 injury dice.

If you roll 1  and 1 , or 2  results, the crewmember dies: remove their card from the rank sleeve, place the rank sleeve back in the section compartment and place the crewmember back on their crew board. A survival check roll may be modified by medbay upgrades.

6. GO TO PAGE 36 (MEMORIAL WALL)

PAGE 36. MEMORIAL WALL

1. MEMORIALIZE DEAD CREW

Place each dead crewmember (ones on crew boards that are unsleeved) into the lowest numbered empty slot for the crewmember's section. If there are no more slots available for the section, place the crewmember into the first available non-section specific slots on page 38. Apply the bonus printed on any slot you fill.

If there are no more slots available on pages 37-38, remove the crewmember from the game instead.

2. STORE CREW BOARDS

The crew boards should be empty now; return them to the box.

3. GO TO PAGE 39 (SAVE POINT)

PAGE 39. SAVE POINT

This is the most convenient time to end your play session and save your game. Reaching another save spot usually takes 2-4 hours. If you want to continue playing now, go to **page 2 (Bridge)**. If you want to save your campaign and continue playing at a later time, follow these steps:

1. RECORD YOUR CURRENT PLANET BOARD

If the landing card that matches the name of your current planet was removed from the game, skip this step and proceed to step 2.

If there is a planet record sheet for your current planet in **Recorded Planets** (tray B), dispose of it.

Then, take a blank **planet record sheet** and fill it in as follows:

- Write the name of the current planet at the top (the one on the planet board).
- Write the number of the landing card that is currently in the planetary scanner.
- For each sector, write the number of any POI cards in that sector. If there is more than 1 POI card, write their numbers down top-to-bottom starting on the left of the record sheet's **sector** field. Mark if the sector was finished.
- Write the name and sector number of any threats still on the planet board.
- Write the number of each unique discovery still on the planet board.

Place the planet record sheet in **Recorded Planets** (tray B).

2. SAVE OTHER CARDS AND TRAYS

- Return all threat cards and their matching standees to the box.
- Return all POI cards on the planet board to **Points of Interest** (tray A).
- Return all unique discovery cards on the planet board to **Unique Discoveries** (card tray A).
- Place all available crewmembers (cards in players' hands) into the **Awaiting** envelope.
- Place the planetary scanner in the **Awaiting** envelope.
- Place any tokens from the success, command, and energy pools in the token bag in the **Awaiting** envelope.
- Return any remaining POI cards to **Points of Interest** (tray A).
- Close and store the planetopedia.
- Shuffle any discarded event cards back into the deck. Then, return the discoveries decks, the event deck, and the injury deck to tray A.

3. CLOSE AND STORE THE SHIP BOOK

SHIP FACILITIES

PAGE 8. RESEARCH LABORATORY

1. INSTALL RESEARCH PROJECTS

Take all **research project cards** out of the **Awaiting** envelope and insert each into an empty slot on page 9. If there are not enough slots, return any remaining research projects to the envelope.


2. COMPLETE A RESEARCH PROJECT

Pay the **discoveries** cost of any 1 research project on page 9 and remove the card from its slot. If there are any other research projects on page 9 that share the same **keyword**, you may pay their listed discoveries cost to take them from their slots, too.

To pay a discoveries cost, take the required **discovery cards** from **Gathered Discoveries** (tray B), and return them to the **Discoveries** (tray A). You may have to spend rare or ultra-rare discoveries (check discovery cards for these requirements). You may discard an ultra-rare discovery instead of a rare discovery.

Then, flip all research projects you took from slots, resolve their text in any order, and remove them from the game.

3. BOOST RESEARCH

 You may assign available crewmembers to do **lab work**. Choose a slot on page 9 and assign available crewmembers whose **convert** icons match the ones printed on the slot.

Then pay the discovery cost of the research project in the chosen slot, flip the card, resolve its text, and remove it from the game. You may repeat this entire step any number of times.

4. CHOOSE YOUR NEXT FACILITY

Return to page 6 of the ship book.

PAGE 12. PRODUCTION COMPLEX

Page 13 is where **production projects** are placed that are **ready for production**.

On page 14, the top row is used for **production upgrades**. The bottom 2 rows are **production queues**.

At campaign start, only production queue 1 is available.

1. GAIN NEW PRODUCTION PROJECTS

Take all **production project cards** out of the **Awaiting** envelope and insert each into an empty **ready for production** slot on page 13. If there are not enough slots, return any remaining production projects to the envelope.

2. INSTALL PRODUCTION UPGRADES

Take all **production upgrade cards** out of the **Awaiting** envelope and insert each into an empty **production upgrade** slot on page 14.

3. PROGRESS CURRENT PROJECTS

Move all production projects in production queue slots on page 14 one slot to the right.


Whenever a project moves right from a **stage 3** slot, take the card, flip it, resolve its text, and remove it from the game.

4. START NEW PROJECTS

Choose any number of production projects on page 13 and place them in their listed starting slots of any available production queue on page 14.

If the listed starting slot is occupied, you may place the project in any empty slot to the left of the starting slot. If there is no valid slot for a project, return it to **ready for production**.

5. BOOST PRODUCTION

 You may assign available crewmembers to work in **assembly**. Choose a production project on page 14 and assign available crewmembers whose **convert** icons match the ones printed on the card.

Then move the card 1 slot to the right (the slot must be empty). Whenever a project moves right from a **stage 3** slot, take the card, flip it, resolve its text, and remove it from the game. You may repeat this entire step any number of times.

6. CHOOSE YOUR NEXT FACILITY

Return to page 6 of the ship book.

PAGE 16. BARRACKS

1. TRANSFER OR DISMISS CREWMEMBERS

Players may transfer their available crewmembers between sections on a one-for-one basis. To do this, exchange the rank sleeve of each traded crewmember for a rank sleeve of their new section.


A rank 2 or rank 3 crewmember loses 1 rank when traded.

A trade cannot be completed if a rank sleeve of the appropriate level is not available.

Resting crewmembers may also be traded: place the crewmember (in their new rank sleeve) to **Resting Crew** (tray B).

Players may also dismiss any available or resting crewmembers: remove the crewmember from their rank sleeve, return the sleeve to the section compartment, and place the crewmember in **Recruits** (tray B).

2. TRAIN RECRUITS

 You may assign 1 or more available crewmembers of rank 3 to **train recruits**. For each assigned crewmember, you may promote one rank 1 crewmember of the same section to rank 2. Place both the assigned crewmember and the newly promoted crewmember to **Resting Crew** (tray B).

3. DRAFT NEW CREWMEMBERS

Take 5 random cards from **Recruits** (tray B) and place them faceup nearby. If the current morale (see the card on page 3) is **high**, take 6 cards. If the current morale is **low** or **very low**, take 4 cards. If there are not enough, take as many as you can.

In an order chosen by the **security** section player, each section chooses 1 of the revealed crewmembers, placing them into a rank 1 sleeve of their section and adding them to their hand. Return any crewmembers not chosen back to **Recruits** (tray B).

- If a section has no rank 1 sleeves remaining, that section's player may remove an available rank 1 crewmember from their sleeve, return the sleeve to the section compartment, place the crewmember in **Recruits** (tray B), and then use the sleeve for the new crewmember.

4. CHOOSE YOUR NEXT FACILITY


Return to page 6 of the ship book.

PAGE 17. SITUATION ROOM

1. SOLVE A SITUATION

Apply the **when solved** effect of 1 situation card above the ship book. If an effect requires a choice to be made, the **security** section player chooses.

2. SOLVE ADDITIONAL SITUATIONS

 You may assign one or more available crewmembers to be **supervisors**. After assigning crewmembers, apply the **when solved** effect of 1 situation card above the ship book where the icons printed next to **when solved** match the **convert** icons of the assigned crewmembers. You may repeat this entire step any number of times.

3. CHOOSE YOUR NEXT FACILITY

Return to page 6 of the ship book.