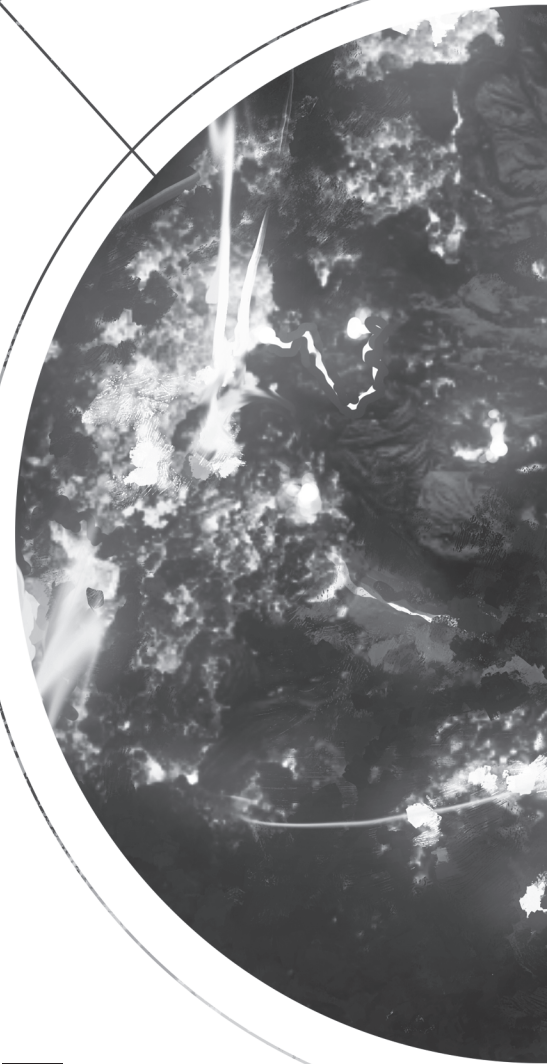


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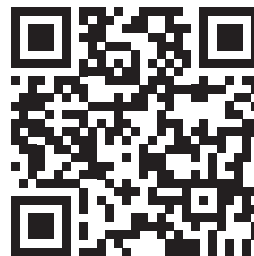
ISS VANGUARD
OFFICIAL DOCUMENT

LOST FLEET CAMPAIGN
**OPERATIONS
BOOK**



YOU WILL MARK AND FILL THIS LOGBOOK
AS YOU PROGRESS YOUR CAMPAIGN.

INSTEAD OF THIS PAPER COPY,
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IF YOU NEED ANOTHER PAPER COPY OF THE OPERATIONS BOOK,
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INTRODUCTION

ISS Vanguard Operations are single scenarios that can be played either separately during a single gaming session, or as a part of the main ISS Vanguard: Lost Fleet campaign.

Since Operations make use of all advanced ISS Vanguard rules and new Lost Fleet campaign rules, we strongly recommend that you play several Planetary Explorations from the story campaign before attempting an Operation.

Operations use most of the standard components from the ISS Vanguard game box and Stretch Goal box.

The Lost Fleet campaign Operations Book contains four scenarios:

- **Operation Cryptobiosis.** This mission for 1-4 players takes place in a system where Vanguard discovers a bone-dry and dead planet orbiting a variable star. This world's surface hides many traces of a dormant, hibernating ecosystem that wakes at peak points of the star's activity, only once a couple of centuries. Vanguard's scientists cannot resist the urge to stay and observe this phenomenon as the moment of awakening approaches.
- **Operation Pilgrimage.** A mission for 1-4 players. In "Pilgrimage", after landing on an arid, savanna-like world, crewmembers stumble upon a wounded, intelligent alien: an Idemian pilgrim, and get involved in an ancient Idemian ritual. In order to survive they must complete it.
- **Operation Deeper Horizon.** A mission for 1-4 players. In this tense scenario, our crewmembers try to avert a disaster as their station descends lower and lower, slowly crushed by external pressure.
- **Operation Tartarus.** This mission for 1-4 players allows you to explore the mysterious alien megastructure newly discovered by Vanguard.

HOW TO PLAY OPERATIONS?

If you want to play an Operation as a part of your campaign, see "Operations During the Campaign" below. If you want to play an Operation as a single scenario outside the campaign, read on. You don't have to prepare anything in order to start an Operation – just go to the appropriate Log below.

- » To begin Operation Cryptobiosis, go to **Log 1714**.
- » To begin Operation Pilgrimage, go to **Log 1826**.
- » To begin Operation Deeper Horizon, go to **Log 1759**.
- » To begin Operation Tartarus, go to **Log 1941**.

OPERATIONS DURING THE CAMPAIGN

Completing Operations during the campaign is optional. They are not required to collect all Unique Discoveries or Projects, and their rewards are less impactful than those of the campaign missions. You'll have only one try for each Operation when playing the campaign – after the first attempt, the planet becomes unavailable to you.

To play an Operation during the campaign, you don't need to prepare anything particular – after locating the landing opportunity in System Maps, follow the instructions on the Landing card just like for every standard Planetary Exploration.

OPERATION: CRYPTOBIOSIS LOG 1700

Away Team live feed

***** hiss of a closing hatch;
crunching footsteps *****

[Away Team commander]: Fascinating. We expected the surface to be one never-ending desert strewn with some rock formations, but we didn't see that coming.

[Crewmember 1]: No! There are gigantic, petrified plants as far as the eye can see.

[Crewmember 2] (slightly annoyed): They aren't exactly petrified. Since the planet is devoid of water, the plants have developed some stone-like protective layers. They enable them to survive the rainless part of the season.

[Away Team commander]: See those bulges there along the branches? They strangely look like buds.

[Crewmember 2]: They do. Which worries me. This means the hyper-intensive photosynthesis phase is about to begin. Once the huge rainfall comes, the plants will grow like crazy. We might get into trouble.

[Crewmember 1]: And the vegetation may not be our only problem. There are spots among those stone-covered plants that appear to be nests or burrows. Our sensors indicate weak but stable life signs.

[Away Team commander]: And the weather forecast indicates heavy rainfall, so we need to hurry up collecting the samples.

[Crewmember 1]: Fortunately, we have chosen a good landing spot. How about we build fortifications? You know, just in case?

[Away Team commander]: Point taken. We will get to it after the first recon. Now, let's go.

Open the Planetopedia at pages 4-5 (Cryptobiosis). Then, read on:

1. Prepare the Planet board

- Populate the right side of the Planet board with the indicated Unique Discoveries (face down) and Mission card **M25**.
- Place the Lead bag next to the Planet board. Ensure it contains 20 Lead tokens.
- Shuffle all 5 Discovery decks separately and place them above the Planet board.
- Shuffle the Advanced Events deck and place it to the left of the Planet board.
- Place the Injuries deck to the right of the Planet board.

2. Disembark

- Place the Lander and all Crewmembers in Sector **9**.
- Do not place the Rank-Up card on the table. If you are playing this Operation as a part of the campaign, your Crewmember will gain a new Rank depending on their performance in this Exploration.
- Players divide Personal Equipment cards and Mission Equipment cards between them. No Crewmember may carry Equipment cards belonging to another Section. If players cannot agree, the Recon Section player makes the decision.
- Each Crewmember places a Turn token on their Crew board, "Turn Available" side up.
- Each Crewmember draws the number of Section cards indicated on their Crew board from their Section deck.
- The Recon Section player chooses a Crewmember to receive the Start token.

3. Planetary Exploration

- Following the rules in Chapter III of the Rulebook, perform a Planetary Exploration. Store the Ship Book.

LOG 1701

Away Team recordings

[Away Team commander]: Look. See that shell of an Arrogator spaceship? Something is moving in there.

[Crewmember 1]: Yeah, no wonder. A metal fuselage, overgrown with vines. A perfect hideout.

[Crewmember 2]: Are we going closer to take a look, commander?

[Away Team commander]: Yeah, but keep a safe distance.

***** footsteps *****

[Crewmember 2]: I have never seen anything like this before. That flower bug is overgrown with vines, but also with... wires and cables!

[Crewmember 1]: It is incorporating itself into the wiring of the wreck. Becoming one with it.

[Away Team commander]: But that's not everything! The electronics it has ingested somehow came to life, and now it is interfering with my scanner!

[Crewmember 2]: Mine too. How about we move on?

[Away Team commander]: Good idea.

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

LOG 1702

Away Team commander live feed

*** sound of heavy rain ***

[Away Team commander]: This is the Away Team commander, reporting from the Cryptobiosis operation. Professor Valinsky, the head of Science, was right. The hyper-active growth stage has just started. Green and gray clouds covered the entire sky less than an hour ago, and then a massive downpour began. It was a fascinating spectacle to behold. Every raindrop splashed into small bits, all shining green. They were quickly soaked up by dried earth, but the green gleam became stronger and stronger to almost drive the darkness away! I got it all on video! As to the plants, we haven't-

[Crewmember 1] (distant and muffled): Dammit! Commander! We have a problem!

[Away Team commander]: I will be right there! I-

*** sound of rain intensifying ***

[Crewmember 1] (in fear): Commander!

*** long, deafening crash ***

[Away Team commander] (in fear): No, crap, no!

*** hatch opens; deafening rain;
hatch closes ***

- Discard Mission card **M25**.
- Place Mission card **M26** on the Planet board.
- Replace your current Global Condition card with card **G25**.
- Place **P154** cards in Sector **2** and Sector **6**.
- Place the *Sprouts* Threat card in the designated slot above the Planet board.
- Place one random **P161** card in Sector **1** and Sector **5**.
 - If the *Leaftrap's Lair* card is on the Planet board, place the *Awakened Leaftrap* Threat card in the designated slot above the Planet board.
 - If the *Bug's Lair* card is on the Planet board, place the *Awakened Bug* Threat card in the designated slot above the Planet board.
 - If the *Thicket's Lair* card is on the Planet board, place the *Awakened Thicket* Threat card in the designated slot above the Planet board.

LOG 1703

Away Team recordings

[Crewmember 2]: Why did you call it the Leaftrap?

[Crewmember 1]: Because that's what it is. See this spacious crack in the fuselage? It is entirely filled by the Leaftrap. It is just sitting there, waiting for something careless to come closer to grab the victim with its vines.

[Crewmember 2]: It could be a long wait. The vegetation in the area isn't as lush as anywhere else, and there are almost no life forms.

[Away Team commander]: Perhaps there is something else the Leaftrap needs. The embankment stretches on a rich deposit of unknown metal, generating a strong magnetic field.

[Crewmember 1]: How about we pull the thing out of the hole? I wish we could research it!

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

LOG 1704

If Mission card **M25** or **M26** (**M220** or **M221**) is still revealed, go to **Log 1719**. Otherwise, read on:

Away Team live feed

*** hum of engines warming up;
computer-generated voice counting down ***

[Away Team commander]: Right. All set. We're cutting it a little close. One more hour on this planet and we're all doomed-

*** quick footsteps; hatch opens ***

[Away Team commander]: Hurry up!

[Crewmember 1] (delighted): I know! It's just that... Look at all this! Did you expect the local ecosystem to develop so quickly!

[Crewmember 1] (suddenly scared): Crap, it's following us. See that vine? It's tearing the fortifications apart!

[Away Team commander]: Yeah, and there's another one, jutting from the ground. We have no time! We must take off!

[Crewmember 1]: But where is-

[Crewmember 2] (breathing heavily): Here. I just wanted to get more samples. It may not be enough to-

[Away Team commander] (sharply): Move inside!

*** hatch opens and closes; countdown
nears zero; hum of the engine increases ***

[Away Team commander]: ISS Vanguard, this is the Away Team. The Cryptobiosis operation is over.

[Capcom]: We are glad to hear it.

[Away Team commander]: Away Team lander, over and out. Now let's get out of this hellish garden.



Congratulations, you just completed Operation Cryptobiosis!

Now you can check how successful this mission has been. The more samples the Away Team obtained, the more successful the Operation was.

Remove all markers from the Threat cards and Lander board. You may use markers to count your victory points. Each marker on the Lander board means 1 victory point. Gain victory points following the scoring rules listed below:

- Add 5 victory points for each Unique Discovery you have on the Lander board.
- Add 3 victory points for each non-Unique Discovery you have on the Lander board.
- Add 1 victory point for each Lead token on the Discovery decks.
- Subtract 2 victory points for each marker in Sector **9**.

Check the final score and apply the appropriate result from the table below:

- **7 or less** – Negligible success.
- **8-14** – Moderate success. If you are playing the campaign, gain 2  and all Rank 1 Crewmembers involved in this Exploration Rank-Up. If a Section had no Crewmembers in this Exploration, one chosen Rank 1 Crewmember in this Section may Rank-Up.
- **15 or more** – Great success! If you are playing the campaign, gain 4  and all Rank 1 and Rank 2 Crewmembers involved in this Exploration Rank-Up. If a Section had no Crewmembers in this Exploration, one chosen Rank 1 or Rank 2 Crewmember in this Section may Rank-Up.

If you are playing the campaign, open the Ship Book at page **25** and begin Ship Management.

LOG 1705

Away Team live feed

*** careful, echoing footsteps ***

[Away Team commander]: Blimey. Look at the crystals. This is the most beautiful place on this planet so far.

[Crewmember 2]: Beauty is a non-scientific concept, but... yeah, those crystals are strikingly eye-catching.

[Crewmember 1]: Look! There are more up ahead! They jut from the walls all the way forward.

[Away Team commander] (with admiration): Awesome.

*** footsteps again ***

[Crewmember 1] (gasps): What a grotto!

[Crewmember 2]: After a brief analysis, I must conclude that those crystals are identical to those growing in the hearts of planets.

[Crewmember 1]: And I need no analysis to know that their edges may be dangerous to our suits and bodies.

[Away Team commander]: Fair enough. We proceed with caution.

Gain 1 Mineral Lead.

LOG 1706

Lieutenant Banini's final report

Captain,

I have finally interviewed all the participants of the Cryptobiosis operation, and analyzed their conclusions.

Some are actually predictable. The Away Team members admitted that the mission was hastily prepared and added that we should not have rushed things just because a scientific opportunity presented itself. Such action leads to an underestimation of the risk.

It will be vital for us to keep this in mind for future missions. One of our crewmembers barely escaped death. His recovery may take weeks, if not months – the trauma even longer. What's more, rumors begin to circulate, and some crewmembers openly accuse us of incompetence.

My suggestion: to analyze and improve our safety protocol and begin another planetary mission – a low-risk one this time. It will boost morale and allow us to test the new safety protocol.

Regards,

Lieutenant Marco Banini

- Place the Mission Failed token on the Lander board.
- Discard all non-Unique Discoveries from the Lander board.
- Open the Ship Book on page **25** and begin Ship Management.

LOG 1707

Away Team recordings

[**Away Team commander**]: All right, crew, the camp is our priority. The stronger we make it, the longer we will be able to survive on the planet. Put your backs to it!

If card **P152** is in Sector **9**, replace it with card **P153**. Otherwise, place card **P152** in Sector **9**.

LOG 1708

- If card **P152** is in Sector **9**, go to **Log 1716**.
- If card **P153** is in Sector **9**, go to **Log 1721**.
- Otherwise:

Away Team live feed

***** screeching and cracking of metal elements; muffled hissing of monsters *****

[**Crewmember 1**] (awed): There are so many!

[**Crewmember 2**]: Commander! We must take off immediately! All our samples are imperative. If we lose them...

[**Away Team commander**]: Quiet! The fortification will hold a bit longer and I will-

[**Crewmember 2**]: There is a breach! A breach! The wall will snap any second. We need to take off!

[**Away Team commander**] (mortified): Change of plans. Let's get the hell out of here. Capcom, do you read? We have a-

***** siren wailing *****

[**Away Team commander**]: What's that?

[**Crewmember 1**] (frightened): A huge piece of our fortifications was simply torn away! Look! By that thing with tentacles!

[**Away Team commander**] (alarmed): Seal the hatch! Activate the engines! We're leaving the bloody planet forever!

***** another thud accompanied by roaring, more sirens, engines humming *****

[**Away Team commander**] (in fear): Come on, you piece of junk! Take off! Take off!

***** ear-splitting explosion *****

The Operation was a failure!


Each Crewmember dies – remove each Crewmember from their Rank Sleeve.

If you are playing the campaign, go to **Log 1720**. Otherwise, store your game in the box.

LOG 1709

Away Team commander live feed

Task completed successfully. Samples taken without waking the nest. We now retreat and will continue to look around.

- Gain 2 .
- If the *Awakened Leaftrap* AND *Awakened Bug* Threat cards are revealed, gain Unique Discovery **37**.
- If the *Awakened Leaftrap* AND *Awakened Thicket* Threat cards are revealed, gain Unique Discovery **36**.
- If the *Awakened Bug* AND *Awakened Thicket* Threat cards revealed, gain Unique Discovery **35**.
- Go to **Log 1712**.

LOG 1710

Cryptobiosis final briefing

Please, remain seated, everybody. Thank you for showing up on such short notice; time is of the essence, as never before.











The planet we are about to explore hosts a dormant desert ecosystem that wakes up once every couple of centuries to transform into a dense jungle. The unique process takes no longer than a week, so by its nature, it is indescribably intense. If our forecast is not wrong, the phase is about to begin soon.

In other words, you will have a once-in-a-lifetime opportunity to research the planet before the super-violent growth stage begins. We have little time to get there, so you will be requested to pick up your gear and go to the lander the minute you leave the briefing room. This is a high-risk operation; the captain was most reluctant to greenlight it, therefore the Away Team will comprise volunteers only. Should any of you wish to back out, you have your chance now.

No? I am more than proud of you. Stay safe and return soon.

If your Lander has at least 5  and 5 , go to **Log 1700**. Otherwise, begin the landing procedure:

1. On the Lander board, place a marker in the starting space (indicated with an "S" on the landing track).
2. Roll the Danger die and apply the effect corresponding to the rolled result on the table below. If more than one option is available, choose one (you cannot choose an option you cannot fully resolve). In rare cases, where a Crewmember would gain a fourth Injury, ignore that Injury card and Injury die.
3. Progress the Landing track (move the marker 1 space to the right), but not beyond the last space.
4. If the marker has reached the "Landing Successful" space, go to **Log 1700**. Otherwise, go back to step 2.

	Glare	Choose one: » Dazzle Each Crewmember 6  reduced by  .
	Desert Winds	Flight Disturbances If  is 5 or more, nothing happens. Otherwise, 1 random Crewmember gains a <i>Wounded Injury</i> .
	Air Current	Air Shortcut If  is 4 or more: Landing Successful! Go to Log 1700 .
	Clean Atmosphere	Easy Flight If  is 4 or more, nothing happens. Otherwise, each Crewmember  .

LOG 1711

Away Team recordings

[Crewmember 1]: See the thicket in front of us? I see in in my scanner. It is too dense for my taste.

[Crewmember 2]: Sure, nowhere else has the vegetation grown so quickly. I see hundreds of twitching vines. Let's go around it and-

[Crewmember 1]: No, that's not what I mean. Let's not get any closer at all. The thicket looks like a normal grove, but its core has somehow solidified. As if it was-

[Crewmember 2]: A stomach?

[Crewmember 1]: And a maw.

[Away Team commander]: There is more to it. I am almost sure I saw a similar organism rolling forward on the plain a while ago. Now it has taken roots. Interesting, eh?

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

LOG 1712

If Mission card **M25** is revealed, gain 1 Microorganism Lead and Refresh 3 . Otherwise, read on:

Away Team live feed

***** water dripping; voices echoing *****

[Crewmember 2] (whispering enthusiastically): There is water here! In abundance! Do you know what that means?

[Crewmember 1]: New lifeforms.

[Crewmember 2]: The sensors detect no movement.

[Away Team commander]: Proceed with utmost care.

[Crewmember 1]: There is a cave at the end of this very tunnel. Smaller than the one before.

[Crewmember 2] (enthusiastically): Yes, I've got a visual, too. Looks like it's a perfect habitat.

[Away Team commander] (to herself): A perfect trap, rather. I hate such places. (louder) All right, let's go. And don't take too much time there.

Roll a D10 and check the result below. If the box is not marked, mark it and resolve its text. If the box is already marked, mark it and resolve the first unmarked box under it. If all the boxes below it are marked, mark the topmost unmarked box. If all boxes are marked, place card **P000** on top of any cards in your Sector.

0-2: Place card **P157** on top of any cards in your Sector and go to **Log 1715**.

3-4: Place card **P158** on top of any cards in your Sector and go to **Log 1722**.

5-7: Place card **P159** on top of any cards in your Sector and go to **Log 1705**.

8-9: Place card **P160** on top of any cards in your Sector.

LOG 1713

Away Team live feed

***** whizz of a space weapon;
muffled explosion *****

[Crewmember 1] (enthusiastically): Did you see that? I smashed that rock to smithereens!

[Crewmember 2] (sternly): Don't you dare use it against-

***** another whizz; closer explosion;
splash *****

[Crewmember 1]: ... things that crawl up to you?

[Crewmember 2]: That thing was far away. We would have escaped! Don't go around killing stuff just because you can.

***** one more whizz; explosion nearby;
splash *****

[Crewmember 2]: Damn you! We're supposed to collect samples!

[Crewmember 1] (alerted): It was close. Actually... Actually, I am thinking that we attract too much attention.



***** sound of crawling vines *****

[Crewmember 2]: How about we retreat to-

***** roar in the distance *****

[Crewmember 2] (fearfully): ... to a safer area and proceed?

[Crewmember 1]: Yeah, let's go.

For each Threat in this Sector ( ) on their Threat card. Then if any markers reached the Outcome space, in your chosen order, remove those markers and apply the effect of that Outcome.

LOG 1714





OPERATION CRYPTOBIOSIS


The following rules will allow you to start Operation Cryptobiosis as a separate, stand-alone mission. However, this Operation is also available from the campaign map and may be played as a part of the full ISS Vanguard: Lost Fleet campaign.

Crewmembers count: 2-4

Difficulty: Medium

Biomes:  

Frequent Checks:    

Dice Checks:  cause the progression of Time Tracks.

Threats: A large number of dangerous Threats, recommended Equipment against Threats (especially a Modular Turret).


Landing:  and  advised.

Setup:





1. Prepare the Lander

- Place the Void Ranger Lander board on the table. Place all Lander Mods numbered **A01-A20** on the table. Choose up to 2 Utility mods and up to 1 Structural mod and place them on the Lander board.

2. Prepare the Away Team

- Each player picks at least one Crew board. If playing solo, you must select at least 2 Crew boards.
- Each Section draws three Crewmember cards, selects one card, and places it in the Rank 2 sleeve of their Section. Place these sleeved Crewmembers on their matching Section boards.
- Each player fills their Crew boards with 11 Section dice from the box. Among those, each Crewmember needs to have at least one Basic dice () for each of the three colors. Players may use Universal, Expert, Wild and Alien dice in this Operation.
- Each Section player creates a Section deck of at least 10 cards from their Section cards. You may only use cards of Rank 2 or lower. Each Section deck is then shuffled and placed next to the corresponding Crew board.
- Place the indicated number of markers in the Charges slot of each Crew board.

3. Load the Lander

- Take all Equipment cards numbered **E01-E53** and **E62-E64** that can be used by the Sections selected for this Operation. Place them face up on the table. Each Crewmember in the Away Team chooses 1 Small Equipment  card and places it next to their Crew board.
- Then, choose a number of Personal  and Mission  Equipment cards up to the limit (depicted in the Load section in the top right of the Lander board). You may also take any number of Mission Equipment Upgrades  for Mission Equipment cards that you have chosen (upgrades do not count toward the Lander Equipment limit). If players are unable to agree on the choice of Equipment, the final decision is made by the first Section from this list that's present in the Operation: Engineering Section, Security Section, Recon Section, Science Section.
- Place the chosen Equipment cards in a pile next to the Lander board and return the rest to the box.
- Place a marker on the appropriate space of the Supplies track. The highlighted space on the Supplies track is the base number of Supplies the Lander has, but this is modified by any appropriate Lander Mod cards on the Lander.
- Shuffle the Advanced Events deck and place it on the table. This Operation uses Advanced Events.

4. Strap in!

- Go to **Log 1710**.

LOG 1715

Away Team live feed

***** careful footsteps, bubbling of lava *****

[Away Team commander]: Watch your step through here.

[Crewmember 1]: I am. The temperature outside runs up to 560 degrees Celsius, but the cooling system of our suits makes it all irrelevant!

[Away Team commander]: Don't jinx it.

[Crewmember 2]: Well, there is more lava.

[Away Team commander]: And a big chamber opens not far from here, with more corridors branching off. Who knows what they may lead us to. I would give it a try, wouldn't you?

[Crewmember 2] (sighs with resignation): All right.

LOG 1716

Away Team live feed

***** silence; wind whispering *****

[Away Team commander]: Everyone OK?

[Crewmember 2]: I am OK.

[Crewmember 1]: So am I. It was close, though, wasn't it?

[Crewmember 2]: Too close for my taste.

[Crewmember 1] (shaking): There were swarms of those monsters! They kept coming from all directions. Man, we are lucky to be alive.

[Away Team commander]: Yes, we are. Now, let's check our fortifications for breaches and-

[Crewmember 2] (gravely): It would be a massive waste of time. Those creatures have practically smashed sections of it. From where I am standing, I can see huge gaping holes.

[Crewmember 1]: And the monsters can come back. Any minute.

[Crewmember 2]: Our samples are in danger. Our lives are in danger.

[Away Team commander]: Right. Right. Let me think.

- Discard 2 markers from Sector 9.
- Discard a card from Sector 9.

LOG 1717

Away Team live feed

***** constant hum of an engine;
electronic beeping *****

[Crewmember 2] (hesitantly): Commander, you shouldn't blame yourself. No one should. It was an accident.

[Away Team commander]: The entire mission was an accident! A badly planned scientific experiment with human lives at stake!

***** radio comes alive *****

[Capcom]: Away Team? What's your status? Our sensors have detected your take-off.

[Away Team commander]: Capcom, this is the Away Team. We almost lost one of ours and were forced to initiate evacuation protocol.

[Capcom]: Roger that. We are ready to receive you.

If you are playing the campaign, go to **Log 1706**. Otherwise:

The Operation was a failure!

Store your game in the box.

LOG 1718

Away Team live feed

***** echoing footsteps *****

[Crewmember 1]: This place is huge. Like you could put a whole-

[Crewmember 2] (slightly irritated): Must you waste your breath on comments like this? We could-

[Away Team commander] (alarmed): Hush!

[Crewmember 1]: What?

[Away Team commander] (whispering): Look at your sensors. I'm detecting movement! There! In that direction, some twenty meters away.

[Crewmember 1] (terrified): Not only there. Also in the opposite corner. And here, too!

***** clicking sound coming closer,
strengthened by a guttural hiss *****

[Crewmember 2] (terrified): The whole cave is coming alive!

***** more clicking and hissing *****

[Away Team commander] (mustering their emotions): That's enough. We're getting out of here! Run!

***** fast footsteps, heavy breathing *****

[Crewmember 1]: Damn! They are everywhere!

[Away Team commander] (commanding voice): This way! Follow me! There! An opening!

***** close hissing; jaws snap *****

[Crewmember 1]: You bastard!

***** gun shooting, shriek of a wounded
creature *****

[Crewmember 2] (pained): It got me. Hell, it hurts!

***** more gun shots, deafening roar,
more snapping; someone howls in pain *****

[Crewmember 1]: Come on! Drop the bloody sample pack! And lean on me!

[Away Team commander] (on the verge of panic): Hurry! Hurry!

***** more gun shots, more shrieks;
heavy breathing *****

[Crewmember 2]: We're never gonna make it-

***** deafening roar, thud of a falling body;
a violent scuffle, concluded with the shriek
of a dying monster *****

[Crewmember 1]: Commander, I need help!

***** new shrieks in the distance *****

Each Crewmember in this Sector gains a *Wounded Injury*, up to 3 *Injuries* limit. Then, go to **Log 1717**.

LOG 1719

Away Team live feed

***** hum of engines warming up;
computer-generated voice counting down *****

[Crewmember 2]: How about we try one more time?

[Away Team commander] (angrily): Excuse me?

[Crewmember 2]: Commander, I know you're upset, but-

[Away Team commander]: Upset? This living hell of a planet has almost killed us and provided me with nightmares for years.

[Crewmember 2]: Well, the planet has appeared to be rather inhospitable.

[Crewmember 1] (his voice shaking): All those toothy maws, crawling tentacles, thorny vines, all those stems growing in a split second. You have an interesting definition of "inhospitable."

[Crewmember 2]: We may try another part of the planet.

[Away Team commander]: No, I would rather get court-martialed than come back here again. Now, buckle up. We're going home.

The Operation was a failure!

If you are playing the campaign, go to **Log 1706**. Otherwise, store your game in the box.

LOG 1720

Captain Lee's report

It is my sad duty to state that the Away Team who volunteered to carry out Operation Cryptobiosis are missing. All attempts to contact both the lander and the crew have failed, and the surface scanners of ISS Vanguard have detected no human life signatures on the planet for the last six hours. We are sending a fully equipped rescue team, but the hopes to save our colleagues and friends are slim. We fear the worst and pray for them.

- Open the Ship Book at page **19** and flip the Lander card representing your current Lander to the Damaged side (unless it is a Basic Lander).
- Place a Mission Failed token on the Lander board and discard all non-Unique Discoveries from the Lander board. Open the Ship Book on page **25** and begin Ship Management.

LOG 1721

Away Team live feed

***** distant shrieks of wounded, fleeing creatures *****

[Crewmember 1] (triumphantly): And don't you ever come back!

[Away Team commander] (gasping): Are there more?

***** clink of a reloading gun *****

[Crewmember 2]: Both the movement sensor and the radar show only the fleeing ones. (in disbelief) We may have actually fought them off.

[Crewmember 1]: We would have all perished if it hadn't been for our fortifications.

[Crewmember 2]: Yeah, they did the job. I just hope they survive another wave.

[Away Team commander]: Let's take a look.

***** footsteps; gusts of wind *****

[Crewmember 1]: There is a crack here, and a crack there.

[Away Team commander]: It's fixable, all this. Get the tools, everybody. We need to strengthen the fortifications before another wave hits us.

- Discard **2** markers from Sector **9**.
- Replace the card in Sector **9** with card **P152 (P543)**.

LOG 1722

Away Team live feed

***** sound of running water *****

[Away Team commander]: Is it me or is the stream getting increasingly violent?

[Crewmember 1]: No, I have the same impression.

[Crewmember 2]: Could we please move on while we still can? There is a large chamber ahead of us and a lake with ice-cold water. I would love to take samples.

[Away Team commander]: Yes, but be careful. The ground is frozen here. I don't want anyone to get hurt.

Gain 1 *Mineral* Lead.

OPERATION: DEEPER HORIZON

LOG 1750

***** sirens blaring in the distance;
rapid footsteps *****

[Crewmember 2]: There must be a way out of here. Right? Claire?

[Claire the AI]: Statistically, the chances of preserving the base are close to-

[Crewmember 2]: Oh, no. Spare me the statistics. Why isn't the communication system working?

[Claire the AI]: The reasons have been listed, but for clarity-

***** footsteps halt abruptly;
crewmember gasps *****

[Claire the AI]: Is everything in order? Your heartbeat has increased dramatically. I recommend an immediate visit to the medbay.

***** crewmember breathes rapidly *****

[Crewmember 2]: Commander? Do you read me?

[Base commander]: Yes, what's up? We're busy here.

[Crewmember 2]: You know, um...

[Base commander]: Make it quick!

[Crewmember 2]: Commander, I... um... I know this will sound silly, but-

[Base commander]: But what?

[Crewmember 2]: If it wasn't impossible, I would swear that I just saw an Aerugon Saboteur.

[Base commander]: ... Are you OK?

[Claire the AI]: If I may, commander, I have noticed an alarmingly rapid heartbeat, dilated pupils, moderate perspiration and a few minor symptoms-

[Crewmember 2]: Shut up, Claire.

***** a pause *****

[Crewmember 2]: Commander, it's nothing. Forget I said anything. I'm handling it.

[Base commander]: You sure?










[Crewmember 2]: Yeah, sorry for disturbing you. Over and out.

- Place the *Phantom Threat* card on the indicated slot on top of the Planet board if it is not there yet.
- Place the *Phantom Threat* standee in your Sector (even if it's already on the board).
- Discard all markers from connected Paranoia slots.

LOG 1751

Begin the landing procedure:

1. On the Lander board, place a marker in the starting space (indicated with an "S" on the Landing track).
2. Roll the Danger die and apply the effect corresponding to the rolled result in the table below. If more than one option is available, choose one (you cannot choose an option you cannot fully resolve). In rare cases where a Crewmember would gain a fourth Injury, ignore that Injury card and Injury die.
3. Progress the Landing track (move the marker 1 space to the right), but not beyond the last space.
4. If the marker has reached the "Landing Successful" space, go to **Log 1774**. Otherwise, go back to step 2.

	Radiation	Choose one: <ul style="list-style-type: none"> » Save People Lose 6 Supplies reduced by  or . » Save Supplies One Crewmember gains a <i>Wounded Injury</i>.
	Upward Currents	Choose one <ul style="list-style-type: none"> » Force Through One Crewmember loses all Charges. » Let it Slow you Down If  is 5 or more, nothing happens. Otherwise, move the marker 1 space to the left on the Landing track.
	Air Current	Choose one <ul style="list-style-type: none"> » Reroute from Bridge Each Crewmember 3 . » Reroute from Hangar If  is 5 or more, nothing happens. Otherwise, each Crewmember discards 1 .

LOG 1752

If Mission **M37** is not revealed go to **Log 1770**. Otherwise go to **Log 1754**.

LOG 1753

***** emergency sirens stop blaring *****

[Crewmember 1]: I have never heard more beautiful silence.

[Crewmember 2] (voice breaking): I've never seen anything more beautiful. Look at all these creatures. Am I seeing this right? Have they plastered themselves all around the base and stopped its descent?

[Crewmember 1]: Yeah. They formed a thick blanket all around us. We are suspended. Not falling anymore.

[Crewmember 2]: Maybe it's their way to say: Sorry we bit holes in your base.

[Base commander] (clears throat): Claire, status report, please?

[Claire the AI]: Of course, commander. The base is irreparably damaged, but the newly-discovered residents of the metallic hydrogen atmosphere are suspending it with their naturally buoyant bodies, preventing the base from further descent. Your assumption was correct. The billows of color we have noticed are their method of communication.

[Crewmember 2]: And they know that we know.

[Base commander]: Why are you so sure?

[Crewmember 2]: The colors are less saturated now. Less intense. Like they knew more garish shades hurt our brains?





[Crewmember 1]: You know, you might be right. I'm not suffering hallucinations anymore.

[Claire the AI]: Sensors indicate that the creatures farther from the base still use much brighter colors.

[Crewmember 1]: Creatures. It sounds almost offensive to say, after what they have done for us. We need to give them a name. Not flying carpets, mind you.

[Crewmember 2]: How about angels?

[Base commander]: Angels. Fair enough. They have brought us hope and given us one more chance, but they won't hug us like this forever. Now we need to focus on contacting Vanguard before the angels leave us. Hurry, crew.

- Each Crewmember in Sector 6 +++.
- Place each Crewmember from Sector 6 in Sector 5.
- Replace the card in Sector 1 with card P355.
- Replace the card in Sector 2 with card P358.
- Replace the card in Sector 3 with card P357.
- Replace the card in Sector 4 with card P359.
- Replace the card in Sector 6 with card P362.
- Replace the current Global Condition card with card G37.

LOG 1754

To: Captain of ISS Vanguard

From: Deeper Horizon Base Commander

Captain,

I am glad to report that the mission has been completed with moderate success.

The assignment seemed particularly hazardous due to our encounters with a sentient lifeform inhabiting the lower layer of the metallic hydrogen atmosphere. The creatures, intrigued by our arrival, examined our base, and unknowingly caused major damage to the oxygen tanks, which caused the base to plunge down into the atmosphere. The creatures' communication system, based on vibrant color displays, caused the crew to suffer severe hallucinations, some of which resulted in disorderly behavior.

As it was impossible to save the descending base, we resorted to attempting contact with Vanguard and organizing the evacuation. We have suffered material losses, and some members of my crew need to be hospitalized in the psychiatric ward, yet we have done some research of the metallic hydrogen layer and discovered a unique lifeform that deserves more observation and studying. Should you reestablish the base, I volunteer to head the research.

The details of my report are included in the file.


Yours sincerely,

Deeper Horizon Base Commander

Congratulations, you just completed Operation Deeper Horizon!

Now you can check how successful this mission has been. The more samples and knowledge a team obtained, the more successful the Operation was.

Remove all markers from the Threat cards and Lander Board. You may use markers to count your victory points. Each marker on the Lander board means 1 victory point. Please consider the scoring below:

- Add 2 victory points if Unique Discovery 33 is on the Lander board.
- Add 1 victory point for each non-Unique Discovery you have on the Lander board.
- Add 1 victory point for each  on the Lander board.
- Add 1 victory point if Mission card M37 is not revealed.

Check the final score and apply the appropriate result from the table below:

- **11 or more points:** Epic success!
- **7-10 points:** Great success!
- **4-6 points:** Success!
- **0-3 points:** Negligible success.

If you are playing the campaign, open the Ship Book at page 25 and begin Ship Management. Otherwise, store your game in the box.

LOG 1755

Discard the P350 card with all its tokens. Then roll a D10 and place card P350 in the following Sector:

- 0, 1 – in Sector 1.
- 2, 3 – in Sector 2.
- 4, 5 – in Sector 3.
- 6, 7 – in Sector 4.
- 8, 9 – in Sector 5.

LOG 1756

*** harsh breathing; quiet voices ***

[Crewmember 1] (excitedly): Look, it is sneaking around inside... and it is feeling around. It looks... I don't know, maybe more relaxed?

[Base commander]: I have the same impression. It was a fantastic idea to lure it into the Atmosphere Control Room where we could adjust the pressure to the level outside. Now it's time for the final moment. Welder, ready?

[Crewmember 2] (helmet-modulated voice): Ready.

[Base commander]: Can you see the vent duct the thing used to get in?

[Crewmember 2]: I do. There is only one.

[Base commander]: Weld it shut.

*** welding sounds ***

[Crewmember 1]: It's floating toward the sealed duct. Touching it.

[Base commander]: It knows it's trapped.

[Crewmember 1]: Now it's... it's emitting the colors! Brighter than ever! Blinding!

[Base commander]: Cover your eyes! It's fighting back!

[Crewmember 1]: Maybe... maybe not! Commander, what if it's not fighting? What if all those colors are a form of communication?

[Base commander]: Communication? So, it is yelling now?

[Crewmember 1]: It knows it's trapped, so maybe it's calling for help? There could be more creatures like this one outside.

[Base commander]: There is only one way to find out. Claire?

[Claire the AI]: Yes?

[Base commander]: Can you use our own lights to replicate this color pattern within the Atmosphere Control Room?

[Claire the AI]: I most certainly can.

[Base commander]: Do it, then.

[Crewmember 1]: Look! It is flashing back. With the same intensity! Less bright. It is talking to us. I don't think it has any ill-will, commander.

[Base commander]: It might be the craziest thing I have ever said, but... Claire, can you transmit the same color pattern using the searchlights of the entire station?

[Claire the AI]: Commander, you realize this will likely attract the attention of ALL nearby creatures?

[Base commander]: This is what I need to do.

- Gain Unique Discovery 33.
- Discard Optional Mission card M36.
- Discard the New Specimen Threat standee and its card.

LOG 1757

[Crewmember 2] (unbelievably): So, there is life here.

[Base commander]: And we must catch it! Suit up! That flying carpet must have got in through a crack in the walls, so both the pressure and the oxygen level must be different in there now.

[Crewmember 2]: Not that I'm against it or anything, but don't you think this isn't the best time for science research? The base is almost falling apart!

[Base commander]: True, but... you know, a drowning man clutches at a straw.

[Crewmember 2]: What is that supposed to mean?

[Base commander]: I don't know yet. Perhaps when we study the thing, we will learn something useful. Something that will help us get out of here.

[Crewmember 2]: All right.

[Base commander]: And besides, there is literally nothing else we can do.

[Crewmember 2]: So how do we approach the thing? What do we catch it with?

[Base commander]: We will take the guns and set them on stun, but that might not be enough. Ideally, we should seal the compartment from the outside and trap it in.

[Crewmember 2]: Sounds like a plan. Let's do that.

Check which Sector the New Specimen Threat is in and resolve the corresponding outcome:

- Sector 1 – Go to **Log 1767**.
- Sector 2 – Go to **Log 1756**.
- Sector 3 – Go to **Log 1772**.
- Sector 4 – Go to **Log 1783**.
- Sector 5 – Go to **Log 1778**.

LOG 1758

*** emergency sirens blare ***

[Base commander]: Dammit! The emergency drive - activate the emergency drive!

[Crewmember 1]: Already done, commander.

[Base commander]: And?

[Crewmember 1]: No hope. The descent hasn't slowed. There are too many punctures in the oxygen tanks.

[Base commander]: How much time do we have?

[Claire the AI]: At the current rate of descent, you have approximately six hours before the pressure of the metallic hydrogen atmosphere crushes the fuselage.

[Crewmember 2]: At the current rate. So that might increase?

[Claire the AI]: My calculations are not conclusive; there are too many variables to consider.

[Crewmember 2]: But it's likely?

[Claire the AI]: Yes.

[Base commander]: OK. We've got little choice, crew. We must contact Vanguard. This is the only shot we've got.

[Crewmember 2]: And meanwhile, we can continue research. Whether we want it or not, we're plunging toward layers no one has been to before.




[Base commander]: Sure. Sure, but-

*** terrible, ship-shaking crash;
then another ***

[Claire the AI]: May I add there is one more thing you must do? The descent into layers of higher pressure is too much for the base. Two rooms have already been damaged.

[Crewmember 1]: Oh, no.

[Base commander]: The base can't sustain damage like this. It will weaken the structure! Get to work, everybody!

- Each Crewmember in Sector 6   .
- Discard card **P350** from the Planet board.
- Place each Crewmember from Sector 6 in Sector 5.
- Replace the card in Sector 1 with card **P351**.
- Replace the card in Sector 4 with card **P352**.
- Replace the card in Sector 6 with card **P360**.
- Replace the current Global Condition card with card **G35**.

LOG 1759

OPERATION DEEPER HORIZON

The following rules will allow you to start Operation Deeper Horizon as a separate, stand-alone mission. However, this Operation is also available from the campaign System map and may be played as a part of the full Lost Fleet campaign.

Crewmembers count: 2-4

Difficulty: Medium

Frequent Checks: , , 

Threats: Possible


Landing: High  and  advised.

Setup:





1. Prepare the Lander

- Place the Space Ranger Lander board on the table. Place all Lander Mods numbered **A01-A20** on the table. Choose up to 2 Utility mods and up to 1 Structural mod and place them on the Lander board.

2. Prepare the Away Team

- Each player picks at least one Crew board. If playing solo, you must select at least 2 Crew boards.
- Each Section draws three Crewmember cards, selects one card, and places it in the Rank 2 sleeve of their Section. Place these sleeved Crewmembers on their matching Section boards.
- Each player fills their Crew boards with 11 Section dice from the box. Among those, each Crewmember needs to have at least one Basic die  for each of the three colors. Players may use Universal, Expert, Wild and Alien dice in this Operation.
- Each Section player creates a Section deck of at least 10 cards from their Section cards. You may only use cards of Rank 2 or lower. Each Section deck is then shuffled and placed next to the corresponding Crew board.
- Place the indicated number of markers in the Charges slot of each Crew board.

3. Load the Lander

- Take all Equipment cards numbered **E01-E53** that can be used by the Sections selected for this Operation. Place them face up on the table. Each Crewmember in the Away Team chooses 1 Small Equipment  card and places it next to their Crew board.
- Then, choose a number of Personal  and Mission  Equipment cards up to the limit (depicted in the Loadout box in the top right of the Lander board). You may also take any number of Mission Equipment Upgrades  for Mission Equipment cards that you have chosen (upgrades do not count toward the Lander Equipment limit).
- If players are unable to agree on the choice of Equipment, the final decision is made by the Security Section.
- Place the chosen Equipment cards in a pile next to the Lander board and return the rest to the box.
- Place a marker on the appropriate space of the Supplies track. The highlighted space on the Supplies track is the base number of Supplies the Lander has, but this is modified by any appropriate Lander Mod cards on the Lander.
- Shuffle the Basic Events deck and place it on the table. This Operation uses Basic Events.

4. Strap in!

Go to **Log 1751**.

LOG 1760

[Crewmember 1] (panicked): Red alert! Red alert! It's here! Don't ask me how it happened, but it is here!

[Crewmember 2] (distant): Hey! What are you talking about? Contain yourself!

[Crewmember 1]: Where is my weapon? We need to shoot this thing before-

[Crewmember 2] (less distant): Easy, my friend. There is no one to shoot around.

[Crewmember 1]: Are you blind? Look! Look!

[Crewmember 2] (lost): Where?

[Crewmember 1]: In the doorway!

[Crewmember 2]: There is no one in the doorway. No one! Sober up!

[Crewmember 1] (hesitantly): No... no one?

[Crewmember 2]: Look. The door is closed.

[Crewmember 1] (slowly and weakly): The door is closed. Has it... has it been like this since-

[Crewmember 2]: Yes. Since your lapse started. You have been seeing things.

[Crewmember 1]: Crap. What came over me?

Discard the *Phantom* standee and its Threat card from the board.

LOG 1761

*** distant sirens blaring ***

[Crewmember 1] (enthusiastically): They're here! Commander, Vanguard is here! Finally, we will get out of this hydrogen hell.

[Base commander]: Crew: mission complete. Now, look sharp, everyone. We must prepare to receive the lander.

[Crewmember 2]: Or-

[Base commander]: Or what?

[Crewmember 2]: With your permission, commander, we have survived. Now, there are so many things we can do here.

[Base commander]: Fire away. What's on your mind?

[Crewmember 2]: Well, now that Vanguard is almost with us, we can continue the descent to learn more about the lower levels.

[Crewmember 1]: That sounds about right, but... isn't it too risky? What if we fall too far?

[Crewmember 2]: Everything we do on our voyage is a risk. Come on, commander. Will we ever have a second chance to delve so deep into this planet?



Congratulations! You completed your mission. From now on you can leave the research base (Lift-off Action) OR stay here and gain knowledge about the bottom spheres, though that would be a very risky decision.

Discard Mission card **M35** with all its markers.

LOG 1762

If Unique Discovery **33** is on the Lander board, go to **Log 1753**. Otherwise go to **Log 1775**.

LOG 1763

- If you are playing with 2 Sections: Each Crewmember Refreshes 4  and draws 2 cards.
- If you are playing with 3 or 4 Sections: Each Crewmember Refreshes 2  and draws 1 card.

LOG 1764

*** metallic thud of a closing hatch;
hiss of suit rebreathers ***

[Crewmember 1]: One thing I am happy about is that I can't hear those sirens anymore.

[Crewmember 2]: Yeah. The irony is that we are probably the first sentients ever to plunge into the metallic hydrogen atmosphere, and why? To do some plumbing!

[Base commander]: Stop that chit chat. The base is suspended on oxygen tanks, some of which are leaking. You need to find the holes and patch them up.

[Crewmember 2]: Sure, commander. We know the drill. Oh, here's a hole. Right where Claire pointed it out. It's just-

*** pause ***

[Base commander]: What? What is it?

[Crewmember 2]: Whoa... take a look at that.

[Crewmember 1] (awed): You're not gonna believe it.

[Base commander]: What? Is it irreparable?

[Crewmember 1]: Well, it is. I mean it is quite a big hole, but... but that's not the issue. It looks like a large sheet of metal has been... I don't know, sucked out?

[Crewmember 2]: It's true. The edges are all jagged and bent outward. This wasn't a meteorite impact, or anything like that.

[Base commander] (confused): OK, we will analyze it later. For now, just patch it all up and move on, will you?

[Crewmember 1]: Sure thing. I activated the welder. Can you-

[Crewmember 2] (alarmed): Look! Did you see that?

[Crewmember 1]: What? Where? What's going on?


[Crewmember 2] (trembling voice): There was a... I don't know, a shape of some kind? Right there, over the dome.

[Crewmember 1]: I saw nothing. Commander, is the radar reading anything?

[Base commander]: No, just some disturbances. Don't worry; it can't have been a lifeform. Nothing can survive in a gas giant's atmosphere, right, Claire?

[Claire the AI]: Affirmative. No species known to us.

[Crewmember 2] (sarcastically): Very reassuring, Claire.

- Gain 2 .
- Place each Crewmember from Sector **6** in Sector **5**.
- Place card **P000** in Sector **6**.

LOG 1765

Research log, day 123

As we were trying to decide who does what, we noticed something strange floating past the station's window. Was it another hallucination? Or is something alive in the deeper layers of the gas giant. Some of us suggested we should use this opportunity to study each of the atmosphere layers the station descends through. I guess it makes sense - we are the first human vessel probing the depths of this planet. But if we end up dead, all our research will be lost with us.

- Place Optional Mission card **M37** in the Optional Mission slot - it's the optional quest.
- Go to the Planetary Exploration procedure in your Ship Book on page **24**.

LOG 1766

- Open the Ship Book at page **19** and flip the Lander card representing your current Lander to the Damaged side (unless it is a Basic Lander).
- Place the Mission Failed token on the Lander board, discard all non-Unique Discoveries from the Lander board, and discard Unique Discovery **33** if you have it. Open the Ship Book at page **25** and begin Ship Management.

LOG 1767

*** harsh breathing; quiet voices ***

[Crewmember 2]: Look at the thing. It's floating around and touching all the crates and barrels as if it were... I don't know, exploring?

[Base commander]: Maybe that's why it punctured the tanks. The thing was curious.

[Crewmember 2]: For once, it was us who became test animals.

[Base commander]: Quiet. We approach carefully. Hide behind the bigger containers and-

[Crewmember 2]: It's floating away! Did we spook it?

[Base commander]: Dammit. It's disappeared! Where is it?

[Crewmember 2]: It could have squeezed into the vent ducts.

[Base commander]: Maybe. Claire? Can you see our flying carpet?

[Claire the AI]: I am sorry, but no. There are disturbances all over the base now. Speaking of which, let me kindly remind you that the base is still descending, and its condition is deteriorating.

*** loud crashing in the background ***

[Base commander]: Thank you. I am aware of it.

[Crewmember 2]: What now, commander?

[Base commander]: Well, we can wait for it to reappear or hunt somewhere else.

[Crewmember 2]: I am just thinking... maybe the flying carpet is looking for a more comfortable place here? What could attract it?

[Base commander]: We don't have a place like this.

[Crewmember 2]: Maybe we could make one? But where? Think with me.

Roll a D10 and place *New Specimen* standee in the following Sector:

- **0, 1** – in Sector **1**, if it is already there place it in Sector **2** instead.
- **2, 3** – in Sector **2**, if it is already there place it in Sector **3** instead.
- **4, 5** – in Sector **3**, if it is already there place it in Sector **4** instead.
- **6, 7** – in Sector **4**, if it is already there place it in Sector **5** instead.
- **8, 9** – in Sector **5**, if it is already there place it in Sector **1** instead.

LOG 1768

***** distant sirens blaring;
rapid footsteps *****

[Crewmember 1]: What's happening with this wretched thing?

[Claire the AI]: Situation remains stable.

[Crewmember 1]: Stable?

[Claire the AI]: The base is currently descending toward the deeper layers of the atmosphere.

***** footsteps halt;
screech of a hatch opening *****

[Crewmember 1]: Oh, that kind of stable. Thanks for nothing, Claire.

***** series of quick electronic beeps *****

[Claire the AI]: My apologies. I find it difficult to discern rhetorical questions from-

[Crewmember 1]: Dammit! Commander, there's no way to bypass the emergency system!

[Base commander] (from afar): There must be a way! Hack into it!

[Crewmember 1]: Piece of cake. Hack into the system. Great. Claire?

[Claire the AI]: Ready.

[Crewmember 1]: I'm gonna need your help. There is at least one security program integrated with the emergency communication system. I need you to worm into the software to activate it before we are all crushed by metallic hydrogen.

[Claire the AI]: I need authorization.

[Crewmember 1]: Yeah, right. It's-

***** pause *****

[Crewmember 1]: What the hell was that?

[Claire the AI]: Can you clarify?

[Crewmember 1]: Claire, is there anyone else here? In this corridor?

[Claire the AI]: No. Would you like me to list the positions of other crew members?


[Crewmember 1]: So nobody's here?

[Claire the AI]: No.

[Crewmember 1]: So... what did I just see? Or rather who?

[Claire the AI]: It is technically impossible for you to see anyone right now. The nearest crewmember-

[Crewmember 1]: Great. Just great. So I'm going out of my mind too.

- Each Crewmember in this Sector rolls .
- If the current Global Condition is *Upper Sphere*, continue the game. Otherwise go to **Log 1750**.

LOG 1769

[Base commander]: SOS! SOS! Mayday! Mayday! To whomever can hear us! This is the Deeper Horizon research base! We are falling into the atmosphere, and there is no way to stop the descent. One of my crew is severely wounded. We desperately need to be evacuated! SOS! Mayday! May-

[Crewmember 2]: It's not working.

[Base commander]: What? The system says it's on.

[Crewmember 2]: Because it is. But the transmitter is too weak to send the signal through the atmosphere.




[Base commander]: Are you sure?

[Crewmember 2]: Have you heard any response?

[Base commander]: Yes, but-

[Crewmember 2]: There is no "but", commander. We are on our own.

[Base commander]: Shit.

The Crewmember who should have gained their fourth Injury rolls all their Injury dice. If they roll 1  and 1  OR 2 , the Crewmember dies: remove them from their Rank sleeve and their model from the board. Return all their dice to their Section Compartment and their Equipment to the Armory. The Planetary Exploration continues without them.

If you are playing the campaign and that was the last Crewmember, place the Mission Failed token next to the Ship Book, open the Ship Book on page **25**, and begin Ship Management. Otherwise: store your game in the box.

If the Crewmember passes the Survival Check, ignore the fourth Injury card and die and continue the game.

LOG 1770

To: The Captain of ISS Vanguard

From: Deeper Horizon Base Commander

Captain,

It is my honor and privilege to report that the Deeper Horizon mission is over.

The assignment appeared to be particularly hazardous due to our encounters with a sentient lifeform inhabiting the lower layer of the metallic hydrogen atmosphere. The creatures, intrigued by our arrival, examined our base and unknowingly caused major damage to the oxygen tanks, which in turn caused the base to plunge down into the atmosphere. Also, the communication system of the creatures, based on garish color displays, caused the crew to suffer severe hallucinations, some of which resulted in disorderly behavior.

As it was impossible to save the descending base, we resorted to attempting contact with Vanguard and organizing the evacuation. At the same time, we captured one of the creatures, affectionately referred to as flying carpets. Thanks to that, we discovered their peaceful, inquisitive nature and broke their communication code, which enabled us to call more creatures for help and stop the descent of the shattered base.

Although the base is lost and some members of my crew need to be hospitalized in the psychiatric ward, we have discovered a unique lifeform in an impossibly hostile environment which might be considered one of Vanguard's top achievements. Moreover, the attitude of my crew was exemplary and praise-worthy. I am happy to have been leading such fine crewmembers.

The details of my report are included in the file.


Yours sincerely,

Deeper Horizon Base Commander

Congratulations, you just completed Operation Deeper Horizon!

Now you can check how successful this mission has been. The more samples and knowledge a team obtained, the more successful the Operation was.

Remove all markers from the Threat cards and Lander board. You may use markers to count your victory points. Each marker on the Lander board means 1 victory point. Please consider the scoring below:

- Add 2 victory points if Unique Discovery **33** is on the Lander board.
- Add 1 victory point for each non-Unique Discovery you have on the Lander board.
- Add 1 victory point for each  on the Lander board.
- Add 1 victory point if Mission card **M37** is **not** revealed.

Check the final score and apply the appropriate result from the table below:

- **11 or more points:** Epic success!
- **7-10 points:** Great success!
- **4-6 points:** Success!
- **0-3 points:** Negligible success.

If you are playing the campaign, open the Ship Book at page **25** and begin Ship Management. Otherwise, store your game in the box.

LOG 1771

***** distant sirens blaring *****

[Base commander] (nervously): Come in, Capcom. This is the Deeper Horizon research base. We have an emergency and require immediate assistance. Capcom, do you copy?

[Capcom] (muffled, indistinct): Capcom here. Deeper Horizon, we barely read you. What's the nature of your emergency?

[Base commander]: We are falling into the atmosphere! I repeat: we are falling. We can't stop the descent. We need help!

[Capcom] (muffled and indistinct): Research base, repeat, please.

[Base commander]: Our engines are dead! We are-

[Capcom] (muffled and indistinct):... copy. We... soon... out.

[Crewmember 1]: Damn, we lost them.

[Crewmember 2]: Did they say they're coming? Was I hearing things, or did they promise to come for us?

[Base commander]: Too early to celebrate. We must repeat the transmission to be sure. Besides, they don't have enough information to help us out, people. They don't know how deep we are, and they must know it to prepare the lander to reach us. Come on; we're not done yet!

[Crewmember 1]: On it, boss. I will keep trying as long as this transmitter works.

- If the current Global Condition is *Upper Sphere* – go to **Log 1763**.
- If the current Global Condition is **G35 Molecular Hydrogen Sphere** – Go to **Log 1780**.
- If the current Global Condition is **G36 Metallic Hydrogen Sphere** – Go to **Log 1776**.
- If the current Global Condition is **G37 The Core** – Go to **Log 1785**.

LOG 1772

***** harsh breathing; quiet voices *****

[Crewmember 2]: No offense, commander, but the canteen has never had such an interesting guest.

[Base commander]: Look how it is floating and touching overturned furniture.

[Crewmember 2]: It's playing with them. Like a child! If I were a betting person, I would say it is fascinated.

[Base commander]: Let's hope the fascination doesn't turn into fury. Now, quietly. We move up to it and-

[Crewmember 2] (shocked): Oh... what? Did you see that, commander?

[Base commander]: I did, and I can't believe it. I have never seen anything disappear that fast. Claire, do you know where it went?

[Claire the AI]: Negative. Disturbances all around the base do not allow me to specify its location, but the vent ducts are the most likely answer.

[Base commander]: The vent ducts. So, it can be anywhere now.

[Crewmember 2]: It's a smart thing, commander. If it's in the ventilation system, it might move to a more comfortable part of the base.

[Base commander]: Meaning?

[Crewmember 2]: I don't know. The thing has lived all its life in high pressure. Where would it want to head to?

[Base commander]: Home?

[Crewmember 2]: Yeah. Could we make a place feel like home for it?

Roll a D10 and place *New Specimen* standee in the following Sector:

- 0, 1 – in Sector **1**, if it is already there place it in Sector **2** instead.
- 2, 3 – in Sector **2**, if it is already there place it in Sector **3** instead.
- 4, 5 – in Sector **3**, if it is already there place it in Sector **4** instead.
- 6, 7 – in Sector **4**, if it is already there place it in Sector **5** instead.
- 8, 9 – in Sector **5**, if it is already there place it in Sector **1** instead.

LOG 1773

***** distant sirens blare; labored breaths; quiet, quick sounds of a digital keyboard *****

[Crewmember 2]: OK, this is hopeful. Commander, I am activating the transmitter!

[Claire the AI]: For now. If the speed of descent keeps rising, the transmitter will be exposed to unbearable pressure, and...

[Crewmember 2]: Carpe diem, then. Commander, the transmitter is working! Hurry – we must contact Vanguard.

- Place 1 marker on the current Mission card.
 - If you now have exactly 5 markers there, go to **Log 1761**. Otherwise, roll a D10 and place the Vanguard mini in the following Sector:
 - 0, 1 – in Sector **1**, if it is already there place it in Sector **2** instead.
 - 2, 3 – in Sector **2**, if it is already there place it in Sector **3** instead.
 - 4, 5 – in Sector **3**, if it is already there place it in Sector **4** instead.
 - 6, 7 – in Sector **4**, if it is already there place it in Sector **5** instead.
 - 8, 9 – in Sector **5**, if it is already there place it in Sector **1** instead.
 - Then, place 1 Paranoia marker on a chosen Path connected to the Sector with the Vanguard mini. If there is already a marker in each connected slot nothing happens.
 - Then, if you now have exactly 3 markers on the current Mission card, go to **Log 1771**.
- Otherwise, continue the game.

LOG 1774

Story intro

Research log, day 5

We're moving in! The construction work is completed. The Engineering Section is about to install the last piece of equipment. For the next eight months, I will be stationed in an unusual research facility, floating in the upper layers of a massive gas giant. We've suspended the base at the equilibrium point of its atmosphere, where oxygen is a buoyant gas. This allows us to use the outpost's oxygen tanks to provide lifting power that keeps the station at a constant altitude. We will spend eight months here, studying the possibility of life in the atmosphere of gas giants. We will be alone. Vanguard will use this time to make a flyby of another planet in this system.

Research log, day 28

We continue our studies, finding an incredible wealth of organic particles in the upper atmosphere, including some unusual pyranosyl RNA. Where does it come from? Unfortunately, none of the drones sent to the deeper layers have returned. I think heavily ionized clouds below us are to blame.

Two of my coworkers are reporting hallucinations. One is certain they heard something scratching the other side of the hull, but the external sensors didn't pick up a thing.

Research log, day 119

We were awoken by the alarm. The external oxygen tanks and some of the living modules were punctured, and the station sank into a deeper part of the atmosphere. Before we located the leak, we descended three kilometers. The external pressure is getting dangerously high. We don't have enough oxygen to repressurize the interior. We now must work in our survival suits, using the remaining air supply to keep them full. We're pumping the repaired main tank with hydrogen instead, hoping to provide enough lift to raise the station.

Research log, day 120

The base is still descending, even though we've almost filled the main tank. It makes no sense! Almost as if something was weighing us down... We're picking up some strange readings around us. I wish I had more time to analyze them, but we're all focused on getting the station back up. We're constructing an additional tank to provide more lift, and we're dumping everything that's not a vital piece of equipment.

Research log, day 123

I've noticed the first crack on the tempered glass of the command center's window. The walls creak constantly. Every now and then, a metallic pop echoes down the station's corridors like a gunshot. Yesterday, we had to lock up a technician. He was yelling something about the songs he hears from the outside. Last night, he escaped and stole our lander. Our only chance now is to contact Vanguard - and to survive long enough for the rescue to come.

The problem is, we're now so deep that getting a clear connection with Vanguard is next to impossible. The station has several transponders and command consoles. Using trial and error, we need to find which of them still work well enough and have enough power to reach our ship. Unfortunately, this might take time.

Time we don't have.

- Open the Planetopedia at pages 12-13 (*Deeper Horizon*).
- If you are playing the campaign remove Landing card **L08** from the game.
- Roll a D10 and place the Vanguard mini in the following Sector:
 - 0, 1 - in Sector 1.
 - 2, 3 - in Sector 2.
 - 4, 5 - in Sector 3.
 - 6, 7 - in Sector 4.
 - 8, 9 - in Sector 5.

- Roll a D10 and place card **P350** in the following Sector:

- 0, 1 - in Sector 1.
- 2, 3 - in Sector 2.
- 4, 5 - in Sector 3.
- 6, 7 - in Sector 4.
- 8, 9 - in Sector 5.

- Go to **Log 1765**.

LOG 1775


[**Claire the AI**]: This is Claire, the Artificial Intelligence of the Deeper Horizon research base, reporting in black box mode. Our exploration of the planet's atmosphere has unfortunately failed due to unprecedented incidents, mostly caused by a half-sentient species inhabiting the lower layers of the atmosphere. With most of the oxygen tanks suspending the station pierced and most vital systems deactivated, the station began its relentless descent. Despite their heroic attempts, the crew could neither communicate with the species nor save the base. Their last words have been saved in the data cloud of the base. I regretfully inform you that the remains of both the base and the crew are irretrievable.

The Operation was a failure!

Each Crewmember dies - remove each Crewmember from their Rank sleeve.

If you are playing the campaign, go to **Log 1766**. Otherwise, store your game in the box.

LOG 1776

- If you are playing with 2 Sections: Each Crewmember Refreshes all  takes 1 additional die from their Section Compartment and places it in their Spent Pool. Gain 2 Supplies.
- If you are playing with 3 or 4 Sections: Each Crewmember takes 1 additional die from their Section Compartment and places it in their Spent Pool, then draws cards to their hand-size limit.

LOG 1777

***** sirens blaring; electronic beeping; feminine voice repeats: "Danger. Unprecedented descent." *****

[**Crewmember 1**]: Claire, can you please deactivate all sound alerts?

[**Claire the AI**]: Gladly.

***** sirens stop blaring *****

[**Crewmember 1**]: What a relief. Thank you, Claire. Watching my friends floating outside is stressful enough.

[**Claire the AI**]: It was courageous of the base commander to leave the control room and work with us outside, wasn't it?

[**Crewmember 1**]: Claire, you don't know the first thing about staying inactive in a moment like this one.

[**Claire the AI**]: I do. You deactivate me for maintenance and software updates.

[**Crewmember 1**]: It's not the same. The base is falling, and we are scared, Claire. Really scared. In such cases, it is much better to do anything than sit... (alarmed) Hey, what was that? Commander, do you copy?

[**Base commander**]: Yes, but we're busy here. The outer surface is now covered in some strange mineral residue. The welder can't-

[**Crewmember 1**]: I saw it!

[**Base commander**]: What did you see?

[**Crewmember 1**]: That shape! It emerged and disappeared, but I saw it, as clearly as I see you. It looked... I don't know, sort of like a flying carpet!

[**Crewmember 2**]: That's what I saw, however briefly.

[**Base commander**]: Nothing. Lives. In metallic hydrogen.

[**Crewmember 2**]: Nothing we know of.

[**Base commander**]: Claire, did the radar pick it up?

[**Claire the AI**]: No, commander. Just some disturbances.

[Base commander]: See? Get back to work. We must seal the hole before-

[Claire the AI]: Commander?

[Base commander]: Yes?

[Claire the AI]: Let me point out that the disturbances are identical to those that appeared during the first potential encounter.


[Crewmember 1]: Shit, get the hell out of there!

***** sirens blare again; feminine voice repeats: "Danger. Unprecedented descent." *****

[Crewmember 1]: Claire!

[Claire the AI]: It is not me. The distress announcement reappears every time we reach another critical altitude level.

[Crewmember 1]: No, no, no!

- Gain 3 *Mineral* Leads.
- Gain 2 .
- Place each Crewmember from Sector 6 in Sector 5.
- Place card P000 in Sector 6.

LOG 1778

***** harsh breathing; quiet voices *****

[Crewmember 2]: No, no! The thing is floating in Central Station. Oh, be careful, you flying carpet. Don't touch anything!

[Base commander]: How did it get inside?

[Crewmember 2]: Through the air ducts, I think. Crap, it is touching things.

[Base commander]: It is feeling them out. Learning them. Playing with them.

[Crewmember 2]: We may pay a high price for such curiosity. What if it damages something?

[Base commander]: True. Claire, can you deactivate all manual controls?

[Claire the AI]: Done.

***** sound of system shutting down *****

[Crewmember 2]: It's running away! We've spooked it!

[Base commander] (angrily): Come on! We were so close!

[Crewmember 2]: I saw it sneak into the ventilation system.

[Base commander]: How is that supposed to help us? The ducts can take it absolutely anywhere, and the hunt could continue forever.

[Crewmember 2]: I don't think so. I think it may instinctively choose the safest place to run to.

[Base commander]: Do you think it has a safe place here? In our base?

[Crewmember 2]: Maybe? Let's think where it could possibly want to take shelter?

[Base commander]: In a place resembling its home conditions.

[Crewmember 2]: Yes. Could we make one?

Roll a D10 and place the New Specimen standee in the following Sector:

- 0, 1 – in Sector 1, if it is already there place it in Sector 2 instead.
- 2, 3 – in Sector 2, if it is already there place it in Sector 3 instead.
- 4, 5 – in Sector 3, if it is already there place it in Sector 4 instead.
- 6, 7 – in Sector 4, if it is already there place it in Sector 5 instead.
- 8, 9 – in Sector 5, if it is already there place it in Sector 1 instead.

LOG 1779

***** sirens blaring; sounds of straining metal and crashing equipment *****

[Crewmember 1] (straining with effort): OK, easy... easy, now.

***** loud crash *****

[Crewmember 1]: Damned cabinets. We should have bolted 'em to the walls when we had time.

***** rapid footsteps approaching *****

[Crewmember 1]: What took you so long?

[Crewmember 2]: The commander had a bout of hallucinations, but he seems OK now.

[Crewmember 1]: Good. The way is clear! We can now access the transmitter and check if-

[Base commander] (with panic): What? Hey, hey, no, no!

[Crewmember 1]: Oh, no. Not again. Commander, what's going on?

[Base commander]: There is this thing here... in the sealed room! I can see it! It's huge! Come here, crew! Come here! You must see it!

[Crewmember 2]: The commander's clearly losing it.

[Crewmember 1]: There is only one way to be sure. Let's go and see it.

***** running footsteps *****

[Crewmember 2]: Where are you?

[Base commander]: Here. Look! Look at the screen!

[Crewmember 2]: What is... oh. I see it too, commander.

[Crewmember 1]: This is the thing that's been biting holes in our station. It's amazing. And terrifying.

[Base commander]: I wasn't hallucinating this time. The thing is real.

[Claire the AI]: Excuse me, crew, but I have detected an alien lifeform floating in one of the sealed compartments. It looks like-

[Crewmember 1]:... Like a bioluminescent flying carpet. Thank you, Claire. We're looking at it.

[Base commander]: All right, crew. We're running out of time - one of you keeps working on the transmitters so we can hail Vanguard; the other joins me. We should catch this thing and study it.

LOG 1780

- If you are playing with 2 Sections: Each Crewmember takes 1 additional die from their Section Compartment and places it in their Spent Pool, then draws cards to their hand-size limit and gains 1 Charge.
- If you are playing with 3 or 4 Sections: Each Crewmember takes 1 additional die from their Section Compartment and places it in their Spent Pool, then draws cards to their hand-size limit.

LOG 1781

***** emergency sirens blare; screeching metal; thuds of muffled explosions *****

[Claire the AI]: I am afraid that our descent into the gaseous atmosphere is gaining speed. The fuselage is nearing its breaking point.

[Base commander]: I figured as much, but thank you, Claire. Put me on the open channel.

[Claire the AI]: Done.

[Base commander]: All hands, status report. Are we ready to contact Vanguard?

[Crewmember 1]: Not yet, commander. We are trying to reach the remaining transmitter!

[Crewmember 2]: The way is blocked with shattered equipment, commander. We're moving it aside, but it's taking time.

[Claire the AI]: I advise you to put more effort into the work. My calculations might change when new variables appear, but the base cannot sustain further descent. Furthermore-

[Base commander]: Please, Claire. Crew, I am coming to help you in... (with sudden panic) What? What is it? No! No!

***** the thud of a falling body; panting breath; approaching footsteps *****

[Crewmember 2] (panting): Commander? Commander, are you all right?

[Base commander]: Me? Yeah, yeah. It's just-

[Crewmember 2]: Let me help you up. What was it?

[Base commander]: I saw... I saw the control room filling up with fire. I ducked - I can't explain it. Claire, there was no fire, was there?

[Claire the AI]: Of all current threats, fire is the least likely to kill you.




[Base commander] (sarcastically): What a relief.

[Crewmember 2]: It's the hallucinations, commander.

[Base commander]: Is the way to the transmitter clear?

[Crewmember 2]: No.

[Base commander]: Get back to it. I will help, but... give me a moment.

- Each Crewmember in Sector 6   .
- Place each Crewmember from Sector 6 in Sector 5.
- Replace the card in Sector 1 with card P354.
- Replace the card in Sector 3 with card P353.
- Replace the card in Sector 4 with card P356.
- Replace the card in Sector 6 with card P361.
- Replace the current Global Condition card with card G36.
- Place Optional Mission M36 on the Optional Mission slot.
- Place a New Specimen Threat card on the board.
- Roll a D10 and place the New Specimen standee in the following Sector:
 - 0, 1: in Sector 1.
 - 2, 3: in Sector 2.
 - 4, 5: in Sector 3.
 - 6, 7: in Sector 4.
 - 8, 9: in Sector 5.
- Go to Log 1779.

LOG 1782

***** sirens blaring; sounds of breaking and crashing in the background; feminine voice repeats: "Danger. Unprecedented descent." *****

[Crewmember 1]: I know this is Hell, but it sure looks like Heaven.

[Crewmember 2]: True. All those colors, flashing, billowing, and phosphorescing.

***** footsteps *****


[Crewmember 2]: Hey! Where are you going?

[Crewmember 1] (voice echoing farther away): Out. To catch one of those creatures. Even if it's the last thing I do.

[Crewmember 2]: Good point. I'm coming with you!

[Base commander]: Do that. Meanwhile, I will try to reach Vanguard one more time.

[Crewmember 1]: Good luck, commander.

- Gain 3 Live Specimen Leads.
- Gain 2 .
- Place each Crewmember from Sector 6 in Sector 5.
- Place card P000 in Sector 6.
- Discard Mission M37.

LOG 1783

***** harsh breathing; quiet voices *****

[Crewmember 2]: It's depressing to see our quarters wrecked so much.

[Base commander]: Look. Our guest seems equally moved. Look how it is touching the fallen furniture as if it were examining it. Analyzing what may have happened.

[Crewmember 2]: What it did, rather. Even if unknowingly.

[Base commander]: Whatever. It is fair to assume it is a sentient creature. Easy now. We can't spook it.

[Crewmember 2]: Dammit, we just have!

[Base commander]: It disappeared like a dream! Where

did it run to?

[Crewmember 2]: Toward that wall, I believe. Look, there is a vent duct there. It might have squeezed itself into it.

[Base commander]: Claire, is it possible?

[Claire the AI]: Affirmative, commander. The creature seems able to alter its size to that degree. Let me mention that Vanguard already met a species able to fit into a human-

[Base commander]: Spare me the lecture, Claire. Can you track the thing?

[Claire the AI]: Negative, commander. There are too many disturbances.

[Crewmember 2]: Perhaps we can, commander. The creature will instinctively run toward the place it considers the most favorable.

[Base commander]: And what is that?

[Crewmember 2]: I don't know yet. But let's try to figure that out. Is there a place in the base it could enjoy? Perhaps we could find such a room and seal it?

Roll a D10 and place the New Specimen standee in the following Sector:

- 0, 1 - in Sector 1, if it is already there place it in Sector 2 instead.
- 2, 3 - in Sector 2, if it is already there place it in Sector 3 instead.
- 4, 5 - in Sector 3, if it is already there place it in Sector 4 instead.
- 6, 7 - in Sector 4, if it is already there place it in Sector 5 instead.
- 8, 9 - in Sector 5, if it is already there place it in Sector 1 instead.

LOG 1784

***** sirens blaring; electronic beeping; feminine voice repeats: "Danger. Unprecedented descent." *****

[Crewmember 2]: Claire, shut off those damn alerts.

***** silence *****

[Claire the AI]: Your attitude classifies as rude.

[Crewmember 2]: Our situation classifies as screwed. Maybe that's why. Commander, how are you doing?

[Base commander]: You trying to be funny or what? There are more holes everywhere! An entire army couldn't patch them all up!

[Crewmember 1]: Our suits can barely stand the increasing pressure. And I found what looks like bacterial colonies on some surfaces.

[Crewmember 2]: I can see another one of those flying carpets! It's floating right above you!

[Base commander]: Oh, I see it.

[Crewmember 1]: So, there is life in the deepest layers of this planet.

[Base commander]: We don't know if it's a lifeform until we study it, and I don't think we have time for that.

[Crewmember 1]: Commander, those bastards keep damaging our base! Perhaps we should catch the big one and... Oh, no, what's that?

[Base commander]: My eyes! What's going on?

***** pained cries *****

[Claire the AI]: You have been blinded by an unexpected flash of bright colors, likely emitted by the being you call a flying carpet.

[Base commander]: Oh, it's over. Base, are you all right?

[Crewmember 2]: Mother?

[Base commander]: Base, repeat.

[Crewmember 2]: Mum, what... what are you doing here?


[Base commander]: What in the mercy of the void is going on out there, Claire?

[Crewmember 2]: Mum, it's impossible. I left you aboard Vanguard! Months ago!





[Base commander]: Claire?

[Claire the AI]: Commander, one of you is experiencing hallucinations.

[Base commander]: No, not that again.

- Gain 3 *Microorganism* Leads.
- Gain 2 .
- Place each Crewmember from Sector 6 in Sector 5.
- Place card **P000** in Sector 6.

LOG 1785

- If you are playing with 2 Sections: Each Crewmember Refreshes all , takes 2 additional dice from their Section Compartment and places them in their Spent Pool, 2 Small Equipment  from the Armory and draws cards to their hand-size limit. Gain 2 Supplies.
- If you are playing with 3 or 4 Sections: Each Crewmember Refreshes all , takes 2 additional dice from their Section Compartment and places them in their Spent Pool, 2 Small Equipment  from the Armory and draws cards to their hand-size limit.

OPERATION: PILGRIMAGE

LOG 1800

Away Team commander audio log

It's not working out! All in vain! You're wasting your time, someone else has to do it!

Roll  and   on the *Security Mirage* Threat card.

LOG 1801

Away Team recordings

[**Away Team commander**] (panting): Vanguard? Do you copy? Is this damned radio even working?

[**Lieutenant Banini**]: It is, commander. We copy. What's the status?

[**Away Team commander**]: It is a bloody nightmare, that's what it is. We have passed those damned Idemian Trials and... And Uru was about to get that long-awaited Tear. That was when the real horror began. The Ritual Guide grabbed Uru and poured some toxic thing into their eye socket.

[**Lieutenant Banini**]: Maybe that was the Tear?

[**Away team commander**]: Lieutenant, the thing burned Uru's eye and a part of their brain. Our Idemian ally died in terrible agony before we even grabbed our weapons.

[**Lieutenant Banini**]: This is awful to hear.

[**Away Team commander**]: And worse to see. We have downed the Guide, but too late. Now we need to bury Uru and... Could you pick us up, please?

[**Lieutenant Banini**]: The storm has calmed down. I am sending the lander.

Gain 1 .

If you are playing the campaign, go to **Log 1807**. Otherwise, discard all Mission cards from the Planet board.

Congratulations! You've completed this Operation.

You may play this Exploration as a separate Operation again to discover other possibilities and endings!

LOG 1802

Away Team recordings

[**Away Team commander**]: Vanguard, I have an urgent report to make. As we were exploring the area around the crashed lander, we came across a comatose Idemian in stasis. The stranger must have been here for a long time. The body is overgrown with local vegetation.

[**Captain Lee**]: Comatose?

[**Away Team commander**]: Yes. Life signs are weak, but stable. What do we do?

[**Captain Lee**]: Wait, commander. I have Doctor Juarez on the line.

[**Doctor Juarez**]: Commander, our knowledge about Idemian biology is limited, but I would say the coma is their survival mode. They may enter it in hopeless situations to wait them out.

[**Away Team commander**]: Like crash-landing on a desert planet. Makes sense. Dr. Juarez, should we wake the Idemian up?

[**Dr. Juarez**]: Why not? I know they respond to adrenaline shots as humans do.

[**Away Team commander**]: Fine. We will prepare a small dose.

- Open the Planetopedia at pages **8-9** (*Pilgrimage*).
- Place the Lead bag next to the Planet board. Ensure it contains 20 Lead tokens.
- Shuffle all 5 Discovery decks separately and place them above the Planet board. If they are not already there, take them from Card Tray A.
- Shuffle the Event deck and place it to the left of the Planet board. If it isn't already there, take it from Card Tray A.
- Place the Injuries deck to the right of the Planet board. If it isn't already there, take it from Card Tray A.

- Do not draw a Rank-Up card. Crewmembers who survive will Rank-Up based on their performance in this scenario.
- Place all Crewmembers in Sector 1.
- Divide the Personal and Mission Equipment cards between Crewmembers. If players cannot agree, the Recon Section player makes the decision.
- Each Crewmember places a Turn token on their Crew board, "Turn Available" side up.
- Each Crewmember draws the number of Section cards indicated on their Crew board from their Section deck.
- The Recon Section player chooses a Crewmember to receive the Start token.
- Go to **Log 1815**.

LOG 1803

Away Team commander audio log




It's not working out! All in vain! You're wasting your time, someone else has to do it!

Roll  and   on the *Engineering Mirage* Threat card.

LOG 1804

Away Team commander audio log

If I could, I would abandon this terrible planet in no time, but we can't. This terrible storm rages in the atmosphere which blocks the distress call and makes leaving the planet a risky endeavor. Damn, we must stay here and brave everything the planet throws at us.

Each Crewmember with 3 Injuries rolls all their Injury dice. If they roll either 1  and 1  OR 2 , the Crewmember dies. Remove this Crewmember from their Rank sleeve and remove their model from the board.

The Planetary Exploration continues without them.

If you roll anything else, continue the game.

If there are no more Crewmembers on the board, go to **Log 1833**.

LOG 1805

Away Team recordings

[**Away Team commander**]: OK, everybody. We have heard everything there is to know about the next Trial.

[**Crewmember 1**]: So we are supposed to take a gigantic snake that has developed a unique fighting style. It always strikes below the rib cage because this is where the most vital Idemian organs are.

[**Crewmember 2**]: Yes, and the snake's vulnerable part is the tail.

[**Away Team commander**]: Yeah. Let's remember that, and off we go.

LOG 1806

Away Team recordings



[**Crewmember 2**]: I am close to its tail! One more sec, and I am gonna try to rip the thing off!



[**Away Team commander**]: Yeah, do that!

Perform the following Dice Check.


Other Crewmembers may Assist as if they were in the same Sector.


 **AIM FOR THE TAIL**

 = 

 + 

Go to **Log 1830**.




Each Crewmember rolls .

- Open the Planetopedia at pages **8-9** (*Pilgrimage*).
- Place the Lead bag next to the Planet board. Ensure it contains 20 Lead tokens.
- Shuffle all 5 Discovery decks separately and place them above the Planet board. If they are not already there, take them from Card Tray A.
- Shuffle the Event deck and place it to the left of the Planet board. If it isn't already there, take it from Card Tray A.
- Place the Injuries deck to the right of the Planet board. If it isn't already there, take it from Card Tray A.

LOG 1807

Check how successful this mission has been.

You may use markers to count your victory points. Each marker on the Lander board means 1 victory point. Gain victory points following the scoring rules listed below:

- Add 2 points if you have only 2 Sections on this Mission.
- Add 1 point if you have 3 Sections on this Mission.
- Add 1 point for each  you have on the Lander board.
- Subtract 2 points for each dead Crewmember.
- Subtract 2 points for each marker on Mission card **M30**.

Check the final score and apply the appropriate result from the table below.

- **7 or less** – *You barely survived* – No Crewmembers Rank-Up.
- **8-10** – *You did well* – All Rank 1 Crewmembers involved in this Exploration Rank-Up.
- **11-12** – *You did great!* – All Rank 1 and Rank 2 Crewmembers involved in this Exploration Rank-Up.
- **13** – *You did outstandingly well!* – All Crewmembers who took part in this Exploration may replace their current Rank sleeve with a Rank 3 sleeve.

Discard all Mission cards from the Planet board.

Open the Ship Book at page **25** and begin Ship Management.

LOG 1808

Away Team commander audio log

Engineering, I have recorded the entire fight from beginning to end, and once we are back, I will show it to everyone. I know that the crew respect you, but from now on, expect them to fear you!

Gain 1 .

Discard the *Engineering Mirage* Threat card and the Engineering Crewmember model without a colored base ring.

If there are no Threat cards on the board, go to **Log 1817**.


LOG 1809

Away Team recordings

[**Away Team commander**]: It's not gonna fly, is it?

[**Crewmember 1**]: No chance, commander. It is damaged beyond repair.

[**Away Team commander**]: Sad. Try to salvage as much as you can, though. Pay attention to communication systems. We might somehow be able to contact Vanguard.

Choose one unmarked box, mark it and resolve its text. If all boxes are marked, Refresh 1 .

Gather supplies – Gain 2 Supplies.

Scavenge medical equipment – One Crewmember in this Sector may discard one Injury die and one Injury card.

Save undamaged parts – Gain 1 *Alien Tech* Discovery.

LOG 1810

Away Team recordings

[**Away Team commander**]: Crap, this isn't going too well. We'd better split before it's too late!

[**Crewmember 2**]: I think it is too late. We are never gonna-

[**Crewmember 1**]: Commander, I see Uru! Up there! Joining us!

[**Away Team commander**]: What the... Talk about tipping the scales... Crew, we have an opening! Attack!

[**Crewmember 1**]: It's down. The snake is down. I can't believe it.

[**Crewmember 2**]: We have passed the Trial!

Gain 1 .

Discard card **P253** from Sector 4.

Discard Global Condition card **G16**.

Place the *Ritual Guide* standee in Sector 4.

LOG 1811

Away Team commander audio log

Believe it or not, the Trial is over. No matter what happens next, this has been a moment to remember. Soon, the Idemian Tear will be delivered. The shadow of the Monolith looms over us. We are waiting in grave silence for the ceremony to begin.

If the box in **Log 1853** is marked, go to **Log 1848**.

Otherwise, go to **Log 1801**.

LOG 1812

Away Team commander audio log

I am shocked. Whoever said that nerds could not fight obviously never saw our eggheads from ISS Vanguard in action. Congratulations, brains. You have no match in the entire universe!

Gain 1 .

Discard the *Science Mirage* Threat card and the Science Crewmember model without a colored base ring.

If there are no Threat cards on the board, go to **Log 1817**.

LOG 1813

Away Team recordings

[**Crewmember 1**]: So what do we know?

[**Crewmember 2**]: We know that the Idemians have incredible regeneration potential, and that they can control the functioning of their internal organs. The point of the Trial is to bring an Idemian to the brink of death and allow them to regenerate back to life.

[**Crewmember 1**]: Damn, if we are to take this particular Trial, we will not survive it!

[**Away Team commander**]: I don't think we will have to, fortunately. This is what Uru was going through when we arrived. This Trial is over.

[**Crewmember 1**]: What a relief.

LOG 1814

Away Team commander audio log

Years of martial arts training, black belts, medals, cups, throngs of sparring partners, and it all has boiled down to this very moment. I am watching the Security Section beating the hell out of... well, themselves. Something I am never gonna forget!

Gain 1 .

Discard the *Security Mirage* Threat card and the Security Crewmember model without a colored base ring.

If there are no Threat cards on the board, go to **Log 1817**.

LOG 1815

Away Team recordings

[**Away Team commander**]: Capcom, the Idemian is waking up. Condition is stable, but... Easy, easy, stranger. We are the crew of ISS Vanguard. We have met your folk before, and-

[**Uru**]: What is going on? Who... Who are you?

[**Away Team commander**]: We have come from Earth and-

[**Uru**]: The what? No, no, run! Run now!

[**Away Team commander**]: What? Why do you want us to-

[**Uru**]: You are in serious danger! If you-

*** muted explosion in the distance ***

[**Away Team commander**]: What is that?

[**Crewmember 1**]: Commander, that's our lander! Something is happening to it!

[**Away Team commander**]: Capcom, we are under attack. Capcom?

[**Crewmember 2**]: We have lost the signal.

[**Away Team commander**]: Come on! We must get back there

and figure out what is happening!

***** running footsteps *****

[Crewmember 2]: I can already see it! Void, have mercy on us. It is a gigantic humanoid! Twice as big as us!

[Uru]: It's the Ritual Guide. Run like I told you.

[Crewmember 2]: Commander?

[Uru]: It's too late. He has already spotted you.

[Away Team commander]: Run away!

***** thundering footsteps *****

Away Team commander audio log

[Away Team commander]: Khm, khm... Is everyone ok?

[Crewmember 1]: Hell, what was it?

[Crewmember 2]: The bastard tackled every one of us and... injected us with some substance!

[Crewmember 1]: My medkit doesn't recognize it.

[Away Team commander]: Neither does mine. Uru, any idea what this was?

[Uru]: The name will not help you, and the composition is unknown, therefore untreatable. It is applied to all candidates willing to take the Ritual.

[Away Team commander]: The Ritual Guide took us for Idemians. What's wrong with it?

[Uru]: I cannot explain it. But since you must complete the Ritual anyway, I will take you to the Trial Monolith.

- If you are playing the campaign, open the Ship Book at page 19 and flip the Lander card representing your current Lander to the Damaged side (unless it is a Basic Lander).
- Place card **P251** in Sector 1.
- Place card **P250** in Sector 2.
- Place Mission card **M30** on the Planet board.
- Place Optional Mission **M31** in the Optional Mission slot on the right edge of the Planet board.
- Place the *Ritual Guide* Threat card in the indicated slot on top of the Planet board.
- Place the *Ritual Guide* standee in Sector 2.
- If you are playing the campaign, remove Landing card **L10** from the game and store the Ship Book.
- Perform a Planetary Exploration, following the rules in Chapter III of the Rulebook.

Hint: You will be subjected to numerous Trials. Decrypt the ancient monolith spotted on the planet or contact the Idemians present on Vanguard.

LOG 1816

Away Team commander audio log

It's not working out! All in vain! You're wasting your time, someone else has to do it!

Roll  and   on the *Science Mirage* Threat card.

LOG 1817

Away Team commander audio log

Now I understand the symbolism of the Trial. It is difficult to beat your own weaknesses and even harder to beat your strengths. To defeat yourself means to overcome both.

We have completed the Trial, and so has Uru. It is interesting, however, that although we are not Idemians, the Trial has also given us something to think about.

- Discard card **P256** from Sector 3.
- Place card **P254** in Sector 5.
- Place the *Ritual Guide* Threat card in the designated slot above the Planet board.
- Place the *Ritual Guide* standee in Sector 3.
- Replace your current Global Condition card with card **G15**.

Hint: We still have some time before the ceremony starts. The current Global Condition will end your Planetary Exploration.

LOG 1818

Away Team recordings

[Away Team commander]: I wish this were the end, but it isn't, right?

[Uru]: No. It is not. You have passed one Trial, but there is another to come.

[Away Team commander]: Harsher than the previous one?

[Uru]: Objectively speaking, no.

[Away Team commander]: And subjectively?

[Uru]: You will see for yourselves. Let me take you there.

[Away Team commander]: Fine.

Place card **P256** in Sector 3.

LOG 1819

Away Team recordings

[Crewmember 1]: The snake is coiling up! Getting ready to strike!

[Away Team commander]: I see it. Spread out! Activate medkits! We will take the brunt of the attack, and then give the thing something to remember!

Choose one:

- » **Protect head and throat** – Go to **Log 1824**.
- » **Protect arms and legs** – Go to **Log 1839**.
- » **Protect heart and intestines** – Go to **Log 1851**.

LOG 1820

If you are playing a campaign and the box in **Log 1204** is marked, go to **Log 1846**. Otherwise, read on:

Away Team recordings

[Away Team commander]: Vanguard, do you copy?

[Lieutenant Banini]: This is Vanguard, Lieutenant Banini speaking. Away Team, are you all right?

[Away Team commander]: Kind of. Our lander is destroyed and...

[Lieutenant Banini]: Commander, your signal is weak! There is a terrible storm raging in the atmosphere, and the static is impossible!

[Away Team commander]: Yeah, and we are using a makeshift radio which may break down any second, so let me be quick about it. I need some intel about Idemian passage rites. We seem to have got tangled into one of them.

[Lieutenant Banini]: Sure. I am putting you through to our Idemian crewmembers. I am certain they will help you.

[Idemian Crewmember]: So the planet was a ritual site? Fascinating. There are many of such places and we do not know the location of all of them. Listen, commander, our rituals differ from planet to planet, but principally they consist of three Trials. There is always a Ritual Guide that oversees the procedure, and the Monolith that tells you what the next Trial will be. Unfortunately, deciphering its messages is a tough nut to crack even for us Idemians. Which Trial exactly are you about to face?

Choose one:

- » **Ask about the Trial that tests caution and fighting skills** – Go to **Log 1805**.
- » **Ask about the Trial that tests honor and courage** – Go to **Log 1840**.
- » **Ask about the Trial that shows the supremacy of the mind over death** – Go to **Log 1813**.

LOG 1821

Away Team recordings

[Crewmember 2]: Commander, there is no trace of that weird energy anomaly, but I have detected something which may be a cloaking barrier.

[Away Team commander]: Someone is hiding something.

Stay sharp, everyone. Let's get through it.

*** *careful footsteps* ***

[Away Team commander]: We're through.

[Crewmember 1]: I see buildings, commander.

[Crewmember 2]: Structures, I would say, not buildings. Machines. Wiring.

[Crewmember 1]: And those look like sockets.

[Away Team commander]: My guess is we have found the Ritual Guide's charging station. Let's look around.

Gain 1 .

Replace the card in Sector 7 with card P252.


LOG 1822

Away Team recordings

[Uru]: We have lingered for too long. The Ritual Guide is losing its patience.

[Away Team commander]: What do you mean? It is just a robot, and-

[Uru]: Let me handle the Trial for you. After all, this is what I am here for.

- Each Crewmember rolls .
- Place a marker on Mission Card M30. If there are 2 markers there, go to **Log 1823**.
- If only one box in **Log 1845** is marked:
 - » Discard card P253 from Sector 4.
 - » Discard Global Condition card G16.
 - » Place the *Ritual Guide* standee in Sector 4.
- If two boxes in **Log 1845** are marked:
 - Discard all Threat cards above the Planed board and all Crewmember models without a colored base ring.
 - Place the *Ritual Guide* Threat card in the designated slot above the Planet board.
 - Place the *Ritual Guide* standee in Sector 3.
 - Place card P254 in Sector 5.
 - Replace the Global Condition with card G15.

LOG 1823

Vanguard bridge audio log

[Lieutenant Banini]: Captain, I have disturbing news.

[Captain Lee]: Is it about the Away Team?

[Lieutenant Banini]: Unfortunately, yes. As you know, they got sucked into an Idemian rite of passage, and then we lost contact with them.

[Captain Lee]: But then they reached out, right?

[Lieutenant Banini]: Yes, briefly, before the storm reached the peak of its fury. There's been no contact since then until now. Captain, they failed.

[Captain Lee]: What do you mean they failed?

[Lieutenant Banini]: The clouds cleared, and we could finally scan the surface of the planet. And we spotted their bodies. No life signs, captain.

[Captain Lee]: It's... It's heartbreaking.

[Lieutenant Banini]: It is. Whatever happened down there, they didn't make it. Can I send a lander down there to retrieve their bodies?

[Captain Lee]: Of course, lieutenant. And I will address the crew.

Each Crewmember on the planet dies – remove these Crewmembers from their Rank sleeves.

If you're playing the campaign:

- Place the Mission Failed token on the Lander board.
- Open your Ship Book at page 25 and begin Ship Management.

You may play this Exploration as a separate Operation again to discover other possibilities and endings!

LOG 1824

Away Team recordings

[Away Team commander]: Are you all right?

[Crewmember 1]: I... I guess so.

[Away Team commander]: But I saw the snake bite into your stomach. Right below the rib cage!

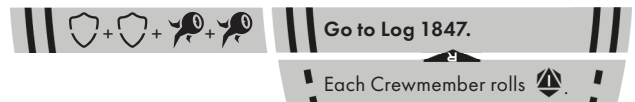
[Crewmember 1]: Nothing the medkit cannot deal with. Don't worry, commander.

[Crewmember 2]: Could be that Idemians have their most vital organs below the ribs.

[Away Team commander]: Yeah. The snake wanted to kill you, but it had no idea we aren't Idemians. We won't give it another chance.

Perform the following Dice Check.

Other Crewmembers may Assist as if they were in the same Sector.



LOG 1825

If the Security Section player performed an Action which resulted in resolving the green outcome, go to **Log 1814**. Otherwise, go to **Log 1800**.




LOG 1826


OPERATION PILGRIMAGE

The following rules will allow you to start Operation Idemian Pilgrimage as a separate, stand-alone mission. However, this Operation is also available from the campaign map and may be played as a part of the full Lost Fleet campaign.

Crewmembers count: 2-4

Difficulty: Medium

Frequent Checks: , , 

Dice Checks:  are more dangerous than usual.

Landing:  and 


Dangers: Be ready to face Threats, suffer Injuries, and face difficult dice management.

Setup:




1. Prepare the Lander


- Place the Void Ranger Lander board on the table. Place all Lander Mods numbered A01-A20 on the table. Choose up to 2 Utility mods and up to 1 Structural mod and place them on the Lander board.

2. Prepare the Away Team

- Each player picks at least one Crew board. If playing solo, you must select at least 2 Crew boards.
- Each Section draws three Crewmember cards, selects one card, and places it in the Rank 3 sleeve of this Section. Place these sleeved Crewmembers on their matching Section boards.
- Each player fills their Crew boards with 12 Section dice from the box. Among those, each Crewmember needs to have at least one Basic die  for each of the three colors. Players may use Universal, Expert, Wild and Alien dice in this Operation.
- Each Section player creates a Section deck of at least 10 cards from their Section cards. You may only use cards of Rank 3 or lower. Each Section deck is then shuffled and placed next to the corresponding Crew board.
- Place the indicated number of markers in the Charges slot of each Crew board.

3. Load the Lander

- Take all Equipment cards numbered E01-E53 that can be used by the Sections selected for this Operation. Place them face-up on the table. Each Crewmember in the Away Team chooses 1 Small Equipment  card and places it next to their Crew board.
- Then, choose a number of Personal  and Mission Equipment  cards up to the limit (depicted in the Load section in the top left of the

Lander board). You may also take any number of Mission Equipment Upgrades  for Mission Equipment cards that you have chosen (upgrades do not count toward the Lander Equipment limit). If players are unable to agree on the choice of Equipment, the final decision is made by the first Section from this list that's present in the Operation: Engineering Section, Security Section, Recon Section, Science Section.

- Place the chosen Equipment cards in a pile next to the Lander board and return the rest to the box.
- Place a marker on the appropriate space of the Supplies track. The highlighted space on the Supplies track is the base number of Supplies the Lander has, but this is modified by any appropriate Lander Mod cards on the Lander.


4. **Strap In!**

- Go to **Log 1842**.

LOG 1827

Away Team recordings

[Crewmember 1]: Nice belly, nice! Now, take this!

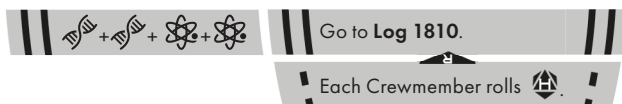
Each Crewmember rolls .

Perform the following Dice Check.

Other Crewmembers may Assist as if they were in the same Sector.

 **AIM FOR THE INTESTINES**

  = 



LOG 1828








If the Science Section player performed an Action which resulted in resolving the green outcome, go to **Log 1812**. Otherwise, go to **Log 1816**.

LOG 1829

[Away Team commander]: Vanguard, we are preparing for landing procedures. I must warn you that it will be a wild ride, with all those strong, ever-changing winds in the upper layers of the atmosphere and the limited visibility. Another storm is approaching soon, so I strongly advise against another landing. We should only do this once. Let's hope we make it.

Begin the landing procedure:

1. On the Lander board, place a marker in the starting space (indicated with an "S" on the Landing track).
2. Roll the Danger die and apply the effect corresponding to the rolled result in the table below. If more than one option is available, choose one (you cannot choose an option you cannot fully resolve). In rare cases, where a Crewmember would gain a fourth Injury, ignore that Injury card and Injury die.
3. Progress the Landing track (move the marker 1 space to the right), but not beyond the last space.
4. If the marker has reached the "Landing Successful" space, go to **Log 1802**. Otherwise, go back to step 2.

	No Visibility	Long Range Scan: If  is 3 or more, each Crewmember  . Otherwise, each Crewmember  .
	Strong Wind	Endure If  is 4 or more, nothing happens. Otherwise, lose 1 Supplies.
	Change of Wind	Fly Through Return 1 random Equipment card to the "Armory."

LOG 1830

Away Team commander audio log

Yeah, it's over. The snake is down. It wasn't easy, though, no, not at all. I am exhausted. Hey, Uru! Thank you for coming to our aid. We couldn't have pulled it off without you, my friend.

Gain 2 .

Discard card **P253** from Sector 4.

Discard Global Condition card **G16**.


Place the *Ritual Guide* standee in Sector 4.

LOG 1831

Away Team recordings

[Away Team commander]: The eyes, crew. We take the eyes out, and we put it out of action!

[Crewmember 2]: Roger that, commander.

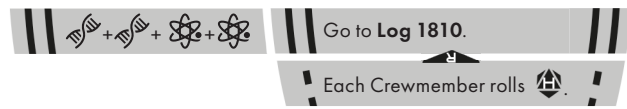
Each Crewmember rolls .

Perform the following Dice Check.

Other Crewmembers may Assist as if they were in the same Sector.

 **AIM FOR THE EYES**

  = 



LOG 1832

Away Team commander audio log

Another shocking discovery. We are examining a crashed spaceship, definitely Idemian, but rather old. A few hundred years old. There is an Idemian corpse nearby, and... Uhm. I think we know the cause of death. Someone or something must have injected a dose of toxins into the eye socket of the Idemian, causing it to melt. Now, I remember what Uru told us about that Idemian Tear of theirs, and I am feeling weird.

Gain 1 .

Mark the topmost unmarked box in **Log 1841**.

Replace the card in this Sector with card **P257**.

LOG 1833

Vanguard bridge audio log

[Lieutenant Banini]: Captain, I have disturbing news.

[Captain Lee]: Is it about the Away Team?

[Lieutenant Banini]: Unfortunately, yes. As you know, they got sucked into an Idemian rite of passage, and then we lost contact with them.

[Captain Lee]: But then they reached out, right?

[Lieutenant Banini]: Yes, briefly, before the storm reached the peak of its fury. There's been no contact since then until now. Captain, they failed.

[Captain Lee]: What do you mean they failed?

[Lieutenant Banini]: The clouds cleared, and we could finally scan the surface of the planet. And we spotted their bodies. No life signs, captain.

[Captain Lee]: It's... It's heartbreaking.

[Lieutenant Banini]: It is. Whatever happened down there, they didn't make it. Can I send a lander down there to retrieve their bodies?

[Captain Lee]: Of course, lieutenant. And I will address the crew.

If you're playing the campaign:

- Place the Mission Failed token on the Lander board.
- Open your Ship Book at page **25** and begin Ship Management.

You may play this Exploration as a separate Operation again to discover other possibilities and endings!

LOG 1834

If the Recon Section player performed an Action which resulted in resolving the green outcome, go to **Log 1849**. Otherwise, go to **Log 1850**.

LOG 1835

Away Team recordings

[Away Team commander]: So, this is the Monolith, right?

[Uru]: Yes. And those rites indicate which Trials you are supposed to take.

[Away Team commander]: There aren't many.

[Uru]: They change all the time. The Monolith must be regularly visited.

If any boxes are marked in **Log 1845**, go to **Log 1840**. Otherwise, go to **Log 1805**.

LOG 1836

Away Team commander audio log

We are standing at the bank of a shallow lake, extending up to the horizon. Its surface is perfectly still and looks like a mirror. It would be a sight to remember if it weren't for that terrible Ritual Guide. We are watching him pace up to the edge of the water and spill something into it.

I have a bad feeling, but Uru motions me to be quiet.

I am.

The liquid disappears in the mirror-like waters of the lake, and the Ritual Guide walks away, much to my relief. I wish-

Universe, have mercy on us. What is it? What is it I am seeing?

Images slide out from the silvery mirror. They look like us! They are identical! And hostile-

What? Are we supposed to fight ourselves?

Discard the *Ritual Guide* Threat card and *Ritual Guide* standee.

Discard card **P256** from Sector **3**.


Check which Sections are on the Planet board then apply for each Section:

- Recon Section – Place the *Recon Mirage* Threat card in the designated slot above the Planet board. Place an unused Recon Crewmember model in Sector **5**.
- Science Section – Place the *Science Mirage* Threat card in the designated slot above the Planet board. Place an unused Science Crewmember model in Sector **1**.
- Engineering Section – Place the *Engineering Mirage* Threat card in the designated slot above the Planet board. Place an unused Engineering Crewmember model in Sector **3**.
- Security Section – Place the *Security Mirage* Threat card in the designated slot above the Planet board. Place an unused Security Crewmember model in Sector **7**.

LOG 1837

Away Team recordings

[Away Team commander]: I will knock all those fangs out of that nasty maw of yours!


Each Crewmember rolls .

Perform the following Dice Check.

Other Crewmembers may Assist as if they were in the same Sector.



Go to **Log 1810**.

Each Crewmember rolls .

LOG 1838

Away Team commander audio log

All right, we're here. The Trial is about to begin. I can't believe I'm a part of this insanity... Well, here we go.

Place the *Ritual Guide* standee next to its Threat card and flip its Threat card.

Place card **P253** in Sector **4**.

Hint: You have limited time to complete your Trial.

LOG 1839

Away Team recordings

[Away Team commander]: Are you all right?

[Crewmember 1]: I... I guess so.

[Away Team commander]: But I saw the snake bite into your stomach. Right below the rib cage!

[Crewmember 1]: Nothing the medkit cannot deal with. Don't worry, commander.

[Crewmember 2]: Could be that Idemians have their most vital organs below the ribs.

[Away Team commander]: Yeah. The snake wanted to kill you, but it had no idea we aren't Idemians. We won't give it another chance.

Perform the following Dice Check.

Other Crewmembers may Assist as if they were in the same Sector.



Go to **Log 1847**.

Each Crewmember rolls .

LOG 1840

Away Team recordings

[Away Team commander]: It is hard to put all those new pieces of information together. The Idemians can control their own dreams.

[Crewmember 1]: Fascinating. As a result, they do not have nightmares.

[Crewmember 2]: Yeah. And the only thing they are afraid of is... themselves.

[Away Team commander]: Themselves. So what are we going to fight? What... or whom? Anyway, team, focus on what your Section does best.

LOG 1841

The Away Team has a clue about what happened on the planet.

The Away Team now knows what happened.

LOG 1842

Captain Lee's briefing

Good morning everybody. Please, remain seated. As you all know, we are approaching a habitable world already known to the Idemians in the past and for some unknown reason named Pilgrimage. Since the planet hasn't been visited in decades, our Idemian crewmembers have submitted a formal request to examine the situation, to which I have agreed. Their request was prompted by the discovery of a modern Idemian ship which may have crash landed there, although no distress call has been picked up. We have also detected an energy-consuming spot to the east of it. The operation is scheduled to begin soon as we have an alarming weather forecast. Violent storms in the higher layers of the atmosphere are about to break out so if you have questions, waste no time.

Go to **Log 1829**.

LOG 1843

If the Engineering Section player performed an Action which resulted in resolving the green outcome, go to **Log 1808**. Otherwise, go to **Log 1803**.

LOG 1844

Away Team recordings

[Away Team commander]: What is your name?

[Uru]: Uru.

[Away Team commander]: Will you please tell us what is happening here?

[Uru]: I was undergoing a sacred Idemian ritual rewarded with the Idemian Tear.

[Away Team commander]: And... Uhm... and that is what exactly?

[Uru]: A distinction visible only to other Idemians. Those who pass the ritual are injected with a unique liquid that forever stays in your eye, thus granting you esteem and pride.

[Away Team commander]: And what does the ritual consist of?


[Uru]: Several challenges. The first one is the Trial of Death, during which the candidate suffers a few death blows and must recover from the brink of death. Mine had been going on for six years when you interrupted it.

[Away Team commander]: I am sorry. We thought we were coming to your aid.

[Uru]: No apologies needed. That particular Trial was ending.

[Away Team commander]: What are the other ones?

[Uru]: There are many. The Monolith will tell you.

Gain 1 .

Replace the card in Sector 1 with card P000.

LOG 1845

Away Team recordings

[Uru]: You don't have time to linger! The Trial will begin any minute!

[Away Team commander]: Dammit! Hurry up, everybody!

Place Global Condition card G16 in the Global Conditions slot.

Mark the topmost unmarked box and resolve its text.

A – Go to **Log 1838**.

B – Go to **Log 1818**.

LOG 1846

Away Team recordings

[Away Team commander]: Vanguard, do you copy?

[Lieutenant Banini]: This is Vanguard, Lieutenant Banini speaking. Away Team, are you all right?

[Away Team commander]: Kind of. Our lander is destroyed and-

[Lieutenant Banini]: Commander, your signal is weak! A terrible storm rages in the atmosphere, and the static is impossible!

[Away Team commander]: Yeah, and we are using a makeshift radio which may break down any minute. Listen, I need some intel about Idemian passage rites. We seem to have got tangled into one of them.

[Lieutenant Banini]: Sure. I am putting you through to Anu, our Idemian crewmember.

[Anu]: So the planet was a ritual site? Fascinating. There are many of such places and we do not know the location of all of them. Listen, commander, our rituals differ from planet to planet, but principally they consist of three Trials. There is always a Ritual Guide that oversees the procedure, and the Monolith that tells you what the next Trial will be. Unfortunately,

deciphering its messages is a tough nut to crack even for us, Idemians. Which Trial are you about to face?

Choose one:

- » Ask about the Trial that tests caution and fighting skills – Go to **Log 1805**.
- » Ask about the Trial that tests honor and courage – Go to **Log 1840**.
- » Ask about the Trial that shows the supremacy of the mind over death – Go to **Log 1813**.

LOG 1847

Away Team recordings

[Away Team commander]: There is an opening! We push on!

[Crewmember 2]: I am right behind you, commander!

Choose one:

- » Aim for the fangs – Go to **Log 1837**.
- » Aim for the intestines – Go to **Log 1827**.
- » Aim for the tail – Go to **Log 1806**.
- » Aim for the eyes – Go to **Log 1831**.

LOG 1848

Away Team commander audio log

[Away Team commander] (whispering): Here is the plan, crew. We will line up as if to receive the Tear, but we will decline the honor and stand behind the Ritual Guide. When the Ritual Guide asks Uru, we will all attack the Guide by surprise. It is a simple plan, but a solid one. And... uhm, I am sorry, Uru.

[Uru]: I understand.

[Crewmember 1]: Here comes the Guide.

[Away Team commander]: Line up and get ready.

***** thundering footsteps
of the Ritual Guide *****

[Ritual Guide]: You have proven worthy of receiving the Idemian Tear which will vouch for your courage until death takes you. Will you take the Tear, or do you wish to continue the ritual to exhibit even grander valor?

[Crewmember 1]: I want to continue!

[Crewmember 2]: Me too. I am not worthy.

[Away Team commander]: Me neither.

[Ritual Guide]: Your decisiveness brings pride to the entire Idemian nation. And you?

[Uru]: I... Uhm-

[Away Team commander]: Now!

***** sounds of a fight *****

[Away Team commander] (panting): The Guide is down. Thanks, Uru. Now, can we start our makeshift radio to contact Vanguard? I hope the storm is over.

[Crewmember 1]: Sure thing, commander.

[Away Team commander] (panting): Vanguard, do you copy? We have downed the Ritual Guide, and we are safe for the time being.

[Captain Lee]: Glad to hear that, commander. And tell your Idemian friend Uru not to feel disappointed. His valor is unquestionable, and he will receive the Idemian Tear from our ambassador on Vanguard.

Gain 2 .

If you are playing the campaign, go to **Log 1807**. Otherwise, discard all Mission cards from the board.

Congratulations! You've completed this Operation.

LOG 1849

Away Team commander audio log

Keep coming at them, Recon! Bring it on! Amazing, what a spectacle! Crew, you have beaten your match. There is officially no one in the entire universe to take you on.

Gain 1 .

Discard the Recon Mirage Threat card and the Recon Crewmember model without a colored base ring.

If there are no Threat cards on the board, go to **Log 1817**.

LOG 1850

Away Team commander audio log

It's not working out! All in vain! You're wasting your time, someone else has to do it!

Roll  and   on the Recon Mirage Threat card.

LOG 1851

Away Team recordings

[Away Team commander]: Smart! Now we have the initiative!

[Crewmember 1]: At least, the defense should go easier.

[Crewmember 2]: Hang on, everybody!

Perform the following Dice Check.

Other Crewmembers may Assist as if they were in the same Sector.

 **DEFEND YOURSELF**
   = 

 + 

Go to Log 1847.

Each Crewmember rolls .

LOG 1852

Away Team commander audio log

All right, let the Trial begin. Uru tried to give us a heads-up, but nothing could prepare us for this huge Ritual Guide appearing again to inject substances into us. Once the substance kicks in, we will be able to see the snake - the Idemians' most lethal enemy from the past - and, well... Kill it in hand-to-hand combat.

The Trial is supposed to figure out whether the Idemians can still find their primal selves. Dammit, but we are NOT Idemians!

Too late to complain. The landscape is changing, twisting, getting surreal. I am scared as hell, and doing my best to hide it.

Join the ISS, they said. You will explore the universe, they said. And-

Oh, there it is. I see it! Weapons free, team!

Go to **Log 1819**.

LOG 1853

If all boxes in **Log 1841** are marked, mark the box below and resolve its text. Otherwise, nothing happens.

Gain 1 . Then, read on:

Away Team recordings

[Away Team commander]: Uru, listen. We must talk. Has it not come to your attention that the Ritual Guide has been acting erratically?

[Uru]: Erratically?

[Away Team commander]: The robot is corrupted, Uru. It will not give the Idemian Tear of which you're dreaming. Instead, it will inject a lethal toxin into you and kill you.

[Uru]: Impossible!


[Away Team commander]: Yet true. We have a dead body to speak for it.

[Uru]: So... So the Ritual Guide is our enemy?

[Away Team commander]: I am sorry to break this to you, but yes. And we must work out a plan to destroy it.

[Uru]: All right. I believe you.

LOG 1854

If the Ritual Guide standee is on the board, Refresh 3 . Otherwise, read on:

Away Team commander audio log

OK, the Ritual Guide is still deactivated, and we have finished the analysis. The conclusion is frightening. It seems that at some point, the Idemians started neglecting check-ups and maintenance. The Guide is broken. Broken and corrupted.

We should have realized that when it mistook us for Idemians, but the defect is actually much more serious.

Gain 1 .

Mark the topmost unmarked box in **Log 1841**.

Replace the card in Sector 7 with card P000.

OPERATION: TARTARUS

LOG 1900

Away Team recordings

[Away Team commander]: Careful, crew. This is a long climb, and I can't imagine carrying someone with a sprained ankle back to the lander.

[Crewmember 1]: Don't worry, commander. We're gonna be fine.

[Crewmember 2]: I am so looking forward to seeing their engines!

[Away Team commander]: Anyway, watch your steps.

Replace the card in this Sector with card **P455**.

LOG 1901

Away Team declassified recordings

[Dead Crewmember 1]: This is it, my friends. I had never thought that some time in my life I would reach the bottom of Hell.

[Dead Crewmember 2]: In an alien body, to spice it up.

[Dead Away Team commander]: All jokes aside, people. Let's take a look around.

[Dead Crewmember 1]: But this is Hell.

[Dead Crewmember 2]: A well-described one, at least. There are writings here. And some drawings. I see a panel with buttons.

[Dead Away Team commander]: And a handle. What is all this?

[Dead Crewmember 1]: I have no idea. How I miss our good, old AI...

[Dead Away Team commander]: We don't get all that. It's a dead end. Let's get out of here.

Replace the card in this Sector with card **P459**.

LOG 1902

Away Team recordings

[Dead Crewmember 1]: I do feel sorry for all those tormented souls. I have been thinking how to help them.

[Dead Crewmember 2]: And ourselves as well.

[Dead Away Team commander]: I have a theory. After all we have heard from the sinners, I am beginning to hope that we could revert the stream of souls.

[Dead Crewmember 1]: But how?

[Dead Away Team commander]: It sounds weird, but maybe it could be done mechanically? Like we pull a lever or turn a key? Let's look around.

Replace Mission card **M41** with Mission card **M42**.

Continue the game.

LOG 1903

Away Team commander live feed

There is no doubt now. I cannot rationalize any more. The underlying aura of sin has grown too strong. I know - I know for a fact - that we have sinned.

And we will be punished.

They are coming to make us pay. It's too late to run.

Refresh | .

Progress all Time Tracks by 1.

LOG 1904













Away Team commander recorded debriefing

Listen, everybody. I trust you are familiar with our mission, so let me emphasize the need for caution. We have detected no life in the base, but there might be active defense systems. Furthermore, whatever killed or drove away the builders of the base might still be there.

Remember that we have absolutely no intel about this species, their culture, or their mentality. This means any step might lead us into a trap, and any decision might create a dilemma. In other words: touch nothing. Don't enter buildings that look suspicious. Look sharp, think, and analyze. I want to bring you all back.

Begin the landing procedure:

1. On the Lander board, place a marker in the starting space (indicated with an "S" on the landing track).
2. Roll the Danger die and apply the effect corresponding to the rolled result in the table below. If more than one option is available, choose one (you cannot choose an option you cannot fully resolve). If your result is not in the table, proceed to the next step. In rare cases where a Crewmember would gain a fourth Injury, ignore that Injury card and Injury die.
3. Progress the Landing track (move the marker 1 space to the right), but not beyond the last space.
4. If the marker has reached the "Landing Successful" space, go to **Log 1920**. Otherwise, go back to step 2.

	Asteroid Fragments	Choose one: <ul style="list-style-type: none"> » Take the Strike Return 5 random Equipment cards reduced by  to the "Armory." » Evasive Maneuver Each Crewmember 7  reduced by .
	Elements of the Station Structure	Choose one: <ul style="list-style-type: none"> » Cargo Side Flight Lose 6 Supplies reduced by . » Cockpit Side Flight Each Crewmember 1 .
	A Narrow Pass	Choose one: <ul style="list-style-type: none"> » Slip If  is 5 or more, nothing happens. Otherwise, each Crewmember rolls . » Turn Back to Another Road Each Crewmember gains a <i>Wounded</i> Injury.
	Hidden Tunnel	Choose one: <ul style="list-style-type: none"> » Drag Each Crewmember 1  to go to Log 1920. » Fly Next to the Tunnel Progress the Landing track.

LOG 1905

Away Team recordings

[Away Team commander]: OK, so... Three. Two. One.

***** electronic beeping of a panel waking up to life *****

[Crewmember 1]: It's working.

[Away Team commander]: Strange. My fingers are tingling. I have this uncanny sensation I have touched a religious relic, not a control panel.

[Crewmember 1]: The panel is on, but nothing else is happening.

[Crewmember 2]: No, something is happening.

[Away Team commander]: I hear it, too. There is some commotion down there, at the entrance.

If Global Condition **G40** is on the board, go to **Log 1903**. Otherwise, go to **Log 1932**.

LOG 1906

Away Team recordings

[Dead Away Team commander]: So... you're hiding here?

[Dead Local 1]: There is no way to hide here. The Hounds will get me eventually. They are tireless. I am not.

[Dead Crewmember 2]: You can't fight them?

[Dead Local 1]: No, but I wouldn't do so even if I could. I am exhausted. When I see a Guardian of Hell approach, I simply give in. They are more delicate to you if you don't resist.

[Dead Crewmember 2]: Guardian of Hell?

[Dead Local 1]: This is what we call the Sin Hounds down here.

[Dead Away Team commander]: But they have already caught you once, right? Why would they do that again?


[Dead Local 1]: So that you may die and be born again. Your anguish must not stop.

[Dead Crewmember 1]: And why are you here?

[Dead Local 1]: I took an oxygen tank for myself. I was suffocating, but it is forbidden to take what's not mine.

[Dead Away Team commander]: Interesting. We chanced upon that law up there. So, all the knowledge we have gathered may come in handy.

Draw 1 Section card.

Mark box **G** in **Log 1979**. If this box is already marked, Refresh 1  instead.

LOG 1907

Away Team recordings

[Dead Away Team commander]: This building looks like a furnace.

[Dead Crewmember 1]: A disheartening discovery.

[Dead Crewmember 2]: Not entirely. Look there. I believe it is not only a soul-burning furnace but also a control room.

[Dead Away Team commander]: And there is someone at the console with whom I would really like to have a chat.

***** echoing footsteps *****

[Dead Away Team commander]: Excuse me. We're not disturbing you, are we?

[Dead base leader]: What? Oh... Who are you?

[Dead Away Team commander]: It's a long story. Let's say we are survivors, doing all we can to get out of this place.

[Dead base leader]: Ah, real sentients. Actual people to talk to.

[Dead Away Team commander]: Let's talk, then. Who are you?

[Dead base leader]: My name is Grohlan, and I used to be one of the leaders of this once proud and resourceful nation. We traversed the universe and skillfully tackled all obstacles in the spirit of unity and courage. To avoid a potential lack of discipline that could cripple our advances, we created a religion that was supposed to make us even stronger and more focused, and since there was no Hell to motivate our people, we made one. Later on, we discovered that burning souls is also a great way to propel the base. For both reasons, we introduced even more rigid rules and-

[Dead Away Team commander]: And created a dreadful vicious circle.

[Dead base leader]: Yes. Soon it was impossible not to sin. As a result, we have enough fuel, but nobody up there to use it. We have lost.

[Dead Away Team commander]: Since even you are here, you definitely have.

[Dead base leader]: True, true. Anytime a party of souls is burned, so am I, but I get reborn here to

suffer endlessly. Oh, what pain it is.

[Dead Away Team commander]: Listen, I think we can bring you the relief you need so much. There must be a way to revert the stream of souls and bring you back to the life you once enjoyed.

[Dead base leader]: Oh, there is a way. And there is a key you need to turn-

[Dead Away Team commander] (enthusiastically): I knew it! Do you know where the key is?

[Dead base leader]: Well, I have it, but to use it you need to show so much courage-

[Dead Away Team commander]: Give me the key!

Gain Unique Discovery **34**.

Gain 2 Alien Tech Leads.

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

LOG 1908


Away Team commander live feed

I can't run anymore. I am too exhausted to think, I... I no longer care what they are gonna do. Vanguard, thank you. Thank you all, guys. It's been... It's been quite a ride.

Those statues are robots. Mechanized inquisitors, serving the local... local strict religion. I see one of them coming close. Sin Hound, eh? Now I get it. It's not... It's not hostile to me. It's like it's just doing its job. I won't resist. I can't.

The Hound sees it, I think. It is gently bending over me. It's holding a... a collar! No, I am not one of your sinners! Take it away. I am not-

Draw 1 Section card and Refresh 2 .

Mark box **G** in **Log 1979**. If this box is already marked, Refresh 1  instead.


Go to **Log 1917**.

LOG 1909

Away Team commander live feed

All right, the AI has done the first part of the deciphering. Looks like those documents are statements - lists of various materials at the disposal of the base. What's interesting, every single sheet contains the same phrase at the bottom of it. It says that taking common goods for private use is prohibited and considered a grave sin, even if they're spent, broken or unneeded. Why were they so strict, those people?

Draw 1 Section card.

Mark box **D** in **Log 1979**. If this box is already marked, Refresh 1  instead.

LOG 1910

Away Team recordings

[Dead Crewmember 1]: There is a bonfire crackling there.

[Dead Crewmember 2]: And two sitting locals. Warming up, I think.

[Dead Away Team commander]: I wonder why. It's not cold.

[Dead Crewmember 1]: Like there is anything logical about this place.

***** crunching footsteps, crackling fire *****

[Dead Away Team commander]: Hello. Uhm... We are-

[Dead Local 1]: Does it matter who you are?

[Dead Away Team commander]: So... Who are you, then?

[Dead Local 1]: We are dead.

[Dead Local 2]: Dead sinners. Like all you will find here.

[Dead Crewmember 1]: And this is the difference between you and us. We have done nothing that was even remotely sinful!

[Dead Local 1]: They all deny.

[**Dead Local 2**]: You must have broken some holy rule? Our base was a maze of principles, getting more intricate every day. It became easier and easier to sin. I, for example, unknowingly killed a person.

[**Dead Local 1**]: And I stole an oxygen bottle. The Hounds got us quick.

***** ironic chuckle *****

[**Dead Away Team commander**]: The Hounds. They took our bodies!

[**Dead Local 1**]: They catch everyone, sooner or later. And they will catch you again.

[**Dead Away Team commander**]: Why? Again? We are already here, in this Hell of yours!

[**Dead Local 2**]: The Hounds never stop hunting (dry chuckle). Our respite will end soon. So will yours.

[**Dead Local 1**]: They will hunt you down again.

[**Dead Crewmember 2**]: This is insane. (whispering) But commander, maybe those two wretches will help us get out of here!

[**Dead Away Team commander**]: But only if you talk to the real sinner. Now, we have a murderer and an oxygen bottle thief. Think of all we have learned so far. Can we decide who the real sinner is?


Replace the card in this Sector with card **P456**.

LOG 1911

Away Team commander live feed

I am looking at oxygen tank storage, at least one regular thing in this sea of mysteries. Well, the tanks are a good find, but I am gonna leave them here. They too heavy and too many to carry.

Draw 1 Section card.

Mark box **D** in **Log 1979**. If this box is already marked, Refresh 1  instead.

If Global Condition **G40** is on the board, go to **Log 1903**. Otherwise, go to **Log 1932**.

LOG 1912

Away Team recordings

[**Dead Crewmember 1**]: So tell me again. You are here, because... You failed to make a sign of devotion before entering a factory?

[**Dead Local 1**]: Yes. It is a grave sin. The sign signifies you are devoted to working for the good of the community. Failing to make one shows you are not the right person to do that.

[**Dead Crewmember 2**]: I have come across that rule. This is why we figured you are a true sinner. True in the eyes of your religion, because for us it seems rather petty. Too small to condemn you like this.

[**Dead Local 1**]: Yes, maybe you are right. Some of us think so, too, actually. We are doomed anyway, so freedom of speech is the only thing we have. And we have recently discussed our chances of getting back.


[**Dead Crewmember 2**]: Back? Can you do that?

[**Dead Local 1**]: We've heard rumors. Since we were sent here down some power stream, apparently, you can convert the stream to go back.

[**Dead Away Team commander**]: How?

[**Dead Local 1**]: That we don't know. Only an expert in the Holy Law might help there.

Draw 1 Section card.

Mark box **L** in **Log 1979**. If this box is already marked, Refresh 1  instead.

LOG 1913

Away Team recordings

[**Crewmember 1**]: Boss, we're done for! We must get out of here!

[**Away Team commander**]: I know. I am thinking. I have never tried to break out of a Hell prison. Have you?




[**Crewmember 1**] (weakly): No, but... we must do something!



Mark the first unmarked box. If all boxes are marked, go to **Log 1949**.

Otherwise, read on:

Evacuating from this mission is impossible due not being quite alive at this moment!

The Crewmember who gained a fourth Injury makes a Survival Check: roll three Injury dice. If you roll 1  and 1  OR 2 , the Survival Check is failed. Remove this Crewmember from their Rank sleeve. Return all their dice to their Section Compartment and their Equipment to the Armory. The Planetary Exploration continues without this Crewmember – remove their model from the Planet board. If the Crewmember passes the Survival Check, continue the game.

If all Crewmembers are now dead, go to **Log 1949**.

LOG 1914

Away Team recordings

[**Crewmember 1**]: These documents are not ours to take!

[**Crewmember 2**]: We are taking them only to learn more about the residents of the base. Besides, there is no one to ask for permission.

[**Away Team commander**]: I understand your concern. For the locals, theft was a grave a sin, yet the base is abandoned. There is not a living soul around.

[**Crewmember 1**]: Not a living soul.

[**Crewmember 2**]: What are you talking about?

[**Crewmember 1**]: Remember those two monuments we passed a minute ago? They are... Commander, they're moving toward us!

If Global Condition **G40** is on the board, go to **Log 1903**. Otherwise, go to **Log 1932**.

LOG 1915

Away Team commander live feed

We are walking up, which isn't easy. There are huge gaps and holes everywhere, and the structure is barely holding. I wish I had told some of the crew to stay down, but nobody was happy to remain with the Sin Hounds.

It is funny that a well-trained team of experienced explorers would fear statues. But there is something disturbing about them, I admit.

Oh, the door. Finally.

Replace the card in this Sector with card **P454**.

LOG 1916

Away Team recordings

[**Crewmember 1**]: Another unidentified structure.


[**Crewmember 2**]: I would say it is the atmosphere maintenance facility. I am almost sure these machines here produce oxygen.

[**Away Team commander**]: You could be right. There is an open warehouse out there filled with cylindrical tanks. Could be oxygen tanks.

[**Crewmember 1**]: Let's go and take a look.

[**Crewmember 2**]: I would want to look at the machines first. Or even try to turn them on. What do you say, commander?

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision). You have to be careful:

- » **Look at the machines** – Go to **Log 1948**.
- » **Enter a warehouse for oxygen cylinders** – Go to **Log 1973**.
- » **Turn on the machines** – Go to **Log 1966**.
- » **Do nothing** – Refresh 1  and continue the game.

LOG 1917

Away Team recordings

[Crewmember 1] (panting): Are we safe?

[Crewmember 2]: Far from it. This thing knows the area.

[Crewmember 1]: It's slower than us.

[Crewmember 2]: But doesn't tire.

[Away Team commander]: Quiet. It's coming.

*** *approaching mechanical footsteps* ***

[Away Team commander]: That way!

*** *running* ***

[Crewmember 1]: No! There is another one there!

[Crewmember 2]: It's a trap!

[Away Team commander]: Back! Fall back!

*** *running; a yelp of pain* ***

[Crewmember 1]: My ankle... Boss, I have sprained my ankle.

[Away Team commander]: Time to make our stand. Open fire!

*** *guns firing* ***

[Crewmember 1]: No! Don't touch me! Boss, the thing is taking me!

[Crewmember 2]: You bastard! Let our friend go!

[Away Team commander]: Keep firing!

[Crewmember 1]: No!

[Crewmember 2]: This bastard is bulletproof!

[Away Team commander]: Shit! Capcom, we've lost one of ours.

[Crewmember 2]: Another robot is coming.

[Away Team commander]: No... Run!

If there is only one Crewmember model on the Planet board, go to **Log 1962**. Otherwise, read on:

Place each Crewmember model that is on POI card **P000** or **P001** on their Crew board. They no longer take part in the game (until all players are caught).

LOG 1918

Away Team recordings

[Crewmember 2]: I expected this place to be an engine room, not a chapel!

[Crewmember 1]: A chapel?

[Crewmember 2]: Yeah, for the lack of a better expression. See for yourself. All the panels and handles are marked with religious symbols, and so are the cables. In other words, the symbolism of their religion might be connected to the way you operate the engines. I cannot even tell what kind of energy is needed to get them going.


[Crewmember 1]: So we're wasting our time here?

[Crewmember 2]: Not entirely. I have discovered that the thickest cables lead down toward the other disc. You know, the lower part of the station. What if their source of energy is there?

[Away Team commander]: So let's leave this engine chapel and move there.

[Crewmember 2]: Hey, we may also try to start the machines!

Draw 1 Section card.

Mark box **H** in **Log 1979**. If this box is already marked, Refresh 1  instead.

LOG 1919

Away Team recordings

[Crewmember 1]: It's taller than I thought.

[Crewmember 2]: No tower is tall enough to make me forget all those dead bodies down there. There are thousands of them! What in the empty void happened?

[Away Team commander]: The view from the top may give

us some clues. For the time being, be careful not to step on the corpses.

[Crewmember 1]: Never.

[Crewmember 2]: Oh, there is a plaque here. According to the AI, the tower is "as proud and regular as the soul of a sinless person should be."

[Away Team commander]: And I see stairs to its top.

*** *panting, heavy breathing* ***

[Crewmember 1]: Quite a climb.

[Crewmember 2]: Worth the effort, I think. Look, I can see our lander. And something that looks like a temple close to it.

[Away Team commander]: And that structure? If I were to guess, I would say it is a factory.

[Crewmember 1]: Probably. Look, there are dozens, if not hundreds of such statues in its yard!

[Crewmember 2]: And one more thing: There is some space between the temple and the factory as if the residents wanted to stay away from both.

[Away Team commander]: Another thing to consider.

Go to **Log 1942**.

LOG 1920

1. Prepare the Planet board

- Open the Planetopedia at pages **18-19** (*Tartarus – Metropolis*).
- Populate the right side of the Planet board with the indicated **M40** Mission cards.
- Remove Landing card **L09** from the game.
- Place the Lead bag next to the Planet board. Ensure it contains 20 Lead tokens.
- Shuffle all 5 Discovery decks separately and place them above the Planet board.
- Shuffle the Event (Advanced) deck and place it to the left of the Planet board. If you're playing this Operation as a separate scenario, Advanced Events may be in the Secret Envelope.
- Place the Injuries deck to the right of the Planet board.
- Place the *Sin Hound* standees in Sector **1** and Sector **6**. They have no corresponding Threat cards on the board for now, do not move them until instructed.

2. Disembark

- Place the Lander standee in Sector **2**.
- Place all Crewmembers in Sector **2**.
- Do not place the Rank-Up card on the table. If playing this Operation as a part of the campaign, your Crewmembers will gain a new Rank depending on their performance in this Exploration.
- Players divide Personal Equipment cards and Mission Equipment cards between them. No Crewmember may carry Equipment cards belonging to another Section. If players cannot agree, the Engineering Section player makes the decision.
- Each Crewmember places a Turn token on their Crew board, "Turn Available" side up.
- Place the indicated number of markers in the Charges slot of each Crew board.
- Each Crewmember draws the number of Section cards indicated on their Crew board from their Section deck.
- The Recon Section player chooses a Crewmember to receive the Start token.

3. Begin your Planetary Exploration!

LOG 1921

Away Team recordings

[Crewmember 2]: Those locals must have been excellent, resourceful builders. Whatever happened to their station, most of the infrastructure survived it.

[Away Team commander]: Do you think it is operational?

[Crewmember 2]: I don't know. That panel there may be the main control panel. How about we try to activate it? Perhaps we could move the station?

[Away Team commander]: Or make a mess. We still know next to nothing about those people and their intentions.

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision). You have to be careful:

- » **Look carefully at the panel** – Go to **Log 1974**.
- » **Start the station control system** – Go to **Log 1905**.
- » **Leave this place** – Discard card **P454** from this Sector.
- » **Do nothing** – Refresh 1  and continue the game.

LOG 1922

Away Team recordings

[Crewmember 1]: This is the heart of the station, commander.

[Crewmember 2]: I think we are looking at the control center. This is where the leaders of this community made their decisions.

[Away Team commander]: Fateful decisions. From here, we should climb to the top or search the underground section first.

[Crewmember 1]: Both options seem fine, but-

[Away Team commander]: But what?

[Crewmember 1]: I don't know. Everywhere we go, we come across those weird statues, those Sin Hounds? They kind of creep me out, you know.

[Away Team commander]: They are intimidating, but they are only statues. Keep moving.

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision). You have to be careful:

- » **Go to the top** – go to **Log 1915**.
- » **Go underground** – go to **Log 1900**.
- » **Do nothing** – Refresh 1  and continue the game.

LOG 1923

Away Team recordings

[Crewmember 1]: We are too far away to see any details, commander. I know it's gross, but I think we should-

[Crewmember 2]: I have just spotted something. Some corpses are wearing those massive collars.


[Crewmember 1]: They could be decorative.

[Crewmember 2]: Yeah, sure, but there is a pattern. Look, the limbs of the collared ones are splayed like they died in the middle of some action. The collarless bodies are just lying there, their limbs together as if their passing were less dramatic - as if they didn't resist.

[Crewmember 1]: Was this mass suicide?

[Away Team commander]: If yes, those collars could have played a part. Let's rethink our course of action.

Draw 1 Section card.

Mark box **B** in **Log 1979**. If this box is already marked, Refresh 1  instead.

LOG 1924

Away Team commander live feed

We are entering the dark building. The silence is striking. It looks like the life has been sucked out of this place - the doors have been forced open, and furniture is scattered around. Someone - or something - must have ripped the residents out, but where did they go? There are no signs of what may have happened. We check every living space one after another, but it feels weird and depressing. I feel like we are exploring an empty, lifeless shell.

There is one more room we need to look into. A huge apartment of sorts. Perhaps it will give us clues.

Replace the card in this Sector with card **P450**.

LOG 1925

Away Team recordings

[Crewmember 1]: Hurry! Hurry! It's coming!

[Away Team commander]: I know. I can see it! Come on, just a few meters left!

**** grunts of strain, mechanical footsteps approaching ****

[Crewmember 2] (weakly): Don't leave me here...

[Away Team commander]: Nobody is leaving you.

[Crewmember 1]: Here. Come on. I will help you.

**** hum of opening doors ****

[Crewmember 1]: We are inside.

[Away Team commander]: Buckle up! Capcom, we have a wounded crewmember! Initializing emergency evac.

[Capcom]: Copy that, lander.

Place the Mission Failed token on the Lander board.

Discard all non-Unique Discoveries from the Lander board.

Open the Ship Book at page **25** and begin Ship Management.

LOG 1926

Away Team recordings

[Dead Crewmember 1]: I think we have reached the outskirts of this-

[Dead Crewmember 2]: Hell.

[Dead Away Team commander]: Can't think of a better name. Look at that sinner! Is he trying to run away?

[Dead Crewmember 1]: Oh! He's disappeared.

[Dead Away Team commander]: Impossible. Let's get closer.

**** crunching footsteps ****

[Dead Away Team commander]: See? There is a great chasm there, partly hidden from our view. That poor soul has jumped down. What a chasm.

[Dead Crewmember 1]: What a chasm. I can't see the bottom.

[Dead Crewmember 2]: Look! Another local jumping down!

[Dead Away Team commander]: Looks like they believe this will end their anguish.

**** footsteps ****

[Dead Local 1]: Well met, fellow sinners.

[Dead Local 2]: What is your sin?

[Dead Crewmember 1]: We have committed no-

[Dead Away Team commander]: It's a long list. And yours?

[Dead Local 1]: I killed myself. I was foolish enough to believe life after death would be better.

[Dead Local 2]: And I took important documents home. They called it theft.

[Dead Away Team commander]: Grave sins, both. OK, crew, let's focus now. Do we know enough to decide what a true sin is here? Which of these two should we talk to? It must be a smart decision. Talking to a would-be sinner may end up bad for us.

Replace the card in this Sector with card **P462**.

LOG 1927

Away Team commander live feed

We're approaching a religious center, a temple, perhaps. It is an imposing structure, its entrance "guarded" by some of those ominous tentacled statues. Our AI has deciphered their markings as Sin Hounds, making their as-of-yet unknown function intriguing, if not disturbing.

The dwellers of the base must have been emotionally attached to their religious rules, so I hope we will gather more data about them inside the temple. It's just that... I can't shake the feeling that the statues are

staring at me with condemnation.

What is this place doing to me?

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision). You have to be careful:


- » **Enter the temple** – Go to **Log 1969**.
- » **Examine the statues** – Go to **Log 1957**.
- » **Do nothing** – Refresh 1  and continue the game.

LOG 1928

Away Team commander live feed

What a remarkable sight. The Sin Hounds are falling apart one after another; something must be happening to the hellscape below, as we are detecting significant tremors. It's nothing, though, compared to what is going on with the stream of souls. It's not a stream anymore, but a turbulent river. The souls are flooding the entire base, covering all the bodies on the floor, and they... I can't believe it, but the collared bodies are beginning to move. They are alive again, some already scrambling for the remaining oxygen bottles seemingly able to withstand the cold void long enough for them to find shelter. That's it, I guess. We are ready to come back.

Discard Mission cards **M40** and **M42**.

If you're playing this Operation as a part of a campaign, gain 3 .

Go to **Log 1943**.

LOG 1929

Away Team recordings

[Away Team commander]: Don't pay too much attention to the statues. They are big and menacing, but lifeless. They just stand there-

[Crewmember 1]: And look.

[Away Team commander]: Statues don't look.

[Crewmember 1]: Still, they make me feel guilty.

[Crewmember 2]: Yeah, there is this burning justice in their looks.

[Away Team commander]: They are statues. Only statues.

[Crewmember 1]: You're not feeling it?

[Away Team commander] (hesitantly): I am. But I am just trying to stay rational.

[Crewmember 1]: Here's the entrance to the factory. Are we going in?

[Away Team commander]: Yes, we are.

*** the sound of opening doors ***

[Crewmember 1]: I have never seen a factory so full of religious symbols and writings.


[Crewmember 2]: And I know what those symbols mean.

[Away Team commander]: What?

[Crewmember 2]: That we should get out. Fast.

[Away Team commander]: I won't argue. Out. Now.

Draw 1 Section card.

Mark box **F** in **Log 1979**. If this box is already marked, Refresh 1  instead.

If Global Condition **G40** is on the board, go to **Log 1903**. Otherwise, go to **Log 1932**.

LOG 1930

Go to **Log 1955**.

LOG 1931

Away Team recordings

[Crewmember 1]: Randomly touching everything won't get you anywhere.

[Crewmember 2]: I still don't know how to start the thing.

[Away Team commander]: OK, you've had your chance. We can come back here some other time.

[Crewmember 2]: Or I can remove pieces of the control panel, and analyze them onboard Vanguard.

[Crewmember 1]: All right, I will give you a hand.

[Away Team commander]: Hey, did you hear that noise?

[Crewmember 1]: Yeah, well... Is it me or is someone coming?

If Global Condition **G40** is on the board, go to **Log 1903**. Otherwise, go to **Log 1932**.

LOG 1932

Away Team commander live feed

Hey, what in the name of the void... Shit, it's them! They are not statues! I repeat, they are not statues! They are robots, surprisingly fast and agile. They are running after us!

*** panting ***

Capcom, can you hear me? We are being chased by giant robotic sentinels! Can you help us out? We're trying to run and hide, but they know the area better. All we can do is buy a little time.

Sinners? What's that? They are booming: "Sinners" after us!

Come on, everybody! That way!

Place Global Condition card **G40** in the Global Conditions slot.

Place the *Sin Hound* Threat card in the indicated slot on top of the Planet board. It's active now. The standees already placed on the board correspond to this Threat card.

Replace the POI card in Sector **1** and Sector **6** with card **P001**. Each Crewmember from these Sectors may move to any connected Sector.

Hint: You have nowhere to run. Try to discover as much as possible before you get caught. The knowledge gained will definitely help in future missions.

LOG 1933

Away Team recordings

[Crewmember 1]: It looks like a hand-written letter.

[Away Team commander]: What scribble. Our AI may be able to decipher it, though. Give it to me.

*** digital beeping ***

[Crewmember 2]: It's taking forever.

[Away Team commander]: Patience. Look, it has dealt with the first words! The letter says: "They are coming."


[Crewmember 1]: Ooh, I have a bad feeling about this.

[Away Team commander]: Hush, there is more. "No doubt they are after me. Hell awaits me. I didn't know I was not allowed to enter that place! I didn't know it was a sin! Not long ago, that place was full of people. The Holy Law has changed again! They are here. I see a collar."

[Crewmember 2]: And that's it?

[Away Team commander]: Yeah. Come on, crew. Someone might be in need.

Draw 1 Section card.

Mark box **A** in **Log 1979**. If this box is already marked, Refresh 1  instead.

LOG 1934

Away Team commander live feed

We are looking at the bodies, and I think everybody wishes we weren't. Never before have we had a chance to see so much death up close.


What is more, I am feeling... guilty. Guilty and even scared. And the longer I stare, the bigger my guilt seems to grow. I am half-expecting someone to appear before me to punish me.

What a ridiculous notion. The atmosphere of the place must weigh down on me. It's time we got the hell out of there.

What? A silhouette is nearing us, followed by another one. Big ones, both of them. Who are they?

Somehow, the feeling of guilt is getting heavier and heavier.

Draw 1 Section card.

Mark box **B** in **Log 1979**. If this box is already marked, Refresh 1  instead.

If Global Condition **G40** is on the board, go to **Log 1903**. Otherwise, go to **Log 1932**.

LOG 1935

Away Team recordings

[Dead Crewmember 1]: Hey, don't run!

[Dead Away Team commander]: We just want to talk!


[Dead Local 1]: To talk? To talk about what? Isn't everything decided?

[Dead Crewmember 2]: No, not everything, my friend. We want to learn as much as possible about this place, and try to open a way out of here.

[Dead Away Team commander]: What did you do to end up here?

[Dead Local 1]: I... I was trying to help a friend. He was lying still, and I thought he had only lost consciousness, but he was dead. I had no idea I was touching a dead body. I sentenced myself to death.

Draw 1 Section card.

Mark boxes **B** and **J** in **Log 1979**. If both of these boxes are already marked, Refresh 1  instead.


LOG 1936

Away Team recordings

[Crewmember 1]: Take a look at all that! It is an archive! A library!

[Away Team commander]: A fine opportunity to discover more about these people.

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision). You have to be careful:

- » Read the easily accessible documents – Go to **Log 1909**.
- » Read the hard-to-reach documents – Go to **Log 1944**.
- » Steal the documents – Go to **Log 1914**.
- » Leave this place – Discard card **P451** from this Sector.
- » Do nothing – Refresh 1  and continue the game.

LOG 1937

Away Team recordings

[Crewmember 1]: Careful. Take your hand off that handle.

[Crewmember 2]: Why?

[Crewmember 1]: Because you may—

*** scrape of metal ***

[Crewmember 1]:... move it. Just like that.

[Crewmember 2]: Why is that a problem?

[Away Team commander]: I don't know, but one of the statues is moving. It is not a statue... it's a bloody robot! Run!

[Crewmember 1]: I told you not to touch things. Run!

If Global Condition **G40** is on the board, go to **Log 1903**. Otherwise, go to **Log 1932**.

LOG 1938

Away Team recordings

[Dead Away Team commander]: Take a look at all that! Dead Sin Hounds!

[Dead Crewmember 2]: So you can destroy those bastards!

[Dead Local 1]: Yes, you can.

*** gasps ***

[Dead Away Team commander]: You startled us. So, you can destroy the Hounds?

[Dead Local 1]: Yes, but a new one is manufactured for each that we have eliminated. It makes no sense to

destroy them.

[Dead Crewmember 1]: So... You use their empty shells to dwell there?

[Dead Local 1]: Not for long, though. The new Sin Hounds, perhaps grander and stronger, will appear any minute to capture us again.

[Dead Crewmember 1]: What have you done to deserve this punishment?

[Dead Local 1]: Me and a couple of followers were trying to stage a coup to overthrow our captain. Our neighbors from that wreck over there were not quick enough to make a sign of devotion upon entering the factory.

[Dead Crewmember 1]: It is hard to escape guilt in your society.

[Dead Crewmember 2]: Commander, we can try to talk to one of the groups before the Hounds arrive. Which one, though? The conspirators or the holy neglecters?

[Dead Away Team commander]: Do we know enough of their religion to understand what a true sin here is?

[Dead Crewmember 2]: We must choose wisely. I don't want to talk to the false sinners. Their instability may hurt us.

Replace the card in this Sector with card **P461**.

LOG 1939

Away Team recordings

[Dead Away Team commander]: Please, tell us why you are suffering like this.

[Dead Local 1] (sobbing): It is our fault. We have brought this terrible fate upon ourselves.

[Dead Crewmember 1]: How so?


[Dead Local 1]: We kept adding new laws to our already rigorous religion. This way, crowds of sinners kept growing, and our base got more and more energy. Nobody saw the threat coming. Nobody foresaw that one day we could all fall into the trap we had set ourselves.

[Dead Crewmember 2]: And you? What did you do?

[Dead Local 1]: Well, I changed our velocity. Not much, but our base was heading toward a cluster of asteroids, and I wanted to give them a wide berth.

[Dead Crewmember 2]: You did it to ensure the base was safer, right? How come it's a sin?

[Dead Local 1]: I could not modify our holy machinery. I broke the Holy Law, and I must repent.

Mark boxes **A** and **K** in **Log 1979**. If both of these boxes are already marked, Refresh 1  instead.

LOG 1940

Away Team final report

After the Sin Hounds had hold of us, we lost consciousness for some time. When we woke up, we were shocked to realize that the Sin Hounds had transferred our souls into the bodies of the locals. It was a devastating discovery, all the more because we knew we had reached the second part of the base. The area looked depressingly surreal and apocalyptic with no way out in sight.

I must admit that I have been assigned brave and disciplined crewmembers. We took a few traumatizing moments to get accustomed to our new bodies and to the new, hellish scenery, and then we focused on finding the way out.

And this turned out to be an epic, yet terrifying journey.

Find Misson card **M41** and place it on the Planet board.

Important: Read the passive effect from the current Global Condition.

Continue the game.

LOG 1941

Planetary mission debriefing 48-C, classified

... as you can see, the structure is of a truly cosmic scale. Each disc's diameter encompasses approximately five thousand miles, giving this megastructure a habitable area of roughly nineteen million square miles—almost half the size of Earth. Short of the Eye of the Void, we have not yet seen alien megastructures of this scale. This station might have once supported a large civilization, though it seems it has been long abandoned.

Both discs house a large dome, most likely ensuring the correct pressure and atmosphere. The top dome is non-functioning, and there are no signs of attempted repairs. The bottom dome is damaged but still functional. Until we better understand its function, we do not want to approach it with landers or probes.

The discs are connected by some sort of a gravity beam. We've noticed particle streams flowing from the top disc to the bottom one - but nothing ever comes to the top.

Your mission is to land on the top disc and survey the structure and the dome's remaining parts. We must understand who lived here, what happened to them - and most importantly - what we can learn from their tech.

This is a "code orange" mission, people! We can't rule out contact with automated defenses, and there's some worrying activity still happening on the bottom disc. The thick dome makes it difficult to gather data, but thermal imaging indicates something is still working down there. Take care and stay safe.

The codename for this operation is "Tartarus."

OPERATION TARTARUS

The following rules will allow you to start Operation Tartarus as a separate, closed mission. However, this Operation is also available from the campaign map and may be played as a part of the full ISS Vanguard campaign.

Crewmembers count: 2-4

Difficulty: Medium

Frequent Checks:  

Threats: Optional active Threat.


Landing: High  and  advised.

Setup:





1. Prepare the Lander

- Place the Void Ranger Lander board on the table. Place all Lander Mods numbered **A01-A20** on the table. Choose up to 2 Utility mods and up to 1 Structural mod and place them on the Lander board.

2. Prepare the Away Team

- Each player picks at least one Crew board. If playing solo, you must select at least 2 Crew boards.
- Each Section draws three Crewmember cards, selects one card, and places it in a Rank 2 sleeve of their Section. Place these sleeved Crewmembers on their matching Section boards.
- Each player fills their Crew boards with 10 Section dice from the box. Among those, each Crewmember needs to have at least one Basic die ( for each of the three colors. Players may use Universal, Expert, Wild and Alien dice in this Operation.
- Each Section player creates a Section deck of at least 10 cards from their Section cards. You may only use cards of Rank 2 or lower. Each Section deck is then shuffled and placed next to the corresponding Crew board.

3. Load the Lander

- Take all Equipment cards numbered **E01-E53** that can be used by the Sections selected for this Operation. Place them face up on the table. Each Crewmember in the Away Team chooses 1 Small Equipment  card and places it next to their Crew board.
- Then, choose a number of Personal  and Mission  Equipment cards up to the limit (depicted in the Loadout box in the top right of the Lander board). You may also take any number of Mission Equipment Upgrades  for Mission Equipment cards that you have chosen (upgrades do not count toward the Lander Equipment limit). If players are unable to agree on the choice of Equipment, the final decision is made by the first Section from this list that's present in the Operation: Engineering Section, Security Section, Recon Section, Science Section.

- Place the chosen Equipment cards in a pile next to the Lander board and return the rest to the box.
- Place a marker on the appropriate space of the Supplies track. The highlighted space on the Supplies track is the base number of Supplies the Lander has, but this is modified by any appropriate Lander Mod cards on the Lander.

4. Strap in!

- Go to **Log 1904**.

LOG 1942

Away Team commander live feed

We are approaching a place which looks like a park shrouded in shadows. It is guarded by a single, towering statue, a "Sin Hound", if we are to believe the signs on its chest. It wakes my sense of foreboding. We move on, though, and enter a labyrinth of bushes and other tree-like plants. I wish we could-


*** a significant pause ***

Correction. Now that we are closer, I see that the place is nothing but a huge cemetery, except no one has bothered to bury the dead. It is our first chance to look at the station dwellers. They are humanoid. Long limbs, wide necks, significantly protruding stomachs. Flat faces with big, slanting eyes, vestigial mouths and... a pair of would-be tentacles, jutting from both sides of the skull. It is probably a cognitive organ. The organ is replicated in the statues.

The bodies are in various stages of decomposition. I see quite a fresh one, not far from here. I have doubts what to do now.

We could take a look at the alien cadaver from afar and take photos. We could also get a bit closer, or even perform a full manual examination. What? All right. One of my crew has just pointed out a huge monument in the center of the park. We could skip the bodies and go to check the monument.

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision). You have to be careful:

- » **Examine the corpse from afar** - Go to **Log 1923**.
- » **Perform a field autopsy** - Go to **Log 1953**.
- » **Move closer and look at the corpse** - Go to **Log 1934**.
- » **Climb onto the monument and map the area** - Go to **Log 1919**.
- » **Do nothing** - Refresh 1  and continue the game.

LOG 1943

Away Team commander psychoanalytic therapy, session 4

[Doctor Beatrice Morra]: Tell me again about your first moments in Hell.

[Away Team commander]: I remember little. I remember shock. Shock and despair. An odd mixture.

[Doctor Beatrice Morra]: Known to bring people down. Yet you resisted.

[Away Team commander]: There was the sense of duty, too, yet somehow diluted. I knew I had to stand up and take care of my team.

[Doctor Beatrice Morra]: It wasn't easy, was it?

[Away Team commander]: No. The worst challenge I have ever had. I got caught by those dreadful Sin Hounds, which was terrifying enough, and then we woke up in cosmic Hell! A punishment zone created by religious fanatics!

[Doctor Beatrice Morra]: In different bodies.

[Away Team commander]: Yes. As if that was not enough. Each of us was trapped in the body of a local resident. It only added to our confusion and misery.

[Doctor Beatrice Morra]: Yet you managed to beat it down.

[Away Team commander]: Yes. But don't ask me how I did it. Deep inside, I was shaking and crying.

[Doctor Beatrice Morra]: Tell me about what happened

next.

[Away Team commander]: We gathered clues from residents of Hell. Well, there was a panel with buttons, and a handle. And some writing we didn't understand without the AI. We had to act.

For each marked box in **Log 1979**, place 1 marker on the Mission card slot on the Planet board.



If you have Unique Discovery **34** on the Lander board, place additional 3 markers.

For each marked box in **Log 1913**, discard 1 marker from the Mission card slot on the Planet board.

If you're playing this Operation as a single scenario, go to **Log 1961**.

Otherwise, read on:


Count the number of markers on the Mission card slot and resolve the according effect:

- **3-5** – You barely survived. Gain 1 .
- **6-10** – You did well. Gain 2 .


All Rank 1 Crewmembers involved in this Operation Rank-Up. If there are no Rank sleeves available for Rank 2, the Crewmember cannot be promoted.

- **11-14** – You did great! Gain 2 .

All Rank 2 Crewmembers involved in this Operation Rank-Up. Then, all Rank 1 Crewmembers involved in this Operation Rank-Up. If there are no Rank sleeves available for Rank 2 or 3, the Crewmember cannot be promoted.

- **15** – You did outstandingly well! Gain 3 .

All Rank 2 Crewmembers involved in this Operation Rank-Up. Then, all Rank 1 Crewmembers involved in this Operation Rank-Up. If there are no Rank sleeves available for Rank 2 or 3, the Crewmember cannot be promoted.

Raise the Morale in the *Bridge* cardholder (Ship Book page 3). If Morale is already "High", gain 1  instead.

Open the Ship Book at page **25** and begin Ship Management.

LOG 1944


Away Team commander live feed

I have reached the back of the archive where I see documents I would like to inspect. They have different layouts, so perhaps they concern different issues. Let's take this one. AI, be my guest.

Ooh, this is tough. There are a lot of religious contemplations even the AI cannot unravel, but... yes, two words repeat throughout the text: "Sin Hounds." I suppose it's about those imposing statues. They seem to be manufactured here to... OK, this is a game-changer. Hey, everybody! Those statues are not ceremonial! They are robots responsible for – what? Executing Holy Law? What are they? Mechanized inquisitors? If the AI hasn't made a translation error, we are in trouble.

I hear noise outside. Something is trying to get in.

Draw 1 Section card.

Mark boxes **C** and **E** in **Log 1979**. If both of these boxes are already marked, Refresh 1  instead.

If Global Condition **G40** is on the board, go to **Log 1903**. Otherwise, go to **Log 1932**.

LOG 1945

Away Team recordings

[Dead Local 1]: Are you gonna jump, too?

[Dead Away Team commander]: No. Not really. Why do they do it?

[Dead Local 1]: Despairing fools. This is hardly a way to break out of here. Their souls will fall to pieces only to reform and come back here, right into the arms of the Hounds. They will learn soon enough. But there is one thing they won't learn.


[Dead Crewmember 1]: And what is that?

[Dead Local 2]: Their bodies will burn down at the bottom of the chasm, and that, believe it or not, is the source of fuel for the base.

[Dead Away Team commander]: How do you know?

[Dead Local 1]: Remember those papers I stole? They were all about it.

Draw 1 Section card.

Mark box **H** in **Log 1979**. If this box is already marked, Refresh 1  instead.

LOG 1946

- Open the Ship Book on page **19** and flip the current Lander to the Damaged side (unless it is a Basic Lander).
- Place a Mission Failed token on the Lander board and discard all non-Unique Discoveries from the Lander board.
- Open the Ship Book at page **25** and begin Ship Management.

LOG 1947

If Mission card **M42** is revealed, you have a new Mission, continue the game!

Otherwise, read on:

Away Team recordings

[Dead Crewmember 1]: How long have we been here?

[Dead Crewmember 2]: A couple of hours. We've learned quite a lot in such a short time. We know the principles of their religion; we know-

[Dead Away Team commander]: Yet we still don't know what happened to the people.

***** a brief pause *****

We must discover what fate they have suffered and help them.

[Dead Crewmember 2]: Help? Can we do this?

[Dead Away Team commander]: That's what I would like to discover.

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision). You have to be careful:

- » **End this mission and leave this station** – Go to **Log 1965**.
- » **Stay here, gather more information and find a way to help the tormented spirits** – Go to **Log 1902**.

LOG 1948

Away Team recordings

[Crewmember 2]: It's amazing, boss. This civilization created a unique oxygen-making technology.

[Away Team commander]: Well, if they were creative enough to provide their colony with enough oxygen, why did they fail to avoid the disaster that fractured their dome?

[Crewmember 1]: Mysteries, mysteries. Let's keep looking.

Go to **Log 1916**.

LOG 1949

If you're playing this Operation as a part of a campaign, go to **Log 1946**.

If you're playing this Operation as a single scenario, **this Operation fails!**

LOG 1950

Go to **Log 1962**.

LOG 1951

Go to **Log 1955**.

LOG 1952

Away Team recordings

[Dead Crewmember 1]: This. Is. A. Miracle. Bloody miracle!

[Dead Crewmember 2]: We have reverted the stream of souls!

[Dead Away Team commander]: Yes! Jump in, crew. This is our only shot at going back to the upper part of the base!

[Dead Crewmember 1]: And returning to our bodies!

[Dead Away Team commander]: Wait. Look at the stream. It seems unstable. We may pull it off-

[Dead Crewmember 2]: We must!

[Dead Away Team commander]: Yes, this way we won't save all those poor people sent to Hell. To do that, we must run to the temple once we're up. The main console is there.

[Dead Crewmember 1]: Sure thing, commander.

[Dead Crewmember 2]: And now... Shall we?

[Dead Away Team commander]: Jump in!

Go to Log 1928.

LOG 1953

Away Team recordings

[Crewmember 1]: Let me turn him over. It's the same story. The corpse has no wounds, injuries, or even scratches.

[Crewmember 2]: What happened here? They came here to die or what?

[Away Team commander]: We cannot exclude some sort of mass suicide. There were cults back on Earth that did that.

[Crewmember 1]: But how? Suicide leaves visible signs, too.

[Away Team commander]: Can you run a med scan?

[Crewmember 2]: Good idea. OK, it gets weirder and weirder. The AI believes it's self-suffocation. They held their breath until they died.

[Away Team commander]: Hard to believe.


[Crewmember 2] (trying to sound funny): Those guys over there surely know what happened.

[Away Team commander]: Who?

[Crewmember 2]: Those two big ones. I thought they were statues, but apparently, they're moving toward us!

[Away Team commander]: Evacuate!

Draw 1 Section card.

Mark box J in Log 1979. If this box is already marked, Refresh 1  instead. If Global Condition G40 is on the board, go to Log 1903. Otherwise, go to Log 1932.

LOG 1954

Go to Log 1955.

LOG 1955

Away Team recordings

[Dead Away Team commander]: Excuse me... We are lost here, and we would like to-

[Dead Local 1]: Leave me alone! All of you!

[Dead Crewmember 1]: What?

[Dead Crewmember 2]: That poor wretch is not talking to us, I think. Just listen.


[Dead Local 1]: I am not a sinner! I shouldn't be here! I haven't broken the Holy Law!

[Dead Crewmember 1]: She's insane.

[Dead Crewmember 2]: Yeah, I can feel it. Like... physically.

[Dead Crewmember 1]: It is piercing my skull. Crap, it hurts! Let's get the hell out of here.

[Dead Away Team commander]: Let's remember that talking to the unfairly condemned ones may be dangerous and painful!

Each Crewmember .

LOG 1956

Away Team commander live feed

Seems like religious gestures were important here. Our instructions emphasize the need to respect local rules, but since the locals are gone, the rules make little sense.


No empty gestures, then.

We are slowly walking into the dark of the labor center. Two huge statues flanking the entrance are looking down on us. Weird, but they make my skin crawl.

It's not exactly dark in here. There is a well-lit spot right next to the entrance, and lines and lines of text there, some of which are translatable for the AI. It appears that they are rules written for workers. Having made no gesture upon the entrance means you're not ready to work, so you automatically become a sinner.

So in the light of their dead belief we have become sinners and... Hey, did something just move behind us?

Draw 1 Section card.

Mark box L in Log 1979. If this box is already marked, Refresh 1  instead. If Global Condition G40 is on the board, go to Log 1903. Otherwise, go to Log 1932.

LOG 1957

Away Team commander live feed

I am drawing closer to the statues. I've never seen such devout attention to detail. I recognize the signs that stand for Sin Hounds, but there are more inscriptions, as if their creators wanted to imprint all the principal rules of their religion onto the statues.

And what are those statues? Avatars of their religion, maybe? The sheer number of them makes me think. Why did the residents of the station produce so many? Were they obsessed or what? And most importantly, are those statues somehow dangerous to us?

Go to Log 1927.

LOG 1958

Away Team commander live feed


The place seems to be more of an office or a command center than a flat. I see gigantic, floor-to-ceiling windows overlooking the cracked dome and the starry sky behind it, and there is a navigational table of sorts in the middle of the room.

The actual appearance of the residents of the base is still a mystery to us, but the shape of the furniture and the doors point out that they were more or less humanoid.

The floor is cluttered with sheets resembling maps, and against a wall there is a console of unknown purpose. A course-plotting device, maybe? We could be looking around the room of the station's navigator. What shocks me, though, are the writings on the doors and the walls which, according to the AI, mark the room as a "holy place", where mortals "are forbidden to enter." A navigator's office?

It seems like the base was run by a rigorous religious community. We leave the building to continue the search.

Draw 1 Section card.

Mark box C in Log 1979. If this box is already marked, Refresh 1  instead. You may discard card P450 from this Sector.

LOG 1959

Go to Log 1955.

LOG 1960


If Global Condition **G40** is on the board, go to **Log 1908**. Otherwise, read on:

Away Team commander live feed

We are waiting for something to happen, I suppose. I have never seen a sentient colony so dead and gloomy. There is no life; there is no movement, only the wind whispering its melancholic song among the immobile statues.

Immobile? Has one of them started to move?

They're not statues!

Refresh 3 .

Go to **Log 1932**.

LOG 1961

Count the number of markers on the Mission card slot and read the corresponding outcome:



- 3-5 – *You barely survived.*
- 6-10 – *You did well.*
- 11-14 – *You did great!*
- 15 – *You did outstandingly well!*

LOG 1962

Away Team commander live feed

(panting)

I am cornered. There is no way out of here. Those... Those mechanical effigies have taken my crew. I have no idea what's happened to them. It's coming. It's coming for me. I see its huge mechanical body, the tentacles twitching around the head. It is reaching out to grab me. Capcom, don't send another team. Away Team commander live feed over.

- Move all models and standees from the Planet board next to the Planet board.
- Discard all cards and markers from the Planet board. Leave only Mission card **M40** and the Threat card to the side (it will be placed on the board again shortly) – the Global Conditions should still be discarded.
- Discard all Mission Equipment tokens from the board. Return all Equipment cards to the Armory – they are gone.
- If you discarded the *P.E.T.* this way, return the die to the owner's Spent Pool.
- Open the Planetopedia at pages **20-21** (*Tartarus – Hell*).
- Populate the right side of *Tartarus – Hell* with the cards listed there (Unique Discovery, Mission).
- Each Crewmember discards all of their Injuries (cards and dice).
- Each Crewmember gains a *Half Dead Injury*.
- Each Crewmember takes 1  from their Section Compartment and places it in their Spent Pool.
- For each marked box in **Log 1979**, each Crewmember Refreshes 1 .
- Take Equipment cards **E196, E197, E198, E199** from "Unavailable Equipment" (Tray "A") and divide them between the Crewmembers (according to their Section). Each unused Equipment card returns to "Unavailable Equipment" (Tray "A").
- Flip the *Sin Hound* Threat card to its other side.
- Place a *Guardian of Hell* standee in Sector **2** and another *Guardian of Hell* in Sector **6**.
- Place all Crewmembers in Sector **1**.
- Move all Lander Mods from the Lander board to the "Awaiting..." envelope.
- Lose all Supplies.
- Go to **Log 1940**.

LOG 1963

Away Team recordings

[**Dead Crewmember 1**]: Look at all those poor souls! Rows upon rows of them, all chained to the ground.

[**Dead Away Team commander**]: That one is not! Hey! Hey, you? Can you speak? Can you tell me what is going on here?

[**Dead Local 1**]: Can't you see it for yourself? You are witnessing the end of a proud, universe-sailing nation! Look what has happened to us since we rooted out our sins. We have failed the test of faith, and now Sin Hounds are upon us.

[**Dead Crewmember 2**]: They haven't caught you, it seems!

[**Dead Local 1**] (whispering): Because I know how to hide! Those Hounds never look down. Choose yourself a hole in the ground, and you're safe! A lot of us have been using this strategy. There, in that hole, you will find those guilty of desecrating bodies. In that one, those that were caught lying. Sinners, all of us!

[**Dead Crewmember 1**]: Let's go talk to them, commander!

[**Dead Crewmember 2**]: Yeah, but which group do we pick? We must choose true sinners, according to the rules of their religion, of course. Have we learned anything that might give us a clue? What do you reckon? Liars or body desecraters?

Gain 2 *Alien Tech* Leads.

Replace the POI in this Sector with card **P457**.

LOG 1964

Go to **Log 1955**.

LOG 1965

Away Team commander live feed

Capcom, I am proud to report that our mission is accomplished. We have miraculously regained our own bodies, much to our great joy and relief, and now we are entering our lander to begin take-off procedures. We have no casualties, and the order in the base is restored. Any attempt to sum the mission up would be a futile one, so allow me to say that we have just executed a religious revolution in Hell.

Away Team, over and out.

Discard Mission cards **M40** and **M41**.

Go to **Log 1943**.

LOG 1966

Away Team recordings

[**Crewmember 1**]: Commander, good news. This oxygen factory is easy to operate. I ran the instruction manual through the AI deciphering program, and I got very precise guidelines.

[**Away Team commander**]: Good job. Can we use it?

[**Crewmember 1**]: Not now, I suppose. There are too many cracks in the dome. All the newly produced oxygen would leak into the void.

[**Away Team commander**]: Those cracks worry me. What happened to the base? What happened to the dome? Meteorite shower? Hostile weapons? It is eating me up.

Go to **Log 1916**.

LOG 1967

Away Team recordings

[**Crewmember 1**]: What? No! No!

[**Crewmember 2**]: Commander, those bastards have just destroyed our lander! How in the void are we gonna get out of here?

[**Away Team commander**]: Easy, crew. There has to be a way out of here.

[**Crewmember 1**]: There'd better be. I would hate to be stuck here forever.

Gain 1 Charge.

Return all Lander Mods from the Lander board to the "Awaiting..." envelope.

Discard the Lander standee from the Planet board. Your Lander is destroyed and Lift-Off is no longer possible!

If you're playing this Operation as a part of the campaign, open the Ship Book at page **19** and flip the Lander card representing your current Lander to the Damaged side (unless it is a Basic Lander).

LOG 1968

Away Team recordings

[Dead Away Team commander]: Look, crew. Another monstrosity.

[Dead Crewmember 1]: A never-ending queue of sinners waiting before... What is it? A giant furnace?

[Dead Crewmember 2]: It could be. What shocks me most, though, is that the people in the queue voluntarily step inside.

[Dead Away Team commander]: I am gonna go and ask. Excuse me. Can you please tell me what this is?

[Dead Local 1]: I have heard your conversation, and you have guessed right. It is a furnace. And yes, we will burn, although only for some time. We will be reborn soon enough.

[Dead Away Team commander]: And... Why would you want to burn?

[Dead Local 1]: The fire is not only a punishment for our sins, but it also provides our station with energy. Can you think of a grander sacrifice?

Draw 1 Section card.

Mark box I in **Log 1979**. If this box is already marked, Refresh 1  instead.

LOG 1969

Away Team recordings

[Crewmember 1]: I am not superstitious, but the atmosphere inside is-

[Crewmember 2]: Heavy.

[Away Team commander]: To say the least. Like this place knows we are the wrong people to enter it. Like we were-

[Crewmember 1]: Sinners?

[Away Team commander]: Could be.

[Crewmember 1]: But we have done nothing wrong. We have insulted no one nor desecrated any holy ground.


[Crewmember 2]: Perhaps we are doing it now. Remember those seemingly religious statues in front of the temple? I think they budged when we were entering.

[Away Team commander]: No religion can make a statue move.

[Crewmember 1] (fearfully): Anyway, something is coming! Something heavy!

[Away Team commander]: Perhaps we have desecrated something after all. Run!

Draw 1 Section card.

Mark box F in **Log 1979**. If this box is already marked, Refresh 1  instead.

If Global Condition **G40** is on the board, go to **Log 1903**. Otherwise, go to **Log 1932**.

LOG 1970

Away Team commander live feed

I am a few steps away from the lander's ramp, and I am again having second thoughts. Have we done everything we could to unravel the dark secrets of this base? This place is unnerving, and disquieting, but are we not quitting too early? I have lots of thinking to do. Goodbye, Sin Hounds. Perhaps we will meet again.

If Global Condition **G40** is on the board, go to **Log 1967**.

Otherwise, read on:

Important: If you choose to abort the Exploration now, your mission will fail. If you're playing this Operation as a part of the campaign, you will no longer be able to return to this planet.

All players discuss and choose one. In case of a tie, the Security Section player makes the final decision:

- » **Stay** – Continue the game.
- » **Leave** – Place the Mission Failed token on the Lander board. Discard half of the non-Unique Discoveries from the Lander board (rounded-down). Open the Ship Book at page **25** and begin Ship Management.

LOG 1971

Away Team recordings

[Away Team commander]: OK. Uhm... what did the gesture look like?

[Crewmember 1]: Like this. You hold your left hand here; and put the other one here.

[Crewmember 2]: And now comes a bow.

[Away Team commander]: Right, I got it. Let's do this together. No giggling. There is no one to watch, but we need to respect the local customs.

*** a pause ***

[Away Team commander]: And done. Let's get inside.

*** footsteps ***

[Crewmember 1]: Look, there is a well-lit text on the wall there. Come on, AI. Wake up. Got some deciphering to do.

[Away Team commander]: What does it say?

[Crewmember 1]: It says that gesture we made means we are free of sins, and thus devoted to working for the community.

[Away Team commander]: Interesting. Let's move.

Replace the card in this Sector with card **P451**.

LOG 1972

Away Team commander live feed

And here we are, right at the entrance to the statue factory. Whoever those people were and whatever they did, religion played a crucial part in their lives. And, since those statues are its most omnipresent symbol, the factory may be the station's focal point.

The factory may give us answers. Like why the statues are called Sin Hounds.

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision). You have to be careful:

- » **Go inside** – go to **Log 1929**.
- » **Wait and rest** – go to **Log 1960**.
- » **Do nothing** – Refresh 1  and continue the game.

LOG 1973

Away Team commander live feed

The oxygen factory is an awe-inspiring facility indeed, but curiosity pushes me forward. Damned curiosity. It is rumored to kill things. Animals mostly, but who knows...

I chance upon a hall, leading me to... To a warehouse of sorts. I see a few oxygen tanks. Some seem usable. Interesting.

Replace the card in this Sector with card **P452**.

LOG 1974

Away Team commander live feed

The station control panel is strangely similar to ours. I see buttons, screens, and handles; but, as opposed to our control systems, each element here has a detailed annotation, as if the crew needed constant reminders.

After all we have seen I am sure these symbols have religious connotations. So... So was controlling the station connected to their religion? Maybe only the chosen ones were entitled to touch the panel?

Draw 1 Section card.

Mark box C in **Log 1979**. If this box is already marked, Refresh 1  instead.

LOG 1975

Away Team recordings

[Crewmember 1]: Look at this high-rise. Reminds me of termite mounds.

[Away Team commander]: Keep your ideas to yourself. Look, the entrance to the labor center is up ahead. With more big writing above it.


[Crewmember 1]: Right. Let me activate the AI. Commander, it's weird. The writing says we must make a complicated sign with our hands before we enter.

[Away Team commander]: Interesting. Some religious communities on Earth require their members to perform similar rituals.

[Crewmember 1]: But do we have to do it, boss? No one is watching.

[Away Team commander]: Let me think.

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision). You have to be careful:

- » **Make the sign as you enter** – Go to **Log 1971**.
- » **Do not make the sign when entering** – Go to **Log 1956**.
- » **Do nothing** – Refresh 1  and continue the game.

LOG 1976

Away Team recordings

[Dead Crewmember 2]: Our journey has no end.

[Dead Away Team commander]: We are all exhausted, but we need to be patient. There has to be a way out of here.

[Dead Crewmember 1]: And whatever happens, we are not suffering as much as those guys there.

[Dead Away Team commander]: Another flock of wailing, screaming wretches.

[Dead Crewmember 2]: They are taller, and even their rags seem better quality. Higher class, no doubt.

[Dead Away Team commander]: Hey! What have you done to end up here?

[Dead Local 1]: I lied! I lied to my superiors about misplaced documents and duty hours.

[Dead Local 2]: And I made modifications to the station engines. Minor ones! Really insignificant. All I wanted was to improve their performance!

[Dead Crewmember 1]: Another puzzle, commander. Who should we talk to? The liar or the lawless mechanic?

[Dead Away Team commander]: What do we know about their religion, crew? Who might be a true sinner?

Replace the card in this Sector with card **P460**.

LOG 1977

Away Team recordings

[Crewmember 1]: What in the name of the void is this place?

[Away Team commander]: Life detectors?

[Crewmember 1]: Nothing, boss. The place is deserted and... by far the creepiest location I have ever seen.

[Crewmember 2]: It does send shivers down my spine.

[Away Team commander]: The building looks residential so let's get inside. Perhaps we may learn something about its inhabitants.

[Crewmember 1]: Or we may study that document.

[Crewmember 2]: What document?

[Crewmember 1]: I see something like a piece of paper, there.

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision). You have to be careful:

- » **Enter the open apartment** – Go to **Log 1924**.
- » **Start reading the document** – Go to **Log 1933**.
- » **Do nothing** – Refresh 1  and continue the game.

LOG 1978

Away Team recordings

[Crewmember 1]: Another underground room filled with dead machines.


[Crewmember 2]: We are not sure they are dead. Commander, can we get closer and take a look? Or even try to start one?

[Away Team commander]: I am not sure. I feel strangely trapped in here.

[Crewmember 1]: Yeah. Let's get out of here.

[Crewmember 2]: Hey, you're killing my curiosity!

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision). You have to be careful:

- » **Look carefully at the engines** – Go to **Log 1918**.
- » **Start the engines** – Go to **Log 1931**.
- » **Leave this place** – Discard card **P455** from this Sector.
- » **Do nothing** – Refresh 1  and continue the game.

LOG 1979

Important: You may only read marked boxes!

- A** – It is not a sin to read someone else's diary if it is on public display. The sacred law of this breed is dynamically changing. There are places in the station where it is a sin to enter.
- B** – It is not a sin to commit suicide. It is not a sin to view corpses from a distance. It is a sin to see a corpse up close.
- C** – Controlling the station's flight was sacred. Only selected members of society were allowed to touch the control console. When someone unworthy did it, it was a sin.
- D** – It is a sin to take shared resources for oneself.
- E** – It is a sin to read hard-to-reach documents, especially religious ones.
- F** – It is a sin to enter a factory of statues or holy places.
- G** – Voluntary submission to punishment makes a Hound less cruel.
- H** – It is a sin for unworthy people to touch the engines. The station's energy source is located in the lower disc.
- I** – The race itself wrote absurd paragraphs into the Holy Law so that there would be more sinners and more energy. Burnt souls are reborn only to be burned again.
- J** – It is a sin to touch a corpse.
- K** – The race itself wrote absurd paragraphs into the Holy Law so that there would be more sinners and more energy.
- L** – It is a sin not to make a sign before entering work.

