

Zeno

A board game of Science Fiction horror



Zeno

A board game of Science Fiction Horror

by David Jones

Contents

SYNOPSIS

Contents	1
Introduction	2
Components	3
Environment, Senryu & Survivors	4
Actions, Scenes and the Golden Rule	5
Disasters, Ties and the Shuttle Bay	6

GAMEPLAY

Beginning	8
Setting Up	9
Setting up the Ship	10
Understanding the Ship	12
Status Panel	14
Malfunctions	15
Survivors	16
Injuries, Conditions & Death	17
Turns	18
Actions	19
Events	20
Tests	21

Event Cards	22
Outcomes: Items and Weapons.....	24
Outcomes: Relationships and Conditions	25
Ambushes	26
Missions	27
Crises and Interludes	28
Investigations and Rescues.....	29
Hazards	30
Robots	31
Evacuation	32

DAMAGE CONTROL

Damage & Ducts.....	34
Air Supply	35
Fire & Explosions	36

APPENDIX

Common Icons	38
Quick Setup	39

Chapters

This book is divided into four chapters;

1. Synopsis
2. Gameplay
3. Damage Control
4. Appendix

Read the Synopsis to get a feel for the game. Key concepts are introduced.

Gameplay describes how the game is played. Survivors are introduced. Actions and Scenes are explained. We discover how the game ends.

Damage Control explains the deterioration of the ship. You will learn about fires, explosions and the air supply.

Refer to the Appendix for the quick setup rules and a summary of the key icons in the game.

Colours

Zeno is as colour blind friendly as possible. Only a few things in the game are colour dependent and there is almost always another way to distinguish them.

Tips

Some text is underlined. This means a bordered box is waiting nearby to tell you more. If you are familiar with games of this type, you probably don't need to read these.

What is Zeno?

Zeno is a semi co-operative board game for one or more players. The game takes place on the Riga, a crippled space ship haunted by an alien menace. The aim of the game is to find and evacuate survivors before the ship is overwhelmed.

Each player has an evacuation target. This is the number of survivors the player must evacuate in their Faction in order to win the game. This begins at 7 but can be adjusted to alter the game difficulty.

Reduce your target by scoring successes. Each success reduces your evacuation target by one.

Ambushes, fire, toxic smoke and accidents make the Riga a dangerous place. Your Survivors can suffer elimination in a variety of ways.

Evacuate enough survivors and your faction will return home to a glorious welcome. Fail to do so and dishonour awaits. However, the shuttle is exhausted. You must supply it with fuel, plasma and coolant to ready it for launch.

The Game ends when the shuttle is launched. Players then determine who has won. A player wins if the number of evacuated survivors in their faction equals or exceeds their evacuation target.

If a mandatory token cannot be placed or an event card cannot be drawn, the game ends in defeat for all players.

Each player builds a hand of event cards and uses these to choose the challenges and opportunities the other players will face.

Event Cards act as a timer. When an Event Deck runs out, the game ends in defeat for all players. Players do not therefore have unlimited time in which to win.

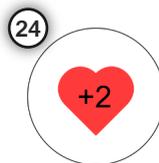
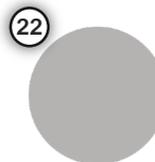
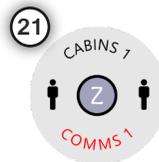
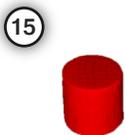
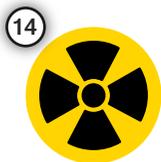
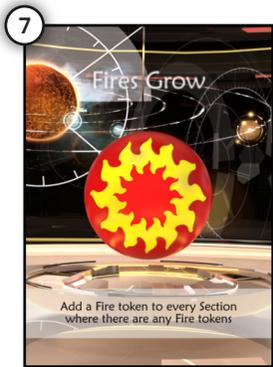
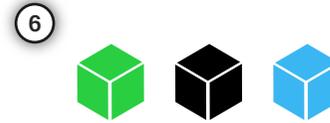
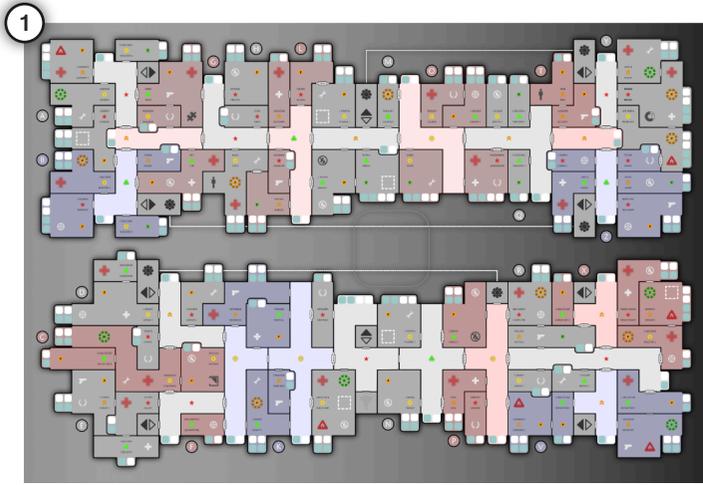
In a **semi co-operative** game, players compete against and co-operate with each other throughout the game while trying to complete a common objective. Players can all win the game, all lose or somewhere between.

Game difficulty can be adjusted. For an easier game, reduce the starting evacuation target. For a harder game, increase it.

Each player controls a **Faction**. This consists of all the Survivors under your control. You cannot swap Survivors with other players.

Successes are won by completing missions, resolving crises and completing the relationship objectives of your Survivors.

Elimination covers every eventuality that removes a Survivor from play. We leave their exact fate to your imagination.



Board		
1.	Ship Map	1
2.	Status Panel	1
3.	Shuttle Bay	1
4.	Standees	48
5.	Faction tokens	20
6.	Cubes	52
Cards		
7.	Events	224
8.	Supply	40
9.	Survivors	40
10.	Frames	68
11.	Rescue	48
12.	Investigations	12
Ship Tokens		
13.	Fire	50
14.	Damage	74
15.	Malfunction	6
16.	Pumps	4
17.	Fighter	1
18.	Lifeboat	1
19.	Shuttle	1
20.	Clues	12
21.	Rescues	24
22.	Searched	12
Survivor Tokens		
23.	Relationships	16
24.	Harm	20
25.	Infected	20
26.	Stress	20
27.	Seniority	1

Environment

Zeno is played on a top down two-dimensional map of the Riga. This is the Ship Map. The Ship Map is complemented by the Status Panel and the Shuttle Board. These are the three game boards.

The Ship Map divides the Riga into Sections. Sections are compartments and passages which are separated by airlocks, hatches and bulkheads. Think of these as the rooms, corridors, doors and walls of the ship.

The Status Panel displays the 12 most important ship systems on the Riga. While the ship has other systems, the failure of any of these systems can have a significant impact on the game. Each system is associated with a compartment where the controls for the system can be operated.

Also shown on the Status Panel is the Evacuation Track. This records the Evacuation Target of each player. Players must each evacuate 7 survivors to win, but this target can be reduced by completing missions, resolving crises, discovering secrets and more.

The Shuttle Board is an expanded representation of the Section in which the shuttle is docked. It is where all starting survivors begin the game.

An alien horror stalks the ship, hunting and infecting survivors. This is the Threat. The Threat never appears on the map. It is not even clear what it is. Is it one creature or many?

The Ship is a rich environment. It can catch fire, fill with fumes and suffer external damage. You can influence all of this; fighting fires, cleaning the air and repairing ship systems. Often you will have to decide how much damage you are prepared to tolerate. After all, you have survivors to find and time is running out.

Senryu

The narrative episodes of Zeno are driven by a combination of art and poetry.

Most game cards feature art, but also a poem which adds context, explores motivation or probes consequences. The poems are Senryu; a Japanese short form poetic style.

Poetry reflects the broad scope of Zeno. The game features guns and explosions and an alien menace but also love, regret, friendships and betrayal. Horror need not be violent and ugly. It can be subtle and beautiful too. Zeno aims to strike a balance.

Cards do not feature monologues for you to read out, but must instead be interpreted. View the art, examine the outcome and read the Senryu. Then explain what is happening in your own words, in the way that makes the most sense to you.



Survivors

Each player controls a faction of survivors. During play you will move survivors around the Ship Map to rescue other survivors, resolve crises and complete missions. Sooner or later you will need to get your survivors to the Shuttle Bay so they can be evacuated.

Survivors are represented by a standee and a Survivor Card. Players arrange their survivor cards on the table in front of them. These cards display survivor attributes, describe their abilities and are used to store tokens.

Survivor Cards are also used to store baggage. Baggage cards are any cards equipped to or relating directly to a survivor; items, conditions and more. Baggage cards are slid under the affected survivor so only the relevant lower part of the card is showing.

Players do not get eliminated in Zeno. If your last survivor dies, a new one wakes from cryogenic sleep and joins your faction. While this is a set back, it is not an insurmountable one.

Sacrifice

Nor is hope lost if you are doing badly. If every player except one wins, everybody wins. You can therefore win the game by sacrifice - by abandoning your own evacuation and helping the other players. You will be remembered!

Note that this only applies to games with four or more players.

Actions & Scenes

During your turn your Survivors will perform Actions. They will move, search, operate ship systems, fight fires and more. Actions allow your Survivors to do things.

You can move your Survivors quickly or slowly. The faster they move the more you will achieve, but they will be noisy, incautious and will attract the attention of the Threat.

Some actions trigger Scenes. When a Scene is triggered you will be presented with a card describing a situation. Usually there will be a test for your Survivors to attempt, with consequences for success or failure.

You will resolve Events when your Survivors move, Rescues when they attempt to save Survivors and Investigations when you try to unravel the mysteries of the Riga. These are the three main types of Scene.

Each player has a hand of Event Cards. When an Event is triggered, the Inactive Players take it in turns to choose and play an Event Card from their hand. When an Event Card is played, that card is resolved by the Acting Player and then play resumes.

Discarding

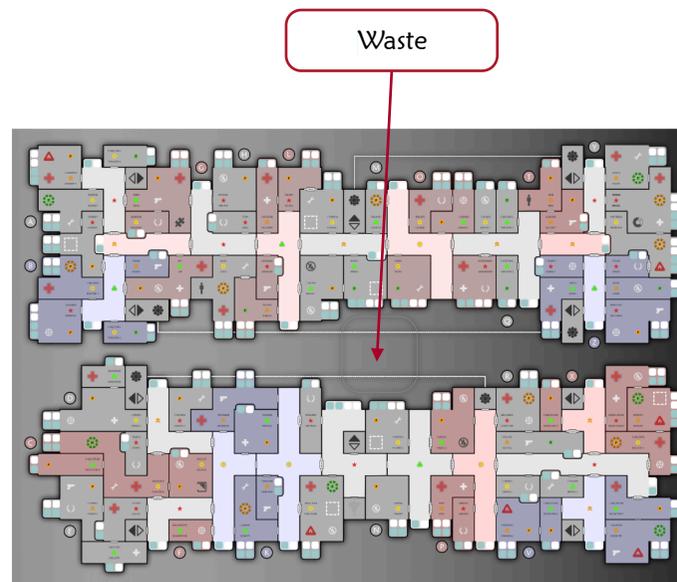
There is a square, shaded space in the centre of the Ship Map. This is the Waste. It is used to store discarded cards. Unless instructed otherwise, add any discarded cards face down to the Waste.

When tokens are discarded they are returned to the reserve.

The **Acting Player** is the player whose turn it is. When your turn ends the next player in clockwise order becomes the Acting Player.

If you are not currently the Active Player then you are an **Inactive Player**. This doesn't mean you won't have things to do!

The **Reserve** is the stock of tokens that are not in play. For the sake of convenience, form identical tokens into separate piles.



Golden Rule

There is only one Golden Rule in Zeno but it influences a lot of other things. It is this:

Do not coach the other players

Zeno is a co-operative game and there will naturally be a certain amount of discussion and interaction. This is all absolutely fine. However, you must stop short of outright coaching other players.

You are crossing the line if you are trying to organise players to do specific tasks or suggesting which Section they should move into.

In Zeno the cards you have (or don't have!) in your hand are hugely significant to the other players. It is life and death to their Survivors. Remarks like these..

"Sorry, I didn't have a choice"

"That's the only card I could play!"

"Why don't you go to the Barracks instead?"

"How about moving here?"

..either give away information about your hand or could be influenced by your hand.

There will be times when you know another player is making a mistake. Let it happen. Think about every horror movie you have ever seen. Watching people do things you know are going to end badly is part of the experience. Part of the thrill.

The best way to organise yourself in Zeno is by volunteering. If something needs to be done, and you think you are the best person to do it, volunteer! Just don't ask other players to volunteer. That would be coaching.

Disaster

The game ends immediately in defeat for all players if a mandatory resource cannot be drawn, added or examined.

There are 6 mandatory tokens.



Infected



Fire



Stress



Harm



Fuel



Smoke

Event Cards are also mandatory. If you are obliged to draw an Event Card and cannot do so - or if you are obliged to check a hazard and cannot do so - the game ends in defeat for all players.

Since the Event decks will run out eventually you do not have an unlimited amount of time in which to prevail.

Breaking Ties

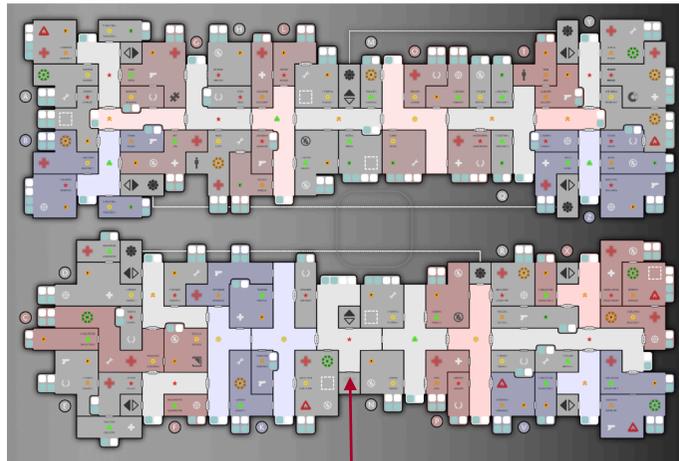
Sometimes you will be confronted by two equally plausible ways to resolve a situation. Perhaps it is not clear whether to add a Fire token to one Section or another. When this happens, you have a tie.

The Acting Player breaks all ties. He simply chooses which of the alternatives to apply.

Shuttle Bay

This Section is represented by a separate game board. Any Survivor passing through the hatch to this area is removed to the Shuttle Board. When they exit the Shuttle Board, they pass back through the hatch to the Section beyond.

The Shuttle Bay works just like any other Section, with a couple of exceptions. Cubes and Fire tokens are never added to the Shuttle Bay. Unlike the rest of the ship, the Shuttle Bay has its own ventilation and fire suppression systems and they are still working properly.



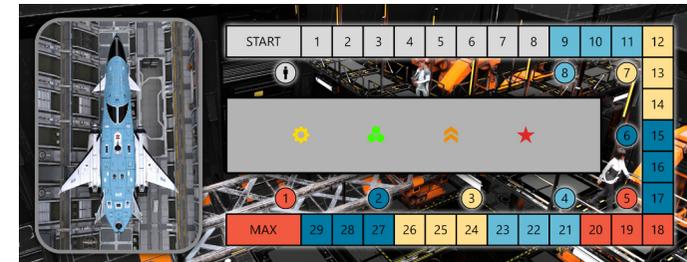
Shuttle Bay

Shuttle Board

At the beginning of the game all Survivors under player control are located on the Shuttle Board. The Shuttle has just docked and the Survivors have disembarked.

Standees are stored in the central area (the “deck”) of the Shuttle Board. As can be seen, there are four icons here, representing each division on the ship. We will come to divisions shortly. Their significance will become clear when we describe Events.

Shuttle Board



The spaces around the outside of the Shuttle Board form the Resource Track. This records the plasma, fuel and freon coolant your Survivors must pump into the Shuttle to enable the journey home.

The more resources you pump into the Shuttle the sooner it can be launched. However, pumping is not everything. Emergency stocks of fuel, food and water are located in the Shuttle Bay and these can be manually loaded. If there are a lot of Survivors in the Shuttle Bay you can begin the launch countdown with fewer pumped resources.



Gameplay

The easiest way to learn *Zeno* is to begin setting up. As you do this, cards and tokens will enter play and these can be explained as we go along.

Lay out the Ship Map. Place the Status Panel so it is perpendicular to the Ship Map at one end. Then lay the Shuttle Board against the Ship Map at the other end, as shown (see right). The Riga has two decks; one above the other.

The ship is divided into Sections which are grouped into Areas. Areas are distinguished by a coloured tint and are identified by the alphabetical letters outside the hull.

The centre of the Ship Map is the Waste. This is where most of the cards you discard will go.

The Shuttle Board

The Shuttle Board consists of three areas; the Deck, the Resource Track and the Reckoning.

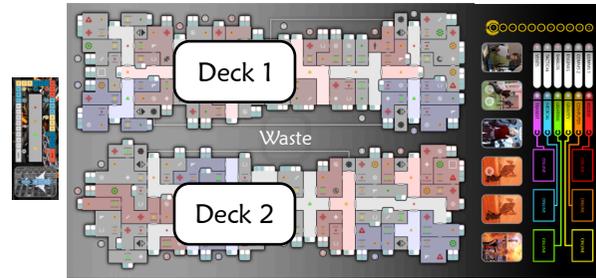
The Deck stores standees. When a survivor enters the Shuttle Board add them here.

Use the **Resource Track** to record the number of resources stored on the Shuttle. When a resource is added, increment the counter.

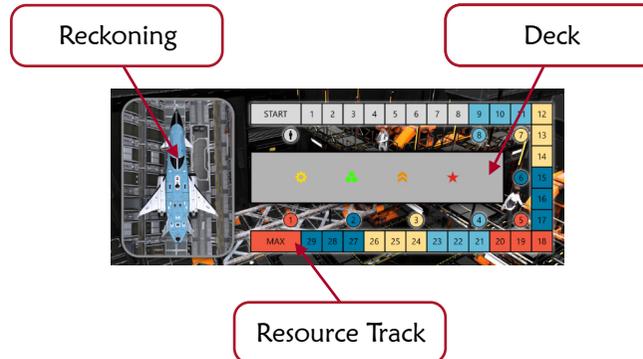
The circled numbers indicate how many Survivors must be present in the Shuttle Bay to initiate the countdown. The more resources the shuttle has, the fewer survivors are needed to do this.

Use a blue cube to serve as the resource counter. Add it to the starting space of the Resource Track.

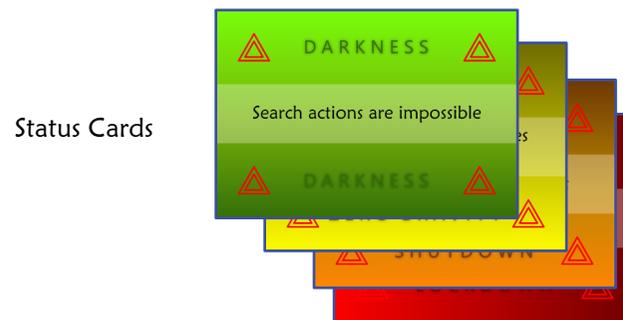
When **Reckoning Cards** enter play they are added to the Reckoning in the Shuttle Bay. These are resolved at the end of the game, after the shuttle has been launched.



Layout



Shuttle Token (this way up)



Status Cards

Shuttle Token

Find the Shuttle Bay in Area N and add the Shuttle Token to it.

The shuttle token has two sides. When a Survivor initiates the Countdown the token is flipped over. This indicates the shuttle is about to launch.

This is a good time for any Survivors who intend to leave the ship to swiftly make their way there!

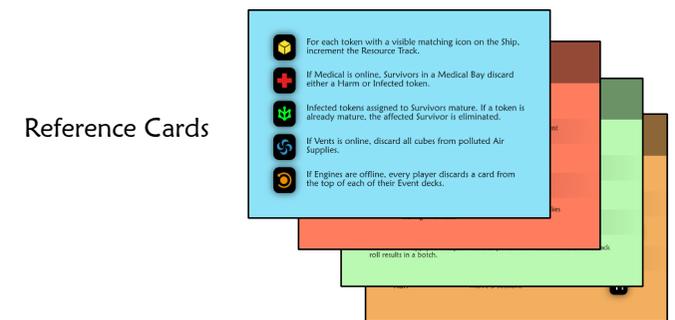
Status Reports

There are six Status Report cards. Add these face down to the Status Panel in the appropriate reserved spaces.

When a Critical System malfunctions these will be flipped over and new special rules will become visible and take effect.

Reference Cards

There are four types of Reference Cards. Distribute these so that players can refer to them during play. They summarise some of the important rules of the game and describe some icons you will encounter frequently.



Reference Cards

Choose a colour and take the corresponding faction tokens. Add one to Space 7 on the Evacuation Track. Keep the rest in front of you.

Survivors

Shuffle the Survivor Deck and deal 2 Survivor Cards to each player. Then place the Survivor Deck face down in the reserved space on the Status Panel.

Place your survivor cards face up in front of you. Locate their corresponding standees and add them to the Deck on the Shuttle Board.

The highest ranked Survivor in play is considered to have Seniority. Add the Seniority token to their Survivor Card.

Seniority

When a Survivor enters play or is eliminated, check to see whether the Seniority token moves. The token always belongs to the Survivor in play with the highest rank.

One Survivor will at all times have Seniority. This confers no in-game authority. However, there is credit to be gained from assuming responsibility during a calamity. The most senior Survivor is technically in command of the evacuation.

When the Seniority token moves from one faction to another, the receiving faction scores a success. Reduce their evacuation target by one. You gain nothing from beginning the game with Seniority.

Event Cards

Shuffle the event cards and deal them out to a number of individual decks equal to twice the number of players.

Each player takes two of these event decks and places them in a convenient place to one side of them. It is important to align these decks so one is clearly the left deck and one the right deck.

Players now build their hands. Each player draws a card from each of their event decks. They then draw additional cards as follows.

The player to the left of the player whose Faction has Seniority draws a single card. Then, proceeding clockwise, each player draws one card more than the player to their right until all players have drawn these extra cards.

Players must draw all these additional cards from their left event deck.

Add all cards drawn to your hand. Never show your hand to the other players!



Clue Tokens

Clue tokens have two sides, reflecting where they begin and where the Investigation they relate to will end. The difference can be seen in the icons on the left and right side of the tokens. The deployment side is characterised by puzzle pieces.



Deployment



Destination

When a Clue token enters play, refer to the deployment face to determine where to place the token. Add it to the indicated Section, with the destination face up.

The middle of the token indicates which area of the ship the Section is located in.

A Survivor who successfully acquires the clue token must travel to the indicated destination Section to complete the Investigation.

Add the Clue tokens to an opaque container and randomly draw three of them, adding the first token drawn to the Xeno resource space (in this case ignoring the deployment location). Add the other two as described.

Empty the opaque container and return the rest of the Clue tokens to the game box. They will not be needed.

Rescue Tokens

Rescue tokens reflect opportunities to save survivors. Like Clue tokens, Rescue tokens have two sides. One side indicates where the token is placed (and also whether it can be placed). The other is much plainer, showing only an icon.



When a Rescue token enters play add it to the Section indicated at the top of the token. The token shown would be added to Cabins 1 which is in Area Z.

The coloured text at the bottom of the token determines whether the token can be placed. If the system shown is malfunctioning the token is not added. Discard it and do not draw a replacement.

To ensure a steady supply of Rescue tokens keep the communication systems of the ship in good working order.

Add the Rescue tokens to an opaque container and randomly draw 7 of them, adding them to the locations indicated. At this time no systems will be malfunctioning, so none of the tokens will be discarded.

Leave the rest of the Rescue tokens in the container. When a Rescue token is discarded another one is drawn, examined and either added to play or discarded.

Resources

Add the 11 Resources to the ship, as shown on the following page. Resources are represented by blue cubes. They reflect special, finite functions which your Survivors can access from sections containing them. Each such Section features a grey space with an icon. This is where the cubes are stored.

In Xeno, move the Clue token you added earlier so it is underneath the resource there.

When a function is used a resource is discarded. If a function has no resources remaining it can no longer be used.

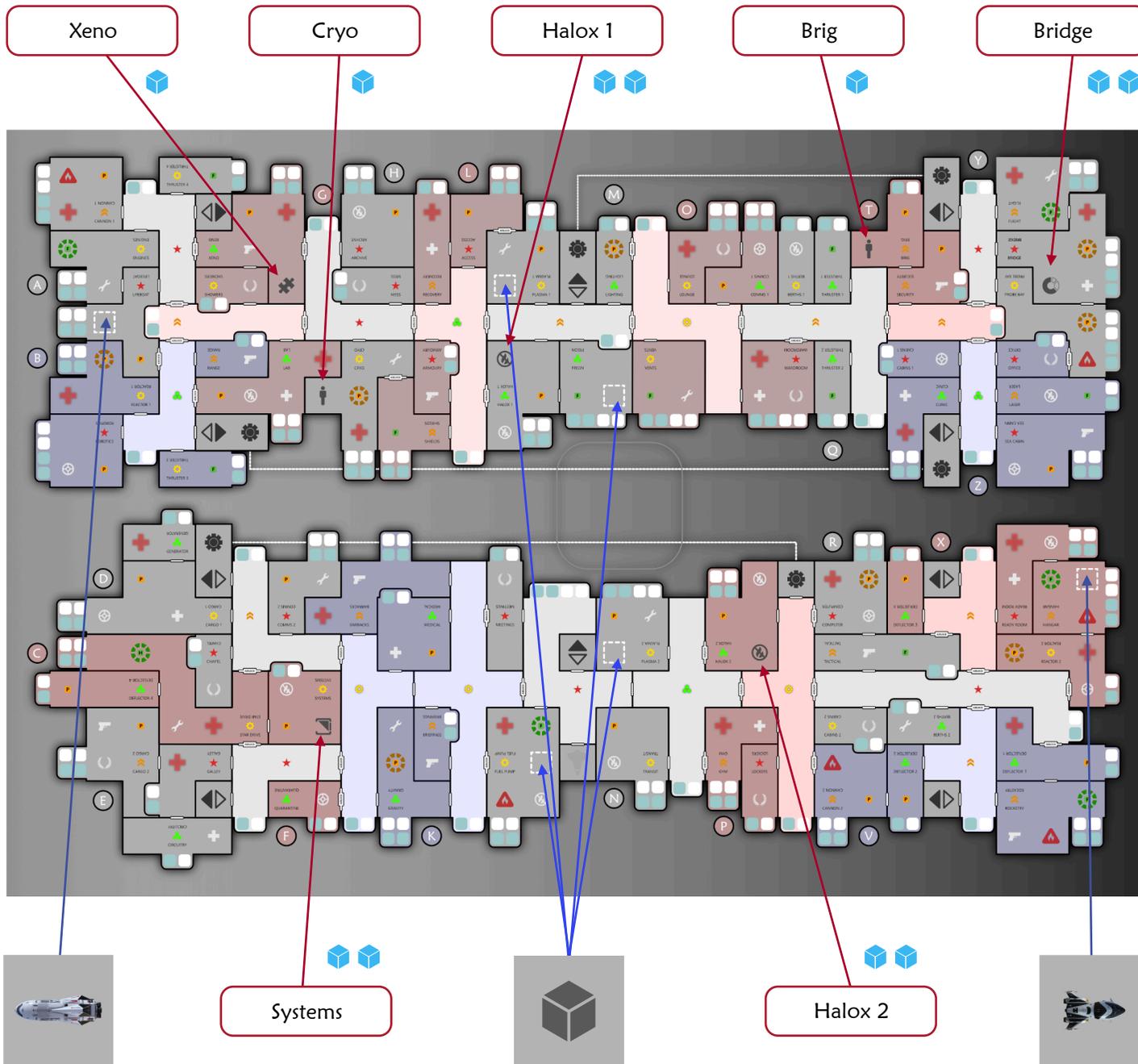
Xeno generates an Investigation. Draw the top card from the Investigation Deck and use your Survivors in the Section to resolve it. If you succeed you gain the Clue located there.

Cryo and the **Brig** enable you to gain a Survivor. Discard the resource and draw a Survivor Card from the Survivor deck, adding it to your faction in the affected Section.

Halox systems are central firefighting functions. When you spend a resource from Halox, indicate a Section and discard all Fire tokens from it. However, Halox fumes are opaque and toxic. Fill the affected Air Supply with black cubes.

Bridge controls enable you to reroute the conduits for a system that recently malfunctioned, reducing the likelihood of a future malfunction. When you spend a resource from the Bridge, choose a card in the Malfunction discard pile and place it on the bottom of the Malfunction deck.

Systems enable a Section to be purged. Spend a resource and indicate an Area. Discard all green and black cubes from all the Air Supplies there.



Pumps

There are 4 Pump tokens. These are double sided, displaying either a yellow or a grey cube. The yellow cube indicates a pump that is working.



Add these tokens to the map as shown, fitting them inside the white bordered boxes with the grey cube face up. This means they are offline.

During an Interlude working pumps each transfer a resource to the shuttle, incrementing the resource track. The more resources the shuttle has the sooner it can be launched.

Spacecraft

Add the Spacecraft tokens to the map. You can add them either way up.



When the shuttle is launched any Spacecraft tokens still on the ship launch too. If you have any Survivors in the same Section as a launching spacecraft, they may be evacuated.

Think of Spacecraft as your Plan B. When the countdown begins and the shuttle is about to launch you may not be able to get all your Survivors to it in time. They can head to the nearest spacecraft instead.

The Ship Map

The Ship Map displays the two decks of the ship from a top down perspective, with the ship structure outlined and useful information represented by symbols.

The ship is divided into Compartments and Passages which are collectively known as Sections. You can identify sections by their name and shade. Compartments are named. Passages are unnamed and are shaded more lightly.

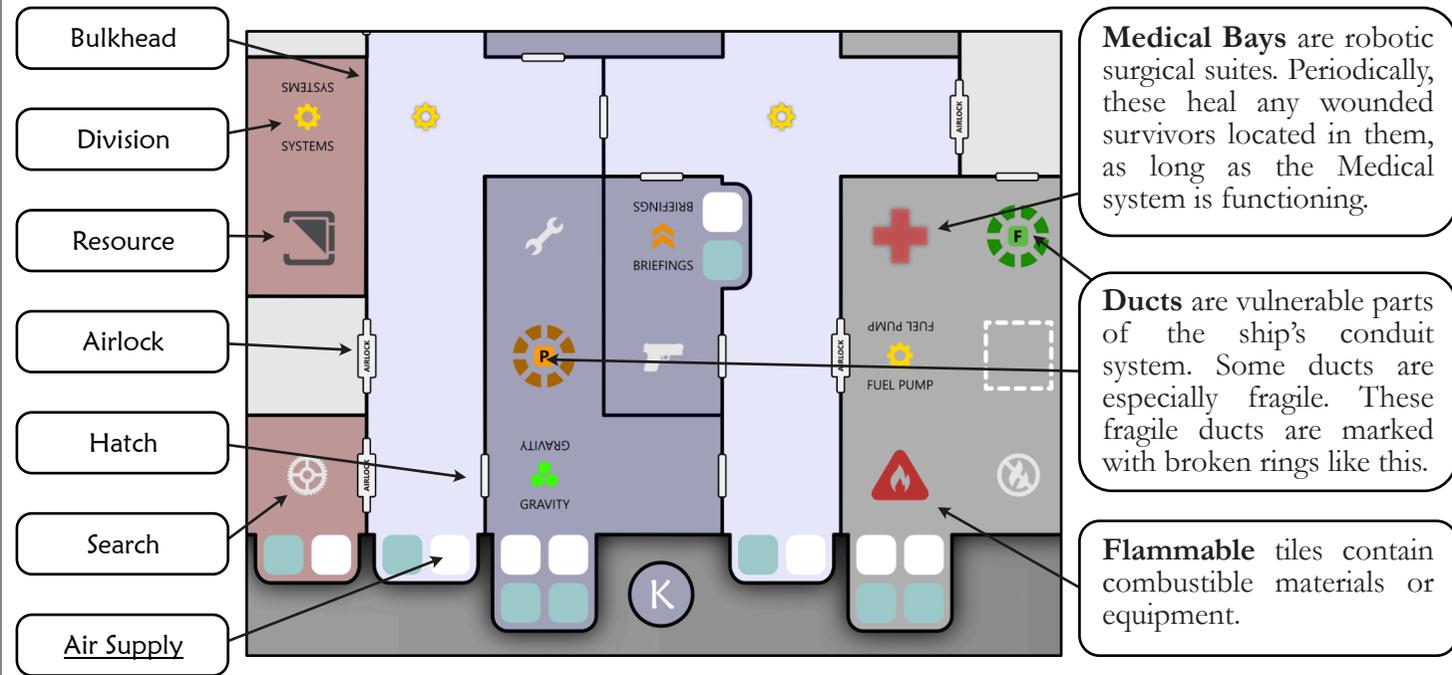
Sections are separated from each other by Bulkheads, Airlocks and Hatches. If Bulkheads are the walls of the ship, Airlocks and Hatches are the doors.

Survivors cannot move through Bulkheads. They must use an Airlock or Hatch to get from one Section to another.

Unless otherwise specified a Section is adjacent to any other Section it shares an Airlock or Hatch with.

Areas

Sections are grouped into Areas. Coloured tints are used to identify the different areas on the ship. Near to each area is a circular identifier which matches the coloured tint and displays the alphabetical letter that identifies it.



Compartments are like the rooms in a house. The major compartments on the ship are named. These consist of smaller compartments, passages and machine spaces. Think of named compartments as a representative compartment of that type.

Passages are like corridors. While there are many passages within compartments, there are only a few major passages on the ship. This serves to keep the ship airtight. Not all passages are empty spaces. Some feature ancillary compartments and storage.

Airlocks divide the ship into pockets, slowing the spread of smoke and fire, but also preventing ship-wide decompression in the event of a hull breach.

Hatches limit the spread of fire and gases, but do not prevent them entirely. Fuel vapours, smoke and fierce blazes can still escape through them.

Air Supply indicators display the quality of the air in a section. When the air supply worsens, cubes are added to cover these squares. If too many cubes are added the Air Supply becomes toxic, which will cause harm to unprotected Survivors.

When the Air Supply is completely full of cubes it becomes Opaque and Survivors cannot see what they are doing.

Divisions reflect the activities associated with a Section and define the sort of things likely to be encountered there.

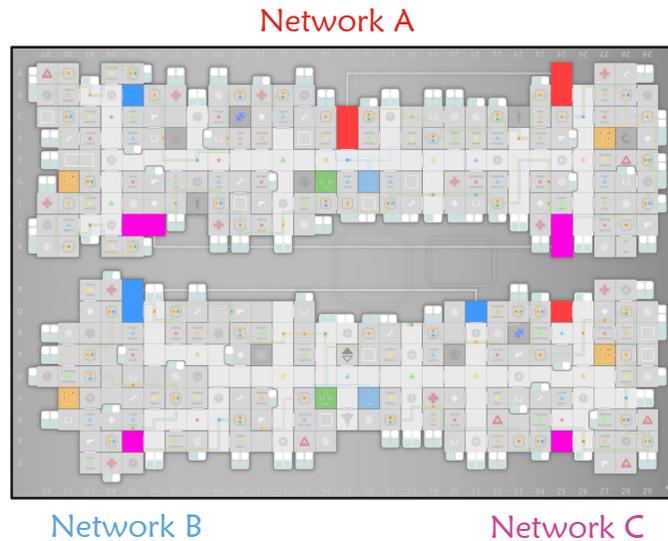
-  Command
-  Tactical
-  Science
-  Engineering

Search Icons indicate the kind of items you can expect to find in a Section.

-  Weapons
-  Tools
-  Extinguishers
-  Medical
-  Successes
-  Robots

Transit

Use the Transit system to move your survivors swiftly around the ship. The system consists of Elevator and Railpod connections which join together to form Transit Networks. There are three Transit Networks on the Riga.



Using Transit

For the purposes of movement, a Survivor in a Section with a transit point is considered to be adjacent to every other Section that also has a transit point on that network.

Moving into any of those Sections counts as one point of movement.

Transit points are not Sections and your Survivors cannot be located inside them.

Elevators employ internal shafts and moving cars to connect vertically between decks. You can ride an elevator up or down. Elevator shafts feature ladders for emergency use.

Ladders allow elevators to be used when Transit is malfunctioning.

Using a ladder costs an additional movement point.

Railpods travel outside the ship on rails, moving between railpod stations. Follow the dotted tracks to see where a railpod goes.

Unlike Elevators, Railpod tiles cannot be used at all if the Transit system is malfunctioning.

A **Transit Network** is any number of adjacent connections. Connections are adjacent if they are directly above, beneath or next to each other or if they are joined by a railpod line.

Example

Find the Shuttle Bay in Area N on the Ship Map. This is where all Survivors begin the game. When you use the Move action you can move a Survivor into an adjacent Section at the cost of a single movement point.

It would cost one Movement point to move into the Passage outside the Shuttle Bay. You could then use the Elevator to move to the Passage above for one movement point. You could also move to the passage outside Flight (Area Y) or the Ready Room (Area X) for the same cost.

The Status Panel is your guide to the condition of the ship and the progress of the game. It is also used to store many of the decks and cards in play.

There are 12 Ship Systems that are vital to the operation of the Ship. Six of these are Critical and six are Subcritical. Each is named in a unique Status Bar. Critical bars are coloured. Subcritical bars are white.

When a Critical or Subcritical system malfunctions, the Status Panel is adjusted.

Critical Systems

Each Critical system is linked to a Status Card. When the system malfunctions the linked card is flipped over and a text effect is revealed. The effect enters play, changing the rules of the game.

When a Critical system is restored the linked Status Card is flipped back over, concealing and ending the text effect.

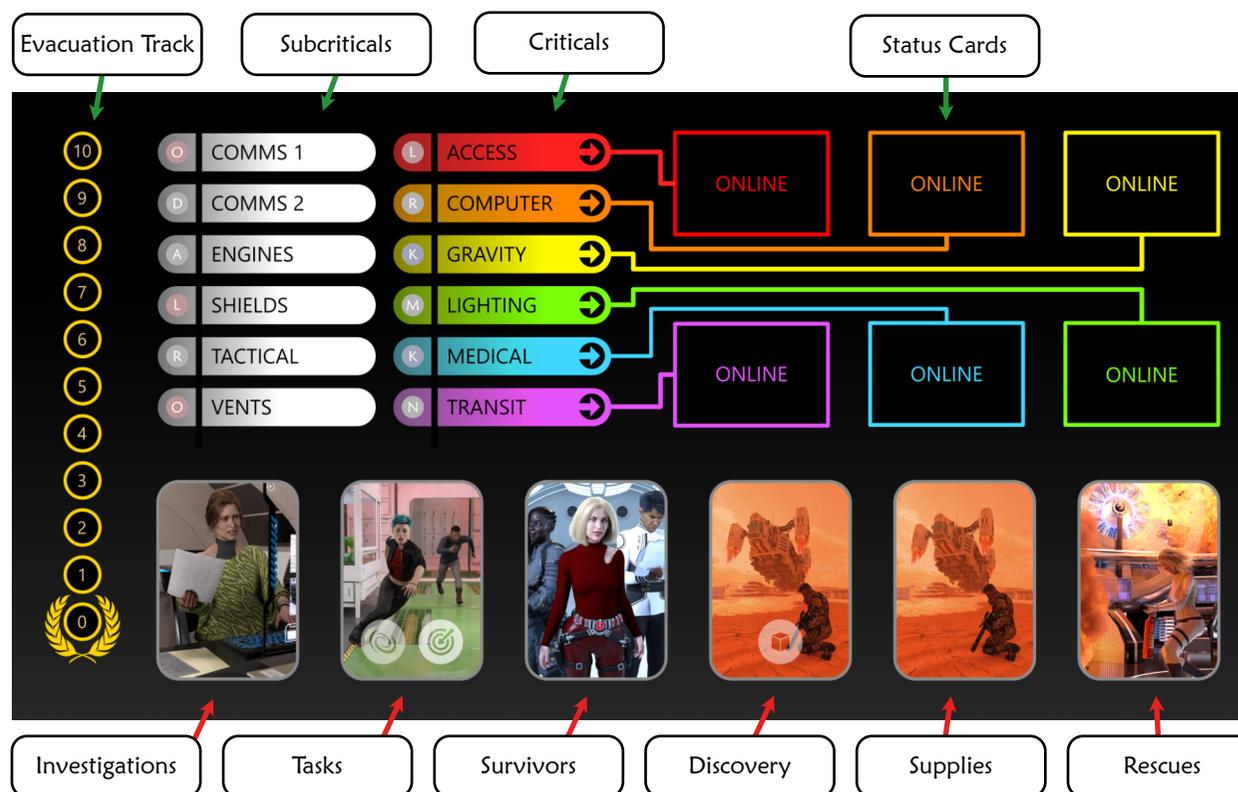
See the opposing page for a summary of Critical failures. You do not have to remember these. They are explained on the Status Cards

Subcritical Systems

Subcriticals enable better outcomes or prevent worse outcomes during play. You do not need to monitor these closely because you will be advised by a card effect when to check their status.

Unlike Criticals, Subcriticals do not have a Status Card. To record a malfunction in a Subcritical add a malfunction token to the affected status bar.

Status Panel



Card Spaces

There are six card spaces. Four of these are used to store decks; Investigations, Survivors, Supplies and Rescues.

When a Crisis or Mission card enters play it is added to the Tasks Space.

As Discovery cards enter play they are added to the Discovery space. Discoveries are a lot like Supply Cards but they are more diverse, often more powerful and cannot be collected automatically.

Setting Up

Shuffle the Investigation, Rescue, Supply and Survivor decks and add them face down to the respective reserved spaces. Then flip over the top Supply Card.

Find the Status Card corresponding to each Critical and place it face down in the respective space.

Players should have already added their Faction tokens to the Evacuation Track.

The Status Panel is now set up!

Subcriticals

Comms

There are two Comms systems; one for each deck. If the Comms on a deck are non functional a new Rescue token cannot be added there. This will hinder your ability to rescue Survivors.

Engines

The Engines are checked during Interludes. If the Engines are malfunctioning each player discards a card from the top of both of their Event decks. This shortens the game.

Shields

Some crises causes impacts to be resolved on the ship. Each such crisis has two possible outcomes; one is applied if Shields are working and the other if Shields are not. The latter can be devastating.

Tactical

A malfunction in Tactical shuts down the early warning system. Crisis Cards entering play are immediately failed if the Tactical system is not working.

Vents

Vents function in the Interlude, usefully filtering out smoke, fuel and other pollutants from the ship's air supplies. A malfunction in Vents prevents this from happening.

Criticals

Access

When Access malfunctions, airlocks must be manually operated. This slows Survivors down, obliging them to hurry to make up lost time. This is the Lockdown effect.

If your Survivors pass through any airlocks when they move, the Movement Difficulty of any test those Survivors attempt is increased by one per airlock they traversed.

Computer

A Computer failure produces the Shutdown effect.

While a Shutdown is in effect, resources cannot be spent. This prevents many of the special functions on the ship from operating.

Cryo continues to function for the purpose of preventing player elimination.

Gravity

When Gravity malfunctions the Zero Gravity effect applies.

All Move difficulties are increased by one. This will make many Events more hazardous.

Some items or abilities counteract this effect, but they are uncommon.

Lighting

When Lighting malfunctions the ship is plunged into gloom. Darkness prevails.

The Search action cannot be used while Darkness is in effect.

This will prevent you collecting cards from the Supply or Discovery card spaces.

Medical

When Medical malfunctions, the suite of robotic surgical options available on the Riga become hopelessly error prone.

Since no Survivor would subject themselves to the demented sawing of a broken auto surgeon, opportunities for treatment are reduced.

Medical Bays do not work.

Transit

The failure of the Transit system brings railpods and elevators across the ship to a juddering halt.

For the duration of the malfunction Elevators and Transit Pods cannot be used. Ladders in elevators can still be used, at the cost of an additional move.

Transit failures reduce the ease of moving around the ship.

Survivors are the agents through which you experience the game. Each has a unique combination of strengths and weaknesses.

Rank

Rank determines where a survivor fits into the hierarchy of the evacuation. This may not be the same as their formal rank on the ship. Some survivors are natural leaders. Others are not!

Ability

Each Survivor has a special ability. Many abilities are passive but some confer actions the Survivor can perform.

Attributes

Survivors each have five Attributes. Four of these are common to all Survivors. The fifth enables the Survivor to either Hide or Attack.

Common attributes are closely associated with the four divisions of the ship. The challenges you are most likely to encounter in those divisions will often be associated with the linked attribute.

In this way Events you encounter in the Command division are more likely to depend on the Leadership attribute than on any other, and so on.

Squads

While Sections are large enough to accommodate a few Survivors they can soon become congested.

To make room arrange your Survivors into Squads. Choose the highest ranked Survivor you control in a Section and add the standees of any other Survivors you control there to his Survivor Card. His standee represents them all.

Rank

CARLA FLORES
Medic

38

Field Surgery
When a Wounded Survivor in this Section would receive a Wound or Injury, roll a die. If you roll 8 or higher do not add the token.

Ability

Attributes

Weapons

Your Survivors are not defenceless. They are assumed to collect light side arms from the Shuttle before disembarking. Some may even be able to use them effectively.

A Survivor with the Attack attribute can fight the threat. The effectiveness of this depends on their Attack attribute. You will encounter better weapons during play. Equipping your Survivors with these will improve their effectiveness.

Survivors who have a Hide attribute cannot usefully attack, though they can use equipped weapons to contribute to an attack launched by another Survivor.



Leadership is the facility to motivate and inspire others. It is also useful when dealing with wayward robots, if their obedience circuits are not too badly damaged.



Vigor measures energy, physical prowess and determination. Survivors with high Vigor do not give up easily. They are better at physical or energetic tasks.



Wits indicates the ability of a Survivor to appraise unfamiliar or rapidly changing situations. A Survivor with high Wits spots things and can improvise.



Logic measures the ability to deduce and remember. Logical Survivors are good at solving problems with logical, albeit sometimes complex, solutions.



Survivors with the Attack ability do not shy from a fight. They have access to side arms and some training in their use. Their instinct when threatened is to attack.



Survivors with the Hide ability prefer stealth over violence or are essentially harmless. The level of their Attribute determines their prospects when hiding.

Harm

When a Survivor is physically hurt you will be instructed to add an Injury or Wound token to their Survivor Card.

Injuries and Wounds are the two opposite sides of the Harm token.



Injuries are fractures, burns and the like. When an injured Survivor attempts a test, the test difficulty is increased by one.



Wounds are potentially fatal injuries. When a wounded Survivor attempts a test, the test difficulty is increased by two.

When an Injury token would be added to a Survivor who already has one, do not add a new token. Flip the existing token over to become a Wound.

When a Wound token would be added to a Survivor with an Injury, or an Injury would be added to a Survivor with a Wound, the Survivor is eliminated.

Toxicity and Fire

As we will see in Damage Control, Survivors can be injured by toxic air supplies and fire. In extreme cases fire can eliminate Survivors outright.

Infection

Infected survivors have been corrupted by the Threat. While infected, a Survivor does not count towards your evacuation target.

Infected tokens have two sides, reflecting early and late stage infection.



When an Infected token is added to a Survivor, add it with the early stage face up. If another Infected token would be added, the infection develops! Flip the token over to reveal the Late stage.

If the late stage is already showing the infection matures and the Survivor is eliminated.

Infections also develop when an Interlude Card is played.

Stress

Survivors who suffer traumatic experiences may gain Stress tokens.

Some tests are affected by Stress. When a Survivor attempts such a test, the test difficulty is increased by one for each Stress token the Survivor has.



Stress

Conditions

Conditions apply special rules to the Survivor they are equipped to.

You cannot trade Conditions away or discard them unless otherwise indicated.



Conditions are a type of baggage which confers special rules on the survivor they belong to. These changes are usually for the worse!

Elimination

Elimination causes a Survivor to be discarded. Return any tokens on their Survivor Card to the supply. Then discard their Survivor Card.

Discard any baggage equipped to the eliminated Survivor unless you reassign it to other Survivors you control in the same Section.

If the Survivor had Seniority, check to see which Survivor inherits the token. If the token passes to a different Faction the affected Faction scores a success.

Out of Action

If your last survivor dies you are Out of Action. This does not mean you are out of the game. However, your turn ends immediately.

At the start of your next turn draw a Survivor Card and add it to your faction. Add the matching standee to the Cryo Section (Area H). Then begin your turn.

At the start of your turn you become the Acting Player. You perform Actions and resolve Scenes until there is either nothing left you wish to do or nothing more you can do.

You begin each turn with 5 Moves. When you have spent your Moves you cannot move any more Survivors.

Actions

To perform an action indicate the Survivor(s) who will perform it. Then resolve the effects.

There are 6 Standard Actions.

Move

Clear

Repair

Extinguish

Operate

Search

You can also gain Actions from Items and Abilities. If a Survivor has a qualifying Item or Ability they can perform that Action.

Some Actions can be performed by only one Survivor; others by multiple Survivors. Usually only your own Survivors can perform Actions during your turn, with one exception.

A Reflex Action can be performed at any time, under the indicated circumstances. The most common Reflex Action you will perform is the Operate Action, which is possible when a Crisis or Mission Step is completed, as we will see later.

Tests

Your Survivors will frequently be called upon to attempt tests.

When attempting a test, identify the Resolving Survivor. If you are performing an Action this will be the Survivor performing the Action.

Roll the die and compare the result with the value needed to pass the test. If you rolled that value or higher you succeed. Otherwise you fail.

If you roll a 12 this is a Triumph. It counts as a success even if you need a greater value.

If you roll a blank result this is not merely a failure; it is also a botch. Some tests reserve special outcomes for botches.

Repeat without Returning

There are usually no limits on the number of times you can perform an Action. Unless otherwise indicated you can perform the same Action over and over. However, for the same Survivor to perform the same Action more than once in your turn he must perform it consecutively.

A Survivor you control can perform the same Action any number of times in a row. But if that Survivor performs a different Action or a different Survivor performs any Action, that first Survivor cannot perform the original Action again in your turn. You can't go back to it.

The actions you will wish to repeat most often are repair and extinguish. Failed repair attempts can start fires. If your survivor stops repairing to fight a fire he cannot then go back and try to repair again that turn. This does not prevent a different Survivor from trying.

Collaborating

Well led Survivors work together. When attempting a test, locate your Survivor in the Section with the highest Leadership attribute. That value indicates how many Survivors may collaborate.

If this number exceeds the number of Resolving Survivors, add +1 to the die roll for each additional Survivor who collaborates.

Movement

To perform a Move action, indicate a Section to serve as the destination. Then move any Survivors you control who can reach that destination into it, excluding any who have already moved that turn.

Survivors can reach a destination that is up to 3 Sections away. The further Survivors have to travel, the more quickly they have to move.

If any of your Survivors moved 3 or more Sections, the Move qualifies as a **Run**. Otherwise it is a **Walk**.

You cannot resolve a Move action in the same Section more than once during your turn. Any Survivors who enter the Section or who were already there are deemed to have moved. Once a Survivor has moved they cannot move again that turn.

The cost of the Move is equal to the greatest distance travelled by a Survivor. Reduce your available Moves by this cost.

Move the standees of the affected Survivors to the destination. Then resolve an Event there. When the Event ends continue your turn.

Clear

Nominate a Survivor you control who is located in a Section featuring a Wreckage token.

Roll the die and add the Vigor attribute of the Survivor. If you equal or exceed the test difficulty, flip the Wreckage token over to reveal a Damage token.

The difficulty of a Clear test is 10.

If you fail the test then the duct leaks. This outcome depends on the type of duct.

When a plasma duct leaks a fire token is added to the Section.

When a fuel duct leaks a fuel cube is added to the Air Supply of the Section.

We will encounter these consequences in more detail in Damage Control.

Repair

Nominate a Survivor you control who is located in a Section featuring a Damage token.

Roll the die and add the Logic attribute of the Survivor. If you equal or exceed the test difficulty, discard the Damage token.

The difficulty of a Repair test is 10.

If you fail the test the duct leaks.

Failure is resolved in the same way as Clearing (see above). When a plasma duct leaks a fire token is added to the Section. When a fuel duct leaks a fuel cube is added to the Air Supply.

Operate

Use the Operate action to flip pump tokens over, complete operational tasks on Crises or Missions and spend resources. Nominate a Survivor you control in the affected Section to perform the operation. Then apply the consequences.

There is no test associated with Operations. However, Sections must be in good working order to be operated. The action cannot be performed in Sections featuring Damage or Wreckage tokens.

Extinguish

Nominate a Survivor you control who is located in a Section featuring any Fire tokens.

Roll the die and add the Wits attribute of the Survivor. If you equal or exceed the test difficulty, discard a Fire token. Discard an additional Fire token for each pip by which you exceed the difficulty.

The difficulty of an Extinguish test is 8 + the number of fire tokens.

Since a Section can never hold more than 4 Fire tokens, the base difficulty of the Extinguish test can never exceed 12.

If you fail the test add a black cube to the Air Supply of the affected Section. This represents smoke.

We will encounter the Air Supply in more detail when we encounter Damage Control.

Search

A Search action is an attempt to draw and equip an Item from an exposed card in either the Supply or Discovery space.

Nominate a Survivor you control who is located in a Section with an exposed Search icon. Then indicate which card space you will try to draw from.

In order to draw from Discovery, the exposed card must feature an icon matching an exposed search icon in the Section.

Some cards are collected automatically. You must pass a test to acquire others. If the test is not passed the card is discarded.

When you draw from Supply, cover the search icon you used with a blank token. If no blank tokens remain the Supply Deck is instead discarded.

Supply Cards yield either Items or Robots. When you acquire an Item, equip it to a Survivor you control in the affected Section. Robots are handled a little differently, as we will see later.

If you elect to draw from Supply the process is just the same as drawing from Discovery, with one exception. You can draw from Supply even if the icon on the revealed card does not match the icon in the Section. This is called **plundering**.

When **plundering**, discard the top Supply Card and reveal the next one. Continue until you reveal a matching card or the Supply deck is exhausted.

A Section must have an exposed icon to be searched or plundered. You cannot perform a search action in a Section if it has no exposed Search icons.

Events are triggered when a player uses the Move action.

Terminology

The Section where the Event is happening is the **Affected Section**. Any Survivors you control there become the **Affected Survivors**. If the Event calls for a test, the Survivor who will resolve that test is the **Resolving Survivor**.

Taking Turns

When an Event begins each inactive player in turn order examines their hand and either plays an eligible card or draws a card. If you have no cards in your hand when you draw, you draw 5 cards.

As soon as a player plays a card, that card is resolved and the Scene ends. The Scene also ends if nobody plays a card (i.e. if everybody draws).

Eligibility

Many Event Cards feature two Division icons in the top left corner. If the affected Section features either of these icons, the card is eligible. Some cards feature the following icon instead.



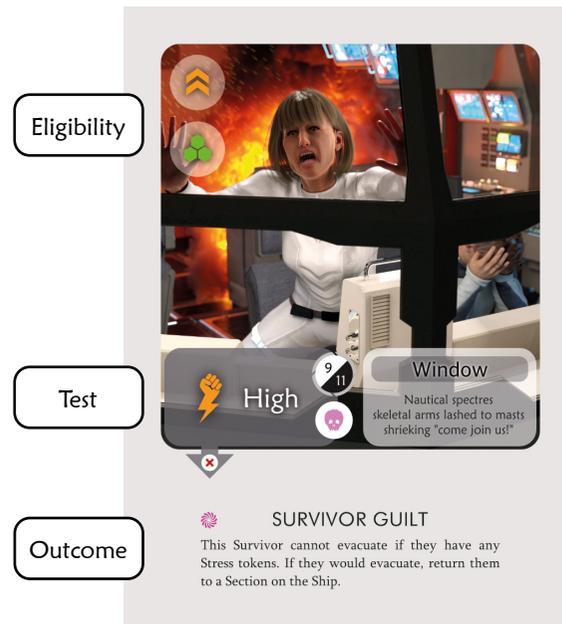
These cards are always eligible.

Multiple or Last

If you have multiple eligible cards in your hand, you must play one. You must also play a card if you have only one card remaining and it is eligible.

Card Structure

Most event cards are arranged in descending vertical order, with eligibility icons, then an Attribute test and finally an outcome. Read down the left hand side of the card to determine how it will be resolved.



This Event is eligible if the Affected Section belongs to the Tactical or Science division.

When played, the Resolving Survivor must attempt a Vigor test.

If the test is failed the condition is equipped to the Resolving Survivor.

Outcomes

Most cards in the game feature an Outcome. This is the bottom part of the card which is either resolved or ignored depending on whether the condition on the card has been satisfied.

In the Event shown the outcome is a Condition which applies if the test is failed.

If you examine the card you will see there is an arrow pointing to the Outcome from the test. The arrow contains a cross, indicating that the Outcome is resolved if the test is failed.

If this test is passed the card is discarded face down to the Waste.

Senryu

The Senryu is a short form style of Japanese poem. It is perfect for Zeno, allowing cards to be explained without being over explained.

Use the art, the Senryu, the test and the outcome to interpret what is happening. Then tell the other players! It is your job as the Active Player to describe the scene and the consequences.

Resolving Survivor

The Survivor who will attempt the test is the Resolving Survivor. You will see this terminology used on many cards.

In more complex cards that depend on two Attributes you may have two resolving Survivors, but we do not need to worry about that now. Events are not that complicated.

Tests

We encountered tests when describing Actions so this should feel familiar. However, there are important differences.

Events will usually present you with a test based on a single Attribute. Unlike Actions, where you nominate a Survivor, you do not get to decide who attempts it. The test will decide, though you get to break ties.

Tests are either High or Low.

If the test is High, the Resolving Survivor is the Survivor you control in the Affected Section with the **highest** matching Attribute.

If the test is Low, the Resolving Survivor is the Survivor you control in the Affected Section with the **lowest** matching Attribute.

Roll the die, add the Attribute and compare it to the test difficulty shown on the card. If you equal or exceed the difficulty the test is passed.

Divisional Bias

Of the two divisions that make an Event eligible, the Attribute associated with one of them will always be present in the test.

Use this to plan your movement. If you move your Survivors into a Command section, there is roughly a 50% chance that any test you resolve there will be a Leadership test.

If you examine the Survivor cards you will see that each of the 4 common Attributes is linked to a Division.

Bear this in mind when deciding where you wish to move your Survivors.

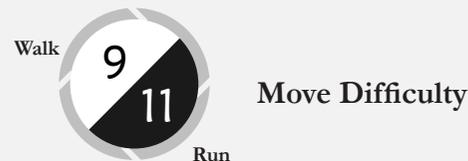
Anatomy of a Test

Let us have a closer look at the test we saw on the previous page.

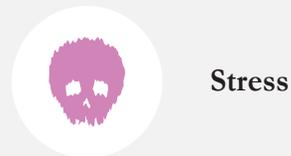


We can see this test is based on Vigor. It is a High test. The arrow shows us that we only resolve the outcome if the test is failed. The card will be discarded otherwise.

The right hand side of the test is reserved for difficulty and modifiers.



The difficulty of this test depends on whether your Survivors walked or ran. As you can see the test difficulty is higher if they ran.



Stress

This test is affected by Stress. Each Stress token held by the Resolving Survivor increases the difficulty of the test by one.

Injuries and Wounds

In addition to any modifier associated with the test, some things always increase test difficulty.

If a Survivor is injured, the difficulty of any test they attempt increases by one. Difficulty is increased by two for wounded survivors.

Multiple Resolving Survivors

When we discuss Rescues and Investigations we will see that some tests can be attempted by more than one Survivor. When this happens Attributes from multiple Survivors are added to the die roll.

If more than Survivor is attempting a test apply the greatest single difficulty modifier contributed by any one of them.

Work out which Resolving Survivor will increase difficulty by the most and use that value to increase the test difficulty.

Event Types

There are 6 types of Event Card. We will examine each briefly before describing them in more detail.

The six types are Encounter, Discovery, Ambush, Interlude, Crisis and Mission.

1. Encounters

Encounters describe something your Survivors find or are exposed to as they explore the ship. There will be an Attribute test to attempt, with consequences for success or failure.

With the exception of Interludes all other Event types are distinguished by a unique icon in the top right corner of the card. As the default Event type, Encounters do not have these.

When an Encounter is played, identify the Resolving Survivor and attempt the test. Then apply the outcome on the basis of success or failure.

2. Discoveries



The playing of a Discovery card reflects new information discovered by the Affected Survivors regarding an Item. They learn, remember or work out where an Item is located.

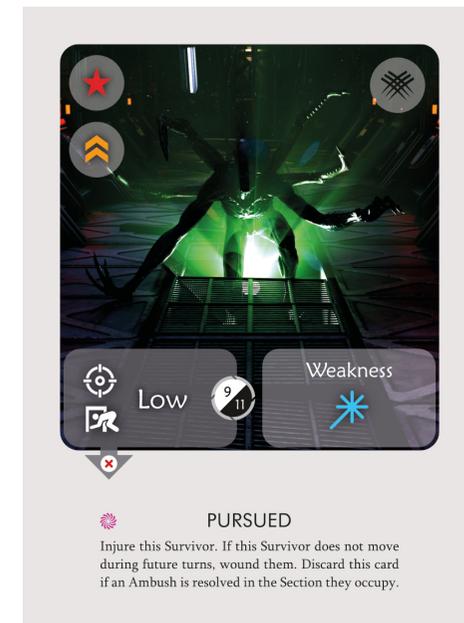
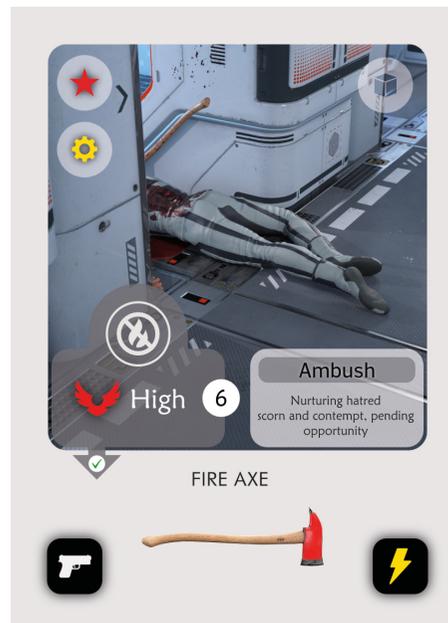
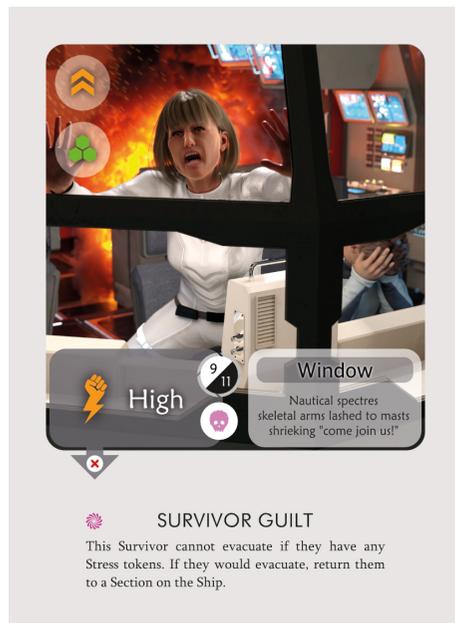
When a Discovery card is played it is not resolved by the active player. Add it face up to the Discovery space on the Status Panel.

3. Ambushes



An Ambush reflects an attack on the Affected Survivors.

A Resolving Survivor is chosen to be the focus of the attack, an Attribute test is attempted and the outcome is applied. In this sense Ambushes are a lot like Encounters. However, there are some important differences which we will come to later.

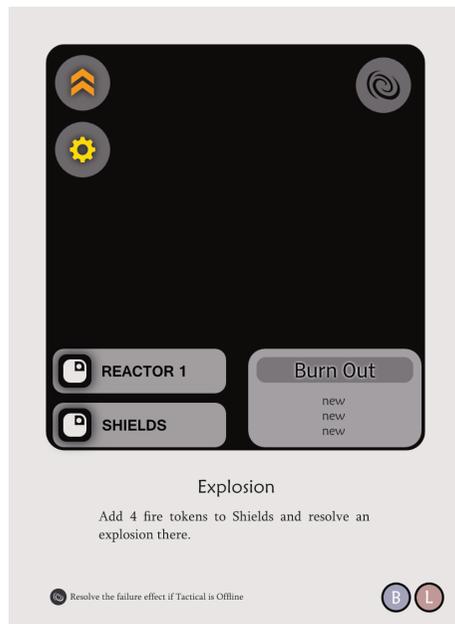


4. Crises



When played, Crises are added to the Tasks space on the Status Panel.

Each Crisis consists of two tasks. When the second task is completed the Crisis is resolved and discarded. If a new card is added to the Task space before this happens the outstanding Crisis is failed and the outcome is applied.



5. Missions



Like crises, missions are added to the Task space. Unlike crises, the outcome is positive. It applies when the mission is completed.

Missions exhibit three tasks. When the mission is completed, participating factions share successes depending on how many tasks they completed. If the mission is discarded no successes are awarded.



6. Interludes

Interlude Cards are always eligible. Unlike other Event Cards there are no Attribute tests or tasks associated with an Interlude. These cards instead reflect the passage of time.

When an Interlude Card is played it is resolved from top to bottom and left to right. Follow any text instructions shown. When you reach the strip of icons these are resolved in the order shown.

We will explain Interlude icons in more detail later. For now, it is enough to know that some important game effects occur when an Interlude Card is played.



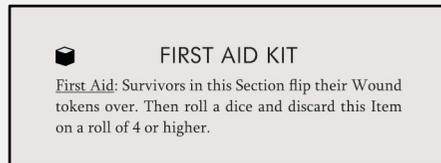
Outcomes vary widely. Some are composed wholly of text and all you have to do is read the text and follow the instructions.

A couple of Outcomes occur so often they can be classified and explained.

Items

When you resolve an Item, equip the Item to any Survivor you control in the Affected Section. If you don't want an Item, you can discard it at any time on your turn, unless you are resolving a Scene.

Item Outcomes have a name and a  icon in the top left corner of the explanatory text. The text explains how and when the Item can be used. Items look like this..



Some Items confer actions. Where this is the case, the name of the action is underlined. As you can see, the First Aid Kit confers the First Aid Action. The Survivor equipped with the Item can use the action.

Stacks

When a Survivor is equipped with multiple Items, form them into a stack with all the outcomes showing. You can change the order of your stacks during your turn, unless you are resolving a Scene.

It does not matter where the Items are in a stack, except for weapons. As we will see when we explain Ambushes, Survivors always use the top weapon in their stack.

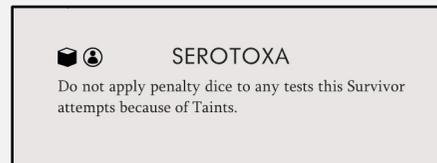
Equipping Items

To equip an Item, slide the card underneath the Survivor Card until only the outcome shows. Insert it anywhere in the Stack.

Trading

During your turn, your Survivors may trade Items with other Survivors if they occupy the same Section. This allows you to put Items into the hands of the most suitable Survivors.

However, you cannot trade Personal Items. These feature the  icon next to the  icon. Once equipped to a Survivor, Personal Items stay with them. This is an example of a Personal Item.



Other Factions

Your Survivors may trade Items with Survivors that belong to other factions.

However, an Item that benefits your Faction cannot then benefit the Faction you trade it to on their next turn - or on their current turn if it is their turn now.

It does not matter what the Item is. Ignore it until your current or next turn ends. It then operates in the normal way.

Weapons

Weapons are a special type of Item. They are equipped to Survivors like regular Items and can be traded. However, they look very different.

This is an example of a Weapon.



Weapons consist of a name and up to 5 applicable traits.



This identifies the Item as a weapon. Weapons are automatically used when resolving an Ambush.



Many weapons add to your die roll when attacking. This weapon increases your die roll by +2.

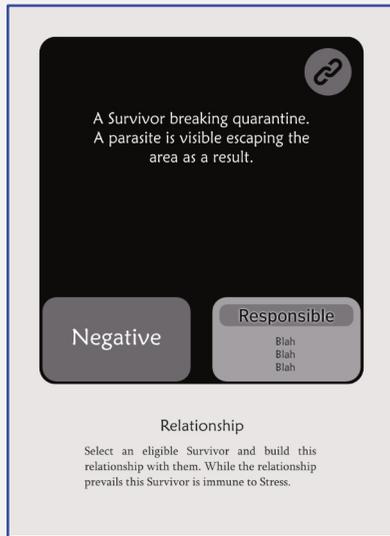


This is the Accuracy trait. Some Threats are especially vulnerable to weapons with the Accuracy trait.

Sometimes you will not want your Survivors to use a weapon. During your turn you can flip a weapon over in your stack to stop it being used. However, you cannot do this if you are resolving a Scene. Nor may you do so during another player's turn.

Relationships

Some outcomes oblige a Survivor to build a relationship with another Survivor. Relationships are either Positive or Negative. They look like this:



When you equip a relationship, take the matching token and add it to the Survivor Card of the Survivor you are building the relationship with. You can choose who this is, with two provisions..

1. You cannot choose a Survivor you control unless you have no choice.
2. Do not choose a Survivor your faction already has a relationship with, unless you have no choice.

A Survivor cannot build a relationship with themselves. If this is the only possible choice discard the relationship card.

Some relationships are built with the next Survivor to enter play from the Survivor Deck. When this happens, wait until the Survivor enters play and then build the relationship with them.

Scoring

Survivors who build a positive relationship wish for the target of that relationship to survive. The opposite is true with negative relationships.

If the target of a positive relationship is evacuated, the Survivor equipped with the Relationship Card scores a success for their faction.

When the target of a negative relationship is eliminated, the Survivor equipped with the Relationship Card scores a success for their faction.

A success is only scored for a negative relationship if the Survivor is eliminated. Survivors are not eliminated simply because they are not evacuated. The individual fate of these Survivors is unknown.

Elimination

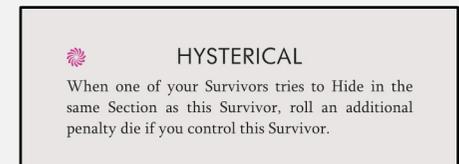
When a Survivor dies any Relationship Card they are equipped with is discarded. Also discard the token from the target of the relationship. Whatever their wishes were, they do not matter now.

Conditions

Conditions are much like Items, except that you cannot discard or trade them. Some conditions can be discarded if you satisfy specified criteria. Others endure for the duration of the game.

When you resolve a Condition outcome, apply the Condition to the Resolving Survivor unless otherwise indicated. If there is more than one Resolving Survivor, you may choose which one to apply the Condition to.

Condition Outcomes have a name and a  icon in the top left corner of the explanatory text. The text explains the effect the Condition has. Conditions look like this..



Area Icons

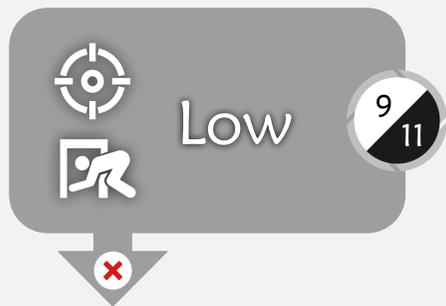
Many cards have alphabetical icons in the bottom right corner. These relate to Areas.

When a Section is named on any card, the Area it belongs to will be shown here in the order it was named. Use these icons to locate the Section on the Ship Map.

Now we have discussed Encounters and their likely outcomes, the other Scenes can be more quickly explained.

Ambushes

Ambushes are resolved much like Encounters. There are a couple of differences. The first difference is the test. Ambush Tests look like this..



When resolving a Threat Card, two Attributes are applicable; Attack and Hide. The test will be High or Low. As can be seen, Ambushes depend on Movement difficulty.

You can choose to resolve the test using either Attribute, as long as a Survivor you control in the Affected Section exhibits that Attribute.

If you choose the Attack Attribute, you Attack. If you choose the Hide Attribute, you Hide.

Identify the Resolving Survivor using the Attribute you chose in the usual way, with reference to the highest and lowest Attribute.

Hide

Hiding is the simplest way to resolve a Threat. If you successfully hide, the ambush card is discarded and no outcome is applied.

Attack

When you attack, check for any applicable weapons. Weapons are automatically used if they are equipped to a Survivor in the affected Section. This is an important distinction. **Survivors controlled by other players automatically help.**

Survivors equipped with a weapon use the highest weapon in their stack, ignoring any that have been turned over.

Add up the dice modifiers of all the weapons used and roll the die. The attack succeeds if your modified roll equals or exceeds the test difficulty.

Weakness

Most Ambushes have a weakness. This reflects the nature of the creature or the tactics it employs.



If any weapon being used has a trait matching the weakness shown, you may re-roll the die once when you attack, if the first roll failed. However, you cannot re-roll a botch.

Outcome

Resolve the outcome in the usual way. Ambush outcomes apply when the test is failed and in this case you can expect some sort of harm to befall the Resolving Survivor.

Collateral Damage

While weapon traits help to defeat the threat they come with a caveat. Spraying burning fuel, large calibre bullets or energy beams around a damaged ship poses foreseeable complications.

If you roll a botch when attacking, check for collateral damage.



Flames

Add a Fire token to the Section.



Powerful

Add a Damage token to the Section (if a duct is present).



Beam

Check the Area for any Fragile ducts. If you locate any, add a Damage token to them. Fragile ducts are explained in Damage Control.

Do not resolve the same effect more than once, no matter how many weapons of that type were used.

If obliged to resolve multiple effects, resolve them in the order of your choice.

Missions reflect opportunities for your Survivors to achieve a personal objective. Motivations range widely; politics, religion, grudges and more.

Missions

When a Mission Card is played, add it to the Tasks Space on the Status Panel. If another card is located there it is immediately failed. Discard that card and return any Faction tokens assigned to it. Then replace it with the new one.

Tasks

Missions features three tasks which must be completed in order.

When a Survivor you control completes the current mission task add your faction token to the card. The next task then becomes available.

Reflex Action

When a Mission Task is completed the next task is examined (if there is one). Any player who has a Survivor so placed that they can complete that task immediately may do so now, even if it is not their turn.

If multiple Survivors are suitably situated the highest ranking Survivor among them gains this opportunity. If the Survivor declines the action is not delegated to a Survivor of lower rank.

Hot Potato

You do not have to complete Mission tasks with the same Survivor. All Survivors who complete a Mission task are assumed to be personally invested in the Mission. They slip away as needed to hand over anything necessary for the next Mission task to the Survivor who completes it.

Success!

When the final Mission task is completed the mission is successfully resolved.

Each faction token assigned to the Mission scores a success for the affected player.

Failure

You do not score any successes for a failed mission, no matter how many tokens you have assigned to it. Since the next Mission Card will replace it and cause your tokens to be discarded, time is of the essence.

Tasks

There are three types of task; Presence, Operations and Launches.



Presence

In order to complete the Presence task you need only control a Survivor in the indicated Section. Complete the task on your turn unless you are completing it as a Reflex Action.



Operation

Operations are executed by performing the Operate action in the indicated Section. This is not possible if the Section features a Damage or Wreckage token.



Launch

A launch is resolved just like an operation, with one important difference. If the operation is carried out a spacecraft token in the Section must be discarded.

Sample Card

A Mission Card is reproduced below. As can be seen there are three tasks. These must be resolved in order from top to bottom.

They consist of an Operation in Reactor 2, an Operation in Reactor 1 and then a Survivor being present in the Shuttle Bay.

Radioactive fuel rods glowing ominously

REACTOR 2

REACTOR 1

SHUTTLE BAY

Black Market
Toxic insurance tucked safely away broadcasts transparent poison

Mission Complete!
Share out 3 Successes to contributing factions.
Then draw and resolve Frame Card #22.

X B N

Crises constitute imminent threats to the ship. They function much like Mission Cards, with a few key differences.

Crises

When a Crisis Card is played it is added to the Task Space on the Status Panel. If another card is located there it is failed. Discard the old card, as well as any tokens assigned to it. Then replace it with the new one.

Tactical Malfunctions

If the Tactical System is malfunctioning when a Crisis Card is played, any card in the Tasks Space is failed as usual. Then the new Crisis Card fails too.

Success!

When a Survivor completes a Crisis Task the affected Faction scores an immediate Success. Unlike Missions you do not have to wait until the whole card is successfully resolved to score.

Failure

When a Crisis is failed follow the outcome on the card to apply the failure effect. Sometimes these will direct you to resolve Impacts, in which case you will need to know where to apply them.

Assigning Impacts

To determine where an impact occurs, draw a Malfunction Card. The impact is applied to the Section corresponding with the Ship System shown.

Sometimes you will be directed to resolve multiple impacts. In this case resolve each impact fully before resolving the next one.



Interlude Cards

Interlude Cards are always eligible and do not involve a test. When an Interlude Card is played perform the indicated steps shown on the card, from top to bottom and from left to right.

While the text is self explanatory the central icon strip requires further explanation.



For each token with a visible matching icon on the Ship, increment the Resource Track once.



If Medical is online, Survivors in a Medical Bay may discard either a Harm or Infected token.



Infected tokens assigned to Survivors mature. If a token is already mature the affected Survivor is eliminated.



If Vents is not malfunctioning discard all cubes from Air Supplies, wherever they are located on the ship.



If Engines are malfunctioning every player discards a card from the top of each of their Event decks.

All Interlude Cards instruct you to refresh the Malfunction Deck. To do this shuffle the Malfunction discard pile and add it face down to the top of the Malfunction Deck.

Investigations

Investigations reflect efforts to unravel the mysteries that place the Riga at the nexus of galactic events.

If any of your Survivors are located in a Section featuring a Clue token they may perform an Investigation. This constitutes an Action.

Examine the Investigation Deck. The reverse of each Card features a division icon.

If the icon on the top card matches the Section in which you are conducting the Investigation, draw and resolve that card. Otherwise transfer that card to the bottom of the Investigation deck and check the next top card. Repeat until you find an applicable card, then draw and resolve it.

Test

Investigation tests always depend on two Attributes. To determine which attributes will apply examine your Survivors in the Section in the usual way.

Because there are two Attributes involved you may end up with two Resolving Survivors. This is normal. It means they team up!

Roll the die, add the indicated Attributes to the roll and try to equal or exceed the test difficulty.

Success

If you succeed choose a Resolving Survivor and equip them with the Investigation Card. Place the clue token on the card in the circular space, with the destination face up. This indicates where the next and final phase of the Investigation must be concluded.

Conclusion

When a Survivor with a Clue token is located in the destination Section they may perform an action to attempt to conclude the Investigation.

Discard the clue token from the Investigation Card and examine the number in the black circle. This identifies a Frame card. Draw the matching Frame card and resolve it.

These second stage Investigations are resolved much like regular Investigations. However, they are associated with unique outcomes.

Failure

If either test is failed the Investigation is failed. The clue token is discarded and no successes are scored. If the Investigation Card is equipped to your Survivor, discard that too.

Rescues

Rescues reflect an attempt to save a Survivor. Sometimes you will discover them in dire peril. At other times they must be saved from themselves or even from other Survivors.

If any of your Survivors are located in a Section featuring a Rescue token, they may attempt a Rescue. This constitutes an Action.

Select a Rescue Card just like an Investigation. However, Rescue Cards have two icons. If either is a match the card is applicable.

Reveal Survivor

Flip the top card in the Survivor deck over. This is the Survivor you are trying to rescue.

If the Rescue succeeds add the Survivor to your faction. Add their standee to the Affected Section.

If the Rescue fails the Survivor is discarded.

New Rescue

Every rescue, successful or not, generates a lead to a new one. When the rescue concludes discard the Rescue token and draw a replacement, adding it to play as described in Setting Up.

Communication malfunctions can cause these tokens to be discarded. If you wish to maintain the supply of rescues keep the ships communication systems in good working order.

Movement

Rescued Survivors can move in the turn they are rescued as long as you have not already resolved a move in the Section they are added to.

As the Inactive Player, you can play or draw. If you do not play a card you must draw. Draw a card from either of your Event Decks. If you have no cards in your hand when you draw, draw 5 Cards from one deck.

Then resolve hazards.

Resolving Hazards

Examine the top of your two Event Decks. The back of the top card will be visible on each deck. These identify Hazards.

Starting with your left deck, resolve the revealed hazards of both decks. If both cards are the same, resolve the same Hazard twice.

There are 4 different Hazards.



Fires Grow



Leak



Damage



Malfunction

Fires Grow

Add a Fire token to every Section on the ship where there are one or more Fire tokens.

When a Section has 4 Fire tokens it becomes an Inferno. If a Fire token would be added to an Inferno it spreads.

Fires are described in more depth in Damage Control.

Leak

Every Section in the affected Area leaks if it features Damage or Wreckage.

The nature of the leak depends on the duct in the Section.

Plasma ducts leak fire. Add a Fire token.

Fuel ducts leak fuel. Add a green cube to the Air Supply.

Leaks are explained in greater detail in Damage Control.

Damage

Add a Damage token to the affected Section if a duct is located there.

If the Section already features Damage flip the token over to show Wreckage, If it already shows Wreckage the Duct leaks (see above).

Malfunction

Draw a Malfunction Card. The System shown on the card malfunctions.

Use the card to find the corresponding Section on the Ship Map and add a Damage token to it. Malfunction Cards identify the Area the Section belongs to.

When a Subcritical System malfunctions add a Malfunction token to the corresponding System on the Status Panel. Do not add a token for Critical Systems. Flip over the linked card instead.

If the system was already malfunctioning do not add a new malfunction token or flip the card over again. Simply add the Damage token to the affected Section.

This is a Malfunction Card.



Malfunctions and damage tokens are closely related.

If a damage or wreckage token is added to a Section any related Critical or Subcritical system malfunctions.

When a Damage token is removed from a malfunctioning Section, the malfunction ends.

Robots

A Robot can be identified by this icon in the top right corner of the card.



When you acquire a Robot, position it to the left of the Survivor Card of a Survivor you control in the Affected Section. This Survivor controls the Robot. Robots confer special abilities on their controller. Robots can be traded just like Items.

If the controller is eliminated and you control no other Survivors in the Section to reassign the Robot to, discard the Robot.

Durability

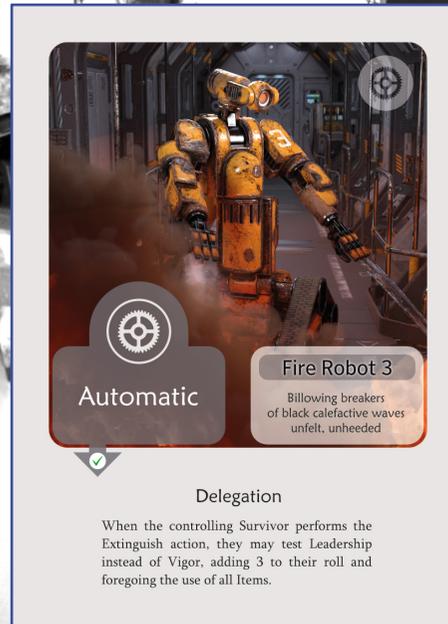
Robots are not Survivors. They do not suffer injuries or wounds in the same way that Survivors do. Fire and Toxic air supplies cannot harm them.

Third Law

When a Survivor in the Section where a Robot is located would suffer an Injury or Wound from an Event, the player whose faction the Robot belongs to may choose to invoke the Third Law.

If you invoke the Third Law, discard the Robot. The source of the Injury or Wound is nullified. This means that even if multiple Survivors would be injured, none are. The Robot sacrifices itself in some way to prevent the harm from occurring.

Note that this only applies during Events.



Default Event

If you do not move any of your Survivors you will not ordinarily generate an Event. However, you must resolve at least one Event during your turn.

If at the end of your turn you have not moved any of your Survivors, resolve an Event in the Section occupied by your highest ranking Survivor.

Launching the Shuttle

As an action any Survivor you control in the Shuttle Bay may attempt to initiate the Countdown.

In order to do so the number of Survivors in the Shuttle Bay must equal or exceed the number of Survivors associated with the current position of the Resource Track. These do not have to be your Survivors. All Survivors count.

Other players cannot ban their Survivors from helping. Survivors are keen to escape. They eagerly assist!

When the countdown begins flip the Shuttle token over.

Countdown

Once the Countdown has begun a Disaster cannot immediately end the game in defeat for all players. If a Disaster would occur the Shuttle is launched.

Every Interlude Card that is played causes the Shuttle to launch if the Countdown has begun. When this happens do not resolve the rest of the Interlude Card. Proceed directly to the Launch.

Launch

When the Shuttle is launched all Survivors in the Shuttle Bay climb aboard, the engines roar into life and the Shuttle blasts off. All Survivors in the Shuttle Bay are evacuated unless otherwise indicated.

The launch of the shuttle causes any other Spacecraft to launch too.

Other Spacecraft

There are two other spacecraft on the ship; namely the Fighter and the Lifeboat. These are represented by tokens in the Hangar and Lifeboat respectively.

If either of these tokens are still present when the Shuttle launches the spacecraft they relate to launch too, with the following effects.

When the **Lifeboat** launches all Survivors in the Lifeboat Section are evacuated.

When the **Fighter** launches the two highest ranking Survivors in the Hangar are evacuated.

Add these evacuated Survivors to the Shuttle Board for now.

Score Successes

If any Items or Survivors you evacuated allow you to score successes during the evacuation, score these now.

Score successes for any positive relationships that relate to evacuated Survivors.

Then resolve the Reckoning.

Reckoning

If there are any Cards in the Reckoning they are now resolved. Shuffle these cards, return them face down to the Reckoning and then draw and resolve them one at a time.

The Reckoning reflects the aftermath. When the evacuated Survivors return to Earth they are first feted and then questioned. Investigators try to piece together what happened. Perhaps the Riga is recovered and examined - or at least the debris.

In time perhaps the full truth will emerge. The Commissariat has no time for that. With the aid of intrusive psych-probes and interrogation suitable scapegoats are identified. Whether they are actually responsible is beside the point. The Empire needs to identify traitors to explain why things went wrong.

Survivors are eligible for scapegoating if they have one or more Stress tokens. The more Stress tokens a Survivor has, the quicker they break down under interrogation. A broken Survivor will say anything. Signed confessions ensue.

Scapegoated Survivors are not necessarily eliminated. However, their fate is unlikely to be a happy one. They do not count toward the evacuation target of the affected player.

Victory

After the Reckoning, players count up their evacuated Survivors and compare this number to their evacuation target, ignoring any who are scapegoated or infected. Any player who equals or exceeds their target is victorious.

If only one player would lose, everybody wins.



Damage Control

Damage

Damage to the fabric of the ship is recorded by Damage and Wreckage tokens. These are the opposite sides of the same token.



Damage



Wreckage

When adding a Damage token to a Section add the token with Damage side face up.

If you would add a Damage token to a Section that already features a Damage token do not add a new one. Just flip the existing token over to show Wreckage. This counts as adding a Wreckage token.

Sparks

When a Damage token is added to an already damaged (or wrecked) Section, showers of sparks and electrical discharges fill the Section.

Examine the affected Area. Any green cubes in the Air Supply of any Section in the Area ignite (see next page).

Leaks

If you would add a Damage token to a Section featuring Wreckage, the Duct sparks **and** leaks.

Ducts

You will find Ducts throughout the ship. Many compartments have one. They are the weak points of the ship's fuel and plasma conduit system.

Ducts are what Damage and Wreckage tokens relate to. For this reason, if a Section does not have a Duct it cannot have Damage or Wreckage.

If instructed to add a Damage or Wreckage token to a Section where there is no Duct, disregard the instruction.

Types of Duct

There are two types of Duct on the Ship; Plasma Ducts and Fuel Ducts. Plasma Ducts are the most common.



Plasma



Fuel

Fragile Ducts

Fragile ducts are damaged by beam weapon botches that occur in the same area.

In addition, when a Fragile Duct is damaged, an additional damage token is then added. This inevitably causes the duct to be wrecked.



Fragile Duct

Leaks

When a Plasma Duct leaks add a Fire token to the affected Section.

When a Fuel Duct leaks add a Green cube to the Air Supply of the affected Section.

Fire tokens and Green cubes do not get along as we will see when we explain Fire.

Ducts cannot leak if they are undamaged. If a Damage or Wreckage token is present in a Section the Duct there can leak.

Causing Leaks

There are three things that can cause a damaged Duct to leak.

1. Failed Repair/Clear

Whenever the Repair or Clear action fails the affected Duct leaks.

2. Hazard Card

You may be instructed by a Hazard Card to check all the Sections in an Area and resolve a leak in any damaged Ducts.

3. Adding Damage to Wreckage

If for any reason you would add Damage to a Section featuring Wreckage the affected Duct leaks.

There are, of course, a variety of different ways in which a Damage token can be added to a Section.

All Sections except the Shuttle Bay have an Air Supply. This grouping of white and blue spaces records the quality of air in the section.

At the start of the game every Air Supply is free of contamination but as the game progresses some Air Supplies will fill with green and black cubes.



Green cubes represent fuel vapour. Starship fuel evaporates to a toxic, flammable and foggy gas.



Black cubes represent smoke or dense fumes. These gases poison the air and reduce visibility.

Adding Cubes

When you add a cube to an Air Supply, add it to a blue space if possible. If the affected Air Supply has no free blue spaces, add it to the adjacent Air Supply with the most blue spaces available.

If you cannot add the cube to a blue space, repeat the process with white spaces.

The cube will end up somewhere unless the Air Supply and all adjacent Air Supplies are full up. In this case the cube is not added.

Toxic

When any of the white spaces in an Air Supply contain a cube the Air Supply in the Section is Toxic.

If a Survivor you control occupies a Toxic Section at the end of your turn they gain an Injury.

Opaque

If all the spaces in an Air Supply feature a cube, the Air Supply becomes Opaque.

Survivors in an Opaque Section cannot perform any actions, other than the Move action. They can't see what they are doing!

For reasons that should be obvious an Opaque Section must necessarily also be Toxic.

You will discover Items during play that can render Survivors immune to Toxic and Opaque effects.

Ignition

If a Green cube and a Fire token would be located in the same Area, discard the Green cube and add 2 Fire tokens to where the existing Fire token is located. Continue until there are no more Green cubes in the Air Supply.

Note that this applies to the Area, not just the affected Section. Fuel vapours creep through hatches and ventilation spaces.

Air Supply Adjacency

Air Supplies are adjacent if their Sections are connected by a hatch. Sections connected by an airlock do not have adjacent Air Supplies.

Ventilation

As long as the Vents system is working, playing an Interlude Card will clear all green and black cubes from the ship.

Fires

Sections can hold up to 4 Fire tokens. When a Section has 4 Fire tokens it becomes an Inferno.

Infernos

At the end of your turn, examine any of your Survivors located in an Inferno.

Check the Sections adjacent to the Inferno. If there is at least one adjacent Section that is not an Inferno, the Survivor gains an Injury.

If all adjacent Sections feature an Inferno, or there are no adjacent Sections, the Survivor is trapped by flames and is eliminated.

Survivors do not gain an Injury from both Fire and Toxicity. If they suffer both they receive only one Injury.

Spreading Fires

When a Fire token would be added to an Inferno it spreads instead to another Section.

Identify the adjacent Section with the fewest Fire tokens and move the Fire token there. If all adjacent Sections feature an Inferno, move onto the Sections adjacent to them and continue. Unless every Section in the Area has an Inferno you will find a Section to add the Fire token to eventually. If you cannot add the Fire token anywhere discard it, with the following exception.

If all Sections in an Area already have an Inferno when Fires Grow, add single Fire token to the nearest Section in an adjacent Area. This represents super-heated bulkheads beginning to set things on fire on the other side.

Flammable

When you add a Fire token to a Section with the Flammable icon add 2 Fire tokens instead. These tokens do not themselves cause 2 Fire tokens to be added.

Explosions

Sometimes you will be instructed to resolve an explosion in a Section.

A Section always explodes into an adjacent Section. Examine the affected Section and identify which section it will explode into.

Sections explode into the adjacent Section with the largest Air Supply. Break ties as the Active Player sees fit.

Resolving the Explosion

Count up all the Fire tokens in the affected Sections and divide them as equally as possible between the two Sections, favouring the exploding Section.

Both Sections are wrecked. Adjust them so they display a Wreckage token. This does not count as adding damage so do not resolve leaks or sparks.

Any Survivors located in either Section suffer an Injury.





Appendix

	Item	Event Cards
	Personal	
	Condition	
	Weapon	
	Robot	
	Presence	
	Operation	
	Launch	
	Damage	Tokens
	Wreckage	

	Flames	Weapons
	Powerful	
	Beam	
	Accuracy	
	Attack modifier	
	Tools	Searching
	Firefighting	
	Medical	
	Successes	
	Robots	

	Pumps	Interludes
	Medical Bays	
	Infections mature	
	Vents	
	Check Engines	
	Always Eligible	Eligibility
	Command	
	Tactical	
	Science	
	Engineering	

1. Lay out Boards

Place the Ship Map on the table. Add the Status Panel to one end and the Shuttle Board to the other. Add a blue cube to the start of the Resource Track. Add the 6 Status Cards face down to the respective spaces on the Status Panel.

2. Add Ship tokens

Add ship tokens to the relevant spaces on the ship, as follows:



Cryo, Brig, Xeno



Bridge, Systems, Halox 1, Halox 2



Plasma 1, Plasma 2, Fuel Pump, Freon



Shuttle Bay



Hangar



Lifeboat

3. Tokens

Add the Clue tokens to an opaque container. Draw one and add it to Xeno. Draw 2 more and apply them to the indicated sections. Return all other Clue tokens to the game box.

Add all the Rescue tokens to the opaque container. Draw 7 and add them to the Ship Map.

4. Build Factions

Shuffle the Survivor Deck and deal 2 Survivor Cards to each player. Then place the deck face down in the reserved space on the Status Panel.

The player with the highest ranked Survivor adds the Seniority token to that Survivor.

Each player takes the standees matching their Survivors and adds them to the deck on the Shuttle Board.

Players each add one of their faction tokens to Space 7 of the Evacuation Track.

5. Decks

Shuffle the Supply Deck and place it face down in the reserved space and flip the top card over to display the top card.

Shuffle the Investigation and Rescue decks and place them face down in their reserved spaces.

Shuffle the Malfunction deck and place it face down in a convenient spot.

Place the Frame Deck face down in an accessible location. Arranging these these cards in numerical order will save you time later.

6. Event Decks

Shuffle the event cards and deal them out to a number of individual decks equal to twice the number of players.

Each player takes two of these event decks and places them in a convenient place to one side of them. It is important to align these decks so one is clearly the left deck and one the right deck.

Players now build their hands. Each player draws a card from each of their event decks. They then draw additional cards as follows.

The player to the left of the player with Seniority draws a single card. Then, proceeding clockwise, each player draws one card more than the player to their right.

Players must draw all these additional cards from their left event deck.

7. Malfunctions

Draw 7 Malfunction Cards and resolve each card as you do so. Build a discard pile with the resolved cards.

8. Play Begins

The player with Seniority takes the first turn and the game begins. Players take turns clockwise until the game ends.

Players perform actions and resolve scenes. If you do not move any Survivors in your turn, a default event is triggered at the end of your turn in the Section where your highest ranked Survivor is located.