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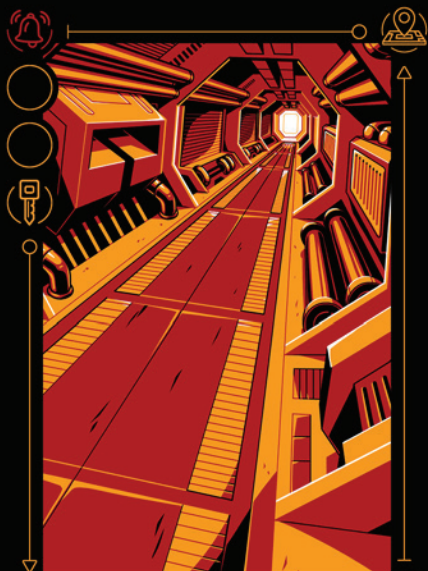
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CORRIDOR



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GRENADE



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PULSE RIFLE

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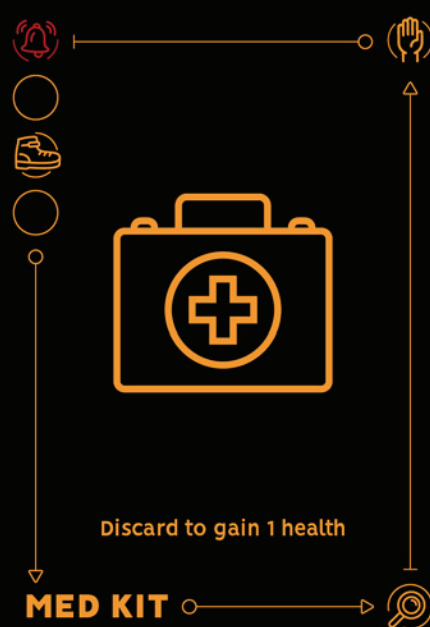
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Discard to gain 1 health

MED KIT



Gain a key token.

CONTROL PANEL



Discard to gain a (H) token for your handgun.

AMMO



Discard to gain a (H) token for your handgun.

AMMO



Discard to gain a (H) token for your handgun.

AMMO



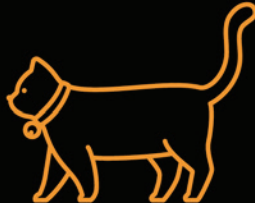
CREW



CREW



CREW



CAT

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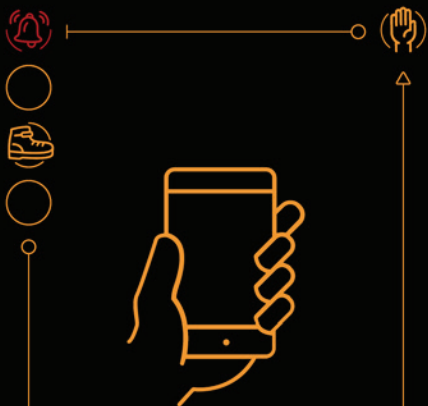
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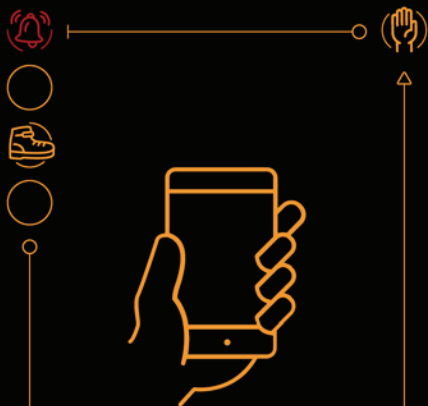
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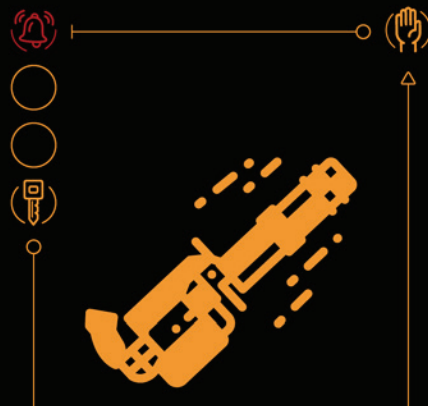
Discard to draw 3 cards.
If any of them are aliens,
discard them.

MOTION DETECTOR



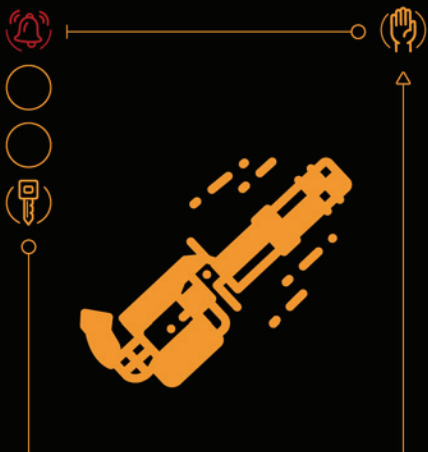
Discard to draw 3 cards.
If any of them are aliens,
discard them.

MOTION DETECTOR



Discard to discard an ALIEN
card that has just been
drawn or is in the row.

AUTO GUN



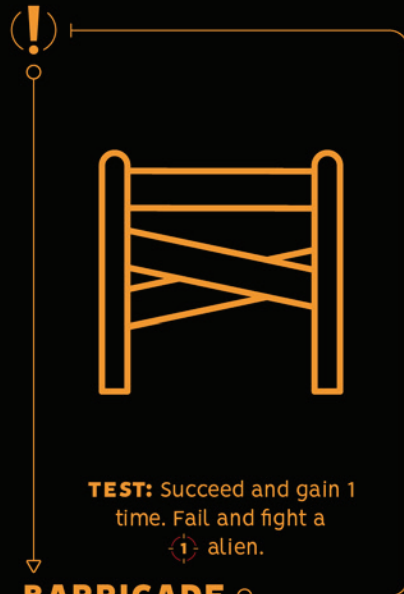
Discard to discard an ALIEN
card that has just been
drawn or is in the row.

AUTO GUN



TEST: If you fail,
Take 2 damage.

EXPLOSION



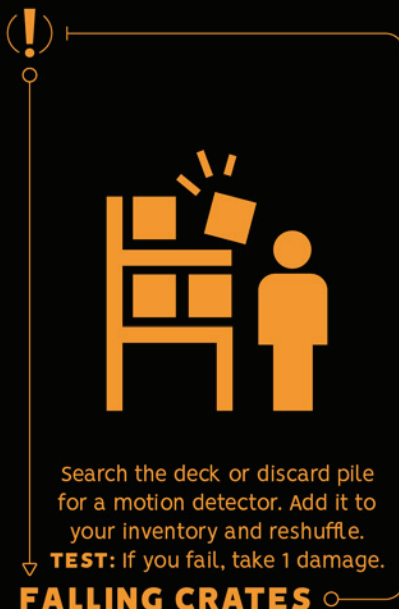
TEST: Succeed and gain 1
time. Fail and fight a
1 alien.

BARRICADE



TEST: If you fail,
Take 1 damage.

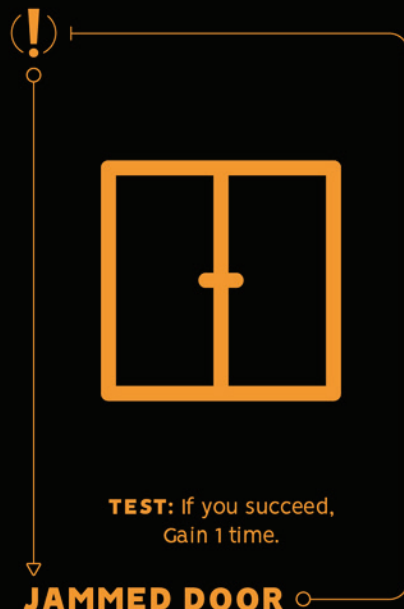
LIVE WIRES



Search the deck or discard pile
for a motion detector. Add it to
your inventory and reshuffle.

TEST: If you fail, take 1 damage.

FALLING CRATES



TEST: If you succeed,
Gain 1 time.

JAMMED DOOR

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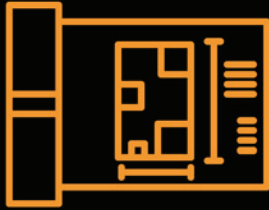
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TEST: If you succeed,
Gain 2 time.

BLUEPRINTS ○



TEST: If you fail, take 1 dmg
AND discard a crew card
from your inventory.

AMBUSH ○



TEST: If you fail, take 1 dmg
AND discard a crew card
from your inventory.

AMBUSH ○

REFERENCE

Move the time track cube to the next
lowest number whenever you:

- Toss a token to fire a weapon or use a grenade
- Reload
- Are instructed to do so based on an event or test
- Hide



Move



Search



Key



Noise



Item



Weapon



Crew



Location



Test

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ARMORY



You may pay 1 time to draw cards until you find a  card. Place it into your inventory. Reshuffle the rest back into the deck.

COMMUNICATIONS



Draw the top 3 cards. Place them back on top of the deck in any order.

BROKEN BRIDGE



TEST: Fail and take 1 damage AND discard a crew card from your inventory.

MEDBAY



You may pay 1 time to heal 2 health.

SEWER



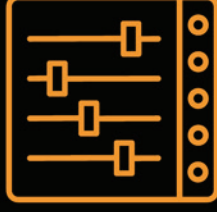
Draw 3 cards. If one of them is an alien, it attacks you. Shuffle all non-alien cards back into the deck.

REACTOR



Draw 5 cards. If 1 of them is an alien, it attacks you. Shuffle all non-alien cards back into the deck.

CONTROL CENTER



Draw the top 3 cards. Discard 1. Place 1 on the bottom of the deck. Place 1 on top of the deck.

SATELLITE DISH



TEST: Succeed and gain 1 time. Fail and lose 1 time.

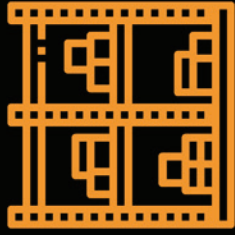
MORGUE



You may pay 1 time to add a key token to your inventory.

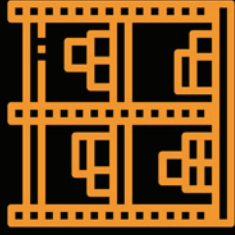


SUPPLY ROOM



You may pay 1 time to fully reload the pulse rifle.

SUPPLY ROOM



Draw 5 cards. If any of them are a Grenade, you may put it into your inventory. Shuffle all other cards back into the deck.

TRASH COMPACTOR



TEST: Succeed and you may pay 1 time to search the discard pile for a card and add it to your inventory. Fail and take 1 damage.

AIR DUCTS



TEST: Succeed and gain 1 time. Fail and fight a  alien.



LANDING PAD



Fight the alien queen. If you defeat it, you escape and win.

3





HEALTH

6

5



4

3



2

1



TIME

20

19

18

17

16

15

14

13

12

11

10

9

8

7

6

5

4

3

2

1



INVENTORY



HARD

