Missions

BRAIN PARASITES!

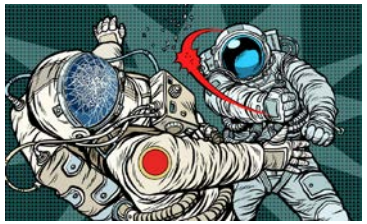
A member of the Concordia's crew has a deadly secret…

Consult the objectives section of the manual for further details.

ALIEN INVASION!

A dangerous alien species has boarded the Concordia…

Consult the objectives section of the manual for further details.



MUTINY!

The Concordia's crew has put up with the Captain for too long! It's time for a change of command…

Consult the objectives section of the manual for further details.

SOLAR CONTACT!

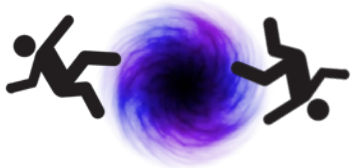
The Concordia's engines have ceased to function within dangerous proximity of a nearby star! Which will be ignited first, the engines…Or the crew?

Consult the objectives section of the manual for further details.

OXYGEN CRISIS!

Running out of room to breath, the crew of the Concordia must end the oxygen system failure before it ends them...

Consult the objectives section of the manual for further details.



TEMPORAL ANOMALY!

The Concordia has passed through a strange nebula that is destabilising reality itself!

Consult the objectives section of the manual for further details.

MISSION

DISASTER

EVENT

ITEM

MISSION

MISSION

MISSION

MISSION

MISSION

MISSION

DISASTER

DISASTER

DISASTER

DISASTER

DISASTER

DISASTER

ITEM

ITEM

ITEM

ITEM

ITEM

ITEM

EVENT

EVENT

EVENT

EVENT

EVENT

EVENT

Disasters

ASTEROID FIELD!

The Concordia's hull is being pelted by a flurry of asteroids, hold on tight!

Consult the objectives section of the manual for further details.

BROKEN EQUIPMENT!

Everything is breaking down and malfunctioning! There's going to be a lot to repair…

Consult the objectives section of the manual for further details.

BIOLOGICAL HAZARD!

A freak biological reaction has spread a dangerous chemical in the research lab.

Consult the objectives section of the manual for further details.

SOLAR STORM!

Intense solar energies have knocked out the Concordia's main power and heated up the ventilation system!

Consult the objectives section of the manual for further details.

Disasters

AI GONE ROGUE!

The Concordia's artificial intelligence has imprisoned a crew member by force!

Consult the objectives section of the manual for further details.

AIRLOCK MALFUNCTION!

The Concordia's airlock system has failed! The airlock doors will remain open until repaired.

Consult the objectives section of the manual for further details.

DISEASE OUTBREAK!

A space virus has infected a member of the Concordia's crew!

Consult the objectives section of the manual for further details.

SPACE BANDITS!

Marauding scally-wags have boarded the Concordia! Hide all the valuables!

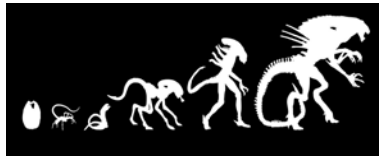
Consult the objectives section of the manual for further details.

Disasters

HULL BREACH!

A major breach in the Concordia's upper deck has caused rapid decompression! Get out of there!

Consult the objectives section of the manual for further details.



EVOLUTION!

If aliens weren't already bad enough…They're evolving as well now!

Consult the objectives section of the manual for further details.

CURSED RELIC!

An old alien relic in the Concordia's cargo hold has unleashed a terrible evil!

Consult the objectives section of the manual for further details.

WHIPLASH!

The Concordia is being rocked violently around! Try not to land head first!

Consult the objectives section of the manual for further details.

Events

ITEM FOUND!

It was in your pocket all along, how didn't you notice?

Draw the top card from the item deck.

ROOM MAINTENANCE!

Thank god for auto-repair bots! If only they'd not break down so often.

Choose one broken room, it is automatically fixed.

EXTINCTION!

The Concordia might be a breaking down rust-bucket but sometimes that works in our favour…

Choose one active alien or space bandit token and remove it from play.

NANO-BOT BOOST!

When Doctor Nova suggested we inject our blood with tiny robots, I was sceptical at first…But it weirdly worked out.

All players are immune to damage for the next round.

Events

VENT LIGHTING!

Since when did we install lights in the ventilation system?

Place this card in the middle of the table. Any player may use it to automatically succeed in a vent roll. Discard after use.

SMALL TIME POCKET!

Some strange alien device hidden away on the Concordia has reversed time if only slightly.

Increase the turn timer until defeat by one.

MISPLACED ITEM!

You swear you had it a second ago...Wait, did you fix that hole in your pocket?

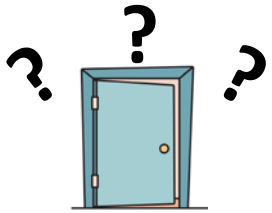
Randomly lose one item.

VENT LOCKDOWN!

All the vent hatches are locked tight! Curse that faulty A.I...

All vents cannot be used for the duration of the round.

Events



ROOM MIX-UP!

This isn't right…We should really label the doors around here more clearly.

The player who triggered this event keeps this card. Next time they enter a room, they are teleported to the next closest room.

ABRUPT SPIKE!

Why are there so many loose wires around here!?

The player who triggered this event takes one damage.

TIME FLIES BY…

Sparkster in all of the alien feline's divine power has decided to spite the crew for kidnapping him!

CHOOSE ONE: Add an alien token to the room in which this event was triggered or decrease the turn timer to defeat by one.

SECURITY GLITCH!

The Concordia's unreliable A.I is trying to block out your repair efforts!

The player who triggered this event keeps this card. Next time they attempt repair, roll twice and discard the better result.

Items

Captain Lance's Trusty Blaster

"I don't shoot women. Unless they're armed…I'm flirty not suicidal." - Captain Lance Steele

All combat rolls whilst in ownership of this item succeed on a 2+ instead and do 4 damage. Success against non-player enemies results in a kill.

Doc Nova's "Final Cure"

"There is no such thing as incurable diseases! Only incurable people." – Doctor Dakota Nova

All combat rolls whilst in ownership of this item succeed on a 2+ instead and do 4 damage. Success against non-player enemies results in a kill.

T8-72's Lost Weapon Attachment

"SURRENDERING: UNACCEPTABLE. I AM NOT PROGRAMMED TO RESPECT COWARDS." – T8-72

All combat rolls whilst in ownership of this item succeed on a 2+ instead and do 4 damage. Success against non-player enemies results in a kill.

Gunner Sage's Smallest Firearm

"The bigger the barrel, the harder it is to miss, and I ain't ever missed." – Gunner Ellis Sage

All combat rolls whilst in ownership of this item succeed on a 2+ instead and do 4 damage. Success against non-player enemies results in a kill.

Items

EXPERIMENTAL VACCINE!

"If it works, you'll be fully cured. If it doesn't…You won't have to worry anymore anyway." – Field Researcher Spencer Morgan

This item may be used on yourself or an adjacent player. The target is cured if they are afflicted with any diseases or the brain virus. Shuffle after use.

EMERGENCY TOOLBOX!

"I hide tools all over! Screwdriver in the vent, blowtorch in the toilet…Never know when you'll need 'em." – Engineer Wrench

All repair rolls made with this item in your possession now succeed on a 2+ instead.

CAPTAIN LANCE'S TRUSTY BLASTER

"I don't shoot women. Unless they're armed…I'm flirty not suicidal." - Captain Lance Steele

All combat rolls whilst in ownership of this item succeed on a 2+ instead and do 4 damage. Success against non-player enemies results in a kill.

DOC NOVA'S "FINAL CURE"

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