2022//.ISS_VANGUARD_MISSION_LOG

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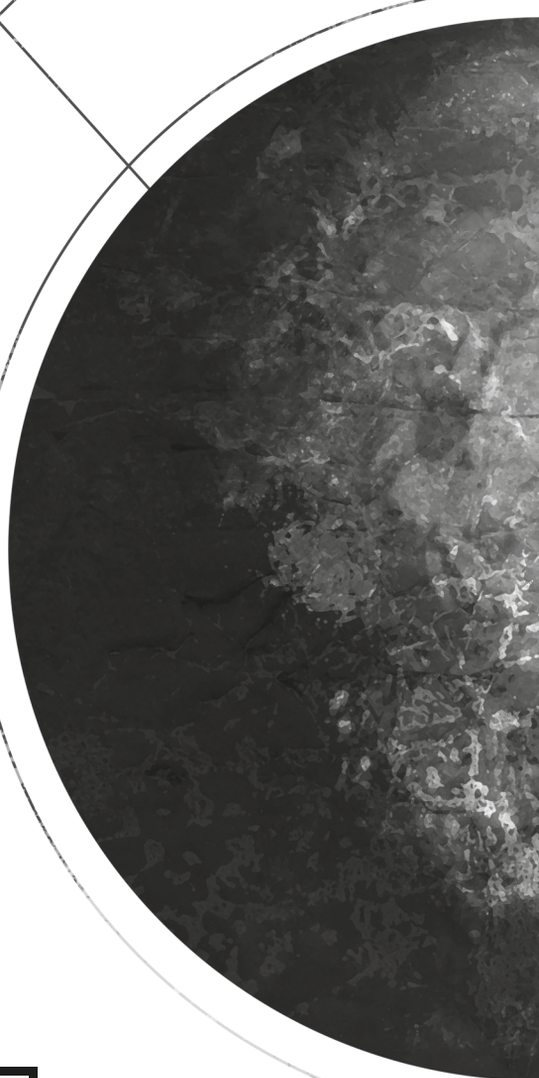

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STARTING LOG

[Captain Wayman]: Good morning, crew! If you're hearing this, it means you belong to a small group of essential personnel waking up in the first wave.

Let me bring you up to speed: For the last two years, *Vanguard* has been cruising safely to our destination, following alien coordinates to the main objective of our mission. Five days ago, we switched off the Alcubierre drive and dropped to sublight speed. You might feel a bit heavy on the main deck; gravitational compensators keep deceleration down to a slightly uncomfortable 2G. The red zones on the ship are locked and off-limits – unless you want to experience what 90G feels like.

We're now approaching our target. So far, sensors aren't picking up anything, but don't let that get you down. We're still a ways off, and…

****** Main Alert ******

[Vanguard AI]: COLLISION COURSE ALERT! ACTION REQUIRED!

[Captain Wayman]: Report! What's going on?

[Chief Navigator Neels]: Sir, we're detecting a massive, cloaked object directly in our path. The calculations show… we're three weeks from impact.

[Captain Wayman]: Begin evasive maneuvers.

[Chief Navigator Neels]: Sir… this object is several times larger than our Solar System – a diameter of nearly 200 Astronomical Units. Considering our current speed, I'm not sure we'll be able to adjust the course in time.

[Captain Wayman]: How could we miss something this big?

[Chief Navigator Neels]: The object employs some active cloaking technology and does not seem to have any gravitational interactions with nearby systems.

[Captain Wayman]: Sergeant Nahy, are the section leaders awake?

[Sergeant Nahy]: Yes, sir!

[Captain Wayman]: Get them up here. And lock down the bridge. Not a word of this to anyone – we don't want to cause a panic onboard.

If you're playing the **Tutorial**, follow the Setup instructions for the **Tutorial** on page **11** of the Rulebook.

If you're using **Quickstart** rules, return to the **Campaign Quickstart** section of your Rulebook (page **28**) and begin Step **4**.

LOG 1

[Captain Wayman]: You've read the briefing, so I'll keep this short: *ISS Vanguard* is now barreling at 300 thousand kilometers per hour toward an alien-made sphere larger than our Solar System. Our engineers are trying everything to decelerate and alter our collision course, but that might not be possible without endangering the crew's health and the ship's integrity.

You're our plan B. We're sending you forward to scout the object and determine its composition and structure. We need to know how close we can get without endangering *Vanguard*.

We've equipped your lander with additional fuel and extra supplies – if *Vanguard* flies past the sphere, it might take months for us to reconnect. This means you won't have cargo space for any additional equipment. Due to your rapid awakening, you may also feel… not at your best. We hope the effects of the torpor chamber fade before you reach your objective.

God speed!

If you're playing the **Tutorial**, continue reading the "Prepare the Away Team" instructions on page **12** of the Rulebook.

If you're using **Quickstart** rules, go to **Log 5**.

LOG 2

TOP SECRET
Project "Birthright," Research Log 1F

Our further research into a gravity tether pinning the stele to one specific location relative to the planet's center proves the link can be severed, given enough energy. This discovery almost cost us the lives of our Away Team. When we attached the antigravity device of my design to the bottom of the stele, it immediately began to glitch, causing deadly anomalies in the immediate area. I prohibited any further experiments with the stele's anchors. Still, I suspect stele theft is possible. It's just insanely dangerous and impractical. I will be scanning the data of various anomalous sites humans found on Earth throughout their history. Maybe one of them is a place from which our own Builders' stele was stolen?

Gain 1 .

LOG 3

After-Action Incident Report 105/F

… to summarize, we followed the *Extraterrestrial Discoveries Acquisition Protocol* to the letter, taking all possible precautions. We didn't even scan the probe, fearing it would react. I am certain it activated on its own, triggered by our proximity.

It began to emit wide-spectrum pulses, including vibrations that unsettled the volcano. We tried to continue our work, but the tremors, lava blasts, and heat began to take their toll on the Team, forcing us back.

As soon as we left the lava chamber, we received a *Vanguard* transmission, warning us of the imminent eruption.

- Place card **P001** on top of any cards in your Sector.
- Each Crewmember in this Sector gains 1 *Wounded* Injury.
- Find and reveal the **M34** Mission card. Discard **M10** and **M31** Mission cards, if revealed.
- If the *Dust Storm* Threat card and standee are revealed, discard them.
- Replace your current Global Condition card with card **G04**. **Warning:** when its Time Track runs out, you will die!

LOG 4

Even though we didn't see its face, we could tell from the slumping posture of the creature that it was disappointed. It stayed motionless for a while, and then began to talk, our AI jumping in to translate.

Go to **Log 336**.

LOG 5

****** Engine noise ******

[Away Team, Operative 1]: CAPCOM? This is the Away Team. We're approaching the target. Our short-range scans detect an outer shell of unknown carbon allotrope that seems to absorb all emissions. We have no way of knowing what's inside.

[CAPCOM, Sergeant Nahy]: We're already crunching your data, Away Team. I'll let you know if we find anything.

[Away Team, Operative 2]: No wonder we couldn't detect this thing. It was literally built to be invisible.

[Away Team, Operative 1]: Should we attempt a landing?

[CAPCOM, Sergeant Nahy]: No. We're not sure how resilient the structure is. Make a closer flyby and deploy a sample-gathering drone.

[Away Team, Operative 1]: Roger, *Vanguard*. We're…

****** Scanning sound ******

[Away Team, Operative 2]: Wait! I'm detecting something on the surface of the sphere. A metallic object, embedded in its shell. Look here: The surface around it is cracked, almost as if it crashed into it. It's… turning toward us?

****** Loud BANG ******

****** Lander alert ******

[Away Team, Operative 2]: We're hit! It's shooting at us! It's some sort of automated sentry, anchored on the sphere!

[CAPCOM, Sergeant Nahy]: Abort! Do you copy, Away Team? Abort mission now!

You've crashed on the surface of an alien object!

If you're playing the **Tutorial**, continue reading the "Prepare Section Dice & Cards" instructions on page **12** of the Rulebook.

If you're using **Quickstart** rules, the Recon Section player takes the Start token and decides who takes the first Turn – see the Reference card in case of any questions.

LOG 6

[Away Team]: This is the Away Team. We're preparing to enter the fissures on the largest active volcano in the area. We're detecting abnormal seismic patterns. There are also layers of magnetic compounds scattered all over the mountainside. Expect radio interruptions.

[CAPCOM]: Copy that, Away Team. If you don't make contact in an hour, we're sending in a rescue team.

Go to **Log 8**.

LOG 7

Away Team Exploration Report 27/b

We found trace amounts of water on the cave floor, but the central corridor ended in a massive cave-in. The sensors detected unusual vibrations from the other side of the rubble, as well as something that might have been a substantial concentration of water. Unfortunately, breaking through would require a large-scale excavation effort.

Replace POI in this Sector with card **P081**.

LOG 8

Mark the topmost unmarked box and resolve its text. If all boxes are marked, resolve the bottom one.

☐ Go to **Log 33**.

☐ Go to **Log 615**.

☐ Go to **Log 220**.

LOG 9

[Away Team, Operative 1]: Look at this. What were they digging for?

[Away Team, Operative 2]: Lime. The walls and piles contain mostly calcium oxide and calcium hydroxide. I guess they were making concrete.

[Away Team, Operative 1]: Enough concrete to fill a small sea.

New Objective: Find out what the concrete was used for.

- Replace POI in Sector **6** with card **P116**.
- Replace Mission card **M21** with Mission card **M22**. Read Mission card **M22**.
- You discover another exciting area! Remove this card from the game and replace it with another random **P113** card.
- If there are no more **P113** cards, replace this card with card **P000**.

LOG 10

TOP SECRET
Project "Birthright," Research Log 1E

With our current data set, the meaning of large, central glyphs of each stele looks well established. Each is an abstract concept, presented in a simple shape, meant as a founding message to a civilization that would hopefully grow around the stele. However, what remains a mystery are the smaller glyphs. They are completely different from the large ones, and there are anywhere from thirty to two hundred of them per stele.

Both Vanguard's AI and my own research came to the same conclusion: The minor glyphs are a part of an alien language. They follow Zipf's law, just like most known languages – from English to the songs of Humpback whales. I've also noticed several substantial conditional probabilities: On different steles, certain symbols are very often followed by other specific ones.

I recently noticed that each stele contains its own unique chain of glyphs that look related to the central symbol and repeat throughout the text. It's possible that the central symbol is a simplified message, meant for primitive life forms. The smaller glyphs expand on its meaning, often referencing it. This might be the inroad we need to start cracking this language.

Gain 1 .

LOG 11

- Discard the *Quarantined* Mission card (**M32** or **M33**).
- Flip the Rank-Up card to the completed side – your Rank-Up task is considered complete, regardless of its rules.
- Each Crewmember Refreshes 2 .
- Replace the *Biolab* card (**P169**) with the *Field Lab* card (**P082**).

LOG 13

TOP SECRET
Project "Birthright," Research Log 1G

The number of Builders' steles discovered so far in this part of the galaxy allowed me to perform a comparative analysis of their main glyphs and minor symbols. I am now confident that each stele represents not only a message to the civilization Builders hoped to raise around it, but also a unique starting condition they wanted to test on this world. A "what if" situation of universal scale. What if several intelligent species evolved at the same time? What if a young civilization was given an almost unlimited opportunity for expansion within their own solar system? What if an intelligent species showed an organic hatred toward any abstract concepts? And then, there are steles from dead or empty worlds, where the "what if" went too far, where the idea was too extreme to bear any fruit.

Given the vast differences between these starting conditions, and the audacity of some of them, I see only two possible solutions. Either the Builders went through all this trouble to create the most diverse possible set of civilizations, or they were desperately looking for one specific species, ideally suited to some task I cannot fathom…

Gain 1 .

LOG 14

If card **M34** is revealed, this Log ends – violent earthquakes make it impossible to study the samples! Otherwise, read on:

Away Team Exploration Report 31/F

An exciting find: We've come upon pieces of clearly alien technology. Dust storms and rolling rocks damaged it severely, but preliminary analysis of the remains indicate it was some kind of miniature drone – too small to have come from space.

We tuned the scanners to the unusual radioactive elements found in the drone's coils, and we've detected similar signatures in the vicinity of a large volcano visible on the horizon. Either the drones came from there, or they were studying the volcano.

Either way, visiting it might be worthwhile.

- Gain 1 .
- Place Mission card **M31** next to the Planet board and read its text.
- Replace POI in this Sector with card **P010**.

LOG 15

The scans were correct. There are several interesting sites in this sector!

Find all three **P113** cards. Place a random one in this Sector and return the rest to "Points of Interest" (Card Tray A).

Reminder: *The Sector is fully explored only when you reveal a card with the icon.*

LOG 16

[Away Team, Operative 1]: We're passing the ridge of solidified lava.

[CAPCOM]: Don't forget to gather samples – they may tell us something about the composition of the planet's core. It might be somehow related to this crystal.

[Away Team, Operative 1]: Wait, there's a whole field of antennae up ahead. They are… humongous.

[CAPCOM]: Perfect place to scavenge some alien tech. Define "humongous," Away Team.

[Away Team, Operative 1]: At least several times larger than our Earth's FAST telescope. Diameters measured in kilometers.

Place card **P114** in this Sector.

LOG 17

TOP SECRET
Project "Birthright," Research Log 1H

Our further research into the material from which these obelisks are made led to a rather surprising find. Hoping to secure a sample large enough to study on *Vanguard*, I authorized a rather… destructive sample-gathering experiment. It took incredible energy to split off just a small piece of the stele. And as soon as we did that, the stele activated, sending a strong signal back toward the Eye of the Void. This pulse could be observed on most wavelengths, but it also caused a strong disturbance in the operation of all our subspace-based technology. Since sub-space fields are unaffected by electromagnetic forces, it can only mean the steles also emit some yet unknown wave that affects other dimensions.

As for the nature of the signal, I can only speculate. Was it a maintenance request? Or, maybe, the steles double as some kind of early warning system that surrounds the Builders' sphere from all sides. If so, what were they supposed to warn about?

I plan to repeat this experiment with the next stele we find, but this time I will be ready to record the pulse in every conceivable way.

Gain 1 .

LOG 18

Mark box **A** in **Log 950**.

Check if box **C** in **Log 930** is **NOT** marked.
If it's not, go to **Log 61**. Otherwise, go to **Log 48**.

LOG 19

Congratulations! You've completed this Planetary Exploration!

If the box below is unmarked, mark it and resolve its text.

☐ Shuffle the **S13** Ship Situation card (*Food Shortage*) from "Future Situations" into "Possible Situations" (Card Tray B).

If you're on **Everstorm**, open the Ship Book at page **25** (*Leaving the Planet*) and begin Ship Management.

Otherwise, go to **Log 990**.

LOG 20

Away Team Exploration Report 27/c

We survived the crash, but we were not out of the woods yet. The lander broke into two parts upon impact, and some of us were trapped inside its mangled tail section.

Continue reading the "Amir's First Action" instructions on page **15** of the Rulebook.

LOG 21

TOP SECRET
Project "Birthright," Research Log 1B

The material of the stele did not come as a surprise – it is roughly similar to the alloy the Builders used when constructing the Eye of the Void. It is resilient, but – like all other materials – not indestructible.

We wonder whether some steles could have been lost or purposefully destroyed, and whether that happened to the one we predict should be somewhere on Earth.

Gain 1 .

LOG 22

****** Beeping signals ******

[Away Team]: *Vanguard*, we are close to the signal's source.

[CAPCOM, Sergeant Nahy]: Proceed with caution, Away Team. Our advisors have several conflicting opinions as to what this thing might be. Some insist it is a trap, made to—

****** Sound of shifting rubble ******

[Away Team]: We've got it! It's a… satellite?

[CAPCOM, Sergeant Nahy]: …

[Away Team]: Any ideas, *Vanguard*? It could have fallen from the sky.

[CAPCOM, Sergeant Nahy]: No, it's buried too deep. It seems the end of this planet was rather… explosive. This piece of the crust must have impacted the satellite in the wake of the explosion. Good find, Away Team! Grab what you can and continue the mission.

- Gain 1 *Alien Tech* Discovery.
- You see another interesting place in this area! Remove this card from the game and replace it with another card **P113**.
- If there are no more **P113** cards, replace this card with card **P000**.

LOG 23

TOP SECRET
Project "Birthright," Research Log 1A

The semantic analysis of the glyphs so far reveals little. While we're certain they convey some sort of information, we lack any comparative material – any real foothold – to start deciphering the language. Based on our discoveries from Pellucid and other visited worlds, We believe each stele may be devoted to one concept, one topic, related to the shape of its central glyph. This central theme seems to somehow influence the civilization that developed in the shadow of each stele. However, more detailed studies will only be possible when we gather enough inscriptions for comparison – or another sample of Builder writing.

Gain 1 .

LOG 24

[Away Team]: I'm entering the derelict. There's still power, surprisingly. The light flickers.

[Captain Wayman]: Progress with caution. Some lights are on, and this thing looks active. Anything can happen.

[Away Team]: Roger.

[Captain Wayman]: Remember your mission. Don't stray! Stay focused.

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

» **Focus on gathering interesting scraps of technology** – Go to **Log 44**.
» **Focus on studying the derelict** – Go to **Log 49**.
» **Focus on streaming the interior to eager viewers on ISS Vanguard** – Go to **Log 64**.

LOG 25

Away Team Exploration Report 27/c

While exploring a rocky area, we located an entry into a large cave complex. It includes structures consistent with the effects of water erosion. Caves sprawl in all directions: Analyzing them could derail our mission, but liquid water environments offer a high chance of encountering life.

Place card **P080** in this Sector.

LOG 26

TOP SECRET
Project "Birthright," Research Log 1C

When our team tried to move the artifact, all conventional attempts failed. We now understand why. We've discovered an invisible gravity-wave tether that keeps the stele anchored in one specific position, relative to the center of the planet's mass. The Builders went to great lengths to ensure their steles could not be removed from any planet, or otherwise moved between the planets - though we still don't know why.

Short of moving the planets themselves, we have no practical way to collect the steles, and we must rely on their detailed scans for future research.

Gain 1 .

LOG 27

Perform the following steps:

- Replace POI in this Sector with card **P169**.
- Gain 1 Supplies per Crewmember.
- Each Crewmember in this Sector gains an *Exhausted* Injury.
- Find Mission card **M32**, place it next to the Planet board, and read it.

New Objective: Get rid of the parasite.

LOG 28

If there's a marker in Sector **8**, go to **Log 301**.

Otherwise, read on:

The holes led into the bowels of a strange machine that bore a striking resemblance to the architecture of the Builders we saw in the Eye of the Void. The structure extended deep underground, and to other parts of the planet, though its purpose was unclear.

According to our preliminary research, this structure originates a millennium or two ago. Our scans awoke something deep inside, emitting small bursts of energy. Then, it went silent once more.

We should see if there are other parts of this great machine scattered in nearby sectors.

Place a marker in Sector **5**.

If the following box is unmarked, mark it and resolve its text:

☐ Gain 3 *Alien Tech* Leads.

LOG 29

Warning: You may not terminate this introductory Mission before you reach your objective. Follow your primary Mission (card **M21** or **M22**) to conclude this Planetary Exploration.

LOG 30

Personal Journal, ID 30/5

No one believed my report, and the blurred images didn't convince anybody either. I write it here, while the memory is fresh, so I remember that day and can revisit the machine's innards someday - if I can muster the courage.

When performing a structural analysis of the strange holes we found on Everstorm, I fell into one of them - as soon as I passed the entrance, a strange force sucked me deeper into the tunnel. I hit my head and lost consciousness for a minute. Then, I saw weird colors, shapes, and sounds - and feelings. My legs were somewhat elongated. I did not feel my hands. My body warped like boiled spaghetti, dragged somewhere. I was traveling in spirals, up and down at the same time. I tried to understand, but my mind drifted away - I couldn't focus. The only thing I remember clearly was a chamber with glistening "gills" swirling at an incredible speed. Then, the machine spat me out through its vast mouth, many kilometers away from the place into which I fell.

My body burned with pain, my mind was hazy, and I felt… excited to the point of crippling dread.

- Place your Crewmember and any Assisting Crewmembers in Sector **8**.
- Your Crewmember and each Assisting Crewmember .

If the following box is unmarked, mark it and resolve its text:

☐ Gain 1 .

LOG 31

[Away Team]: *Vanguard*! This is Team One. Do you copy?

[CAPCOM, Sergeant Nahy]: We hear you, Team One. What's the problem?

[Away Team]: We found some sort of organism: a homogenous bacterial colony, several centimeters in diameter, capable of motion. It crawled onto one of the suits. We tried to remove it, but it squeezed into the suit's apertures. We're sending you all the data. Please advise.

[CAPCOM, Sergeant Nahy]: Standby, Away Team. We are consulting with the Science section.

…

[Away Team]: This is Team One. Do you have any updates? This thing is spreading through the suit! We're afraid it might…

[Captain Wayman]: This is the captain speaking. We have analyzed your recordings. Both Security and Science officers are worried - this thing seems to consciously evade danger and multiplies rapidly. If you return carrying this specimen, there's a high chance it could escape quarantine. We're landing a portable biolab near your location. Please set it up and use the equipment inside to contain the organism. Until then, evacuating you carries a risk we'd rather not take. I'm sorry, Team One.

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

» **Attempt to get rid of the parasite** – This starts a new obligatory Mission! Go to **Log 27**.
» **Refuse the order** – This removes all your and causes trouble on the ship, but you will be able to Lift-Off from the planet. Go to **Log 45**.

LOG 32

Voice Log 13F

I'm entering the underground. The charred walls seem to absorb the light. Starting to regret that I went in alone…

There are… remains here. Dozens of bodies, in many strange shapes and sizes. It's bewildering and unsettling. I look over my shoulder and half-expect one of them to move. Some cadavers show signs of major bionic and cybernetic modifications. They must all belong to different species. All surviving equipment seems adapted to various operators of different body shapes. How did so many intelligent species end up on one planet? We haven't found any proof that this was a spacefaring civilization.

I'm leaving this place, there's nothing more for me to see. But I have several questions for later. Did all these species evolve on this planet simultaneously, or were they brought here somehow? How did they manage to live together peacefully? We should be on the lookout for more clues - especially something that could hold any pieces of their communication.

- You see another interesting place in this area! Remove this card from the game and replace it with another random card **P113**.
- If there are no more cards **P113**, replace this card with card **P000**.

LOG 33

If you're on *Brimstone*, go to **Log 34**.

If you're on *Matchstick*, go to **Log 39**.

LOG 34

[CAPCOM, Corporal Coetz]: Say Again, Team One. We're losing your signal.

[Away Team]: We're inside the mountain. We found… [radio static] … of the seismic disturbance. It's some sort of a mechanism, stuck in the large magma reservoir. It's… [radio static]

[CAPCOM, Corporal Coetz]: Exercise caution, Team One. We don't know if—

[Away Team]: [radio static] … moving toward us! The energy pulse destabilized the… [radio static] We're…

- Place card **P001** on top of any cards in this Sector.
- Place the *Arrogator Behemoth* in this Sector.
- Place the *Arrogator Behemoth* Threat card in the designated slot above the Planet board.
  - If this is the first Threat you've ever found, remember to check the Threats rules in Chapter III of the Rulebook.
  - *Arrogator Behemoth* becomes active – read its Threat card and apply its rules whenever necessary.
- Replace your current Global Condition card with card **G04**. **Warning:** when its Time Track runs out, you will die!
- Find and reveal the **M34** Mission card. Discard **M10** and **M31** Mission cards, if revealed.
- If the *Dust Storm* Threat card and standee are revealed, discard them.
- Go to **Log 694**.

LOG 35

Mark the topmost unmarked box and resolve its text. If all boxes are marked, resolve the bottom one.

☐ Roll a D10 and check your result below:

0–4: Go to **Log 37**.

5–9: Go to **Log 284**.

☐ Go to **Log 284**.

LOG 36

[CAPCOM, Sergeant Nahy]: It's starting, Away Team. We can see it from up here. This will be one hell of an eruption. What's your progress toward the LZ?

[Away Team]: …

[CAPCOM, Sergeant Nahy]: Do you copy, Away Team? What's your progress?

[Away Team, Operative 1]: *Vanguard*? This is The Away Team. I think… we won't get there in time. The seismic activity opened large crevices in front of us. It will take too long to work our way around them.

[CAPCOM, Sergeant Nahy]: …

[Away Team, Operative 1]: We are setting up behind some rocks, deploying our mobile shelters. I'll call back when we're done.

[Away Team, Operative 2, in the distance]: IT'S COMING!

****** Radio static ******

- All Crewmembers on the planet die – remove their cards from the sleeves.
- Open the Ship Book at page **19** (*Hangar* cardholder) and flip the Lander card representing your current Lander to the Damaged side (unless it is a Basic Lander).
- Open your Ship Book at page **25** (*Leaving the Planet*) and begin Ship Management.

LOG 37

[Away Team]: *Vanguard*! This is Team One. We've broken through to the other side. Entering the deeper caves.

[CAPCOM, Sergeant Nahy]: We received your uplink, Team One. All eyes on you.

[Away Team]: Detectors are going wild! Atmospheric composition is heavy with organic particles. We see… gill-like growth on the walls. There are complex organisms moving in the water. It's an entire ecosystem!

[Bridge]: [loud applause and cheering]

[Away Team]: Wait! Something's happening. The bioluminescence is fading. There's some sort of reaction.

[CAPCOM, Sergeant Nahy]: Our flora experts suggest a defensive mechanism.

[Away Team]: No. The cave flora is dying, starting from the point of our entry. We've sealed the… [radio static], but the effect is magnifying. I… I think we're killing it!

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

» **Seal the dying ecosystem back and leave it** – Discard 2 , replace the POI card in your Sector with card **P000**.

» **Attempt to save the ecosystem** – This will start a new obligatory Mission! Go to **Log 41**.

LOG 38

Away Team Exploration Report TF/19

The surface of the mound is made of an organic compound, so even our best equipment cannot break the crust. At first, we wanted to enter the structure, as scanners showed hollow spaces inside, but it proved impossible with our limited tools. However, we successfully secured samples of the compound, and we will try to replicate it once aboard *Vanguard*.

We also mentioned to the aerodynamics team that the area surrounding these mounds was almost serene, with little wind. They began to study the mounds' effect on the airflow and quickly discovered all are in the perfect position to ensure the safety of the largest possible surface area.

If the following box is unmarked, mark it and resolve its text:

☐ Gain 1 *Mineral* Discovery.

LOG 39

Personal Journal

I slowly approached the door, still in awe. It was reckless, I know, but I couldn't take my eyes off the shining glyph at the center. Countless ages have passed, and here was still a working power source…

Suddenly, something moved in the dark – the surroundings trembled at the waking of a hulking, metal giant. I should have been more careful.

- Place the *Arrogator Behemoth* Threat card in the indicated slot above the Planet board.
- Place the *Arrogator Behemoth* standee in your Sector.
  - If this is the first Threat you've ever found, remember to check the Threats rules in Chapter III of the Rulebook.
  - *Arrogator Behemoth* becomes active – read its Threat card and apply its rules whenever necessary.
- Go to **Log 694**.

LOG 40

Away Team Exploration Report 58/d

The object proved exceedingly resilient to all weaponry, but we managed to disable it. As we approached the smoldering wreckage, at first we focused only on its unfamiliar, biomechanical construction. Some parts of the machine clearly were once parts of the craft.

Then, we noticed it: a symbol on one of the armored plates, eerily similar to the one we're wearing on our dog-tags. A sign from the wreckage discovered on Earth, now the heart of our ship.

What could possibly connect this hulk with our ship?

Mark the topmost unmarked box and resolve its text. If all boxes are marked, resolve the bottom one.

☐ Gain 1 . Gain 4 *Alien Tech* Leads. Remove from the game the *Toppling the Titan* Secondary Objective (**O16**) from the "Bridge" section of the Ship Book, or from the "Awaiting..." envelope (if it's there). Discard *Arrogator Behemoth* and its Threat card. Mark the box in **Log 970**.

☐ Gain 3 *Alien Tech* Leads. Discard *Arrogator Behemoth* and its Threat card.

☐ Discard *Arrogator Behemoth* and its Threat card.

LOG 41

Perform the following steps:

- Each Crewmember Refreshes 1 .
- Find Mission card **M35** and place it next to the Planet board.
- Replace POI in your Sector with card **P164**.

LOG 42

As we tried to cross one of the chasms, one of us began to slip down the ravine. We had no choice but to mount a rescue party and descend from the plateau to look for our crewmate in the ravines below.

Gain a *Wounded* Injury. Place a random **P160** card in this Sector.

LOG 44

[Away Team]: I managed to secure a sample of every material I encountered.

[CAPCOM, Corporal Coetz]: That's good news. Come back immediately.

[Away Team]: Just what I wanted to hear. You should also know that one of the devices tried to puncture my suit.

[CAPCOM, Corporal Coetz]: …

[Away Team]: I was careful, just so you know!

If the following box is unmarked, mark it and resolve its text:

☐ Gain 1 *Alien Tech* Discovery and move it to "Gathered Discoveries."

LOG 45

- Discard all .
- Shuffle Situation card **S17** (*Intrusive Organism*) from "Future Situations" into "Possible Situations."

LOG 46

Personal Journal, Crewmember #327

I must admit I thought the command lost it when they told us to open a giant, menacing tomb on a dark, menacing planet. I mean, I've played enough games to know where this was going. Unfortunately, I also drew the short straw and found myself in the role of a poor sod who has to go there first.

As soon as I unsealed the door, the light of my suit flooded a vast hall, reflecting from the eyes of countless deadly machines, ordered in neat lines; a literal army of the dead that stayed buried for millenia. I don't even know what was stronger: the urge to nope the hell out of there, or to yell "I told you so!" into my comms before these guardians rip me to shreds.

I might have overreacted a little. The machines weren't moving. No doomsday device switched on.

Later on, I learned from guys at the Science Section that the authoritarian ruler of the neighboring planet was buried here, along with his army of murder bots, not unlike some ancient Chinese emperors. I thought we were in the clear, but then I learned that Science guys took a good couple of dozen of these machines onboard and began experimenting. I played this game as well…

Mark the topmost unmarked box and resolve its text. If it's marked, nothing happens.

☐ Move Research Project **R03** (*Alien Programming*) from "Research Projects" (Card Tray B) to the "Awaiting..." envelope.

LOG 47

Away Team Exploration Report 60/F

Excitement runs high. Materials and markings on this strange milestone-like stele appear similar to the ones found on Eye of the Void, confirming our suspicions: the Builders are responsible for creating these obelisks. We now suspect they left one stele on every world marked on the map we've received once we entered the Eye.

Some kind of energetic anchor seemed to secure the milepost on the planet and made it impossible for us to move it, but we took all possible scans, made every possible analysis, and built a one-to-one replica of the stele aboard *Vanguard*.

It's hard to determine its exact purpose, and the nature of glyphs eludes us. Perhaps with more examples to study, we can learn more.

Go to **Log 55**.

LOG 48

"We sent covert messages to many different parts of the ship, trying to find someone who would fight on our side to free Captain Wayman. No one was brave enough to stand up to Major Dahl. This fight was ours alone – but we decided to fight anyway. Soon, a desperate battle broke out right at the door of the Captain's cabin."

Players will now perform a special check using their dice and Crewmembers. Any dice used in this check will be unavailable for any further checks. Any Crewmembers used in this Dice Check may die. Depending on your choices, you may face several more checks in this part of the story.

- First, all players may decide to roll any number of their Section dice.
- Then, all players choose any number of Available Crewmembers with a or or converter from their hand and place them in the Roll Pool. Only Crewmembers with those converters can be chosen!
- Count the number of or or or results in the Roll Pool. Then, add **1** point for each Crewmember in the Roll Pool. You need **10 or more** points to pass this check. Players may roll additional dice and assign additional Crewmembers until they are satisfied with the result.
- Remove all dice in the Roll Pool from the game. For each Crewmember in the Roll Pool, roll one Injury die. If you roll 1 or 1 , remove this Crewmember from the game. Players return any other Crewmembers to their Available Crewmembers.
- If there are no more Available Crewmembers left, go to **Log 810**. Otherwise:

If you have 9 or fewer points, go to **Log 73**.

If you have 10 or more points, go to **Log 84**.

LOG 49

[Away Team]: That's strange. I don't see anything that resembles a port. Do you think everything was wireless?

[CAPCOM]: It's possible. What was the last time you've used a cable?

[Away Team]: Right.

[CAPCOM]: Huh? What are you saying? But why would we…? Alright, I'll tell him. Sorry, Away Team. I have a Science Section representative at my back. He wants you to place one of your devices in several different places near screens or other things that resemble consoles.

[Away Team]: Yeah, whatev… I mean, understood.

…

…

[Away Team]: What the hell?! Something extended from this console and connected to my device, frying it completely.

[CAPCOM]: The Science rep says you should attempt to remove this alien connector. Just be careful. We don't know where else it may try to connect.

[Away Team]: Very funny, *Vanguard*. Away Team out!

If the following box is unmarked, mark it and resolve its text:

☐ Move card **E45** (*Multiport Interface*) from "Unavailable Equipment" to "Armory."

LOG 50

Away Team Exploration Report 1/B

When I woke, the cockpit was dark and filled with smoke. A strange glow seeped in through the cracks of the fuselage. Whatever this turret brought us down with, it was still eating through the hull, melting steel like butter. I thought about the oxygen tanks and supplies in the cargo bay below the cockpit. If we were to survive until the rescue, they needed to be saved…

Continue reading the "Second Crewmember's Turn" instructions on page **19** of the Rulebook.

LOG 51

Mark the topmost unmarked box and resolve its text. If all boxes are marked, resolve the bottom one.

☐ Go to **Log 47**.

☐ Go to **Log 55**.

LOG 52

Away Team Exploration Report 29/C

The water is denser than it should be – it contains significant quantities of unusually stable tritium. Its presence diminishes the possibility of finding life here. However, we've gathered water and mineral samples that may hide the secret to stabilizing radioactive isotopes.

Apart from this discovery, if we install water purifiers and oxygen extractors, this place would make for a good resupply station.

Gain 1 *Mineral* Discovery. Replace POI in this Sector with card **P168**.

LOG 53

Science Section Wishlist, Entry by Crewmember #325

I would love to put my hands on the rare species from "Matchstick." It's just wonderful how life adapted to flee from sudden air combustions! And, of course, the planet's coordinates were found in the Eye of the Void, so it's just natural to research them.

Wish signed by 79 percent of Science Section members.

Place card **P130** on top of any cards in Sector **2**. Place the Lander in Sector **2**. Place a *Sprout* standee in Sectors **1** and **8**.

Open the Ship Book at page **24** and perform the "Begin Planetary Exploration" procedure.

LOG 54

After-Action Incident Report 60/F

The safety commission decided that the most likely cause of the accident was a misuse of field power tools. A superheated drill bit was allowed to directly touch the crystal's surface, causing local scintillation of extreme magnitude.

We recommend Away Teams take care not to apply excessive heat or strain to yet-unknown materials.

Each Crewmember in this Sector rolls .

LOG 55

TOP SECRET
Project "Birthright" founding document, Excerpt

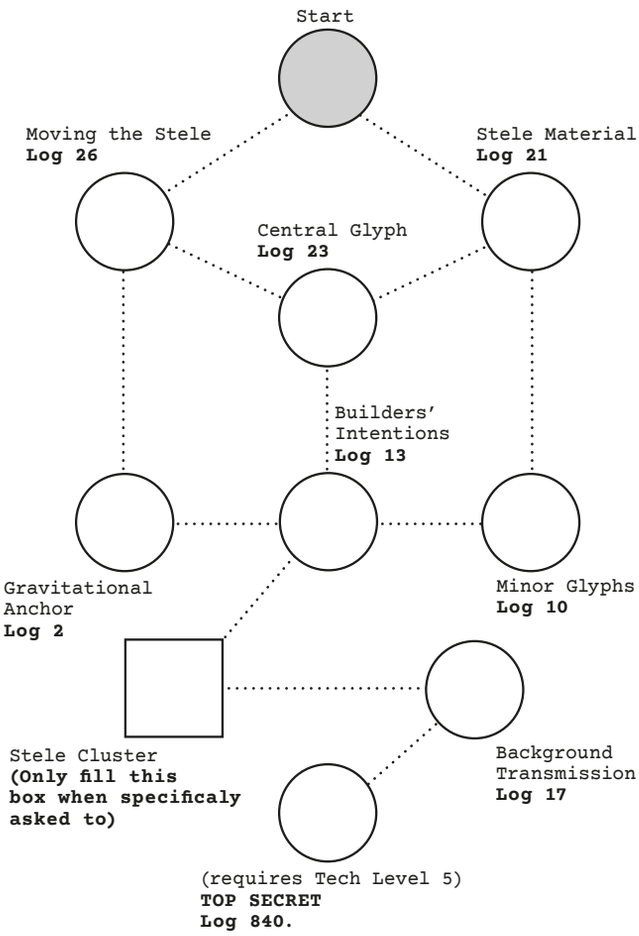
While the Builders' message that *ISS Vanguard* received at the Eye of The Void was far from obvious, it did seem to encourage us to visit all the nearby worlds capable of supporting life, to look for what Builders called "our tribe." We now suspect each of these coordinates has a habitable planet. And each of these planets has a stele; an obelisk left by the Builders. The study of these obelisks is our only chance of understanding the message, and our purpose. Therefore, it should be Vanguard's top priority.

Dr. Sarah Corey, *ISS Vanguard* Chief Researcher

Go to the *Project Birthright* diagram (below) and trace a line from any of the filled points to a **round** point of your choice. Fill this chosen point and go to the Log indicated next to it.

If a line has a Tech Level requirement, you can only trace it if the Tech Level card in your Bridge cardholder (Ship Book page **3**) shows a Tech Level at least this high.

PROJECT BIRTHRIGHT



LOG 56

☐ If this box was already marked, go to **Log 58**. Otherwise, mark this box and read on:

TOP SECRET

Project "Birthright," Research Log 19c

The detailed stele copies and research data we obtained from this ancient race proved invaluable. Perhaps it's not as detailed as our own research would be, but on the other hand we'd have to spend decades roaming space to learn as much as we did with this one mission! There was so much data we had to add a new database to the bridge just to hold it. Still, several last questions about the steles are left unanswered.

Not for long, I hope.

On the *Project Birthright* diagram in **Log 55**, fill the square "Stele Cluster" point. Whenever progressing the graph in **Log 55**, you may now choose to trace a line from this point as well.

Move Objective card **O09** (*Farthest Reaches*) and Bridge Upgrade **B18** (*Stele Database*) from Bridge cards to the "Awaiting..." envelope.

Open the Ship Book at page **25** (*Leaving the Planet*) and begin Ship Management.

LOG 57

Mark the first unmarked box and resolve its text. If all boxes are marked, resolve the bottom one.

☐ Some scorched remains of ancient explorers lie here. It seems they jumped into the pit to protect themselves from something above. Gain 3 *Alien Tech* Leads.

☐ A thorough search returns only some small pieces of destroyed alien tech. Gain 1 *Alien Tech* Lead. Refresh 1 .

LOG 58

Go to *Project Birthright* diagram (**Log 55**) and trace a line from any of the filled points to a round point of your choice. Fill this chosen point and go to the Log indicated next to it. **IMPORTANT**: after resolving the indicated Log, your Planetary Exploration ends – open the Ship Book at page **25** (*Leaving the Planet*) and begin Ship Management.

LOG 59

All Crewmembers now have their Turn token on the "Turn Ended" side. This ends the first round.

From now on, you have full control over your choice of actions. Before continuing the game, browse through the sections under "Continuing the Tutorial" in the Rulebook. There is no need to read all of these sections in full right now; only read them the first time you need them.

Continue reading the "Continuing the Tutorial" instructions on page **20** of the Rulebook.

LOG 60

Captain's Log, Entry D-432

Despite many findings gathered on Pellucid, our first exploration of a world marked by the Builders was hardly the success for which we hoped. The contact with extraterrestrial intelligence still eludes us, and I'm afraid this new world we're about to explore will change little in that regard.

It's hard to imagine an environment more hostile to life: a giant, cold planet with a thick, super-rotating atmosphere. The never-ending storm lashes the surface of basalt and glass and carries razor-sharp shards with velocities capable of shredding anything in their path.

Yet, a set of incredible structures extends past the planet's stratosphere, like claws reaching out from the storm. Each of these claws, made of an unidentified substance, is several kilometers long and wide enough to break apart the winds, creating small pockets we could potentially explore.

And explore them we will – no one aboard *Vanguard* has the faintest idea how structures like that could occur naturally…

If your Lander has at least 4 and 5 , place a marker on the "Landing Successful" space and go to **step 4**. 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 a Danger die and apply the effect corresponding to the rolled result in the table below and proceed to the next step. 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 on the Landing track isn't on the "Landing Successful" space, go back to **step 2**; if it's there – you have landed successfully:
   – Open the Planetopedia at pages **10-11** (*Everstorm*). Open the Ship Book at page **24** and perform the "Begin Planetary Exploration" procedure.

ENERGY STORM

	Uncontrolled Flight	Choose one: » **Ignore Turbulence** Return 3 random Equipment cards reduced by to "Armory." » **Secure the Cargo** Each Crewmember 3 .
	Gale Force 6	**Endure** Each Crewmember 5 reduced by .
	EMP	Choose one: » **Cooling System Malfunction** **If is 2 or fewer**, each Crewmember gains a *Burned* Injury. **If is 3 or more**, each Crewmember . » **Reroute Energy** Return 2 random Equipment cards to "Armory" or lose 2 Supplies.
	Favorable Current	**Follow the current** **If is 3 or more**, progress the Landing track twice.

LOG 61

"As we were planning our attack over the blueprints of the ship, we had a surprise visitor. Deadspeaker hobbled into our hideout, armed in some strange Arrogator weaponry. Major Dahl's hatred for Arrogators turned him to our side. He made an offer: If our Section Leaders used their private access codes to get him past the Vanguard's firewall, he could connect directly to the ship's systems. Then, he would be able to lock all bulkheads leading toward the captain's quarters, and manipulate the ship's systems against Dahl's men. Needless to say, many of us were not too keen on the idea of connecting an Arrogator AI directly to the Vanguard AI. Still, our list of potential allies wasn't too long at that point."

All players discuss and choose one (in case of a tie, the Security Section player makes the final decision):

» **Trust the Deadspeaker and give them access to the ship's systems** – Go to **Log 63**.
» **Ignore the Deadspeaker and attack the captain's quarters without their help** – Go to **Log 48**.
» **Call off the attack and consider a different approach** – The more time you waste the higher the chance you will be captured! Go to **Log 501**.

LOG 62

Scout Craft Mission Flight Recorder

[Mission Time 16:24]

We're approaching the mesosphere of the planet. We detect something that looks like a radioactive forcefield up ahead. The systems tell us there are some gaps in the barrier, barely larger than our Lander. I will try to fit through one of them.

[Mission Time 16:55]

The lander is now at the right angle. Engaging boosters. Three… two… one… start!

[Mission Time 16:58]

[static noises][loud alerts] The radiation levels keep rising! Many systems are not responding. The gap in the shield is shifting! [static noises]… reacting to our presence? It's the last chance to change direction!

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

» **Abort the landing!** – This will end your Planetary Exploration and start a new Ship Phase. You may do it once without suffering a penalty. Go to **Log 68**.
» **Let the landing proceed** – **Warning**: depending on your Lander Attributes, you may lose the craft and its crew! Go to **Log 74**.

LOG 63

"Despite the objections of the Vanguard's AI, we connected Deadspeaker directly to our mainframe. Immediately, alarms flared up. The bulkheads began to open and shut throughout the ship and flickered as two powerful Artificial Intelligences were wrestling for control of the ship. Finally, things went quiet.

"I am now in direct control," said Deadspeaker, his voice echoing through all nearby speakers as if an entire Arrogator army was speaking to us. "You may carry out your plan."

On our screens, we've noticed the lights in the corridors leading to Captain Wayman's cabin went out. All bulkheads except for one went shut. The marines on guard duty stumbled around in the dark. It was our time to make a move."

Players will now perform a special check using their dice and Crewmembers. Any dice used in this check will be unavailable for any further checks. Any Crewmembers used in this check may die. Depending on your choices, you may face several more checks in this part of the story.

Perform the following steps:

- First, all players may decide to roll any number of their Section dice.
- Then, all players choose any number of Available Crewmembers with a or or converter from their hand and place them in the Roll Pool.
- Count the number of or or or results in the Roll Pool. Then, add **1** point for each Crewmember in the Roll Pool. You need **8 or more** points to pass this check. Players may roll additional dice and assign additional Crewmembers until they are satisfied with the result.
- Remove all dice in the Roll Pool from the game. For each Crewmember in the Roll Pool, roll one Injury die. If you roll 1 or 1 , remove this Crewmember from the game. Players return any other Crewmembers to their Available Crewmembers.
- If there are no more Available Crewmembers left, go to **Log 810**. Otherwise:

If you have 7 or fewer points: go to **Log 77**.

If you have 8 or more points: go to **Log 81**.

LOG 64

[CAPCOM]: Whoa. I'm sorry for being a little unprofessional, but you have quite an audience. There are a lot of people behind my back right now.

[Away Team]: I don't mind. This derelict truly is something else! Nothing here looks familiar.

[CAPCOM]: Was this a door?

[Away Team]: So it seems. But I might be inside some vent right now. Who knows?

If the following box is unmarked, mark it and resolve its text:

☐ Gain 1 .

LOG 65

Captain's Log, Entry 412

We knew that landing on Atropos would present… unusual challenges. Instead of risking the lives of the Away Team, I decided we need to first perform a quick scouting run.

Go to **Log 62**.

LOG 67

Even though we didn't see its face, we could tell from the slumping posture of the creature that it was disappointed. It stayed motionless for a while, and then began to talk, our AI jumping in to translate.

Go to **Log 336**.

LOG 68

[CAPCOM]: Correct your course immediately!

[Scout Craft]: Roger that. Aborting now!

****** Loud retrorocket noises ******

[Scout Craft]: Just for the record, *Vanguard*…

[CAPCOM]: Yes?

[Scout Craft]: I think I can get through this barrier. I'd need a better lander, and a lot of shielding, but I think it would be possible.

[CAPCOM]: Copy that. Please make sure to mention this in your report. And don't worry about the mission. We've captured a lot of valuable data on our approach.

Mark the first unmarked box and resolve its text.

☐ Open the Ship Book at page **25** (*Leaving the Planet*) and begin Ship Management.

☐ Place the Mission Failed token on the Lander, open the Ship Book at page **25** (*Leaving the Planet*) and begin Ship Management.

LOG 69

Personal Journal

The door opened – it was made of titanium alloy, and its stone facade was only a mineral crust that accumulated over the millenia.

Behind the gate, the past awaited us – pristine Builders' vault, unopened until now.

Replace POI in this Sector with card **P137**.

LOG 70

****** Engine and wind noises ******

[SAR Mission Pilot, Sergeant Marquez]: Rappel up, folks! The cavalry's here.

[Away Team, Operative 1]: [static]

[SAR Team, Sergeant Marquez]: Please repeat, Away Team. We're losing you.

[Away Team, Operative 1]: [static] Go higher, dammit! Your jet blast is cracking the surface.

****** Insect noises ******

[CAPCOM]: We're detecting additional signatures on the mound top. What's happening there?

[Away Team, Operative 1]: They're crawling out of the woodwork! Rappel up! Fast!

[SAR Team, Sergeant Marquez]: We're hit! I repeat, the evacuation craft is hit. They're shooting some organic webbing at us. The Evac Zone is compromised. I repeat: The Evac zone is compromised. We're aborting—

[Away Team, Operative 2]: No! Wait. I'll draw their attention.

[CAPCOM]: Negative, Away Team Two. Do not engage. I repeat, do not—

****** The sound of unbuckling safety belt ******

[Away Team, Operative 1]: Get back here, dammit!

[Away Team, Operative 2]: Go on without me! Don't wait!

If you have the Unique Discovery **33** (*Royal Jelly*), go to **Log 172**. Otherwise, read on:

- Discard Mission card **M52**.
- All players discuss and choose a Crewmember who will be left behind, fighting off the mound mites.
- If players fail to agree which Crewmember should stay, the Security Section player makes the choice.
- Remove the chosen Crewmember from their Rank sleeve and place them back on their Crew board. This Crewmember is dead.
- The Section this Crewmember belonged to immediately draws 5 new Recruit cards, chooses 1, places it in the Rank 1 sleeve, and adds it to the "Resting Crew".
- **Hint:** In ISS Vanguard, each Section has several Crewmembers. This means Crewmembers will sometimes die when a Mission goes wrong, or when you decide to sacrifice them.

Go to **Log 71**.

LOG 71

Captain's Log, Entry D-435

We swore never to leave anyone behind, but no one was prepared to sacrifice another crew and another lander. As the Search and Rescue craft engaged the boosters, our dear friend disappeared in the distance, fighting off the countless mound mites, until the clouds mercifully shrouded the scene.

Vanguard has a dead hero to remember. Let's hope more won't follow soon.

- Remove Landing card **L4** from the game.
- Place the Basic Lander board next to the Planet board and place all Discoveries from the Crew boards, as well as your Rank-Up card, in the indicated Lander board slots.
- Shuffle the Ship Situation **S14** (*Mutiny*) from "Future Situations" into "Possible Situations."

Go to **Log 440**.

LOG 72

- If there's no card in Sector **8**, go to **Log 378**. If card **P241** (*Arrogator Cruiser)* is in Sector **8**, read on:
- Choose a standee representing any of your Available Landers (listed on page **19** of the Ship Book).
- Place the Lander standee in Sector **8**.
- Place any number of Crewmembers from Sector **4** in Sector **8**.
  - **IMPORTANT:** These Crewmembers won't be able to return to the ship until the enemy cruiser is defeated, or their Lander is shot down.

LOG 73

"That's when the fight in front of the Captain's cabin took a dire turn. Reinforcements have arrived: a group of heavily armored marines, with a hulking warmachine at their backs. It was one of the Arrogator boarding robots we had to deal with when defending *Vanguard*, now reprogrammed by Major Dahl.

We managed to bust out the Captain at the last possible moment, but the enemy was closing in on all sides. The Captain smiled as soon as he saw us and tried to tell us something – that's when he was hit. A heavy round ripped through his torso. We carried him out of the combat zone and tried to stabilize him. That's where Captain Wayman passed away, a smile on his lips, surrounded by his faithful crew. We've failed."

Mark box **B** in **Log 930**.

Go to **Log 501**.

LOG 74

If your Lander has at least 6 and 5 , go to **Log 103**. 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) **and move it by 2 slots to the left** (or as far to the left as track slots allow).
2. **Now, you may decide to retreat. If you do, go to Log 68**.
3. Roll a 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.
4. Progress the Landing track (move the marker 1 space to the right), but not beyond the last space.
5. If the marker has reached the "Landing Successful" space, discard all Damage markers from the Lander and go to **Log 103**. Otherwise, go back to step 2.

FORCEFIELD

	Navigation Failure	**We Must Use Our Auxiliary Scanners** **If is 5 or more**, nothing happens. **If is 3-4**, place 1 marker on the Lander board. If there are 3 or more, go to **Log 76**. **If is 0-2**, place 2 markers on the Lander board. If there are 3 or more, go to **Log 76**.
	Accelerated Debris	**Choose one:** » **Dodge** Roll a Danger die 7 times, reduced by . For each place 1 marker on the Lander board. If there are 3 or more, go to **Log 76**. » **Expose Armored Hull** Place 6 markers on the Lander board, reduced by . If there are 3 or more, go to **Log 76**.
	Radiation Level Rises	**If is 5 or more**, nothing happens. **Otherwise**, each Crewmember rolls 3 Injury dice. Each Crewmember who rolled 1 and 1 or 2 results dies – remove them from their Rank sleeves. If all Crewmembers die, go to **Log 76**.
	Field Shift!	**The Gaps in the Field Change Locations.** **If is 5 or more**, nothing happens. **Otherwise**, move the marker on the Landing track 1 space to the left.

LOG 75

[Captain Wayman]: This is your Captain speaking. We're under…

****** Static ******

[Captain Wayman]: Despite the efforts of our security personnel, *ISS Vanguard* has been breached by hostile forces. We have several Fire Teams defending critical locations on all decks. The bridge is knocked out. We're doing what we can to repair it. All civilian personnel should evacuate to the forward part of the ship.

****** Gun blasts ******

[Captain Wayman]: All Section Operatives should report to their leaders for assignments. Stay strong. We will get through this.

The battle begins aboard ISS Vanguard! Before you begin preparations, please be aware that:

- Failure will be very costly. Use the best Crewmembers you have.
- Expect to face dangerous Threats and risk many Injuries.
- You've had no time to arm yourself! Equipment won't be available at the start of the mission, but you will be able to find it later aboard ISS.
- In combat, there will be few opportunities to draw Leads.
- Being able to relocate from one Section of the ship to another quickly will help you coordinate the defense better.
- You have nowhere to evacuate to! This Mission has special Evac rules – Crewmembers will have to fight until they die, in which case they will be replaced with other Crewmembers, and the Mission will continue.

Perform the following steps to begin the defense:

1. **Clean Up**

- Return all Situation cards from the table and "Awaiting..." envelope to "Possible Situations" and shuffle them.
- Discard all and tokens.
- Move all tokens to the Token bag.
- Close and store the Ship Book.
- Close and store the System Maps book.

2. **Prepare your Team**

- Players pick Crewmembers for this mission from their hand of Available Crewmembers. You can only pick one Crewmember from each Section, but you may never pick fewer than two Crewmembers in total.
  - If players fail to appoint at least two Crewmembers, the Security Section player makes the choice.
- Players place the chosen Crewmembers on their appropriate Crew boards and fill the Crew boards with Section dice from their Section Compartment. You may never have more dice than your board slots allow – and some of them require a particular Rank.
- Each player places the starting number of Charges, represented by markers, in the Charges slot on their Crew board.

3. **Section Cards**

- Players take all their Section cards and create Section decks of at least 10 cards. You may not use any cards that have a Rank higher than the Crewmember on your Crew board. Place the completed Section decks next to the Crew boards.
- Players draw their Section cards up to the limit printed on their Crew boards.

4. **Rank-Up**

- Do not draw a Rank-Up card. Crewmembers who survive the Vanguard Defense will Rank-Up based on their performance in this scenario.

5. **Equipment**

- Do not take any Equipment cards! The sudden nature of the attack caught you unprepared – you will have to gather Equipment during the Mission.

6. **Record your current Planet board**

If there is no Planet board on the table, skip this step. Otherwise, check if there is a Planet Record sheet for your current planet in "Recorded Planets" (Card Tray B) and dispose of it. Then, take a blank Planet Record sheet and fill it in as follows:

- Write the name of the planet at the top.
- For each Sector, write the number and name of any POI cards in that Sector. If there is more than one POI card, write the top one to the left. Mark if the Sector was Finished.
- Write the number of each Unique Discovery still on the Planet board.
- Write the name and Sector number of any Threats still on the Planet board. Then, return all Threat cards on the Planet board and their matching standees to the box.

Return all POI cards on the Planet board to "Points of Interest" (Card Tray A).

Return all Unique Discovery cards on the Planet board to "Unique Discoveries" (Card Tray A).

Place the Planet Record sheet in "Recorded Planets" (Card Tray B).

7. **Planet Board**

- Open the Planetopedia at pages **20-21** (*ISS Vanguard*).
- Set the Supplies track on the Planet board to 8.
- Take any remaining Available Crewmembers and Resting Crew of each Section and place them in the indicated spaces under the Planet board. These Crewmembers will be able to contribute to your efforts – and may die if you choose to sacrifice them.
- Add 2 markers to the Enemy Advantage slot on the right side of the Planet board.
- Shuffle the Event deck and place it next to the Planet board.
- Populate the right side of the Planet board with the indicated Unique Discoveries (face down).
- Take three **G11** Global Conditions, shuffle them, and place them in a face up stack in the Global Conditions slot.
- Place card **P244** in Sector **1**. Place all Crewmember minis in this Sector.
- Place card **P233** in Sector **4** and place a Time token in the first slot of its Time Track.
- Place card **P235** in Sector **5**. Then, place card **P233** on top of it.
- Place card **P236** in Sector **6**. Then, place card **P233** on top of it and place a Time token in the second slot of its Time Track.
- Place the **M101** Mission card in the indicated slot next to the Planet board and read its text.
- 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.
- Place the Lead bag next to the Planet board. Ensure it contains 20 Lead tokens.
- Place the Injuries deck to the right of the Planet board. If it isn't already there, take it from Card Tray A.

8. **Start Playing!**

- Each Crewmember places a Turn token on their Crew board, "Turn Available" side up.
- The Recon Section player chooses a Crewmember to receive the Start token.

LOG 76

[CAPCOM]: Scout craft, do you copy? I repeat: Do you copy?!

[SCOUT CRAFT]: [static noises]

[voice in the background]: Sergeant Johnson… we lost contact with the lander. No sign of emergency beacons either.

[CAPCOM]: Impossible… the calculations were correct. The whole Science—

[Captain Wayman]: Enough. This is a sad day for *Vanguard*, and for every one of us. First, let's prepare a memorial ceremony for another brave soul this ship has lost. A time for investigations will come later.

Remove all Crewmembers on Crew boards from their sleeves – they are now dead.

Place the Mission Failed token on the Lander.

Open the Ship Book at page **19** (*Hangar* cardholder) and flip the Lander card representing your current Lander to the Damaged side (unless it is a Basic Lander).

Open the Ship Book at page **25** (*Leaving the Planet*) and begin Ship Management.

LOG 77

"Dahl's marines wouldn't give up. When pressed against the wall, they began to lob plasma that was never meant to be used on *Vanguard*. The explosions soon blasted through the walls and damaged the fuselage. The entire section of the ship began to vent out. Many marines, and many of our own, were sucked out into space. I've witnessed the Deadspeaker shot out of the ship like a piece of space garbage – the last of the Arrogators floating away into the eternal darkness. Despite this mayhem, we managed to seal the corridor and break Captain Wayman free. Still, considering our losses, we couldn't help but feel we made two steps forward, but one step back."

Mark box **C** in **Log 930**. Then, go to **Log 403**.

LOG 79

"With Captain Wayman at our side, everything became so much easier. In our next move, we stormed the ship's bridge. The guards there did not dare to shoot at Wayman, and the officers immediately accepted his command. Dahl lost control of the ship, and soon, her own lieutenants brought her to us in handcuffs."

Go to **Log 403**.

LOG 80

We must decide if we should send exploration vessels to the asteroid, or ignore the operator's recommendation and send mining drones instead.

All players discuss and choose one (in case of a tie, the Engineering Section makes the final decision):

» **Send crewless explorers** – Go to **Log 126**.
» **Send mining drones** – Go to **Log 131**.

LOG 81

"The skirmish in front of the captain's cabin went better than expected. We have managed to break Captain Wayman free and run away before Dahl's marines could overwhelm us. Still, there were losses. I noticed the captain's solemn face as we retreated through the same ground we captured. But only after we reached our safe place, and he sat heavily, his face in tears, I understood how hard it was for him to see people he personally accepted for the mission killing each other.

"I never wished for things to get this far," he said. "I hope you can all forgive me."

Add 2 **markers** to the Victory Pool. Go to **Log 403**.

LOG 82

[Captain Wayman]: Your signal is fading, Away Team. Is everything OK? We don't want to lose another group down there.

*** ***Heavy static*** ***

[Away Team]: … halfway through the sun's corona. Still a couple of hours from the… One of the null field generators burned up. We had to switch to a…

*** ***Heavy static*** ***

[Captain Wayman]: Please, come back safely.

If your Lander has at least 5 and 5 and 5, go to **step 5**. 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 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 step **5**. Otherwise, go back to step **2**.
5. If your currently open Planet board is *Thorne-Zytkov Object* (pages **38-39**), go to step **6**. If your currently open Planet board is Builders' Vault (pages **40-41**) go to step **7**.
6. Shuffle all three **G20** cards and place them face up in the Global Conditions slot. Open the Ship Book at page **24** and perform the "Begin Planetary Exploration" procedure.
7. Go to **Log 581**.

	Solar Flare	Choose one: » **Speed Through** **If is 4 or more**, nothing happens. **Otherwise**, each Crewmember rolls . » **Evasive Maneuver** Lose 3 Supplies reduced by .
	Thermal Shock	Choose one: » **Ignore** Each Crewmember 4 reduced by . » **Change the Approach Vector** **If is 3 or more**, move the marker 1 space to the left on the Landing track. **Otherwise**, move it 2 spaces to the left.
	Damaged Fuselage	Choose one: » **Let the Lander Repair It** Each Crewmember rolls . » **Repair It Yourself** One Crewmember rolls .

LOG 83

[Away Team, Operative 1]: This is the Away Team. We've decelerated and we're now entering the nebular disc. It's… actually, there's remarkably little difference. I was expecting it to get dark.

[Dr. Corey]: The nebula stretches for millions of kilometers. It only looks opaque from the outside. The organic particles are relatively sparse. Could you take some samples?

[Away Team, Operative 1]: Copy that, doctor. We're getting ready to…

[Away Team, Operative 2]: Wait. Is it me, or did it get darker? Are we heading deeper?

[Away Team, Operative 1]: No. We're skirting along the edge of the nebula.

[Captain Wayman]: These organisms are concentrating around you, Away Team. Get the hell out of there, now!

*** ***Engine sounds*** ***

[Away Team]: Aye. We're breaking contact… no! They are following us out of the nebula. Damn, those things are fast!

[Vanguard AI]: Warning! Maximum safe acceleration achieved.

[Away Team]: We won't outrun them!

Go to **Log 94**.

LOG 84

"Dahl's marines wouldn't give up. When pressed against the wall, they began to lob plasma that was never meant to be used on *Vanguard*. The explosions soon blasted through the walls and damaged the fuselage. The entire section of the ship began to vent out. Many marines, and many of our own, were sucked out into space. Despite this mayhem, we managed to seal the corridor and break Captain Wayman free. Still, considering our losses, we couldn't help but feel we made two steps forward, but one step back."

Add 1 **marker** to the Victory Pool and go to **Log 79**.

LOG 85

☐ A ☐ B

[Portal Operator]: Gateway to Visitors' homeworld is opened. Connection stable.

[Away Team, Operative 1]: We're ready.

[Away Team, Operative 2]: Any early readings? What should we expect?

[Portal Operator]: Hard to tell. Stay suited, be wary, and don't attack anything unless you're in grave danger. You'll be on your own – we cannot promise we'll be able to maintain radio contact once you're on the other side.

[Captain Wayman]: Just so you know, Away Team. Any one of you is still free to drop out. This is a volunteer only mission. No one will hold a grudge.

[Away Team, Operative 2]: Not an option, sir. We're going in.

[Captain Wayman]: Good luck. Remember: Pooling our research with any stele data gathered by the Visitors may be our only hope. Make a good first impression, will you?

[Away Team, Operative 1]: Roger that!

- If you have a Lander prepared, discard it along with all Mods.
- If you haven't done it already, choose 5 Personal Equipment and 2 Mission Equipment to take on this Mission.
- Open the Planetopedia at pages **34-35** (*Visitors' World*).
- Place a marker in slot 5 of the Supplies track.
- In this Mission, you'll gather Discoveries on the Planet board – you may take up to 6 Discoveries back with you.

If boxes **A** and **B** are marked, go to **Log 104**.

If box **A** is marked, go to **Log 101**.

If none are marked, go to **Log 91**.

LOG 86

If your Lander has at least 6 and 6 and 6, go to **Log 88**. 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 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 88**. Otherwise, go back to step **2**.

	Solar Flare	Choose one: » **Speed Through** **If is 5 or more**, nothing happens. **Otherwise**, each Crewmember rolls . » **Evasive Maneuver** Lose 5 Supplies reduced by .
	Thermal Shock	Choose one: » **Ignore** Each Crewmember 5 reduced by . » **Change the Approach Vector** **If is 5 or more**, move the marker 1 space to the left on the Landing track. **Otherwise**, move it 2 spaces to the left.
	Damaged Fuselage	Choose one: » **Let the Lander Repair It** Each Crewmember rolls . » **Repair It Yourself** One Crewmember rolls .

LOG 87

- Discard the **P233** card from your Sector.
- If there are no more **P233** cards anywhere on the board, go to **Log 164**.
- If your Crewmember is now standing in a Sector with a revealed Log number, resolve this Log.

LOG 88

Personal Log, Crewmember #213

For the last part of our flight, the drive worked at full throttle to push us away from the neutron star. The gravity of this object was two billion times stronger than Earth's. It took all the power of our physics-bending null field and our supercharged engines just to stop us from smashing into the surface.

The touchdown was rough. Though the null field shielded us from most of the forces, our lander could still barely withstand the crushing gravity.

When we walked out of it, and set foot on the surface of the star – harder than a diamond and smoother than glass – I tried not to think about the powers at play around us. We were inside a Red Giant. The temperatures were in excess of seven thousand degrees Celsius. The pressure was off the charts. The amount of gamma radiation could fry us in a split second. If not for the visual reconstruction software that powered our visors, we would be blind – the gravity bent light itself in a way that would make it impossible for us to see. Even the smallest malfunction of the null fields on our mechasuits was enough to kill us instantly. I just wondered if the temperature and radiation would annihilate our every living cell before gravity squashed and spread them thin over the neutronium surface of the star.

Then, something caught my attention. Just a half-mile from our landing zone, the scans showed a giant ramp leading deeper under the surface – a corridor carved in the densest matter of the universe. On both its sides, two large structures resembling vents stood, sucking in the hot plasma of the sun. I pulled up the digital spectrometer on my screen and started to take readings. It was time to begin our job.

Go to **Log 90**.

LOG 89

Classified Autopsy File N93, Excerpt

The codename our crew gave to this specimen is "Magnacereb." A staggering 75 percent of its body mass comes from an oversized cerebrum packed with unusually dense cells that resemble neurons. The rest is taken up by a straightforward digestive system and a set of legs barely strong enough to lift the creature's weight. At first, I was mystified by the lack of any reproductive organs. I even started to suspect the beast could be a clone or a bioengineered weapon. I couldn't fathom how it appeared on our ship and how its older sibling ended up on Ugnir, lacking any capabilities for space travel. Perhaps the only thing I was sure of is that it was not a native species – Ugnir's ecosystem lacked any intermediaries between primitive plants and these hulking beasts. Only when Captain Wayman gave me access to classified video footage from the incident aboard *Vanguard* – much to Major Dahl's chagrin – did things begin to fall into place.

The smaller Magnacereb that attacked our ship came from our own biomass tanks, containing a liquid slush ready to be recycled into meals. One of the industrial cameras recorded its birth. As *Vanguard* was leaving the Ugnir's orbit, the biomass suddenly reorganized into a small ball of stem cells that kept growing and forming until less than 24 hours later, a young yet dangerous creature crawled onto the decks. I suspect this "miraculous" conception was the doing of the older creature that we left on the planet – the scanner data I've accessed showed the older Magnacereb was focused entirely on *Vanguard*, tracking our moves with its giant head even as we departed from the orbit, and became invisible to its crude eyes.

I believe we have met the first species to use telekinesis as a part of its reproductive cycle. My initial studies and autopsy data indicate that Magnacerebs colonize the stars by telepathically searching for objects with abundant biomass. Once they locate a feasible place, they use their incredible telekinetic powers to shape the matter into a reproductive cell, ready to split and develop rapidly. Perhaps the one on Ugnir was fooled just like us – instead of a rich ecosystem it could thrive in, it ended up on a veritable desert, chock full of small organic pebbles.

There's still much I want to learn about these species, but right now, I have asked our lead engineers to prepare an early warning that would alert us to any more Magnacerebs coming to life on the ship.

Note added [Wayman, N. – Commanding Officer]: I've decided to classify the Magnacereb data – the details will be known only to select Security personnel. The creature caused real havoc aboard, and the thought that a new one could spontaneously spring to life in any large biomass pool would be disturbing to our crew.

Gain 1 . If Research Project **R11** (*Telepathy*) is in "Research Projects", move it to the "Awaiting..." envelope.

LOG 90

Open the Planetopedia at pages **38-39** (*Thorne-Zytkov Object*). If any other Planet board is on the table, remove all its cards from the game first – you will not need them anymore.

Shuffle all three **G20** cards and place them face up in the Global Conditions slot.

Open the Ship Book at page **24** and perform the "Begin Planetary Exploration" procedure.

LOG 91

Away Team's Private Channel Transcript 58B

[Away Team, Operative 1]: Where the hell are we?

[Away Team, Operative 2]: It seems… like hell, to be frank.

[Away Team, Operative 3]: Shut up and run! This mass of flesh is moving toward us!

[Away Team, Operative 2]: What?!

[Away Team, Operative 1]: [panting] Why am I not moving at all?

[Away Team, Operative 3]: You're running away from us! Stop!

[Away Team, Operative 1]: I'm right behind you!

[Away Team, Operative 3]: Huh?! Right… but why do I see your back before me? And… my own back?

[Away Team, Operative 2]: Nice. An Escher-style hell.

Place **P370** in Sector **1**, **P371** in Sector **2**, and **P373** in Sector **3**.
Place all Crewmembers in Sector **1**.

Find Mission card **M170** and place it in the Mission slot on the Planet board.

Find Global Condition **G28** and place it in the Global Conditions slot on the Planet board.

Open the Ship Book at page **24** and perform the "Begin Planetary Exploration" procedure.

LOG 92

"The circular section of the floor began to tilt. Eventually, it flipped horizontally, 180 degrees. What was above it, now hung below – and vice versa."

If card **P435** (*Searing Plasma Jet*) is in Sector **2** or if there's no card in this Sector (other than the printed one):

- Replace any cards in Sector **2** with card **P434**. Then, if card **P436** (*Charging Plasma Jet*) is in Sector **3**, discard card **P436**.
- Replace any cards in Sector **4** with card **P439**.
- Any Crewmembers in Sector **2** may be placed in Sector **4**. Any Crewmembers in Sector **4** may be placed in Sector **2**.

If card **P434** (*Deflected Plasma Jet*) is in Sector **2**:

- Replace it with card **P435**.
- Place card **P436** atop any cards in Sector **3**.
- Replace any cards in Sector **4** with card **P438**.
- Any Crewmembers in Sector **2** may be placed in Sector **4**. Any Crewmembers in Sector **4** may be placed in Sector **2**.
- **Hint:** The keystone is now under the floor and the plasma jet can travel further, hitting and charging the door at the end of the hallway. Please note that touching the keystone again will cause it to flip back up and block the plasma jet!

If card **P433** (*Upturned Keystone*) is in Sector **2**:

- Discard card **P433**.
- Replace any cards in Sector **4** with card **P439**.
- Any Crewmembers in Sector **2** may be placed in Sector **4**. Any Crewmembers in Sector **4** may be placed in Sector **2**.

LOG 94

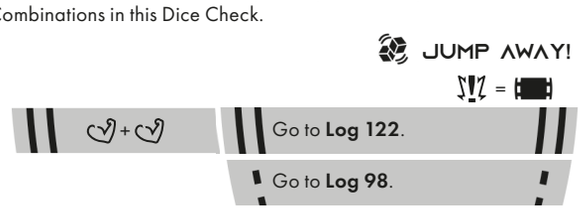
All players discuss and choose one. In case of a tie, the Security Section player makes the final decision:

» **Turn around and shoot the approaching shoal** – Maybe the barrage will disperse them? Go to **Log 96**.
» **Accelerate beyond safe limits** – Our bodies should be able to handle a short spike of g-force! Go to **Log 97**.
» **Turn everything off and drift in the void** – Maybe, once all power signatures are gone, the creatures will lose interest? Go to **Log 119**.

LOG 95

"The entire circular section of the floor bearing the keystone began to tilt quickly. Fortunately, we knew something was bound to happen here and tried to jump back…"

Immediately resolve a Dice Check – you may not use any Dice Combinations in this Dice Check.



LOG 96

*** *Engine noise* ***

[Away Team, Operative 1]: Light them up, crew!

*** *Gun blasts* ***

[Away Team, Operative 2]: Yeah, take that, you space sludge!

*** *Gun blasts* ***

[Away Team, Operative 3]: Wait, stop! STOP IT.

[Away Team, Operative 2]: Why should we? It's melting them like butter.

[Away Team, Operative 3]: Look to the sides! More clouds are approaching, it's almost as if—

[CAPCOM, Sergeant Xiu]: Away Team! Cease fire! These creatures are drawn to high-energy signatures. They're speeding up and converging on you from all Locations.

[Away Team, Operative 2]: They're in front of us too!

[Away Team, Operative 1]: Evade! Evade.

*** *Alerts* ***

*** *Loud thud* ***

[CAPCOM, Sergeant Xiu]: Away Team, do you hear us? We've lost your signal in the cloud. Away Team, can you respond?

Mark one box in **Log 925**. **Important:** Marking all three boxes there will cause the destruction of your Lander.

Each Crewmember rolls . Then, go to **Log 119**.

LOG 97

After-Action Review 3B226, Excerpt

"The Away Team increased the Ladner's throttle over the recommended limits and tried to outrun the approaching shoals of microorganisms. Life sign sensors in suits 1 and 2 recorded a potentially dangerous spike in g-force. At the same time, Vanguard's sensors recorded increased activity in the shoal. It seemed like the Lander's engines, glowing white from overheating, fascinated them. The microorganisms increased their speed, emitting quick, powerful bursts of energy, and began to catch up with the Lander. At the same time, the crew had to reduce their acceleration back to the safe limits. Two and a half minutes later, the agitated shoals crashed into the Lander and covered it on all sides with a thickening layer, their own gamma emissions blocking any signals from the inside."

Mark one box in **Log 925**. **Important:** Marking all three boxes there will cause the destruction of your Lander.

Each Crewmember rolls . Then, go to **Log 119**.

LOG 98

"The entire circular section of the floor bearing the keystone began to tilt quickly. This caught me by surprise. I fell into the darkness under the floor."

Place card **P433** in Sector **2**. Place card **P438** in Sector **4**. Place your Crewmember and any Assisting Crewmembers from your Sector in Sector **4**.

LOG 99

Operator's Log 74C

Our drones encountered crystalline structures under the mineral crust. When we tried to take samples, something emitted a strong EM pulse and disabled our machines. Next time, we recommend a thorough survey of the area with explorer probes before we commence any mining operations.

Gain 1 *Mineral* Discovery and move it to "Gathered Discoveries."

LOG 100

Research Log 18C

When analyzing the message, we discovered that the order in which the Builders placed worlds on their list wasn't accidental. Though at a different distance from the Eye of the Void, they form an ideal chain for gravitational slingshots to accelerate the journey through them. Using this information, we were able to develop an idea for an improved bridge starmap, which would make our journey more efficient.

There was also one thing that began to greatly disturb some members of the Security section. The Earth was too far from the Eye of the Void for our 20th-century radio

and TV broadcasts to reach it. It had to intercept them in some other way – we believe the most likely answer is the Builders left an object hidden deep in our solar system. We have sent an FTL probe with a message to Earth, advising them to look for this hidden observer, but it will take a long while for the probe to reach them…

On a more private note, I noticed a worrying trend. Some crewmembers are growing increasingly obsessed with the Builders and their plans…

Move the **B07** Bridge Upgrade (*Advanced Starmap*) from "Bridge Cards" to the "Awaiting..." envelope.

Move the **R07** Research Project (*Extreme Biome Survival*) from "Research Projects" to the "Awaiting..." envelope.

Shuffle the **S11** Ship Situation (*Builders' Cult*) from "Future Situations" into "Possible Situations" (Card Tray B).

LOG 101

Away Team's Private Channel

[Operative 1]: The last Away Team was lost in this dimension. We need to prioritize building an outpost. Without it, we'll end up just like them!

[Operative 2]: Let's not make the same stupid mistake.

[Operative 1]: They left us a map of the strange Möbius space so we could find a way out.
If we survive, it'll be because of their sacrifice. They deserve honor, not condemnation!

- Find all three POI **P382** cards, shuffle them, and place them face up in Sector **2**.
- Find all three POI **P383** cards, shuffle them, and place them face up in Sector **3**.
- Find all three POI **P384** cards, shuffle them, and place them face up in Sector **1**.
- If card **P374** (*Stable Environment*) is not in Sector **4**, place it there.
- Place all Crewmembers in Sector **4**.
- Find Mission Cards **M171** and **M172** and place them in the Mission slots on the Planet board.
- Find all three Global Conditions **G29**, shuffle them, and place them in a face up pile in the Global Conditions slot on the Planet board.
- Open the Ship Book at page **24** and perform the "Begin Planetary Exploration" procedure.

LOG 102

"Our plan was simple: We pretended to raise a mutiny in a distant aft part of the ship, and as soon as Dahl took most of her loyalists to control the situation, we stormed the bridge."

Mark box **B** in **Log 950**.

If box **A** in **Log 930** is marked, go to **Log 117**. Otherwise, go to **Log 110**.

LOG 103

Away Team Exploration Report 419D

When we cleared the final shield gap, we were ecstatic. After all, if some alien species constructed an obstacle this elaborate, it must protect something precious.

As we descended into the lower levels of the atmosphere, the first thing we noticed was a collection of elongated objects floating toward our lander in a long line. We thought this was a welcoming committee – a flock of curious Atropians. However, as the objects floated past us through the clouds, the scans revealed a bone-chilling truth. They were coffins, each containing a perfectly preserved alien body. As we descended through the thick atmosphere, we flew past more and more morbid swarms like this one. Finally, the veil of hazy air lifted, and we saw the surface – all covered with ancient tombs, as far as the eye could see.

We touched down between their giant facades that shaded our landing zone, and we quickly learned there was nothing here. No flora or fauna. No minerals or discoveries. Only the tombs and the dead – every square mile of the planet turned into a giant cemetery in a process that spanned half a million years, according to preliminary scans.

There was nothing to gather and nothing from which to run. The only thing awaiting us on Atropos was a long, silent walk between eons-old tombs – each brimming with burial pods – toward a stele resting atop a dead mountain. As xenolinguists aboard *Vanguard* quickly determined, the central glyph of the stele meant "preserve."

Only later, with this world left behind us, did we learn what happened. A deeply spiritual civilization rose here, under the thick atmosphere of Atropos, with no other stars, and without knowledge of the universe beyond. Its priests and philosophers misread the stele's glyph. We're confident the Builders meant to inspire them to conserve and preserve everything worth saving on their world and worlds beyond. Instead, the Atropians believed the glyph ordered them to preserve themselves for the afterlife. To each of them, there was nothing more important than protecting their own body for eternity. As centuries passed, most of the resources of the planets were expended on building magnificent tombs for the ever-growing cohort of the dead. And once space travel was discovered, instead of exploring it, Atropians sought to protect themselves from hypothetical tomb raiders and thieves, turning their entire planet into a guarded mausoleum.

Finally, they dwindled, the last of them perishing on a desolate world of graves, awaiting the afterlife they believed the Builders had promised them.

At least they achieved one thing: The dread vistas of this dead world will last forever – in the detailed recordings of our explorers and in the few mementos we've managed to bring from this place.

Remove the *Atropos* Landing card (**L5**) from the game. Mark the topmost unmarked box and resolve its text:

☐ Gain 4 , 1 *Alien Tech* Discovery and Unique Discovery **5**. Gain 1 more for all Rank 2 and 3 Crewmembers who played in this Exploration. All Rank 1 Crewmembers who played in this Exploration Rank-Up.

Open the Ship Book at page **25** (*Leaving the Planet*) and begin Ship Management.

LOG 104

Letters from Escher's Hell

Why am I here again? I haven't even left our safe outpost, sheltered with cutting-edge technology, and I'm already sick of this place. So close to the portal from home, and my weary body drags me toward it. I want to go home. I don't want to feel my intestines twist to the rhythm of this strange reality. My eyes won't stand the torture of false perspective, looking at the back of my own head. Still, I'm the best one here. I'm the one who survived this place. I must leave this safe haven and do what humanity needs me to do.

- Find all three POI **P382** cards, shuffle them, and place them face up in Sector **2**.
- Find all three POI **P383** cards, shuffle them, and place them face up in Sector **3**.
- Find all three POI **P384** cards, shuffle them, and place them face up in Sector **1**.
- Place all Crewmembers in Sector **4**.
- Find Mission card **M172** and place it in the Mission slot on the Planet board.
- Find all three Global Conditions **G29**, shuffle them, and place them in a face up pile in the Global Conditions slot on the Planet board.
- Open the Ship Book at page **24** and perform the "Begin Planetary Exploration" procedure.

LOG 105

We're too late. There's nothing left of this ecosystem!

Replace the card in Sector **2** with card **P000**.

Discard 2 .

Discard Mission card **M35**.

LOG 106

After-action Report 76

Yes, I was close to the Core when that happened. Me and my buddies were one of the last to arrive. When we came to the Core, the place was almost entirely overrun, with just a couple fireteams barely holding the immediate vicinity of the generator. We literally sprinted through the Arrogators, fired at from all the sides, to take positions around the Core. That's when we saw Captain Wayman: He was half-sitting with his back against the Core, a gaping hole in his chest. I think he'd noticed us coming and smiled. I really think so. Maybe he thought it was some larger force coming to the rescue? But there were only six of us, and we soon took losses. The enemy pushed from all the sides, outflanking our cover, forcing us to abandon it piece by piece. Soon, we had literally nowhere to go. I thought *ISS Vanguard* was lost. I really did. Then, something came from behind us, its tentacles brushing against my shoulders. I don't know if it walked or flew – it barely touched the ground. The Arrogators seemed shocked, but they fired again. These new creatures responded with strange weapons that spewed various corrosive compounds. I couldn't understand where they came from. Then I turned back to the Core just as one of them emerged from the blinding light of Vanguard's Core, as if it were some kind of portal. More came in from behind, and I swear that for a minute I glimpsed some other place, with red, pulsating walls, somewhere beyond the Core.

But what struck me most was the symbol emblazoned on the creatures' rounded armor plates – the same symbol found on the alien ship that became the foundation of *ISS Vanguard*, one later repurposed as the Vanguard Initiative logo. It was the same symbol on my badge and dog tags. That's when I knew: The old owners of the Core decided to step in. We didn't want them to take the brunt of the fighting. We regrouped and pushed forward with our new allies.

If Mission card **M102** is revealed, go to **Log 108**.

If Mission card **M102** isn't revealed, go to **Log 149**.

LOG 107

Conversations with the Strange

Only one of us was let into the spacecraft. The ascetic interior made me feel claustrophobic: walls were dark gray, some part of me touched a surface at all times. Until I acclimatized myself to this small cage drifting through space, I was hitting myself on the head, knee, or elbow.

The Idemian, calm like a rock, moved with grace. We started to talk. At first, I tried using my AI, but the Idemian asked me to turn it off. So, we used our different languages and incomprehensible body movements, but suddenly it all started to make sense. Soon, despite not understanding a single word, I understood the message.

We spent many hours exchanging worldviews, emotions, andconcepts. In the end, I felt the Idemian was grateful for my time, and they offered me the device that allowed us to have this profound comprehension of each other.

As another parting gift, the Idemian gave me coordinates to a nearby comet we might harvest for additional energy supplies.

If the following box is unmarked, mark it and resolve its text:

☐ Move card **E42** (*Xenoanalyser*) from "Unavailable Equipment" to "Armory" and gain 3 ⚡.

LOG 108

Replace the card in Sector **2** with card **P243**.

LOG 109

Even though we didn't see its face, we could tell from the slumping posture of the creature that it was disappointed. It stayed motionless for a while, and then began to talk, our AI jumping in to translate.

Go to **Log 336**.

LOG 110

"The time of our bridge assault drew near, with teams hidden near entrances and diversion groups scattered across the ship. We were almost ready to make our move when Anu suddenly appeared and wished to speak to us. She begged us not to kill one another over abstract differences in our worldview. Instead of violence and bloodshed, she had another solution: Making use of her bridge pass, she could enter and detonate non-lethal Idemian gas grenades, designed to incapacitate the feline predators of her planet. This would allow us to take the bridge without firing a single shot. The only problem was the nerve agent in the grenades was never tested on humans. Despite her assurances that it was safe, we had no way of telling how long it would work or whether it wouldn't leave *Vanguard* without most of its bridge crew in the middle of a tense situation."

All players discuss and choose one (in case of a tie, the Security Section player makes the final decision):

» **Accept Idemian help and gas the bridge** – Go to **Log 120**.
» **Decline and storm the bridge without any help** – Go to **Log 117**.

LOG 111

"As soon as the bridge was ours, we sent a message across the intercom and all frequencies, asking other crew members to come to our aid and stop Major Dahl. Nervous minutes of silence followed."

Check if the box is marked in **Log 922** or **924**. If any of them is marked, go to **Log 169**. Otherwise, go to **Log 216**.

LOG 112

[Away Team]: I'm entering the subsurface. It seems the external shell of the sphere rests on a mesh of something that looks like carbon filaments. Just about large enough to squeeze through… I think I can use them to reach the other parts of this sector.

[CAPCOM, Sergeant Nahy]: Be careful, there's no telling how this structure—

[Away Team]: Damn.

[CAPCOM, Sergeant Nahy]: Away Team One, I see your heart rate spiking. What's going on?

[Away Team]: I seem to be… stuck.

[CAPCOM, Sergeant Nahy]: There's no one who could assist you at this time. Can you free yourself?

[Away Team]: I'll try, *Vanguard*. Away Team Out.

You failed. However, in ISS Vanguard, this isn't always a bad thing. Some negative outcomes may open up new possibilities and storylines that are only available after a failure.

Choose one:

» **Slowly work your way down** – 📦+📦+📦 and place your Crewmember, and any Assisting Crewmembers, in Sector **4**.
» **Call for help** – If there is another Crewmember in this Sector, they may 📦 to help you. If they do, place your Crewmember, and the Crewmember who helped you, in Sector **4**.
» **Use tools to cut yourself out** – Roll 🔺. After applying the results of this roll, place your Crewmember in Sector **4**.

Reminder: During your Turn, whenever you enter a Sector that contains a Log redirection, you should immediately read this Log. In this case, read **Log 311** as soon as you enter Sector **4**.

LOG 113

Operator's Journal

These rocks are cursed! But here we are, mining them again. I've already registered a complaint – of course, they ignored it. What a waste of resources!

You may Assign 1 Crewmember to gain 1 *Mineral* Discovery and move it to "Gathered Discoveries."

LOG 114

☐ Mark this box. If it was already marked, go to **Log 134**. Otherwise, read on.

Away Team Exploration Report TF/29

When we reached the broken top of the mound, we noticed it was no longer deserted! We found fresh trails of mites, leading into its depths. We followed, only to discover a large chamber, full of old, dried-out larvae. The mites present in the chamber regurgitated some strange, greenish substance into a pit in the middle of the room, taking great care not to waste a single drop. Then, they submerged larva in the substance, one by one. Remote scans show an extremely complex organic composition to the slime. Taking samples could be profitable but risky.

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

» **Take samples** – Gain Unique Discovery **33** (*Royal Jelly*) and go to **Log 148**.
» **Don't risk it** – End this Log.

LOG 115

[Major Dahl]: Good morning, crew! The planet you're about to explore was marked by Builders as one of the cradles. It's bustling with life – but also dangerous. The Captain asked me to teach you about all known hazards before you move in.

****** Click! *****

[Major Dahl]: Be extremely cautious and watch the oxygen levels – the planet's atmosphere encourages flash fires. In some areas, all it takes is one spark of static electricity.

****** Click! *****

[Major Dahl]: We also detect many complex life forms. The abundance of oxygen means their metabolism can be much faster than in any of the earth's flora and fauna. They may surprise you with their speed or strength.

****** Click! *****

[Major Dahl]: Since we're still not sure what to expect down there, your mission is just to scout the planet's outer layers and bring as many samples as you can.

Place card **P130** atop any cards in Sector **1**. Place the Lander in Sector **1**.

Open the Ship Book at page **24** and perform the "Begin Planetary Exploration" procedure.

LOG 116

Mark the topmost unmarked box and resolve its text. If all boxes are marked, resolve the bottom one.

☐ Go to **Log 99**.

☐ Go to **Log 80**.

☐ Go to **Log 113**.

LOG 117

"No-one answered our calls. We were alone in this. Soon, we decided to make our move regardless – we would either bring down Dahl, or die trying."

Players will now perform a special check using their dice and Crewmembers. Any dice used in this check will be unavailable for any further checks. Any Crewmembers used in this check may die. Depending on your choices, you may face several more checks in this part of the story.

Perform the following steps:

- First, all players may decide to roll any number of their Section dice.
- Then, all players choose any number of Available Crewmembers with a or or converter from their hand and place them in the Roll Pool.
- Count the number of or or or results in the Roll Pool. Then, add **1** point for each Crewmember in the Roll Pool. You need **10 or more** points to pass this check. Players may roll additional dice and assign additional Crewmembers until they are satisfied with the result.
- Remove all dice in the Roll Pool from the game. For each Crewmember in the Roll Pool, roll one Injury die. If you roll 1 or 1 , remove this Crewmember from the game. Players return any other Crewmembers to their Available Crewmembers.
- If there are no more Available Crewmembers left, go to **Log 810**. Otherwise:

If you have 9 or fewer points: Go to **Log 176**.

If you have 10 or more points: Add 1 **marker** to the Victory Pool and go to **Log 111**.

LOG 118

[Away Team]: This is the Away Team. We're now close to the sun, following a shoal of migrating microorganisms. They're decelerating and spreading out. There's a significant increase in background temperature. Spectrometry reveals several chemical reactions happening within them.

[Dr. Corey]: Yes. This is in line with my initial findings. Most likely, the organism needs to approach the sun because one of the phases of its life cycle requires the amount of energy or ultraviolet radiation that's impossible to achieve in the nebula. Then—

[Away Team]: Wait! Something's happening. They're breaking off!

[Dr. Corey]: As expected. After finishing whatever they come here to do, the creatures return to the darkness of the nebula.

[Away Team]: No! They're not going toward the nebula. They're coming toward us. More and more of them!

[Captain Wayman]: Away Team, get the hell out. I repeat, abort the approach.

****** Engine sounds *****

[Away Team]: Aye. We're breaking contact. Damn, those things are fast!

[Vanguard AI]: Warning! Maximum safe acceleration achieved.

[Away Team]: We won't outrun them!

Go to **Log 94**.

LOG 119

****** Metallic creaking of the hull *****

[Away Team, Operative 1]: This is the Away Team! These creatures are all over the lander. Do you read us, *Vanguard*?

****** Radio static *****

[Away Team, Operative 1]: *Vanguard*, are you there? They're crushing our hull, trying to get inside. Please advise, over!

****** Radio static *****

[Away Team, Operative 2]: It's no use. There's just too many of them and they cause too much distortion. The signals won't get past them.

[Away Team, Operative 1]: So, what should we do?

****** Metallic creaking of the hull *****

[Away Team, Operative 2]: Whatever we do, we should do it fast.

Each Crewmember draws a number of Section cards indicated by their Crew board. You may only use these cards in special Dice Checks that may happen during this Landing depending on your choices. These Section cards and dice on Crew boards will not be Refreshed between the checks!

Divide all Equipment cards on the Lander between the Crewmembers.

Any cards that refer to anything not present on the table (for example: cards that let you draw Leads, or move to other Sectors) will have no effect during this Landing.

Go to **Log 123**.

LOG 120

"We let Anu carry out her plan. She calmly entered the bridge and detonated her grenades. The bridge personnel were so surprised they barely had a chance to twitch before they each collapsed to the deck, unconscious. As soon as the room was safe to enter again, Anu opened the doors for us. Carefully stepping over the bodies of the officers, we took control of all consoles."

Mark box **G** in **Log 930** and add **1 marker** to the Victory Pool.
Then, go to **Log 111**.

LOG 121

Visitors' World: Research Notes #3

We still can't be sure if these conducting structures are natural nerves or bioengineered cables, although we do know that they are hazardous – they conduct electricity of the same amperage as Earth's main power lines, but without any insulation. They can easily harm us if we're not careful. Apart from that, they seem to affect surrounding tissues and even non-organic matter in many ways. If we didn't have to constantly run, we should closely examine such structures, as they may lead us to a better understanding of this world.

If the following box is unmarked, mark it and resolve its text:

☐ Gain 1 .

LOG 122

"In front of us, the circular section of the floor flipped horizontally, 180 degrees. The keystone was now hanging under the floor, and in front of us, there was a small control panel with a single large button."

Place card **P433** in Sector **2**. Place card **P438** in Sector **4**.
Any Crewmembers in Sector **2** may be placed in Sector **4**.
Any Crewmembers in Sector **4** may be placed in Sector **2**.

LOG 123

All players discuss and choose one. In case of a tie, the Recon Section player makes the final choice:

» **Try to restore communication** – We could try to boost the signal enough to get past the creatures surrounding us. Go to **Log 146**.
» **Obtain a sample from the creatures** – While risky, it would allow us to study them more easily. Go to **Log 624**.
» **Wait for Vanguard to save us** – They must see we're in trouble! Go to **Log 645**.

LOG 124

The way is open now! Replace the card in Sector **3** with card **P437**.

Place the *Guardian Metahedron* Threat card in the indicated slot on top of the Planet board. Place the *Adaptive Shield* Threat card in the indicated slot on top of the Planet board.

Place the *Guardian Metahedron* standee in Sector **5**.

LOG 125

If you're playing *Brimstone* go to **Log 42**.

Otherwise, gain a *Wounded* Injury.

LOG 126

[Mission Time 00:03:27]

The probe approaches the broken crust. The remains of the mining machines float nearby, their circuits fried beyond repair. The crystalline structure inside the fracture resembles optical fibers – it's cracked in several places. We intercept EM radiation leaking through the cracks. Preliminary theory: These asteroids are parts of a machine covered in a mineral crust. Data sent to further analysis.

[Mission Time 00:08:52]

The explorer approaches a symmetrical rock structure to scrape off the outer layer of minerals. Underneath, there's a power source or something similar – sensors catch an increasing electric activity…

[Mission Time 00:08:54]

There's a blinding flash that knocks all explorers offline. Vanguard's sensors receive a strong EM pulse, and we observe a powerful explosion that rips apart the asteroid belt. To find out what happened, we must analyze all data about the crystalline fiber sent by probe prior to its destruction.

Gain 1 *Alien Tech* Discovery and move it to "Gathered Discoveries."

LOG 127

☐ If this box is already marked, the Log ends. Otherwise, mark this box and read on:

[Captain Wayman]: Fireteam Alpha, your lander won't take more punishment. Retreat to repair and rearm.

****** Alert sounds ******

[Lander AI]: Critical damage detected!

[Fireteam Alpha]: No. I got him. I got him. I just need to…

****** Explosion ******

[Captain Wayman]: Fireteam Alpha, do you read us? We lost your signal. Fireteam Alpha?

[Fireteam Alpha]: … yee-haw! Scratch this one off, Cap.

****** Loud cheering ******

[Captain Wayman]: Congratulations, Fireteam Alpha. That was outstanding!

- Remove 2 markers from the Enemy Advantage slot.
- Remove the *Bombardment* Threat card and standee from the board.
- Discard card **P241** (*Arrogator Cruiser*) from Sector **8**.
- Gain Unique Discovery **8**.
- Discard the **M103** Mission card.
- Gain 1 .
- Remove the Lander standee from Sector **8**.
- Place all Crewmembers from Sector **8** back in Sector **4**.

LOG 128

- Place card **P441** in Sector **6**.
- Place card **P442** in Sector **7**.
- Place card **P443** in Sector **8**.
- Place card **P440** in this Sector.

LOG 129

Away Team's Private Channel

[Operative 1]: I'm tired of climbing.

[Operative 2]: Huh?! We were descending this whole time!

[Operative 1]: Quit joking. You—

[Operative 3]: He's not joking – we're descending.

[Operative 2]: Wait! Finally, a change of landscape! And now, we're climbing.

[Operative 1]: You're trying to pull my leg, are you? I see real well we're going down the slope now…

Remove all POI cards from Sectors **1**, **2**, and **3**. Replace the POI in your Sector with **P372**. Replace the POI in Sector connected to your Sector and indicated by a white arrowhead with **P371**. Replace the POI in the Sector connected to your Sector and indicated by a black arrowhead with **P373**.

LOG 130

If your current Mission card is **M03**, go to **Log 133**.

Otherwise, go to **Log 132**.

LOG 131

Operator's Log

We mine carefully, trying to avoid the strange crystalline structures, as we can't afford to lose more machines. It works well enough – soon, our transporters are loaded with rare minerals and even some research samples.

Two transporters lift off; one more approaches the asteroids to get the last part of cargo.

Something happens when it lands – the crust trembles and cracks. Suddenly, the machines stop responding. The blast that follows is blinding!

More equipment lost. Recon will kill me.

Gain 1 *Mineral* Discovery and move it to "Gathered Discoveries."

LOG 132

You're getting too far from your objective! You cannot progress deeper into the sphere until you complete your Mission.

Move your Crewmember back to Sector **4**. Then, continue your turn.

LOG 133

Away Team Exploration Report 16C

One of the technical corridors eventually led us to a small balcony attached to the inner part of the sphere. We gasped, looking upon the enormous space contained within the object. Before us, a derelict of an entire solar system floated inside the sphere, its sun red and tired.

We took preliminary readings and scans. It seemed apparent that the matter of this system – and probably many neighboring ones – was repurposed to build this enormous structure. But why go through all this trouble only to hide an old Red Giant and some mined-out rocks?

The inside of the sphere is covered with solar panels, aiming at the sun, yet all corridors and terminals we've seen so far are dead. Did something break in the circuitry of this part of the sphere? And can we fix it?

Place a random card **P000** face up in this Sector.

Gain 1 .

LOG 134

Go to **Log 148**.

LOG 135

- Discard card **P432** (*Focusing Iris*) from Sector **1**.
- If card **P434** (*Deflected Plasma Jet*) is in Sector **2**, discard it.
- If card **P435** (*Searing Plasma Jet*) is in Sector **2**, replace it with card **P433**.
- If card **P436** (*Charging Plasma Jet*) is in Sector **3**, discard it.

LOG 136

- Each Crewmember in Sector **8** gains a *Critically Wounded* Injury.
- Place all Crewmembers from Sector **8** in Sector **4**.
- Open the Ship Book at page **19** (*Hangar* cardholder) and flip the Lander card representing the Lander in Sector **8** to the Damaged side (unless it is a Basic Lander).
- Remove the Lander standee from Sector **8**.
- Add 1 marker to the Enemy Advantage slot.

LOG 137

Hint: Observe how the environment changes when you navigate this strange place.

All players discuss and choose one:

» **Move with the synapses' flow** (follow the black arrow) – Go to **Log 141**.
» **Move sideways, trying to reach the top of the bent horizon**; it may completely change our perspective – Go to **Log 129**.

LOG 138

Kelu-8 Organic Cloud Research Summary

We expected the cloud to be remnants of a space battle, an organism launched into space, or the corpse of something that died out here. It appears that it's actually a cloud of encapsulated microorganisms that somehow slowly navigate through the vast cosmos and leave their spores on every planet they pass. Their ability to organically find their way across the vast space without coming in contact with any danger inspired a breakthrough in our navigation systems.

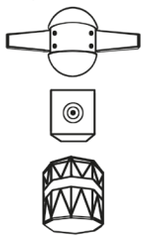
If the following box is unmarked, mark it and resolve its text:

☐ Move card **A18** (*Alien Nav Console*) from "Lander Mods" (Card Tray B) to the "Awaiting..." envelope.

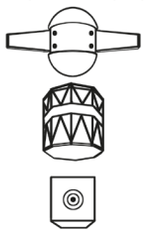
Then, you may Assign 3 Crewmembers to gain 1 *Microorganism* Discovery.

LOG 139

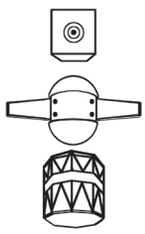
How do you want to arrange the parts? All players discuss and choose one:



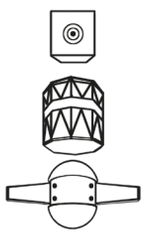
» Go to **Log 143**.



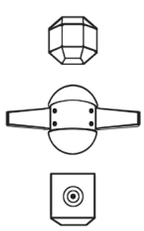
» Go to **Log 150**.



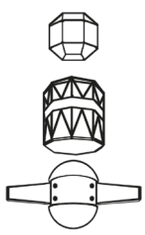
» Go to **Log 177**.



» Go to **Log 182**.



» Go to **Log 185**.



» Go to **Log 190**.

LOG 140

The deposit is extremely abundant, but not exceptionally large.

☐☐☐ Mark the first unmarked box and continue the game. If all boxes are now marked, read on:

We've exhausted the deposit.

Gain the top Unique Discovery on the Planet board (if there are any). Then, replace the POI in this Sector with card **P011**.

LOG 141

Away Team's Private Channel

[Operative 1]: Am I going insane, or is this whole world insane?

[Operative 2]: Yes to both. But what do you mean?

[Operative 1]: Look up – you see the same landscape before us. And behind us.

[Operative 2]: Ummm…

[Operative 1]: Um, indeed. Also, I think it's the horizon that moves while the loop stays in the same place.

[Operative 2]: Relative motion?

[Operative 1]: I'm not sure…

If you're in Sector:

1 – Place all Crewmembers on the Planet board in Sector **2**. Make sure that POI **P371** (*Coiled Space*) is in Sector **2**, and POI **P372** (*Membranous Passage*) is in Sector **3**. If not, replace the POIs there with them.

2 – Place all Crewmembers on the Planet board in Sector **3**. Make sure that POI **P371** (*Coiled Space*) is in Sector **3**, and POI **P372** (*Membranous Passage*) is in Sector **1**. If not, replace the POIs there with them.

3 – Place all Crewmembers on the Planet board in Sector **1**. Make sure that POI **P371** (*Coiled Space*) is in Sector **1**, and POI **P372** (*Membranous Passage*) is in Sector **2**. If not, replace the POIs there with them.

LOG 142

- Place card **P234** in your Sector, if it's not there yet.
- Open the Ship Book at page **19** (*Hangar* cardholder) and flip one chosen Lander other than Basic Lander to the Damaged side.
- If the sum of **Ranks** of your chosen Crewmembers is **4 or more**, progress the green track on card **P241** (*Arrogator Cruiser*) in Sector **8** by two.
- For every chosen Crewmember from the Security or Recon Section, progress the green track on card **P241** (*Arrogator Cruiser*) in Sector **8** by one.

- For every chosen Crewmember who has a or or converter on their Crewmember card, progress the green track on card **P241** in Sector **8** by one.
- Place all of the chosen Crewmembers in the "Casualties" slot on the edge of the Planet board.

If the marker on the green track has reached the Outcome: your chosen Crewmembers reached their objective and died. Go to **Log 590**.

If the marker on the green track didn't reach the Outcome: your chosen Crewmembers failed to reach their objective and died. You have to send another team to finish the work! Go to **Log 607**.

LOG 143

Go to **Log 217**.

LOG 144

History of Dimensional Technology Research, Excerpt

Among many other findings on the Visitors' Homeworld, our Away Team has recovered an object that eventually led us to a better understanding of additional dimensions hidden from our senses – and how they interact with those we perceive. This was our first real step in developing an entirely new branch of technology. Of course, back then, we still had no idea how much work this technology would require and how instrumental it would be to Vanguard's success. And it wasn't even the last thing recovered during that mission…

If the **R20** Research Project (*Subspace Physics*) is in "Research Projects," move it to the "Awaiting..." envelope.

Otherwise, gain 1 and 1 *Alien Tech* Discovery.

Then, go to **Log 752**.

LOG 145

Return Unique Discovery **35** and **38** to "Unique Discoveries." Then, discard all Missions. Open the Ship Book at page **25** (*Leaving the Planet*) and begin Ship Management.

LOG 146

****** Loud static ******

[Away Team, Operative 1]: No use. Each of these microorganisms is a small reactor. They create enough energy and radiation to block any signals in such a mass.

[Away Team, Operative 2]: Wait, did you say radiation?

[Away Team, Operative 1]: Yep. I hope you did not plan to have any kids…

[Away Team, Operative 2]: Right. I think we could do something to boost our signal output. We need to reroute the power, remove the protective limits on the antenna, reprogram the comms computer…

****** Metallic creaking ******

[Away Team, Operative 1]: Any chance we can get this done in time?

[Away Team, Operative 2]: Yes.

****** Metallic creaking ******

[Away Team, Operative 2]: Probably.

All players discuss and choose one Crewmember that you think is best suited for tinkering with the Lander's high tech equipment. In case of a tie, the Engineering Section player makes the final decision. Then, go to **Log 167**.

LOG 147

Mark the topmost unmarked box and resolve its text. If all boxes are marked, resolve the bottom one.

☐ – Go to **Log 772**.

☐ – Go to **Log 756**.

LOG 148

After-Action Incident Report 96/F

We quickly learned our scent and appearance irritated the mites. Each time we met, they released pheromones that seemed to warn other mites of danger – and with every meeting, they grew increasingly aggressive. We knew it was only a matter of time before things turned ugly.

If a marker is in the final Time Track slot of the *Close Encounter* Global Condition, reset this track.

Then, resolve the top unmarked effect and mark it. If all slots are marked, resolve the bottom one.

☐ The mites begin to notice our presence. We must tread lightly!

☐ We must walk around an unfriendly group of mites. Each Crewmember in this Sector .

☐ The mites try to chase us away. Each Crewmember in this Sector + .

☐ They pursue us with clearly hostile intentions. Each Crewmember in this Sector is immediately placed in another connected Sector of their choice and rolls .

☐ The mites assault us! Each Crewmember in this Sector immediately makes the Dice Check below, in the following order: Security, Recon, Science, Engineering.

+	Nothing happens.
	Gain a *Wounded* injury.

LOG 149

Doctor Corey's Personal Diary, Entry 213

We've won, but there was no cheering. When the smoke cleared, and we began to tally our losses, reality began to sink in. We've lost many good friends and co-workers, CAPCOM officer Nahy, and my dear friend, SAR pilot Marquez. Captain Wayman was critically wounded, and – judging from the looks I've seen on the faces of our trauma team – was not long for this world. We were left grieving on a limping, damaged ship, unable to return home, and unable to reach any place other than a couple of nearby systems. Many, including me, feared this was the end of *ISS Vanguard* and its mission…

You have completed the Mission!

- Gain Unique Discovery **11**.
- Count the number of markers in the Enemy Advantage slot. Add 2 points for each Crewmember card in the "Casualties" slot to the left of the Planet board. Subtract 1 point for each . Check the final score and apply the appropriate result from the table below.
  - **16 or more** – No Crewmembers Rank-Up!
  - **5-15** – All Rank 1 Crewmembers who played 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.
  - **4 or fewer** – All Rank 1 and Rank 2 Crewmembers who played 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.

Go to **Log 158**.

LOG 150

Go to **Log 217**.

LOG 151

Away Team's Private Channel

[Operative 1]: Stop!

[Operative 2]: We must examine them. Otherwise, we'll know nothing!

[Operative 1]: Damn. The systems of this room are on!

[Operative 2]: We must examine them! If this ship falls, it's all lost. All this knowledge! Their story!

[Operative 1]: Argh!

[Operative 2]: Are you alright?

[Operative 1]: Damned tremors! I'm ok. Told you it's dangerous!

[Operative 2]: Maybe, but see? Something opened. It leads to… oh… more corpses.

- Remove Landing card **L12** from the Scanner and remove it from the game.
- Replace this POI card with card **P297**.
- Discard Mission card **M130** and reveal Mission card **M131**.

LOG 152

[Away Team]: We've found many interesting parts and one curious alien module.

[CAPCOM]: …

[Away Team]: Do you copy, *Vanguard*?

[CAPCOM]: Copy that, Away Team. Sorry, I didn't realize you were waiting for praise. Excellent job!

[Away Team]: …

Gain 1 *Alien Tech* Discovery and Unique Discovery **10**. Replace this POI with card **P141**.

Shuffle the **S12** Ship Situation (*Illegal Drugs*) from "Future Situations" into the "Possible Situations" (Card Tray B) – the Discovery's research data leaked from the Science laboratories and was used by ill-willed people.

LOG 153

Medical Report Excerpt 189F

Those who made the decision to take this radioactive junk onto our ship should be brought to justice. Several crewmembers contracted radiation sickness, and who knows how many of those in torpor chambers are also affected! I'm sure this decision will haunt us for many years. I only hope that the discoveries we've made are worth all this suffering…

Gain 2 *Alien Tech* Discoveries and move them to "Gathered Discoveries."

LOG 154

Visitors' World: Research Notes #9

[data corrupted]

Visitors' World: Research Notes #9 - Revision

We couldn't recover anything from the original file. However, we gathered information from other notes, and we spoke with the author (who, unfortunately, didn't remember much).

There are probably many more dimensions in the Visitors' plane than in our world. We humans don't have senses or technology to perceive them - we experience vertigo, hallucinations, and we hurt our bodies as we "fall through a twenty-meter gap" that doesn't exist to our senses.

To "counter" our blindness, we may simply move forward in a straight line and hope for the best outcome.

If the following box is unmarked, mark it and resolve its text:

☐ Gain 2 *Alien Tech* Leads.

LOG 155

- Discard Mission card **M35** (*Wilting Ecosystem*).
- Flip the Rank-Up card to the completed side – it is considered complete, regardless of its rules.
- Each Crewmember Refreshes 2 .
- Replace card **P164** (*Infected Biome*) with card **P000**.

LOG 156

☐ If this box is already marked, go to **Log 161**. Otherwise, mark this box and read on:

Operator's Log

The cuboid is made of steel, bleached from the cosmic radiation, but likely red before. Preliminary scans reveal that it's filled with radioactive substances; dangerous for us, but they may hide interesting secrets, as this object is certainly artificial.

Choose one:

» **Destroy the cuboid** – Go to **Log 174**.
» **Take the container for research** – Go to **Log 153**.

LOG 157

After-action Report 77

We fought beside, and under, these weird, tentacled creatures. My crewmates say the Arrogators were soon gone, but I did not get to see that - or the moment creatures returned through their portal, leaving almost no traces behind. In the last moments of fighting around the Core, I was hit by an Arrogator beam. The next thing I remember, I woke up here, in Medbay. What day did you say it was?

Discard Mission card **M102**.

Go to **Log 149**.

LOG 158

- Return any **P001** and **P000** cards from the Planet board to "Points of Interest."
- Remove all Mission cards, Global Condition cards and other POI cards left on the Planet board from the game.
- Take all Crewmember cards from the "Casualties" slot. Place these Crewmembers anywhere on the Crew boards of their Sections (even if the Section did not take part in the mission) and remove their Rank sleeves.
- Take all Crewmember cards from Section slots below the Planet board and move them to "Resting Crew."
- Place the **O05** Objective (*Limping On*) in the "Awaiting..." envelope.
- Shuffle the **S15** Ship Situation (*Generator Malfunction*) from "Future Situations" into "Possible Situations" (Card Tray B).
- Open the Ship Book at page **4** (*Bridge (Travel)* cardholder) and move the **B01** Bridge Upgrade (*Reinforced Hull*) back to "Bridge Upgrades." Then, replace the current Tech Level card on page **3** with **Tech Level 0**.
- Move all , , and from the Token bag back to the appropriate pools next to the Ship Book.
- Open the Ship Book at page **25** (*Leaving the Planet*) and begin Ship Management.

LOG 159

All players discuss and choose one:

- **Move backwards** (follow the white arrow) – Go to **Log 162**.
- **Move forwards** (follow the black arrow) – Go to **Log 171**.
- **Move sideways, trying to reach the top of the bent horizon**; it may completely change our perspective – Go to **Log 173**.

LOG 160

[Away Team, Operative 1]: Do you have anything from Science?

[CAPCOM]: I'm uploading their analysis. You should have it by now.

[Away Team, Operative 1]: Give us a moment…

[Away Team, Operative 1]: So, we were right! This machine should have planted the seed of life on this planet - but it didn't. Should we turn it on? Or do you want us to scrap it and haul it to *Vanguard*?

[CAPCOM]: Captain's orders are simple. You should…

☐ If this box is not marked, mark it and gain 1 .

All players discuss and choose one (in case of a tie, the Science Section player makes the final choice):

» **Turn the machine on, as the Builders would have wanted** – Go to **Log 175**.
» **Take the machine apart** – Go to **Log 152**.
» **Leave the machine alone; maybe you'll return here later** – Nothing happens.

LOG 161

Research Journal FP-T-9

We spent our free time studying the trajectory of the long-gone cuboid - it seems that it traveled here from some distant planetary system and was accidentally caught by gravity. At first, someone joked that it was just a container with dangerous waste chucked by some alien civilization into space. We all laughed.

But now, we all think that might actually have been the case.

You may Assign 2 Crewmembers to gain 1 .

LOG 162

Letters from Escher's Hell

Like a chain on a sprocket, I'm being wrapped, coiled, bent. Each step is pain, and each step is a relief. In a blink of an eye, I traverse miles.

If you're in Sector:

1 – Place all Crewmembers on the Planet board in Sector **3**. Make sure that POI **P373** (*Pulsating Tendrils*) is in Sector **2**, and POI **P370** (*Synapses Hills*) is in Sector **3**. If not, replace the POIs there with them.

2 – Place all Crewmembers on the Planet board in Sector **1**. Make sure that POI **P373** (*Pulsating Tendrils*) is in Sector **3**, and POI **P370** (*Synapses Hills*) is in Sector **1**. If not, replace the POIs there with them.

3 – Place all Crewmembers on the Planet board in Sector **2**. Make sure that POI **P373** (*Pulsating Tendrils*) is in Sector **1**, and POI **P370** (*Synapses Hills*) is in Sector **2**. If not, replace the POIs there with them.

LOG 163

Muspelheim Research Log

Our findings in this secret enclave were interconnected with everything we found so far, or were about to discover. To understand the writings and paintings, we had to see them in another context. To understand their communal machines, we had to study the circuitry of their more militaristic devices. Everything here served many purposes, and only looking at it as a whole could bring any results.

Perform the following steps:

- If there's a marker in Sector **4**, discard it and gain Unique Discovery **20**.
- If there's a marker in Sector **5**, discard it and gain Unique Discovery **21**.
- Refresh 2 .
- If Mission card **M131** is revealed, check if you've now completed its requirements.

LOG 164

☐ Mark this box. If this box was already marked, nothing happens – continue the game. Otherwise, read on:

[Fireteam Alpha, Operative 1]: This is Fireteam Alpha. The decks are clear. I repeat: The decks are clear. We've won.

[Section Leader]: …

*** ***Explosion*** ***

[Fireteam Alpha, Operative 1]: Bridge, what's going on there? What are the orders?

[Section Leader]: …

[Fireteam Alpha, Operative 2]: Is the radio working? Maybe they can't—

[Section Leader]: … a diversion! The bridge was not their prime target. As we fought them off, other groups took position around the Vanguard's Core. They assault it from all sides. Our security team there won't hold long. Captain Wayman is leading the relief force. If you hear this, head toward the Core. If you—

*** ***Static noises*** ***

[Fireteam Alpha, Operative 1]: The Core! That's the one part of the ship we cannot repair or replace.

[Fireteam Alpha, Operative 2]: They must know that. Come on, let's keep moving.

- Replace the POI in Sector **2** with card **P242**.
- Gain 1 .
- Discard Mission card **M101**.
- Find Mission card **M102**, place it next to the Planet board and read its text.
- If your Crewmember is now standing in a Sector with a revealed Log number, resolve this Log.

LOG 165

[CAPCOM, Corporal Coetz]: You know the drill, Away Team. This is the Idemian Temple World. Gather anything that could help us in our research, but don't overstay your welcome. Based on our extensive knowledge of this planet we've plotted a safe landing path, which means you shouldn't have any surprises on your way down. CAPCOM out.

- Open the Planetopedia at pages **24-25** (*Idemian Cabal*).
- Place the *Idemian Pilgrim* Threat card in the indicated space above the Planet board, and place the *Idemian Pilgrim* standee in Sector **7**.
- Find the *Scavenger Hunt* Mission card (**M10**), place it in the indicated Missions slot of the Planet board, and read its text.
- Open the Ship Book at page **24** and perform the "Begin Planetary Exploration" procedure.

LOG 167

The Crewmember chosen in the previous Log performs the following Dice Check. Other Crewmembers may assist as if they were in the same Sector. Ignore any card or Equipment effects that refer to anything not present on the table (for example: cards that let you draw Leads, or move to other Sectors). Any dice you use will not be available for subsequent Checks. Depending on your choices, you may face more checks in this Landing.

BOOST LANDER'S COMMS

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Refresh 5 dice.

Go to **Log 178**.

Mark one box in **Log 925**. If it wasn't the last marked box, go to **Log 123**.

LOG 168

Even though we didn't see its face, we could tell from the slumping posture of the creature that it was disappointed. It stayed motionless for a while, and then began to talk, our AI jumping in to translate.

Go to **Log 336**.

LOG 169

"Our call to arms reached every part of the ship – and everywhere it went, it fell on receptive ears. Most of the crew declared themselves on our side, including some of Dahl's top lieutenants. But she wouldn't give up just yet. Instead, she gathered everyone still loyal to her and stormed the bridge less than 30 minutes after our incursion."

Players will now perform a special check using their dice and Crewmembers. Any dice used in this check will be unavailable for any further checks. Any Crewmembers used in this check may die. Depending on your choices, you may face several more checks in this part of the story.

Perform the following steps:

- First, all players may decide to roll any number of their Section dice.
- Then, all players choose any number of Available Crewmembers with a or or converter from their hand and place them in the Roll Pool.
- Count the number of or or or results in the Roll Pool. Then, add **1** point for each Crewmember in the Roll Pool. You need **6 or more** points to pass this check. Players may roll additional dice and assign additional Crewmembers until they are satisfied with the result.
- Remove all dice in the Roll Pool from the game. For each Crewmember in the Roll Pool, roll one Injury die. If you roll 1 or 1 , remove this Crewmember from the game. Players return any other Crewmembers to their Available Crewmembers.
- If there are no more Available Crewmembers left, go to **Log 810**. Otherwise:

If you have 5 or fewer points: Go to **Log 176**.

If you have 6 or more points: Add **1 marker** to the Victory Pool and go to **Log 403**.

LOG 170

Muspelheim Research Log

We had to cease our research. The derelict life-support systems awakened, immediately depleting energy reserves, and the whole construction started sinking into the inferno below. We had the artifacts: three fractal Rosetta Stones, as we then thought. We couldn't

save the derelict, but we hoped to learn much about this species from the artifacts.

Discard Mission card **M131** and reveal Mission card **M134**.

LOG 171

Letters from Escher's Hell

The path unfurls before me like a rolling ball of yarn. I travel upside down, but the horizon is still. Vertigo is killing me, but if I throw up into the suit, I'm in for some serious trouble. I must observe the behavior of the loop.

If you're in Sector:

1 – Place all Crewmembers on the Planet board in Sector **2**. Make sure that POI **P372** (*Membranous Passage*) is in Sector **2**, and POI **P373** (*Pulsating Tendrils*) is in Sector **3**. If not, replace the POIs there with them.

2 – Place all Crewmembers on the Planet board in Sector **3**. Make sure that POI **P372** (*Membranous Passage*) is in Sector **3**, and POI **P373** (*Pulsating Tendrils*) is in Sector **1**. If not, replace the POIs there with them.

3 – Place all Crewmembers on the Planet board in Sector **1**. Make sure that POI **P372** (*Membranous Passage*) is in Sector **1**, and POI **P373** (*Pulsating Tendrils*) is in Sector **2**. If not, replace the POIs there with them.

LOG 172

Court Martial Proceedings 35/A Away Team Testimony 3

We were sure the defendant was going to die, fending off mites. But then, we noticed the container. The defendant cracked it open and spilled the royal jelly all over the mound's top. The mites immediately lost interest in us and rushed to save every small droplet of the slime. We were able to catch the defendant with one of the tethers and flew to safety.

All members of the Away Team strongly believe the defendant should be acquitted of all charges, including disobeying the direct order and destroying a valuable sample. Instead, we recommend the defendant for the Medal of Bravery.

- Discard Mission card **M52**.
- Gain 1 .
- Discard Unique Discovery **33**.
- Go to **Log 203**.

LOG 173

Letters from Escher's Hell

The horizon suddenly flips. My bowels twist. And I'm in the same – but also different – place.

Remove all POI cards from Sectors **1**, **2**, and **3**. Replace your POI with **P373**. Replace the POI in the Sector indicated by a white arrowhead with **P372**. Replace the POI in the Sector indicated by a black arrowhead with **P370**.

LOG 174

Bridge Audio Log

"It's stupid. Just stupid!"

"Why? It was quite a show – never knew I'd see fireworks in space."

"Visually – yeah. But without sound… it just wasn't the same."

"I can edit the sound in, you know?"

"Really? Do it!"

"Sure, but it will cost you several canteena desserts."

Raise the Morale in the Bridge cardholder (Ship Book page **3**). If Morale was already "High," gain 1 instead.

LOG 175

[Away Team]: It works! Not as spectacular as we expected, but… it sprayed the surroundings with a rich mix of amino acids and DNA-based bacteria. Builders' life! Our beginnings!

[CAPCOM]: Take samples with you. We may learn something new.

[Away Team]: Already done. I'm all covered in this stuff.

Gain 1 . Gain Unique Discovery **10**. Replace this card with card **P138**.

Shuffle the **S12** Ship Situation (*Illegal Drugs*) from "Future Situations" into "Possible Situations" (Card Tray B) – the Discovery's research data leaked from the Science laboratories and was used by ill-willed people.

LOG 176

Check if box **B** in **Log 930** is marked – if it is, go to **Log 181**. Otherwise, read on:

"The fight with Dahl's people was quickly going downhill. They had better arms, better training, and there were more of them. But then, Captain Wayman appeared, leading a small group of soldiers who must have freed him when we were busy on the bridge. Wayman assumed command, and many marines laid down their arms, not willing to go against the captain himself. We were winning. And that's when a heavy round ripped through his torso. We carried him out of the combat zone and tried to stabilize him. That's where Captain Wayman passed away, a smile on his lips, surrounded by his faithful crew. We kept the bridge. We'd won – but at what cost?"

Mark box **B** in **Log 930**. Go to **Log 403**.

LOG 177

Go to **Log 217**.

LOG 178

[Away Team, Operative 1]: Do you read us, *Vanguard*?

[Captain Wayman]: Thank god! Yes, we read you, Away Team. We had to move *Vanguard* farther from the shoal to avoid attracting these creatures. What's your status?

[Away Team, Operative 1]: The hull is barely holding. Is there any way you can assist us?

If box **B** is marked in **Log 910**, go to **Log 192**.

If box **C** is marked in **Log 910**, go to **Log 183**.

Otherwise, go to **Log 620**.

LOG 179

Muspelheim Research Log

Despite using a mechanical interface, this is complicated machinery controlling the element protection of the derelict. The mechanism is damaged (or we couldn't find a way to use it properly) and offers only a limited number of functionalities.

All players discuss and choose one (in case of a tie, the Engineering Section player makes the final choice):

» **Activate lead shielding** – Go to **Log 401**.
» **Activate vacuum shielding** – Go to **Log 449**.

LOG 180

After-action Report 76

Yes, I was close to the Core when that happened. Me and my buddies were one of the last to arrive. When we came to the Core, the fireteams already on the ground were on the verge of something impossible – they were beating the enemy back! That's when Captain Wayman was hit. One moment he was leading the charge, the next: he was half-sitting with his back against the Core, a gaping hole in his chest. The enemy took advantage of our shock and confusion and pushed from all the sides, outflanking our cover, forcing us to abandon it piece by piece. Soon, we had literally nowhere to go. I thought *ISS Vanguard* was lost. I really did. Then, something came from behind us, its tentacles brushing against my shoulders. I don't know if it walked or flew – it barely touched the ground. The Arrogators seemed shocked, but they fired again. These new creatures responded with strange weapons that spewed various corrosive compounds. I couldn't understand where they came from. Then I turned back to the Core just as one of them emerged from the blinding light of Vanguard's Core, as if it were some kind of portal. More came in from behind, and I swear that for a minute I glimpsed some other place, with red, pulsating walls, somewhere beyond the Core.

But what struck me most was the symbol emblazoned on the creatures' rounded armor plates – the same symbol found on the alien ship that became the foundation of *ISS Vanguard*, one later repurposed as the Vanguard Initiative logo. It was the same symbol on my badge and dog tags. That's when I knew: The old owners of the Core decided to step in. We didn't want them to take the brunt of the fighting. We regrouped and pushed forward with our new allies.

Discard Mission card **M102**.

Go to **Log 149**.

LOG 181

Check if box **A** in **Log 930** is marked – if it is, go to **Log 193**.
Otherwise, read on:

"The fight with Dahl's people was quickly going downhill. They had better arms, better training, and there were more of them. But then, Anu appeared, brandishing an Idemian rifle and leading a small group of soldiers. They attacked from the flank, forcing many marines to lay down their arms. We were winning. And that's when a heavy round ripped through the Idemian's torso. We carried Anu out of the combat zone and tried to stabilize her, only to learn how little we knew about her anatomy. She passed away, a smile on her lips. We kept the bridge. We'd won – but at what cost?"

Mark box **A** in **Log 930**. Go to **Log 403**.

LOG 182

It's working! The doorway at the end of the hall slowly opens, revealing stairs leading deeper into the depths.

Replace a card in this Sector with card **P445**.

LOG 183

[Captain Wayman]: Fortunately, I do have someone who can.

[Deadspeaker]: My ingenuity can save you, humans. In my long wars of conquest, I have met the ones that now surround you. Needles to say, I fared better than your pathetic effort. I carry a weapon in my memory – a plague I developed to cleanse any systems colonized by these pests. I'm uploading the data to the Lander as we speak. You'll have to synthesize it on board. Your field lab should be sufficient, given enough skill.

[Dr. Corey]: Wait a second! Will this kill… all of them?

[Deadspeaker]: Yes. We specifically developed it to kill every single one of these pests, else they will multiply again.

[Dr. Corey]: These are no pests! They are unique, unknown life forms.

[Deadspeaker]: They can neither serve nor fight. They are pests.

[Dr. Corey]: We can't just kill every dangerous species we meet! This is a scientific mission.

[Deadspeaker]: You will do what you wish. If you value their lives more than your own crew, so be it. If not, I wait for your sign to synthesize the plague.

[Captain Wayman]: Away Team, do you read me? We have a solution that will get rid of the creatures. Unfortunately, in doing so, we will lose any chance to study them. Let me know if you see any other option or whether we should proceed with manufacturing and releasing the agent.

All players discuss and choose one. In case of a tie, the Security Section player makes the final choice:

» **Attempt to synthesize the Deadspeaker's plague** – Go to **Log 187**.
» **Attempt to gain a sample from the creatures and find another solution** – Mark one box in **Log 925**. If it isn't the last marked box, go to **Log 624**.

LOG 184

[Away Team]: This is Away Team. We had a good ride; everything is looking good so far. No threats in the LZ. We're ready to head toward the colony. Do you copy?

****** Silence ******

[Away Team]: Do you copy, *Vanguard*? We seem to have some radio problems.

[CAPCOM, Sergeant Xiu]: Oh, sorry, Away Team. I was pushing the wrong button. It's my first mission as the Spacecraft Communicator.

[Away Team]: Yeah, don't need to remind us about poor Sergeant Nahy.

[CAPCOM, Sergeant Xiu]: Sorry!

****** Footsteps ******

[Away Team]: We're approaching the structures. They look long abandoned. We're deploying scanning drones. You should have the data soon.

[CAPCOM, Sergeant Xiu]: We're receiving your data, Away Team. Nothing alive left.

[Away Team]: So, we're too late?

[CAPCOM, Sergeant Xiu]: Seems like it. Based on your data, the AI thinks this place had to be abandoned a couple of hundred years ago. Right about the same time when this planet went through a violent geomagnetic reversal.

[Away Team]: No bodies. No personal belongings. Most interiors were picked clean. Looks like an orderly evacuation. This means they had somewhere to go, right?

[CAPCOM, Sergeant Xiu]: Correct. We're suspecting Gliese 368-2, a neighboring system marked on the Builders' starmap.

[Away Team]: OK, we've reached something that looks like a landing pad. No ships left, but we detect tanks full of liquid under the ground.

[CAPCOM, Sergeant Xiu]: Good find, Away Team. It seems they left plenty of their fuel behind. It might come in handy now that *Vanguard* is running low on energy. See what more you can find.

[Away Team]: Roger, Away Team out.

If the following box is unmarked, mark it and resolve its text:

☐ Gain 3 ⚡.

Important: Whatever you do next, make sure you leave enough Energy to reach the **Gliese 368-2** system.

LOG 185

Go to **Log 217**.

LOG 186

Exploration Log 14/74-A

This complex of cavernous halls spans much of the sector of the city. Placing it below the (hypothetical) ground level of the city allowed parts of it to survive. We managed to gain access to one of the halls through some kind of a service ramp. Due to lack of the comms with the *Vanguard* and time constraints, we had to abandon regular exploration methods in favor of quick personal survey of the remains.

Gain 1 *Alien Tech* Lead. Replace the card in this Sector with card **P323**.

LOG 187

All players discuss and choose one Crewmember that you think is best suited to re-create the lab-grown synthetic plague from the Deadspeaker's recipe. In case of a tie, the Security Section player makes the final decision. Then, go to **Log 189**.

LOG 188

[Fireteam Alpha, Operative 1]: That should do it! Situation console working. All comms operational.

[Captain Wayman]: Good job, Alpha Team! We can now coordinate the defenses throughout the ship. Now get out there and show these attackers what the people of Earth are made of!

Replace the card in your Sector with card **P230**.

Note: There is a Special Action printed in the Enemy Advantage slot, available in multiple places on the Planet board that can be used to to reduce the Enemy Advantage. Though using it may cost the lives of your Crewmembers, letting enemies overrun Vanguard will be even more costly!

LOG 189

The Crewmember chosen in the previous Log performs the following Dice Check. Other Crewmembers may assist as if they were in the same Sector. Ignore any card or equipment effects that refer to anything not present on the table (for example: cards that let you draw Leads, or move to other Sectors). Any dice you use will not be available for subsequent checks. Depending on your choices, you may face more checks in this Landing.

SYNTHESIZE THE DEADSPEAKER'S PLAGUE

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+ + + +	Gain 1 , Refresh 5 dice.
+ +	Go to **Log 651**.
	Mark one box in **Log 925**. If it isn't the last marked box, go to **Log 624**.

LOG 190

Go to **Log 217**.

LOG 191

Remove Mission card **M03** from the game.

Remove 5 Tutorial Event cards from the game.

Remove all *Just a Scratch* Injury cards from the game, including the ones attached to Crew boards.

You are now ready to leave the planet! Please note: since the first mission did not make use of a Lander, Discovery decks, Leads, Threats, and some other elements of the game, certain Ship Book procedures will refer to components that are not on the table. You can safely ignore these steps.

Now, open the Ship Book at page **25** (*Leaving the Planet*) and begin Ship Management.

LOG 192

[Captain Wayman]: Fortunately, I do have someone who can.

[Thrall]: We – that is, me, your fellow human from *ISS Vanguard* – I learned a lot from the Visitors' queen in our short communion. According to your captain, you are at the wrong place now. The thing is, places don't matter. Changing places is easy. The Visitors have perfected the art of subspace travel. I can return to my… I mean, their dimension and tunnel out in your Lander to evacuate you.

[Captain Wayman]: That's it? You can just go and grab them?

[Thrall]: No. Building a tunnel will require some exotic materials. But your ship should have enough. Your humans will also need to build a marker on their ship so that I know where to emerge. Oh, and their lander will be left behind, naturally.

[Captain Wayman]: You heard Thrall, Away Team! This will cost us, but I think there's no better way to get you here in one piece. Are you willing to give it a shot?

All players discuss and choose one (in case of a tie, the Security Section player makes the final decision):

» **Accept Thrall's help and attempt to build a marker on the ship** – Move any 2 Discovery cards from "Gathered Discoveries" to their decks. Then, go to **Log 665**.
» **Attempt to gain a sample of the microorganism and find another solution** – Mark one box in **Log 925**, and go to **Log 624**.

LOG 193

"The fight with Dahl's people was far from easy. They had better arms, better training, and there were more of them. Still, we had more to lose. We held on and eventually beat them back, though at a terrible cost."

- For each Available Crewmember, roll one Injury die. If you roll 1 or 1 , remove this Crewmember from the game. Players return any other Crewmembers to their Available Crewmembers.
- If there are no more Available Crewmembers left, go to **Log 810**. Otherwise:

Mark boxes **F** and **G** in **Log 930**. Go to **Log 403**.

LOG 194

Personal Journal

It took four attempts! Four! Three probes were lost due to a miscalculation of our dear friends at Engineering. Fortunately, the fourth one was sent by us – we used a bit less jury rigging and good intentions, and a bit more scientific knowledge. Together with all earlier attempts, it came at a stiff price.

The results were worth it, I believe. We managed to take a sample of, until now, a theoretical substance – neutronium. And we have a hint on how to replicate the process of producing it. But I will file a request so that Engineering won't have anything to do with it. Cooperating for the greater good is all fine and well, but it was our discovery.

If the following box is unmarked, mark it and resolve its text:

☐ Move card **A16** (*Neutronium Plating*) from "Lander Mods" (Card Tray B) to the "Awaiting..." envelope.

LOG 195

The work was challenging, and we weren't getting anywhere. Consumed by it, we failed to notice small vibrations of the ground. We were unable to see a slowly growing roar in the distance. Suddenly, a wall of chitinous legs and carapaces barreled down the canyon-like an avalanche, crushing all in its path. Sandbugs! It now made sense why this alien probe looked like it was squashed into pieces.

Each Crewmember in this Sector immediately makes the Dice Check below, in the following order: Security, Recon, Science, Engineering.

If all Dice Checks are completed, and the yellow top Outcome was not triggered, replace the card in your Sector with card **P010**.

ESCAPE THE SANDBUGS!

+	Gain 1 , replace the card in this Sector with card **P074** and continue the game – no more Crewmembers roll.
/	Nothing happens.
	Gain a *Wounded* Injury.

LOG 196

Visitors' World: Research Notes #21

Tendrils grown in geometric shapes, resembling mandalas. They probably serve as sensors for the whole area. Everything here is made mostly of flesh, so that it might be one large organism – it's quite unsettling to think that a planet can be wary of our presence. But that's just a theory – and I hope I'm not right.

Mark the topmost unmarked box and resolve its text:

☐ Gain 3 *Live Specimen* Leads.

LOG 197

This mission wasn't a great success...

In future Missions, take care to avoid unnecessary risks and reduce the number of Injuries. Composing your rolls carefully, planning ahead, and strategically using your Section cards will help you in this. Serious Injuries will cause Crewmembers to spend several Ship Phases in the Medbay, slowing your character development and reducing your number of available Crewmembers.

Also, focus on gaining . They are responsible for ranking up your Crewmembers and can be spent on additional Section dice, making them one of the most important things you can bring back from a Planetary Exploration.

Go to **Log 204**.

LOG 198

You did well!

You didn't gain too many Injuries and you gathered some additional tokens. However, keep in mind the Injuries on upcoming Planetary Explorations will be much more dangerous. Avoid them, as serious Injuries cause Crewmembers to spend time recovering in the Medbay, slowing your character development and reducing your number of available Crewmembers.

Also, while it's OK not to get every on the planet, grab them whenever you have a chance. They are responsible for ranking up your Crewmembers and can be spent on additional Section dice, making them one of the most important things you can bring back from a Planetary Exploration.

Go to **Log 204**.

LOG 199

You did great!

Are you sure you're new to ISS Vanguard? You avoided Injuries and gathered a lot of . However, keep in mind the upcoming planets will keep ramping up the difficulty. Don't let your guard down.

Go to **Log 204**.

LOG 200

[Away Team, Operative 2]: Are you getting anywhere? The power will go out shortly…

[Away Team, Operative 1]: Who knew interfacing with technology would be difficult, huh? You wanna take the front seat?

[Away Team, Operative 2]: Well, no. It's just—

[Alien Console]: WE-L-COM-E. GUES-T-S.

[Away Team, Operative 1]: OK, I'm in! It's some sort of a welcome message with instructions and pictograms… some of it in Chinese, some in English, some in French. And this part - I don't even know what this is.

[Away Team, Operative 2]: They were listening to us? But how? The Earth is too far away for even our first radio transmissions to reach this place…

[Away Team, Operative 1]: That's a question for later. Now… see that? It seems the sphere can open up. They wanted visitors to get inside.

[Away Team, Operative 2]: What for? There's nothing there. Just an old, destroyed system…

[Away Team, Operative 1]: They must have a reason. Let me just try this. And This.

****** Loud rumble ******

[Away Team, Operative 1]: Do you read us, *Vanguard*? We're opening the gates!

****** Cheering ******

[Captain Wayman]: We read you, Away Team. Excellent job! We see an entire section of the sphere, several hundred miles across, slowly moving. We should be able to steer into the opening. Good job, Away Team! The rescue ship is on its way. We'll meet you inside.

[CAPCOM, Corporal Iweala]: Captain… we are receiving a transmission from within the sphere.

Congratulations! You've completed your first Planetary Exploration!

Use the QR Code or link below to watch the cinematic introduction to your ISS Vanguard campaign:

https://www.youtube.com/watch?v=aFJuARmS5y8

Open the System Maps book and mark the *Eye of the Void* system (page **2**) with the Current System bookmark.

Move card **R02** (*Analyzing the Message*) from "Research Projects" (Card Tray B) to the "Awaiting..." envelope.

If you're playing the Tutorial, read on. Otherwise, go to **Log 191**.

Tutorial

Take the top card from Tutorial Deck **A** (Research Project card **R01**) and move this card to the "Awaiting..." envelope.

Your crew is now returning to ISS Vanguard, and you're about to learn about the second major part of the game: Ship Management!

But first, let's see how well you did in the Tutorial!

If you have Unique Discovery **1**, gain 1 .

- Count your .
- Subtract 1 for each Crewmember currently Injured (do not actually remove the tokens).
  - If the total result is **0–1**, go to **Log 197**.
  - If the total result is **2–3**, go to **Log 198**.
  - If the total result is **4 or more**, go to **Log 199**.

LOG 201

[Away Team]: It's done. We're safe - well, at least from this monster.

[CAPCOM]: Good to hear that, Away Team. Take what you can and return to the ship.

[Away Team]: What about our original mission?

[CAPCOM]: If you feel confident, you have permission to continue. But you've already done enough.

Gain 2 *Strange Flora* Leads and Unique Discovery **7**. Replace the POI in the Sector with *Carnivorous Thicket* with card **P136**. Discard *Carnivorous Thicket* standee and its Threat card. If you want, you may discard your current Mission card and focus on returning to the Lander.

LOG 202

MS plant Tissue Experiment No. 3

After a certain amount of exposure to vibrations, the tissue rapidly contracts. If it were a part of a plant, the plant would immediately cower, protecting its vulnerable parts.

Move each *Sprout* that is still on the Planet board once:

1. From Sector **7** to the box (discard them from the game).
2. From Sectors **3** and **5** to Sector **7**.
3. From Sector **8** to **5**, and from Sector **1** to **3**.

Then, reset the Time Track on the Mission card.

LOG 203

- Remove the **L4** Landing card (*Everstorm*) from the game – you won't be able to land on this planet anymore!
- Place the Basic Lander board next to the Planet board and place all Discoveries from the Crew boards, as well as your Rank-Up card, in the indicated Lander board slots.

Go to **Log 440**.

LOG 204

[SAR Mission Pilot, Sergeant Marquez]: *Vanguard*? We're approaching the starboard dock. ETA five minutes. All systems are nominal.

[CAPCOM, Sergeant Nahy]: Copy that. How's your package?

[Away Team, Operative 1]: The package is fine, though it is hungry and it needs a shower. You guys took your sweet time.

[SAR Mission Pilot, Sergeant Marquez]: It wasn't us who crashed our lander…

[Away Team, Operative 2]: Hey! We were shot at!

[CAPCOM, Sergeant Nahy]: Enough jokes. We're really happy to have you back in one piece, Away Team. Be advised, this is the first time we have a craft returning from an extraterrestrial object. Please follow all boarding procedures carefully. After decontamination and debriefing in the hangar, take the green corridor to the Medbay. The security team will inspect and sort all your discoveries while you get your checkups.

[Away Team, Operative 1]: Of course. We know the procedure, *Vanguard*. Just get me to that shower already.

If you did not gain Unique Discovery **1** during Planetary Exploration, gain it now and place it in the "Found Discoveries" space indicated on the top edge of your Planet board.

Note: You are only gaining this now because this is a Tutorial. During the campaign, you will not simply be given things that you miss – you must search the planet thoroughly to find things!

Continue reading the "Tutorial Cleanup" instructions on page **24** of the Rulebook.

LOG 205

Science Section Report

The analyzed sample is most likely a chunk of a hypothetical astronomical object – a black dwarf. If we could confirm this, it's proof that dead stars may cool enough to match the CMB temperature. It's an important discovery for astronomers, but of little significance to our mission.

We will try to answer some other questions. How did this fragment end up in this planetary system? Why is there only a part of it? Where is the rest of the black dwarf?

We surmise that it's because there was a collision between the black dwarf and an object of a comparable size, but we don't have any proof to back up this theory.

Additionally, the supposed black dwarf is made of rare materials, and it could be safely mined. Excluding cosmic rays, there's no radiation there.

Mark the topmost unmarked box and resolve its text:

☐ Gain 1 .

Then, you may Assign 1 Crewmember of Rank 2 or 3 to gain 1 *Mineral* Discovery and move it to "Gathered Discoveries."

LOG 206

Exploration Log 14/74-B

Further exploration of this subsector confirmed that, in fact, we have stumbled upon an armaments factory. Various assembly lines seem to have stopped mid-work, creating sort of a time capsule that allows us to peer into the whole process. What was regarded earlier as the effect of the sustained damage, now is laid bare – the whole area has no safety measures. It sparks theories of using slave labor. Complete mechanization was ruled out – we found a couple of rooms which seemed to be a dormitory of sorts.

Replace the POI in this Sector with card **P324**.

LOG 207

If the following box is unmarked, mark it and resolve its text:

☐ Gain 2 . Move card **A15** (*Warning System*) from "Lander Mods" (Card Tray B) to the "Awaiting..." envelope.

Then, you may Assign 3 Crewmembers to gain 1 .

LOG 208

[CAPCOM, Corporal Coetz]: Remember. You're not here to do research, but to gather fuel for--

[Away Team]: Ice resublimes on our hull – with its added weight, we'll have difficulties maneuvering.

[CAPCOM, Corporal Coetz]: Well, nothing you didn't know before. Be strong there.

[Away Team]: Nothing is precisely what we're seeing right now, through this damn snow!

If your Lander has at least 4 and 4 and 5 , go to **Log 214**. 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 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 214**. Otherwise, go back to step 2.

	Hail	Choose one: » **Secure the Lander** **If is 4 or more**, each Crewmember . **Otherwise**, each Crewmember gains a *Wounded* Injury. » **Expose the Lander** **If is 4 or more**, move 1 chosen mod to the "Awaiting..." envelope. **Otherwise**, open the Ship Book at page **19** (*Hangar* cardholder) and flip the Lander card representing your current Lander to the Damaged side (unless it is a Basic Lander).
	Lander icing	**Unburden** Lose 5 Supplies reduced by OR each Crewmember .
	Heavy snowfall	Choose one: » **Avoid** Each Crewmember 4 reduced by . » **Fly through** **If is 2 or more**, 1 chosen Crewmember gains an *Exhausted* Injury. **Otherwise**, each Crewmember gains an *Exhausted* Injury.
	Normal conditions	**Fly on** **If is 4 or more**, progress the Landing track.

LOG 209

Letters from the Escher's Hell

I squeeze through heavy, slimy curtains and emerge onto solid ground. Who would have thought I would ever be delighted to stand on a rocky wasteland? Finally, my eyes don't hurt when I look around. The vertigo is gone.

Then, I look up and see the same impossible horizon, and the endless loop I just left. I look at my feet again. It's time to make a shelter. Then, I'll think about our mission.

- Place card **P374** in Sector **4**.
- Place all Crewmembers in Sector **4**.
- Discard Mission card **M170**. Find Missions **M171** and **M172** and place them in the Mission slot on the Planet board.
- Gain Unique Discovery **18**.
- Discard POI cards from Sectors **1**, **2**, and **3**.
- Discard the current Global Condition card.
- Find all 3 Global Conditions **G29**, shuffle them, and place this pile face up in the Global Conditions slot on the Planet board.
- Find all 3 POI **P382** cards, shuffle them, and place them face up in Sector **2**.
- Find all 3 POI **P383** cards, shuffle them, and place them face up in Sector **3**.
- Find all 3 POI **P384** cards, shuffle them, and place them face up in Sector **1**.
- Place the *Enraptured Visitor* Threat card next to the Planet board.
- Place the *Enraptured Visitor* standee in Sector ***7***.

Then, go to **Log 85** and mark the box next to the letter **A** without reading the actual Log.

LOG 210

[Away Team, Operative 1]: *Vanguard*? This is Away Team One. My sensors are picking up some electromagnetic activity among the rubble. I'll try to reach it.

[CAPCOM, Sergeant Nahy]: Be careful, Away Team. This planet looks too much like a battleground. You should expect danger, and—

[Away Team, Operative 1]: OK, got it. It's just a small shard of some metallic, magnetized casing. Nothing too exciting.

[CAPCOM, Sergeant Nahy]: We'll tune your sensors to the magnetic signature of this shard. This should help you find other similar parts.

[Away Team, Operative 1]: Roger that, *Vanguard*.

Gain 1 *Alien Tech* Lead.

Leads are small clues such as pieces of alien technology, biological samples, or even the paw prints of an alien creature. If you gather enough of them, you will be rewarded with important Discoveries from Discovery decks that you will take with you to ISS Vanguard.

- "Gain 1 *Alien Tech* Lead" means that you should draw 1 Lead at random from the Lead bag and place it on the *Alien Tech* Discovery.
- When the Leads on a Discovery deck reach a total value of 3, discard all Leads from this deck, draw the top Discovery card and place it in the appropriate slot under your Lander.
  - Each Lander has a different maximum number of Discoveries it can hold. When you finish your Planetary Exploration, you must discard your Discoveries down to the number visible on the Lander board.
- Some leads also have special one-time effects. To learn more, see the "Leads" in the Rulebook, Chapter III.
- Please note: the Global Condition of this planet allows you to gather more Leads. When checking your rolled dice for Dice Combinations, also keep in mind any Dice Combinations on the Global Condition card. They affect every roll on the planet!

Replace the card in your Sector with card **P110**.

Go to **Log 211**.

LOG 211

[CAPCOM, Sergeant Nahy]: Come in, Away Team. We have something you really should see.

[Away Team, Operative 1]: Yes, *Vanguard*. We read you.

[CAPCOM, Sergeant Nahy]: Our AI analyzed the data you gathered while scouting these ruins. It does seem there was an advanced civilization living on the planet. However, your current area was subject to extreme temperatures, irrecoverably damaging most artifacts.

[Away Team, Operative 1]: Tell us something we don't know, *Vanguard*. The rocks here melted like butter.

[CAPCOM, Sergeant Nahy]: The point is, not far from your position there's a cluster of underground structures. Maybe shelters of some kind. If you want to find anything more than charred pieces of tech, the AI suggests you go there. But…

[Away Team, Operative 2]: There's always a 'but,' isn't there?

[CAPCOM, Sergeant Nahy]: Well, our military advisors disagree with the AI. They warned us the crystal had something to do with the death of this planet and they say we should investigate one of the crystalline arms before we attempt anything else.

[Away Team, Operative 1]: Understood. Leave it with us, *Vanguard*.

- Find Mission card **M23**.
- Place it face up on an empty outline on the right side of the Planet board and read it.
- You now have 2 Missions, one marked as "Optional."
- You needn't complete any "Optional" Missions for your landing to succeed – but they can often be profitable or allow you to see events and locations you wouldn't see otherwise.

LOG 212

Away Team Exploration Report PF18-2

We discovered signs of some ancient, dead biome – older and different from what is happening now on the planet – but we couldn't explore it. The hurricane blew through the canyons, threatening to rip our suits to shreds with glass shards. We should revisit this place when we're better prepared or when the winds change direction – the barely visible structures there resemble trees, which often means life…

If the following box is unmarked, mark it and resolve its text:

☐ Gain 3 *Strange Flora* Leads.

LOG 213

Personal Journal, Away Team Operative S-017

I slowly approached the door, still in awe. It was reckless, I know, but I couldn't take my eyes off the shining rune at their center. Countless ages have passed, and there was still some working power source!

I reached out to the gate, but, fortunately, I stopped. What was I thinking? That I can touch an alien device carelessly? My senses came back to me, and I started planning how to scan the machine.

LOG 214

Evidence C – a Handwritten Note by Crewmember #71

Something lurks behind the snow curtain, waiting to cut our throats – my friends ignore my warnings; fools.

Open the Planetopedia at pages **16-17** (*Golfball*).

Place the *Apex Predator* Threat card in the indicated slot on top of the Planet board.

Place the *Apex Predator* standee next to its Threat card – it's not on the Planet board yet.

Apex Predator becomes active – read its Threat card and apply its rules whenever necessary.

Open the Ship Book at page **24** and perform the "Begin Planetary Exploration" procedure.

LOG 215

Away Team's Private Channel

[Operative 1]: Let's get to work. To learn their story we first need–

[Operative 2]: Yes, yes… No time to lose in this oven. Bring all we've already found!

Choose one:

» **Understand the physiology of this derelict's previous owners** (requires 1 *Live Specimen* Discovery) – Move 1 *Live Specimen* Discovery from the Lander board to the bottom of its deck. Place 1 marker in Sector **4** (it represents your progress toward revealing the truth about the derelict).

» **Test the circuits and the machinery** (requires 1 *Alien Tech* Discovery) – Move 1 *Alien Tech* Discovery from the Lander board to the bottom of its deck. Place 1 marker in Sector **5** (it represents your progress toward revealing the truth about the derelict).

» **Examine other samples** – Gain 2 *Microorganism* Leads.

LOG 216

"Our call to arms reached every part of the ship – and everywhere it went, it fell on receptive ears. Most of the crew declared themselves on our side, including some of Dahl's top lieutenants. But she wouldn't give up just yet. Instead, she gathered everyone still loyal to her and stormed the bridge less than thirty minutes after our incursion."

Players will now perform a special check using their dice and Crewmembers. Any dice used in this check will be unavailable for any further checks. Any Crewmembers used in this check may die. Depending on your choices, you may face several more checks in this part of the story.

Perform the following steps:

- First, all players may decide to roll any number of their Section dice.
- Then, all players choose any number of Available Crewmembers with a or or converter from their hand and place them in the Roll Pool.
- Count the number of or or or results in the Roll Pool. Then, add **1** point for each Crewmember in the Roll Pool. You need **10 or more** points to pass this check. Players may roll additional dice and assign additional Crewmembers until they are satisfied with the result.
- Remove all dice in the Roll Pool from the game. For each Crewmember in the Roll Pool, roll one Injury die. If you roll 1 or 1, remove this Crewmember from the game. Players return any other Crewmembers to their Available Crewmembers.
- If there are no more Available Crewmembers left, go to **Log 810**. Otherwise:

If you have 9 or fewer points, go to **Log 176**.

If you have 10 or more points, go to **Log 403**.

LOG 217

It's not working! The statue releases a powerful magnetic burst and falls to pieces.

Your Crewmember and all Assisting Crewmembers roll twice each.

LOG 218

Iota Pegasi C "Twin Moons" Exploration Report

The ruins are empty – we find only crumbled walls and roofs. Everything is made of concrete (regolith mixed with artificial polymers).

However, we encountered something interesting. One device was most likely made by a different species, as its technology and aesthetics look vastly different from everything else here. We may try to extract it, but it will take much time and effort.

You may discard 1 to mark the topmost unmarked box and resolve its text:

☐ Move card **E13** (*Mobile Containment System*) from "Unavailable Equipment" to "Armory."

LOG 219

Away Team's Private Channel

[Operative 1]: I'm shaking.

[Operative 2]: I'm exhausted too. My kneecaps are getting really hammered by this moving ground.

[Operative 1]: I meant from excitement. And fear, probably.

[Operative 2]: Oh. Right.

[Operative 3]: We have a problem. Why are there so many of them?

[Operative 2]: Whoa! They point their weapons at us.

[Operative 1]: Shush! Be calm and don't make sudden moves!

Go to **Log 226**.

LOG 220

If you're on *Brimstone*, go to **Log 221**.

If you're on *Matchstick*, go to **Log 213**.

LOG 221

[Away Team]: …read this? We're… [radio static]

[CAPCOM, Corporal Coetz]: Say again, Team One. We are losing your signal.

[Away Team]: We're back inside the mountain. The recent eruption unearthed something here. We've found… [radio static]… There's also some sort of a probe embedded in the large magma reservoir. Extraction is possible but risky. Please advise.

[CAPCOM, Corporal Coetz]: It's your call, Team One. Our Xeno section is dying to get their hands on this thing, but if you think it's too risky…

[Away Team]: [radio static]

If the following box is unmarked, mark it and resolve its text:

☐ Gain 1 Unique Discovery.

Place card **P166** in this Sector.

LOG 222

HR 5730 B – Operation 22/32

We sent crewless explorers to the surface. The whole harvesting process went according to the plan, nothing unexpected happened. When the power cells were fully charged, the explorers returned.

Then, an alarm sounded, and the whole hangar went under lockdown – contamination.

People hid inside life vaults, and those who didn't make it there frantically started clothing themselves in exo-suits. There, our task was finished, as Security along with Science took over.

Later, we learned that the supposedly dead world was inhabited by microorganisms feeding on regolith. People infected with them during the incident showed symptoms of common flu and increased physical and mental capabilities. Right now, Science is working on how to use this effect to our advantage.

Each Section places one Crewmember in "Resting Crew," unless this is their last Available Crewmember. If the following box is unmarked, mark it and resolve its text:

☐ Move card **E46** (*Organic Actuator*) from "Unavailable Equipment" to "Armory," and gain 2 .

LOG 223

Personal Journal

It was absolute hell, that planet. Who would have thought that gathering water on a world covered in ice would prove to be so difficult? Who would have guessed a camouflaged monster was waiting there to shred us to pieces?

I understand that fuel sources are essential. But I hope I won't be the one sent to secure them again…

Go to **Log 990**.

LOG 224

[Away Team]: Do you copy? We're back on the surface!

[CAPCOM]: That's great. The connection underground wasn't so bad after all – we never lost your feed. I saw most of your journey.

[Away Team]: We hope you've enjoyed the show, *Vanguard*.

- Place the Lander in Sector **1** – it's active once again.
- If you want, you may now end your Planetary Exploration: place all Crewmembers in the Lander Sector and go to **Log 223**. Otherwise, read on.
- Discard all Mission Equipment tokens from the Planet board – they may be placed again using their Equipment cards. If you discarded the *P.E.T.* this way, return the die to the owner's Spent Pool.
- Discard the top card from each Sector, revealing the POIs underneath.
- Flip the *Gathering Predators* card to the *Apex Predator* side (if it's already on this side, nothing happens). Discard the *Apex Predator* standee from the board if it's there.
- Return *Kurma* and its Threat card to the game box.
- Discard the current Global Condition.

LOG 225

Letters from the Escher's Hell

The space… undulates? I can't even tell what I see – the cavern is a grotto, but also a different place (or places). But most of the time I see a basalt cavern. I feel like any influence of other dimensions in the area would destroy the illusion (or the real nature of this place).

If the POI in Sector **2** is **P382 warp** (*Dimensional Windows*), go to **Log 229**.

Otherwise, go to **Log 231**.

LOG 226

Letters from the Escher's Hell

The tentacled creatures have me at gunpoint. Their gruesome appearance doesn't help me stay calm. I try to forget about the weapon hidden in the holster on my leg, so that I'm not tempted to reach for it.

"They are friends," I try convincing myself. "They even bear the same symbol as our expedition, right? The funny-looking crest really resembles the Vanguard's outline. But it probably means something entirely different to them."

I still live; they don't make a move. One of us takes a step forward and tries to communicate – pictures, sounds, gestures.

Unfortunately, out of all possibilities, they choose touch, extending their tentacles toward us.

"I'll let them touch my skin," I say. Why did I do that? "Don't worry, I've got this."

I expose my hand. The depressurization of my suit, and the touch of the strange atmosphere are pure pain. In comparison, the touch of the Visitor's feeler is bliss – my hand feels like it's submerged in cool water and herbal balm. And suddenly, I know (or to put it better, I feel) – they have no bad intentions, but we're in a place we shouldn't be. Their mother didn't allow us here. She wants to meet us. We need to trust them.

The Visitor points at a fleshy, white structure that emerges from the ground next to me. It goes there, and the protrusion punctures its skin; then it retracts. The Visitor points at it again. Does it want me to…?

Choose one Crewmember to connect to the protrusion. You don't know what will happen – they may even die! If you don't want to choose, you may end this Log, and place all Crewmembers from Sector **8** in Sector **6**. If you decide to choose a Crewmember, go to **Log 228** (choosing this option will end your Planetary Exploration and you won't be able to return to *Visitors' World*).

LOG 227

[Away Team 1]: Do you read me? I am now under the surface of the sphere. It seems that the cloaking panels rest on a delicate carbon mesh, sparse enough to squeeze through.

[Away Team 2]: Good. We can use this to navigate under chasms and cracks.

[Away Team 1]: I wonder how deep it goes…

[Away Team 2]: Stay focused on your mission. We need to regroup first.

[Away Team 1]: Roger that.

Place POI card **P109** face up in Sector **5**.

If you're playing the Tutorial, read the Tutorial frame below. Otherwise, continue the game.

Tutorial

As you can see, this Sector appears to be a dead end. The only other path connects this Sector with Sector **6**, but unfortunately, the directional arrow indicates that you can only Travel from Sector **6** to Sector **5**, not from Sector **5** to Sector **6**.

Amir's turn is now over, but before continuing, take a moment to look at two interesting features of the card you just revealed:

- The Special Action has the Danger die icon next to its name. This means that when you perform this Special Action, you must roll a Danger die along with your other dice and resolve its result before you resolve the rest of the roll.
- The Special Effect (between the name of the Action and the Outcome rows) instructs you to resolve the red Outcome if you roll at least one Accident. This one is an Immediate Special Effect and will be explained in the Rulebook.

Continue reading the "End of Amir's Turn" instructions on page **18** of the Rulebook.

LOG 228

Classified: Crewmember #395's Handwritten Note to Captain Wayman

I know of the false accusations made toward me. I know the security team urged you to revoke my access to all the ship's systems and change my role aboard *Vanguard*. I hear what they call me behind my back. Thrall of the Visitors? Bah! This rings hollow like the space beyond spaces, or like the feeding sacks of a youngling. I'm not changed! I'm still human. The Visitors' Mother hasn't "brainwashed" me! She's our wonderful friend. She allowed ~~you~~ us to scan all the steles. She knows ~~you~~ we are not a threat. She only wants ~~you~~ us to defeat those who endanger her children – the crystalline doom, and the Arrogators, and anything the Builders could have been running from. Let me return to my former duties aboard *Vanguard*! Don't estrange me just because I had an insight into an alien mind! I am still human!

- Discard all Mission cards.
- Remove the chosen Crewmember from the Rank sleeve and remove their Crewmember card from the game – no one on Vanguard will trust them with any important tasks.
- Mark box **B** in **Log 910**.
- Shuffle the **S18** Ship Situation (*Madness*) from "Future Situations" into "Possible Situations" (Card Tray B).
- Return Unique Discovery **35** and **38** to "Unique Discoveries."
- Remove card **L6** from the game.
- Open the Ship Book at page **3** (*Bridge* cardholder) and remove Bridge Upgrade **B04** (*Visitors' Gateway*) from the game. Then, if Secondary Objective **O18** (*Otherside*) is slotted, remove it from the game.
- Move the *Tech Level 5* card from "Bridge cards" (if present there), to the "Awaiting..." envelope.
- Go to **Log 56**.

LOG 229

If the POI in Sector **1** is **P384 warp** (*Underwater Outpost*), go to **Log 233**.

Otherwise, nothing happens.

LOG 230

Away Team Exploration Report 1/H

The room CAPCOM spoke about was in the center of the web of technical tunnels. It was enormous: a dim cathedral of silent alien technology. The countless devices and consoles, though all made of the same material, had a bewildering array of sizes and input methods. They had one thing in common, though: all were inoperable.

We've gathered some pieces of alien technology and decided to look for a way to switch them on.

If the box below is unmarked, gain Unique Discovery **1** and then mark the box.

To gain Unique Discovery **1**, if the card is still on the Unique Discovery space, reveal it and place it in the indicated "Found Discoveries" space above the Planet board. If you already gained it earlier in the Tutorial, gain 1 instead (as printed on the Unique Discovery space).

☐ Gain Unique Discovery **1**.

LOG 231

If the POI in Sector **3** is **P383 warp** (*Outer Plantation*), go to **Log 233**.

Otherwise, nothing happens.

LOG 232

Iota Pegasi C "Twin Moons" Exploration Report

We landed on the surface near the colossal structure that led toward the other moon. The ground is cracked – the cracks get deeper and more jagged the closer they are to the anchoring area.

We are surrounded by ruins. The first thing we did was to search for any flora or fauna, but there is not a single trace of organic matter.

We set up a makeshift outpost outside the lander and awaited further orders.

All Players discuss and choose one:

» **Examine the bridge connecting the two moons** – go to **Log 236**.
» **Examine the ruined buildings** – go to **Log 218**.

LOG 233

Letters from the Escher's Hell

I take a step back and fall to the ground – it's not hard as it should be; it's bouncy and sticky. The area is mostly organic, and I see the membranous gates again. They're tightly shut, reacting to my moves and to any changes in the air.

Replace POI in Sector **6** with card **P380**.

LOG 234

Check how many *Sprouts* are on the Mission card:

- **2** – Go to **Log 242**.
- **1** – Go to **Log 253**.
- **0** – Go to **Log 264**.

LOG 235

Away Team Exploration Report 094/F

The area we mistook for a forest is, in fact, a place somewhat connected to the culture of mound mites or another species we haven't encountered yet. The bones don't belong to mound mites, as the mites only possess an exoskeleton, but we cannot discover their source.

The lack of any remains other than polished bone indicates it's probably not a graveyard, and rather a form of art, or a ceremonial location. If so, we don't want to disturb it too much before we understand it better. We only intend to take several small samples.

If the following box is unmarked, mark it and resolve its text:

☐ Gain 2 *Live Specimen* Leads and 1 .

LOG 236

Iota Pegasi C "Twin Moons" Exploration Report

The bridge was constructed from many different alloys, but the way they were used together didn't make any sense to us. Beams, made of softer alloys, were all bent. The hard, brittle plating was cracked and chipped… We're not sure how it still holds together. And, despite our efforts, we didn't discover what the purpose of the bridge was. It didn't seem to ease the process of transportation between the two moons.

You may discard 1 to gain 1 .

LOG 237

Visitors' World: Research Note #74

Nerve tissue connects to almost every area we can access, but most of its strands head toward the sector next to the steles cluster, and toward some sort of junction, where neurons from different parts of this area tangle together.

If the following box is unmarked, mark it and resolve its text:

☐ Gain 1 .

LOG 238

[Away Team]: Wow!

[CAPCOM]: What's happening, guys?

[Away Team]: Nothing, really. It's just the vegetation here… You should see it. It really is breathtaking.

Replace the POI in this Sector with card **P140**.

LOG 239

Visitors' World: Research Note #14

I cannot comprehend how one door may lead to different places each time I open it (not to mention that I use the word "door" only because I cannot think of anything better for those membranous curtains). This area is also much more stable and welcoming than others. I think we can use it to escape the loop somehow.

Mark the topmost unmarked box and resolve its text:

☐ Gain 2 *Live Specimen* Leads.

LOG 240

Captain's Log, Entry D-427

To the unknown creatures from the distant past of this distant world: I salute you.

When our team finally began to crack the dome's inner layer, we expected myriad things: an ark, an archive, a vault – created by the people of this world to carry their legacy beyond the apocalypse. Yet again, we were wrong.

Inside, encased in protective carbon nanofoam, was an object as old as this planet, a stele that predated this civilization by millions of years.

With their last dying effort, these creatures protected an artifact from an even older time, as resigned to the thought that all of their history and culture, and even their very lives, were less important than this one cracked relic.

I keep wondering whether humans would be capable of such sacrifice.

The object they saved for us bears a clear resemblance to the architecture of the Eye of the Void. There's no doubt the Builders who created the Eye, and our starmap, also left this stone as they spread life to this planet. What does it mean for us? Are there other steles like this on other planets? Was there one on Earth?

The sides of the stele contain code we have yet to unravel, but atop it, we found one large symbol – alien, yet familiar. A glyph that seems to symbolize uplifting, raising up, with several small dots scattered at its base. This last piece of the puzzle helped us understand some strange discoveries on this planet. The first evolved species here uplifted many other species through genetic engineering and bionic modifications – something that would never cross the minds of humans back on Earth.

We will have plenty of time to ponder this and to study the stele on our journey to the next world. Let us hope this time we find more than just ashes.

Congratulations! You have completed the Mission!

- Discard Mission card **M22**.
- Move the **R06** Research Project (*Builders' Landmark*) from "Research Projects" to the "Awaiting..." envelope.
- Move the **O02** Objective (*From Eons Past*) from "Bridge Cards" to the "Awaiting..." envelope.
- On many planets, you must return to your Lander after fulfilling your objective. Here, simply place all your Crewmember models back in the Lander Sector (Sector **1**).
- Remove the **L1** landing card from the scanner, then remove it from the game – another landing on this planet is not possible.
- If there are any Unique Discoveries left on the Planet board – discard 1 (if you have any) and gain these Discoveries now.
  Important: each Unique Discovery can only be found on one specific Planetary Exploration in the game. However, if you miss a Unique

Discovery during your Exploration, there is always an option to either return to the planet to find it, or (in rare cases) to gain it via other means later on in the campaign.

- Open the Ship Book at page **25** (*Leaving the Planet*) and begin Ship Management.

LOG 241

After-Action Incident Report 94/F

…and then, we noticed that the faltering wind deposited a thick layer of glass shards on this plateau. We realized traveling over them would be risky, but the mound's broken top was clearly visible in the distance, beyond this sea of glass – and it seemed something stirred there.

If the following box is unmarked, mark it and resolve its text:

☐ Gain 1 *Mineral* Discovery.

LOG 242

Science Sec. Log 2/789

…what's most startling, the samples don't resemble anything known from our world. Even the structure, though in principle not that different to DNA, is composed of different proteins. There's no imprint of the "Divine Coordinates," indicating the life here was not created by the Builders – this is perhaps the first time we've met life that's not our distant genetic cousin.

It's also interesting how some of the plants (if we can name them plants at all) have advanced motoric tissues similar to animal muscles, as well as nerve plexuses that seem to serve as memory storage.

Gain 2 and 1 *Strange Flora* Discovery. Discard the Mission card along with *Sprout* standees.

If the following box is unmarked, mark it and resolve its text:

☐ Find Mission **M41** and place it in the Mission slot on the Planet board.

LOG 243

Choose one:

» **Move backwards** (follow the white arrow) – go to **Log 249**.
» **Move forwards** (follow the black arrow) – go to **Log 251**.
» **Move sideways, trying to reach the top of the bent horizon**; it may completely change our perspective – go to **Log 256**.

LOG 244

Exploration Log 14/74-C

Our team managed to scan and document various types of weaponry produced in this facility. Most of it was various pieces analogous to human artillery – sturdy, easy to produce and standardized to the extreme. Preliminary research shows that all of the shells used the same parts, with the differences being the esoteric subspace payload, far beyond any technology used on Earth. We could reverse-engineer it on the *Vanguard*.

If the following box is unmarked, mark it and resolve its text:

☐ Gain Unique Discovery **14** and 1 .

LOG 245

Mark the topmost unmarked box and resolve its text. If all boxes are marked, resolve the bottom one.

☐ – Go to **Log 238**.

☐ – Go to **Log 254**.

LOG 246

Field Research Journal 278-C

Nothing happened when we cut, warmed, cooled, or exposed the plant matter to various agents. By nothing, I mean we got entirely expected results: the leaves dripped sap or burned. But when we applied electricity to our samples – I apologize for the unprofessional language – they exploded with a blaze of colors. Veins started to glow, spiracles opened wide, and unknown organisms similar to nematodes squeezed out in an attempt to escape the hostile environment.

Gain 1 and 3 *Live Specimen* Leads.

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

LOG 247

Personal Journal, Crewmember #0978

We entered the broken mound – it was like entering the corpse of a fallen giant. Our sensors detected some movement inside, so we proceeded with caution, focusing on the surroundings.

Then, we saw them – cockroach-like aliens almost the size of a human, trembling in the glow of our flashlights. The mound mites, as we called them, were dying – their chitinous exoskeletons battered with glass shards, their limbs broken. They didn't pay us any attention – they just huddled in the only corner sheltered from the raging wind. We'd found life, yet not as intelligent as we hoped.

Our scans showed interesting structures and some sort of central chamber in the mound's center, but the hurricane winds, blasting through the cracks and holes, made it impossible to progress deeper.

If the following box is unmarked, mark it and resolve its text:

☐ Gain 1 and 3 *Microorganism* Leads.

Then, go to **Log 258**.

LOG 248

Paper on "Luminescent Cave"

Polyps, similar to the ones found on Earth, protect the area from smaller organisms with their nematocysts containing deadly poison (see "Neurotoxin and Speculations" below). In the safety of their tentacles, live insect-like organisms – they are too small to trigger the polyps' reactions and feed on the polyps themselves.

The curious thing about the small ecosystem is that it's partially frozen, as many organs are filled with formic acid. We are still not sure what is the evolutionary point of such a solution.

If the following box is unmarked, mark it and resolve its text:

☐ Gain 1 *Live Specimen* Discovery, 2 *Strange Flora* Leads, and 1 .

Then, gain 2 *Strange Flora* Leads.

LOG 249

Away Team's Private Channel

[Operative 1]: Don't wander off.

[Operative 2]: Help! It grabbed my ankle!

[Operative 1]: [Grunts] Keep moving. We're getting closer.

[Operative 2]: To what?

If you're in Sector:

1 – Place all Crewmembers on the Planet board in Sector **3**. Make sure that POI **P371** (*Coiled Space*) is in Sector **2**, and POI **P372** (*Membranous Passage*) is in Sector **3**. If not, replace the POIs there with them.

2 – Place all Crewmembers on the Planet board in Sector **1**. Make sure that POI **P371** (*Coiled Space*) is in Sector **3**, and POI **P372** (*Membranous Passage*) is in Sector **1**. If not, replace the POIs there with them.

3 – Place all Crewmembers on the Planet board in Sector **2**. Make sure that POI **P371** (*Coiled Space*) is in Sector **1**, and POI **P372** (*Membranous Passage*) is in Sector **2**. If not, replace the POIs there with them.

LOG 250

Research Log 18-C

The study of the array revealed the creatures of this planet made a significant effort to contact other civilizations. However, once they realized they were doomed, they tried to rewire this massive complex from a giant receiver into a giant transmitter. The message they tried to send is, unfortunately, impossible to recover. We can only wonder whether it was some sort of final testament, an admission of a great mistake, or a warning they hoped to deliver to other civilizations.

Another disconcerting find is that many terminals and devices here are designed to accommodate users of different shapes, sizes, and numbers of limbs, even though this wasn't a spacefaring civilization, and even though it used a single language. We must learn more about this place to form an opinion.

Gain 1 and 2 *Alien Tech* Leads. Replace the POI in this Sector with card **P000**.

LOG 251

Away Team's Private Channel

[Operative 1]: Strange… Could you record the anomaly above our heads?

[Operative 2]: Roger.

[Operative 3]: Wait… Are we looking at ourselves?

[Operative 2]: It would seem so. I'm not even surprised.I stopped caring about the logic of this place a good while ago.

[Operative 1]: But there is logic in this place… We just have to find it.

If you're in Sector:

1 – Place all Crewmembers on the Planet board in Sector **2**. Make sure that POI **P370** (*Synapses Hills*) is in Sector **2**, and POI **P371** (*Coiled Space*) is in Sector **3**. If not, replace the POIs there with them.

2 – Place all Crewmembers on the Planet board in Sector **3**. Make sure that POI **P370** (*Synapses Hills*) is in Sector **3**, and POI **P371** (*Coiled Space*) is in Sector **1**. If not, replace the POIs there with them.

3 – Place all Crewmembers on the Planet board in Sector **1**. Make sure that POI **P370** (*Synapses Hills*) is in Sector **1**, and POI **P371** (*Coiled Space*) is in Sector **2**. If not, replace the POIs there with them.

LOG 252

Visitors' World: Research Note #81

Elongated nerve endings reach toward tiny rifts and feel or examine what's on the other side. We see many areas from this world beyond these rifts, but there are also snippets of other worlds. We would love to spend months here researching these portals. Unfortunately, we don't have the time.

Stimulating nerve endings widens the gaps in space, allowing us to "teleport" objects through the breaches.

You may to move to any Sector (excluding Sector **8**).

LOG 253

Science Sec. Log 2/776

It seems that this life form evolved without the Builders' interference. We still need more samples to confirm this theory, but preliminary genetic analysis seems convincing enough.

Gain 3 *Strange Flora* Leads. Discard the Mission card.

Mark the topmost unmarked box and resolve its text:

☐ Find Mission **M41** and place it in the Mission slot on the Planet board.

LOG 254

If *Carnivorous Thicket* is in this Sector, nothing happens. Otherwise, read on:

Away Team Exploration Report MI/13

The cave is no different from others we've already seen. The only features worth mentioning are a deep pond and a cluster of large vines that grow out of it. We also see an elliptical shape beneath the surface. We're moving closer to investigate. Oh, Damn. It's moving toward us! Run!

Place card **P001** on top of any cards in this Sector. Place the *Carnivorous Thicket* standee in this Sector.

Place the *Carnivorous Thicket* Threat card in the indicated slot on top of the Planet board.

Carnivorous Thicket becomes active – read its Threat card and apply its rules whenever necessary.

If this is your first time using Threats, remember to check the Threats rules in Chapter III of the Rulebook!

LOG 255

Preliminary Observation

The organisms we classified as lichen are, in fact, more like amoebozoa. However, they also have some traits that may classify them as animals. We need more samples and better conditions to conduct actual research.

Replace the POI in this Sector with card **P190**.

LOG 256

Away Team Private Channel

[Operative 1]: Are there fewer tendrils here?

[Operative 2]: I think there are as many, but the space itself is expanding.

[Operative 3]: There are fewer. Leave the space out of it!

[Operative 4]: Stop it, all of you.
We're… somewhere else.

Remove all POI cards from Sectors **1**, **2**, and **3**. Replace your POI with **P371**. Replace the POI in the Sector indicated by a white arrowhead with **P370**. Replace the POI in the Sector indicated by a black arrowhead with **P372**.

LOG 257

Muspelheim Research Log

We had to abort our operation. The derelict's life-support systems activated, immediately depleting its energy reserves, and the entire vessel started sinking into the inferno below, making further research impossible.

Fortunately, we already had something to start with: a part of a fractal "Rosetta Stone." Maybe studying it would allow us to learn more about this species?

- Discard Mission card **M131**.
- Find and reveal Mission card **M133** and Optional Mission card **M132**.

LOG 258

☐ Mark this box. If this box was already marked, this Log ends. Otherwise, read on:

Away Team Exploration Report 58/D

[CAPCOM, Corporal Coetz]: Come in, Away Team.
We have an urgent weather update.

[Away Team, Operative 1]: We know - the weather's FUBAR. Anything else?

[CAPCOM, Corporal Coetz]: The wind is changing direction. Be advised: the shards may engulf some previously safe zones. We suggest you seek shelter until—

****** Lander alert ******

[Away Team, Operative 1]: Son of a—

[CAPCOM, Corporal Coetz]: Please repeat, Away Team.

[Away Team, Operative 1]: Our lander! The ridge no longer protects it. It's now completely out in the open. We have no way to leave the planet safely. Requesting evac.

[CAPCOM, Corporal Coetz]: …

[Away Team, Operative 1]: *Vanguard*, do you copy?
We need to abort the mission!

[Away Team, Operative 2]: No signal. The storm must have blocked our communication. We need to find a place with a clear signal.

[Away Team, Operative 1]: Or get back our lander…

- Place all Mods from the Lander board in the "Awaiting..." envelope.
- Move all Discoveries from the Lander board to the slot on the Planet board indicated as "Lost Discoveries."
- Discard the marker from the Supplies track.
- Move the Rank-Up card and all on the Lander next to their indicated slots on the Planet board. Open the Ship Book at page **19** (*Hangar* cardholder) and flip the Lander card representing your current Lander to the Damaged side (unless it is a Basic Lander).
- The Lander board should now be empty – return it to the box and discard the Lander standee from the Planet board. Your Lander is destroyed and Lift-Off is no longer possible!

- Reset the Lead bag, returning all Lead tokens there.
- Any new Discoveries you gather from now on in this Planetary Exploration should be placed directly on your Crew board – Crewmembers may use Discoveries placed next to their Crew boards as if they were in the Lander.
- Replace Mission card **M50** with Mission card **M51**.
- Replace the card in Sector **1** with card **P170**.

New Objective: Find a way to contact Vanguard or leave the planet.

IMPORTANT: You have no supplies now. Plan accordingly.

IMPORTANT: If you don't find a way to retrieve your previous Discoveries before the end of the Mission, they will be lost!

LOG 259

☐ Mark this box if not already marked. You've done something that has angered the Idemians!

If you're in Sector **1** or if there are no Crewmembers on the Planet board yet, go to **Log 308**.

If you're in any other Sector, continue the game.

LOG 260

☐ A ☐ B

[Away Team]: We're entering the air hole. We may lose the signal while underwater.

[CAPCOM]: Good luck. And be careful out there.

[Away Team]: I hope the monsters won't follow us here.

[CAPCOM]: Be prepared for them anyway.

Discard all Mission Equipment tokens from the Planet board – they may be placed again using their Equipment cards. If you discarded the *P.E.T.* this way, return the die to the owner's Spent Pool.

Place the following cards on top of other cards in the designated Sectors:

- Card **P197** in Sector **1**.
- Card **P199** in Sector **3**.
- Card **P200** in Sector **4**.
- Card **P201** in Sector **5**.

Then:

- If boxes **A** and **B** are marked, place card **P203** on top of the other cards in Sector **2**.
- If only box **B** is marked, place card **P202** on top of the other cards in Sector **2**.
- If neither are marked, place card **P198** on top of the other cards in Sector **2**.
- Flip *Apex Predator* to the *Gathering Predators* side (if it's already on this side, nothing happens). Discard the *Apex Predator* standee from the board if it's there.
- Place the *Kurma* Threat card next to the Planet board.
- Place *Kurma* in Sector **5**.
- Remove the Lander standee from the board and place it on the Lander board – you don't have access to the Lander Sector and you may not use any Lander Mods until you leave the water's depths. Otherwise, the Lander board functions as normal – you can still use it to gather Discoveries or Success tokens.
- Discard the current Global Condition, and replace it with card **G09**.

LOG 261

"Following Major Dahl around the ship was a challenge on its own. She was paranoid, unwilling to move anywhere without a heavy escort. We almost called everything off when Dahl finally arrived at Dr. Corey's lab. She ordered all of her guards to remain by the door and entered alone. This was our chance. We made our way to the other side of the laboratory and crawled inside via a technical duct."

Mark box **C** in **Log 950**.

Check if box **D** in **Log 930** is **NOT** marked. If it's not, go to **Log 268**. Otherwise, go to **Log 272**.

LOG 262

[Away Team]: *Vanguard*, can you hear us?

[CAPCOM]: …

[Away Team]: CAPCOM? Damn this connection--

[CAPCOM]: …y'all! We were so worried! I'm glad you're alright!

[Away Team]: We've managed to establish an outpost and raise the barriers.

[Captain]: This is the captain speaking. You did well, Away Team. We didn't expect your journey to be that dangerous - but now that you've established a safe foothold, you should return to *Vanguard*. You've earned your rest. The next team to explore this dimension will be much safer, thanks to your efforts.

- Replace this POI with **P375**.
- Go to **Log 85** and mark the box next to the letter **B** without reading the actual Log.
- Discard Mission card **M171**.

All players discuss and choose one. In case of a tie, the Science Section player makes the final choice:

» Continue the exploration of this eerie dimension (if you have few Section dice or have suffered Injuries, this might not be a good choice) – This Log ends.
» Return to Vanguard – Go to **Log 145**.

LOG 263

[Mission Time 00:05:21]

The waves are even stronger than Recon and Science described. Our lander is in constant danger of sinking, but we must believe it will prevail. We're diving in a minute.

[Mission Time 00:41:10]

The tides are troublesome - we are getting pushed around and almost crash into rocks several times. It's hard to stay in one place long enough to take samples.

[Mission Time 02:12:55]

Finally, we've gathered something interesting - a sponge-like organism and some porous rocks that resemble Earth's coral reefs.

[Mission Time 03:35:18]

Damn, we can't lift off! The engines are flooded! We need help!

Gain 1 *Live Specimen* Discovery and move it to "Gathered Discoveries." Lose 1 ⚡, if you have any.

LOG 264

[Away Team]: Damn! They hid under the layer of gravel and stone!

[CAPCOM]: Proceed with your mission. We need those samples.

[Away Team]: We can't do shit without heavy equipment. And tremors made by drilling would scare those plants away.

[CAPCOM]: Scare plants? What do you even mean?

[Away Team]: There's nothing we can do. We're coming back.

[CAPCOM]: Roger that. What a waste of resources…

Leave the Mission card revealed – you failed your Mission. You should go back to the Lander and leave the planet.

LOG 265

If you're playing the Tutorial: take the top card from Tutorial Deck **A** (Mission card **M02**), read it aloud and place it face up in the Mission card space.

If you're using Quickstart rules: find Mission card **M02** and place it face up in the Mission card space.

Place card **P107** in Sector **3** and continue the game.

Hint: Before you attempt to reach the cannon, consider resting.

LOG 266

Visitors' World: Research Note #87

We managed to make contact with one of the Visitors. It seemed intoxicated, or at least it wasn't as "lively" as those who appeared on *Vanguard* during the crisis. Fortunately, the Visitor wasn't aggressive, but we couldn't tell if it was even trying to communicate with us.

We showed it some pictures on handheld screens, and it started to draw something on the ground, but suddenly, it stopped, and we lost the little attention we had. The Visitor's body swirled and wormed its way into impossible dimensions. When we looked around, we saw it appearing before membranous gates, in front of the cluster of steles. The Visitor opened the gates, and entered this inaccessible place.

If the following box is unmarked, mark it and resolve its text:

☐ Gain 1 .

LOG 267

☐ Mark this box. If it was already marked, go to **Log 280**. Otherwise, read on:

[Away Team, Operative 1]: We're approaching our target, *Vanguard*.

[Away Team, Operative 2]: Starting orbital maneuvers. Brace for deceleration.

[Away Team, Operative 1]: This place looks like hell! We're detecting high concentrations of sulfides in the atmosphere. The seismic activity is off the charts. If we wanted to find life, we're here a couple of millennia too early.

[CAPCOM, Sergeant Nahy]: The Builders had a reason to mark these coordinates. Besides, the science team believes this planet's thermal vents could show "vigorous bacterial activity."

[Away Team, Operative 1]: We'll make sure to call home when we find these vigorous bacteria.

[Away Team, Operative 2]: Landing sequence initiated.

[CAPCOM, Sergeant Nahy]: Godspeed, Away Team.

Go to **Log 280**.

LOG 268

"In the laboratory, we heard Major Dahl and Dr. Corey arguing about something related to the Visitors. As we slowly crept toward the voices, suddenly a cold, wet tentacle landed on my shoulder. I sprang back, trying not to scream. Behind me was Thrall – strapped to a table in the corner of the lab, drugged and in pain. Even in the dim light, I could see Thrall could no longer keep control of its form, wet tentacles hanging from its shoulders and the back of its head.

'Set me free,' it whispered. 'She ordered Corey to do this. I have to get even.'"

All players discuss and choose one (in case of a tie, the Security Section player makes the final decision):

» **Free Thrall** – Go to **Log 277**.
» **Leave him and promise to come later** – Go to **Log 272**.

LOG 270

Visitors' World: Research Note #51

This place made me think of a celiac plexus the moment I entered the site. My research proved me correct – experimenting with the nerves, synapses, and surrounding tissues allowed me to manipulate the behavior of distant places and the overall state of this dimension. More experiments are underway.

Gain Unique Discovery **35**. Replace this POI with card **P376**.

LOG 271

Letters from the Escher's Hell

I'm so close to the steles! I'm sure that if only I could open the organic gates, I could enter the place. But the tissues react to my movements, pressure changes, and even the EM field surrounding my equipment.

If the POI in Sector **2** is **P382 secretion** (*Inactive Receptors*), go to **Log 278**.

Otherwise, nothing happens.

LOG 272

"In the laboratory, Dr. Corey was in the middle of presenting some secret research to Major Dahl. We waited for the moment when Dahl looked most distracted and sprang out of the shadows. One thing we did not take into account was Dahl's extensive military training. Seeing us, she instinctively grabbed Dr. Corey and put a gun to her back, using her as a living shield.

'If you as much as twitch, you will have our good doctor on your conscience,' Dahl said.

'What are you waiting for?' Dr. Corey screamed. 'Here's your chance! Shoot her! Shoot her even if you have to shoot me!'

Outside, the marines began to bang at the lab door."

All players discuss and choose one (in case of a tie, the Security Section player makes the final decision):

» **Attack Major Dahl, ignoring the hostage** – Go to **Log 361**.
» **Comply and let Dahl retreat** – Go to **Log 296**.

LOG 273

Mark the first unmarked box and read its text.

☐ **Away Team Exploration Report 1945-A**

Contrary to all other ornaments and glyphs we've seen so far, the decoration of the pedestal was weirdly photorealistic. Its first panels introduced a planet in some far-off galaxy we couldn't recognize. The planet had no water, a thick, acidic atmosphere, and crushing gravity just short of a habitable zone. Despite all this, life was born there, on the brims of thermal vents. The life slowly evolved into a sentient organism that had a very high percentage of non-organic matter and metals in its body, and was very long-lived. Its squat, conical shape perfectly matched the crushing gravity of its world. Its inability to make any quick moves promoted careful planning and long-term thinking. Was this the origin of the Builders? If so, they were unlike any other being we've discovered so far…

☐ **Away Team Exploration Report 1945-B**

The photorealistic panels on this pedestal present a rise of civilization. The strange, squat, conical-shaped beings we learned about on the previous pedestal now started to create things. Most of their technology seemed focused on self-engineering. Non-organic extremities allowed them to shape themselves and easily fuse their technology directly with their bodies and silicon-based nervous systems. Instead of vehicles, they had exosuits that rode on large caterpillar tracks. Instead of houses, they had attachable, foldable shelters. Instead of schools or hospitals they had suits that taught and suits that cured.

Due to the extreme gravity, it took millennia for them to create vessels capable of reaching the escape velocity of their homeworld. They entered space as a mature, advanced civilization. Like the rest of their technology, their spaceships were not artificial habitats meant to carry them from one place to another, but a direct extension of their bodies. Thus, they not only became a spacefaring species – they became a space-born one.

☐ **Away Team Exploration Report 1945-C**

The panels here chronicle the rise and fall of a strange race of conical beings. Capable of long space voyages, nearly immortal, hard-working, and able to modify their bodies at will, the conical species quickly spread all over their galaxy. They were teachers and custodians, bestowing their technology on lesser races, unifying them under the flag of their science and culture. They were the Builders. Even a couple of them, working almost constantly for a couple of centuries, were enough to terraform or settle a new planet. Soon, they were setting their eyes on other galaxies.

That's when the impossible happened. A contagion appeared on the fringe of their galaxy, spreading almost at the speed of light; some fundamental shift in the state of matter the reliefs couldn't explain.
It originated somewhere close to the center of

the universe and slowly shifted every particle in existence into a different state - like water freezing in a trough. Even with their galaxy-spanning empire, the Builders were unable to stop an apocalyptic event of this scale. Their science failed to understand this Universal Phase Shift. Was it somehow tied to a critical point in the expansion of the universe? Was it a weapon used by an advanced species from another galaxy to eliminate them once they got too powerful? Whatever the cause, the Builders couldn't make sense of it. They couldn't find a model of the universe that would help them understand or stop the phase shift - and all advanced civilizations in their galaxy who shared their science and philosophy were just as helpless. A unified galactic culture proved just as vulnerable as bacterial or agricultural monocultures.

The phase shift consumed their entire galaxy in just forty thousand years…

☐ **Away Team Exploration Report 1945-D**

The panels on this pedestal start with the fall of the Builders' galactic empire, consumed by a strange contagion that changed the properties of matter itself. However, the Builders were not ready to fade into oblivion. They hatched a desperate plan. They sent expeditions to other distant galaxies, traveling faster than light. The missions carried the gift of life: a carefully engineered microscopic organism with efficient carbon-based physiology. This DNA-based life form was the fastest evolving organism in the known universe, capable of adapting to an incredible variety of habitats. It was LUCA. The common ancestor of all life on Earth. The Builders seeded these organisms across vast spaces, on every world that could support them. They created an enormous plantation of fast-growing life. An incubator that was supposed to raise countless advanced civilizations in just a couple of million years - hundreds of times faster than the Builders evolved.

On each seeded planet, they also left an obelisk, a memento for the life that could eventually appear there; a waypoint showing the way to vaults, such as this one.

The panels conclude with a clear picture of the pyramid, and various odd-shaped aliens making their way inside. It seems that to learn more, we would have to enter the vault itself…

LOG 274

Visitors' World: Research Note #54

By the time we managed to successfully take samples, many of them were destroyed, and so was our equipment. But the time and expenditure were worth it - we extracted an interesting structure that allowed us to modulate and send impulses through receptors almost in every place in our reach.

If the following box is unmarked, mark it and resolve its text:

☐ Gain 1 and 2 *Live Specimen* Leads.

Then, if you don't have Unique Discovery **35**, gain it.

Hint: Take note of this place in case you return to this dimension later – you will be able to gain this Unique Discovery again.

LOG 275

Away Team's Private Channel

[Operative 1]: I'm bored here… Still scanning; the bar is stuck on eighty-nine percent.

[Operative 2]: At least we have time to see this wonderful wilderness, rather than staring at Vanguard's sterile walls.

[Operative 1]: What? You feel better here than back on the ship?

[Operative 2]: Of course.

[Operative 1]: Wow, you're odd. I'd rather take hot coffee and my VR set.

****** Loud beep ******

[Operative 1]: Finally! It seems that there's something artificial right under our feet. We must dig it out now…

[Operative 2]: Nice!

[Operative 1]: …

Replace the POI in this Sector with card **P191**.

LOG 276

CVR Audio Data Transcript, Excerpt

[Navigator]: We suggest this route. This way, you'll avoid most streams of hot air and molten metal.

[Lander Pilot]: Most? I hope the lander can take it.

Check number of markers on the Lander board and resolve the corresponding effect:

- **0-2** markers: Discard all markers from the Lander board, then go to **Log 381**.
- **3-6** markers: Discard all markers from the Lander board, then go to **Log 508**.
- **7+** markers: Discard all markers from the Lander board, gain 1 , then go to **Log 483**.

LOG 277

"Consumed by their argument, Corey and Dahl barely noticed our approach. When we got to jumping distance, I started to count down, but Thrall was already moving before I got to 'five'. It confronted Dahl, and she reached for her weapon.

Thrall's tentacles waved, and in a split second, a subspace anomaly began to form in front of Dahl, threatening both her and Dr. Corey…"

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

» **Interrupt Thrall** – Go to **Log 282**.
» **Jump into the anomaly and try to save Dr. Corey** – Go to **Log 307**.
» **Stand back and let Thrall continue** – Go to **Log 337**.

LOG 278

Letters from the Escher's Hell

The place becomes… flaccid. The muscles and tissues that control the gates lose their turgor. They no longer react to my presence anymore. I use telescopic poles to secure the entrance before it closes again. There is only one thing to do: gather some courage and head inside, toward my goal.

Hint: You probably won't return here. If you want to visit other places in this dimension, you should do it before entering the *Steles Collection*.

Replace the POI in Sector **6** with card **P381**.

LOG 279

Personal Journal

This beautiful place has changed beyond recognition. Roots and moss are now bloated, full of orange blisters that burst under the slightest touch. Insects roam the grotto slowly and spread the disease. Is it our fault? Is life created by the Builders, such as us, deadly to life on this planet?

Replace the POI in this Sector with card **P139**.

LOG 280

[Away Team, Operative 1]: *Vanguard*? We are detecting substantial amounts of space debris on our approach vector. Beginning evasive maneuvers.

If your Lander has at least 4 and 4 , go to **Log 286**. 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 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 286**. Otherwise, go back to step 2.

MICROMETEORITES

	Critical Hit!	Choose one: » **Expose the Cockpit** **If is 4 or more**, each Crewmember 1 . **Otherwise**, each Crewmember gains a *Wounded* Injury; open the Ship Book at page **19** (*Hangar* cardholder) and flip the Lander card representing your current Lander to the Damaged side (unless it is a Basic Lander). » **Expose the Cargo Bay** Lose 2 Supplies or return 2 random Equipment cards to "Armory."
	Cargo Damage	**Destroyed Supplies** Lose 4 Supplies reduced by .
	Fire!	Choose one: » **Extinguish** **If is 4 or more**, 1 Crewmember . **Otherwise**, 1 Crewmember gains a *Burned* Injury. » **Cut the Section Off** Return 2 random Equipment cards to "Armory" or lose 2 Supplies.
	Optimal Trajectory	**Use the Opportunity** **If is 4 or more**, progress the Landing track by 1.

LOG 281

Add 1 marker to the Enemy Advantage slot.

LOG 282

"Thrall was furious, and lashed out at us for standing between it and its revenge. Major Dahl used the moment this gave her to call in reinforcements. We had to flee with marines hot on our tails – but at least Dr. Corey was safe with us."

Go to **Log 501**.

LOG 283

Visitors' World: Research Note #94

The tubes secrete a thick, green paste. It's full of proteins and saccharides, but it also contains psychoactive substances poisonous to humans – it would require more research to learn how it influences the Visitors.

Mark the topmost unmarked box and resolve its text:

☐ Gain 3 *Microorganism* Leads.

LOG 284

The cave system is long, convoluted and filled with liquid water – but seems sadly devoid of life. The radiation counters are starting to light up the further down we go.

Replace a card in this Sector with a random **P167** card.

LOG 285

[Away Team]: Yeah, take that you bastards!

[CAPCOM]: What? What's happening there, Away Team? Are you under attack?

[Away Team]: Everything's fine, don't sweat. We've encountered a barrier of twitching roots. We managed to get rid of them.

[CAPCOM]: Oh, alright. Keep up the good work, I guess.

Replace the POI in your Sector with card **P143**.

LOG 286

- Open the Planetopedia at pages **8-9** (*Brimstone*).
- Roll a D10 and check the result below:
  - **0-2**: Place the *Dust Storm* Threat card in the indicated space above the Planet board. Place the *Dust Storm* standee in Sector **2**.
  - **3-5**: Place the *Dust Storm* Threat card in the indicated space above the Planet board. Place the *Dust Storm* standee in Sector **4**.
  - **6-9**: Nothing happens.
- If *Dust Storm* is the first Threat you've ever encountered, remember to check the Threats rules in Chapter III of the Rulebook!
- Open the Ship Book at page **24** and perform the "Begin Planetary Exploration" procedure.

LOG 287

Away Team's Private Channel

[Operative 2]: That's all?

[Operative 1]: Well, that was rather fast.

[Operative 3]: Save your breaths for a climb. It seems that these ruins are only broken remnants that tumbled down from the original site at the top of Sphyrna Mensa.

[Operative 2]: Seriously? We want to climb this thing?

[Operative 1]: Wait, weren't you disappointed there's nothing to do, like, just a second ago?

Replace the POI in Sector **2** with card **P192**. Replace the POI in Sector **5** with card **P193**.

LOG 288

If there's a marker in Sector **5**, go to **Log 301**.

Otherwise, read on:

The machine was ancient, as old as life itself on this planet, and bore a striking resemblance to the Builders' architecture we saw in the Eye of the Void. Its structure extended deep underground and to other parts of the planet, though its purpose was unclear.

According to our preliminary research, this structure originated a millennium or two ago. Our scans woke something deep inside, emitting small bursts of energy. Then, it went silent once more.

If the following box is unmarked, mark it and resolve its text:

☐ Gain 3 *Alien Tech* Leads.

LOG 289

Mark the topmost unmarked box and resolve its text. If all boxes are marked, resolve the bottom one.

☐ Go to **Log 303**.

☐ Go to **Log 279**.

LOG 290

[CAPCOM]: The operator claims the portal is stable. You may proceed.

[Away Team]: Our readings are green across the board as well. We're coming through.

Mark the topmost unmarked box and resolve its text. If all boxes are marked, resolve the bottom one.

☐ Go to **Log 295**.

☐ Go to **Log 302**.

LOG 291

Engineering Report 81 INF/1-C/13

The hazardous conditions of 1-C required the use of jetpacks to allow users to move precisely and fast.

We spent a lot of time and resources preparing the equipment so that it didn't require years of experience to operate (or special training that the Recon Section receives). We succeeded in this field and constructed a simplified version of a jetpack stuffed with electronics that perform many tasks that the user had to do manually before.

That was the only thing we succeeded in - the whole 1-C project was a fiasco otherwise, and it brought us nothing but a loss of energy. Oh, and the Recon guys decided to stick with their old jetpack design, despite it being clearly harder to use.

They complained that when using a more automated version, "the feeling just wasn't the same" - whatever that means.

If the following box is unmarked, mark it and resolve its text:

☐ Move card **E15** (*Jetpack*) from "Unavailable Equipment" to "Armory."

Then, you may Assign 1 Crewmember to gain 1 *Mineral* Discovery and place it in "Gathered Discoveries."

LOG 292

Letters from the Escher's Hell

Red icons flash at the edge of my visor. Blinking alerts, wailing alarms… This hellish dimension got me again. My breathing apparatus isn't working anymore. My shielding is gone. I'm being tossed around like a doll.

This huge vent sucks out both atmosphere and energy at the same time. My chances don't look so good.

If the following box is unmarked, mark it and resolve its text:

☐ Gain 1 .

Then, OR + + + + + OR roll .

LOG 293

Away Team Exploration Log

The excavations were more difficult and more dangerous than we expected. The winds outside the craters were deadly, the radiation was corrupting our software. In the end, we were crushed by our discovery - there was no stele here. What we took for its signature instead came from an ice-bound shipwreck.

Discard the POI card from this Sector. Go to **Log 521**.

LOG 295

[Captain Wayman]: Good job, Away Team. Establishing an outpost in this alien dimension is a great accomplishment.

[Away Team]: Thank you, sir. We --

[Captain Wayman]: However, your main task was to find a way to access the Visitors' research on steles. I hope your next expedition will be more fruitful.

Return Unique Discovery **35** and **38** to "Unique Discoveries."

Then, discard all Missions. Open the Ship Book at page **25** (*Leaving the Planet*) and begin Ship Management.

LOG 296

"In the end, we couldn't sacrifice Dr. Corey. We retreated, hoping to fight another day, and with Dahl's marines in pursuit."

Go to **Log 501**.

LOG 298

Tutorial

Congratulations! Your first Mission is now complete – perform the following steps:

Gain 1 (place 1 in the indicated space above the Planet board).

1. Place Point of Interest card **P105** (*Technical Corridors*) in Sector **4**. This replaces the card outline, which means Crewmembers who enter Sector **4** are no longer directed to **Log 311**.
2. Remove Mission card **M01** from the game.
3. Take the top 5 cards from Tutorial Deck **B** (all cards with the "Event" text on their backs). Shuffle them and place them face down near the Planet board as the Event deck. The next time a Crewmember completes their turn, read the Events section in Chapter II of the Rulebook.
4. Then, go to **Log 345**.

LOG 299

Visitors' World: Research Note #100

This machine is probably used to release excess energy from this dimension to our ever-expanding universe, where it can safely dissipate. If it gathered here, it would probably lead to a disaster.

What's curious is that whenever the energy flows out, this world becomes more… real. This also impacts organic elements all around us - the living tissue tenses and closes to protect its vital parts.

LOG 300

Captain's Log, Entry 213

The landing on the Eye of the Void laid bare two key facts. First, our landers will face unpredictable threats. Second, even a short scouting mission can leave the Away Team stranded for weeks. During our long flight to TOI-2C, we had plenty of time to put our leading researchers and engineers to work, addressing these weaknesses As Section Leaders prepare their crew for another ground mission, I hope things will go smoother this time.

Unfortunately, the first long-range scans of planets in the system revealed something troubling…

As you can see from the System Map, there are several destinations available for you now. Since this is your first space travel, instead of following the rules of the Starmap Ship Book page further, simply follow these steps:

1. In your System Maps book, read the description and rules of the TOI-2 C – "Pellucid" destination (number 3). This is where you will land next!
2. Take your Planetary Scanner. The purpose of this component is to make it easy for you to reveal only part of the information contained on Landing cards – the parts you will pay for using your Energy.
3. Find the **L1** Landing card in "Landing Cards" (Card Tray B) – do not read it yet! The information on the front of the Landing card is secret and divided into three segments. The large Energy costs at the back of the Landing card show you how much it costs to reveal that particular segment.
4. Insert the Landing card fully into the Planetary Scanner, so that the first Energy cost is visible in the cutout window. The cost in the cutout window shows how much you need to pay before you push one segment of the card up from the scanner.
5. Revealing the first segment of card **L1** costs 0 . Push the card up one time, so that the second cost is visible in the cutout window.
6. Pay 1 to cover the second cost and push the card until you reveal the third cost. Pay the third cost as well (1), and push the card up one final time until it almost leaves the scanner.
7. Flip the scanner over and review the results. If scanned correctly, you should see the text in all 3 segments of the card. Read this text – it contains valuable tips that help you prepare for the landing: what dangers your Lander will face, what symbols are frequently used in the Dice Checks on this planet, and which Biomes you can expect there.
8. Leave both the scanner and the card on the table. You will probably

want to review this information as you prepare for the mission in subsequent steps of Ship Management!

That's it for now! Planet Pellucid is always the second step of the campaign, but after that, you will be able to fly anywhere you wish, finding more planets and interesting objects on your own.

Close and store your System Maps book. You will soon continue Ship Management – but keep the following hints in mind if this is your first playthrough:

- When faced with a choice of Facility to activate, Barracks and Production Complex are good first moves, as they will give you additional Crewmembers and some starting Equipment.
- The actual landing will happen after you progress through more Ship Book steps that will include preparing your Lander for the mission, and choosing and equipping your Away Team.
- While equipping the Away Team, you will also build your own deck of Section cards. If you're not sure which cards to take, you may use the pre-constructed 10-card basic deck by taking all Rank 1 cards from your Section with a white bar next to their Rank (see Rulebook Chapter III – Campaign Quickstart for an example).
- The first designated Save Spot of the campaign is AFTER the Pellucid landing. If you cannot play that long you may leave the game as it is now and later restart from page **6** of the Ship Book.

Now, open your Ship Book at page 6 (Ship Facilities) and continue Ship Management.

LOG 301

[Away Team]: *Vanguard*? I think we broke it.

[CAPCOM, Corporal Coetz]: Uh, please repeat, Away Team?

[Away Team]: I think we broke the planet.

The ground shook as the sun-eater opened its maw wider, entire mountains falling into its depths. It roared, belching forth a hurricane, a torrent that soon reached the upper atmosphere, glistening with nanobot swarms. As we focused our efforts on standing fast against the winds, the sky above shifted. Awestruck, we watched as the artificial storm counteracted the real one, slowing until the skies cleared and glass shards fell like rain. In less than an hour, the world transformed before our eyes.

Before we could come to grips with that, the ground broke apart near the mounds, and strange creatures resembling enormous termites emerged as if they had been eagerly awaiting this moment…

- Move all minis and standees from the Planet board next to the Planet board.
- Take all Lost Discoveries from their slot on the Planet board and place them next to the Planet board.
- Discard all cards and markers from the Planet board, including your current Missions and Global Conditions.
- Discard all Mission Equipment tokens from the Planet board – they may be placed again using their Equipment cards. If you discarded the *P.E.T.* this way, return the die to the owner's Spent Pool.
- Open the Planetopedia at pages **12-13** (*Everstorm, Stage 2*),
- Populate the right side of *Everstorm, Stage 2* with the cards listed there (Unique Discovery, Mission).
- Go to **Log 319**.

LOG 302

[Captain Wayman]: I'm glad you're alive. But it's the only thing I'm happy about. Opening the portal to the Visitors' dimension costs us more resources than we can gather during a whole month.

[Away Team]: …

[Captain Wayman]: I won't take any excuses. If you don't feel capable of this task, don't go there next time. Dismissed.

Place the Mission Failed token on the Lander board.

Return Unique Discovery **35** and **38** to "Unique Discoveries."

Open the Ship Book at page **25** (*Leaving the Planet*) and begin Ship Management.

LOG 303

Personal Journal 18-1-F

When I entered the cave, leaving all the greenery behind, I felt like I was entering an ancient cathedral – stalagmites resembled columns, lichen looked like bleached frescos, and fractured ground brought to mind old tiles. At the end of this stood a gate; a magnificent portal, covered in sedimentary rock, but with the Builders' marks still visible. It was a truly religious experience.

Place card **P133** in this Sector. Go to **Log 8**.

LOG 304

Away Team Exploration Report MI/9

We started extracting water from twitching roots – the water was filtered and purified by plants' parenchyma. At first, it went smoothly. Then, suddenly, all the roots were sucked up into the cave's ceiling. Small, wriggling worms poured from the holes. They secreted corrosive agents that began to damage our suits. We had to leave the site.

Gain 1 Supplies. Replace with card **P135**.

LOG 305

Visitors' World: Research Note #99

When we tried to tinker with the machine, a group of armed Visitors appeared. They looked exactly like the ones who helped us during Vanguard's defense, but this time they attacked us without warning. When we escaped – barely – and left the area, they immediately stopped their pursuit, almost as if they immediately forgot us. When we appeared again, they didn't react. But we won't try touching the device again.

Roll OR + + + + + .

LOG 306

MP212 – "Mermaid" Experiment

The unusual spectrum of the Mermaid star warranted further study.

The light of the star didn't create favorable conditions for the development of complex life.
It hindered observations of other planetary systems and stars. Perhaps it's only saving grace was that it proved aesthetically pleasing to many crew members, who spent so many hours on the observation deck watching MP212, apparently mesmerized by its shifting glow, that Dr. Bell began to worry.

Only one experiment gave us some interesting results – some of the minerals found on nearby objects reacted to the ever-changing wavelengths emitted by Mermaid in an unusual way. We passed the mineral to Engineering so that they could include it in their devices.

If the following box is unmarked, mark it and resolve its text:

☐ Move card **A19** (*Multispectral Scanner*) from "Lander Mods" (Card Tray B) to the "Awaiting..." envelope.

LOG 307

Players will now perform a special check using their dice and Crewmembers. Any dice used in this check will be unavailable for any further checks. Any Crewmembers used in this check may die. Depending on your choices, you may face several more checks in this part of the story.

Perform the following steps:

- First, all players may decide to roll any number of their Section dice.
- Then, all players choose any number of Available Crewmembers with a or or converter from their hand and place them in the Roll Pool.
- Count the number of , , or results in the Roll Pool. Then, add **1** point for each Crewmember in the Roll Pool. You need **11 or more** points to pass this check. Players may roll additional dice and assign additional Crewmembers until they are satisfied with the result.
- Remove all dice in the Roll Pool from the game. For each Crewmember in the Roll Pool, roll one Injury die. If you roll 1 or 1 , remove this

Crewmember from the game. Players return any other Crewmembers to their Available Crewmembers.

- If there are no more Available Crewmembers left, go to **Log 810**. Otherwise:

If you have 10 or fewer points, go to Log 337.

If you have 11 or more points, go to **Log 346**.

LOG 308

Even though we didn't see its face, we could tell from the slumping posture of the creature that it was disappointed. It remained motionless for a while, and then began to talk, our AI jumping in to translate.

Go to **Log 336**.

LOG 309

The Final Transmission of Away Team 341B

The derelict is sinking faster. Tremors dislocated the lander's grapples, and it slid into the fiery depths. We have no way out now. We will join it soon.

We made use of our last moments to scan all the artifacts and jury rig a transmitter to send you the data and this message. Tell our families and friends that we haven't died for nothing. Tell them--

Damn! It-

- All Crewmembers on the planet die – remove them from their Rank sleeves.
- Open the Ship Book at page **19** (*Hangar* cardholder) and flip the Lander card representing your current Lander to the Damaged side (unless it is a Basic Lander).
- Discard all non-Unique Discoveries from the Lander board.
- Open the Ship Book at page **25** (*Leaving the Planet*) and begin Ship Management.

LOG 310

Away Team's Personal Channel

[Operative 1]: How?

[Operative 3]: No idea. Grab them and run!

[Operative 1]: Oh… Something's wrong again.

[Operative 3]: Damned anomaly! Quickly, tie both of you to a tree!

[Operative 1]: Aaa--

[Operative 3]: Help's on its way!

Place the Mission Failed token on the Lander board, discard all non-Unique Discoveries from the Lander board, and discard Unique Discovery **34** if you have it. Open the Ship Book at page **25** (*Leaving the Planet*) and begin Ship Management.

LOG 311

Away Team Exploration Report 1/C

The darkness and silence of an eons-old structure enveloped me. The carbon mesh formed small tunnels, their network sprawling under the pitch-black surface of the sphere. I set up a radio beacon to notify the other survivors of my location, and sat there, in the dim light of the flashlight, trying not to think too much about who these corridors were made for…

To continue the Mission, all Away Team Crewmembers need to meet in this Sector. **Are all Crewmembers in Sector 4?**

- **Yes** – Go to **Log 320**.
- **No** – Keep taking turns until all Crewmembers are here.

  Remember: As long as the "**Log 311**" text is revealed in this Sector, you must read this Log entry each time a Crewmember enters this Location.

LOG 312

Shuffle all three **G11** cards and place them face up in the "Global Conditions" slot of the Planet board in random order. Then, mark the topmost unmarked box and resolve its text. If all boxes are marked, resolve the bottom one.

☐ Go to **Log 348**.

☐ Go to **Log 334**.

☐ Go to **Log 281**.

LOG 313

Visitors' World: Xenologist Audio Log

The Visitors (note: I find the name "Visitors" not really appropriate, as this time we are the ones who "visit" their world) avoid contact with me and the rest of the crew. Their behavior may be understood in two ways: they are curious and cautious, or they are scared. For now, I'll assume they are driven by curiosity.

This looks like a residential area. The colorful pods may serve as houses – each contains only one Visitor, so we may assume they are not a familial species.

We shouldn't disturb them anymore, and because of that, we will leave this area for now.

Replace the POI in this Sector with card **P377**. Gain Unique Discovery **38**.

LOG 314

Crystalline Structure Analysis

Our initial theory proved true – Cousin's crystal is the same as the one on Pellucid. We predict that this planet will "burst" in a couple of years, as the crystal is already visible on the surface, it must have taken a significant part of the planet's core.

What's interesting about the samples is that they stop growing and spreading when they are detached from the main structure. If somehow we could extract the "heart" of the crystal, maybe it would stop growing? Unfortunately, so far we don't have the technology to access the planetary core and test this theory. From what we've learned so far, only the Builders had the appropriate geoengineering technologies. It seems Cousin's fate – just like Earth's – hinges on our better understanding of the Builders.

Gain Unique Discovery **17**. Replace with card **P211**.

LOG 315

[Away Team]: *Vanguard*? This is the Away Team! We are en route to the designated landing zone. All systems nominal. Uplink stable. We should be past the outer debris layer right about… Oh, wow.

[Captain Wayman]: My god…

[Away Team]: You seeing this, *Vanguard*?

[CAPCOM, Corporal Coetz]: Crystal clear, Away Team. It seems like the long-range scans were right. The planet is gone. If you see no clear approach vector, you have permission to abort.

[Away Team]: No, some pieces of the crust look large enough for a touchdown. And we detect anomalous structures among the debris. We could take a look.

[Captain Wayman]: Anything you bring back will be invaluable, Away Team. Just don't bite off more than you can chew. There are plenty of other worlds on our list.

[Away Team]: Copy that, *Vanguard*. Plotting the landing path.

Important: This planet introduces the Lander, Landings and limited Supplies to the campaign.

Follow the steps below to resolve the landing procedure:

1. On the Lander board, place a marker in the starting space (indicated with an "S" on the Landing track). The Landing track represents your progress toward the planet's surface.
2. Roll the Danger die and apply the effect corresponding to the rolled result in the table below. If your result is not listed, the roll has no effect.

If more than one option is available, choose one (you cannot choose an option you cannot fully resolve – for example, one that causes you to lose Supplies when you have no more Supplies to lose). 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).
4. If the marker reached the "Landing Successful" space of the Landing track, go to **Log 317**. Otherwise, go back to step 2.

PELLUCID LANDING – ORBITAL DEBRIS

	Debris Impact!	Choose one: » **Expose the Cargo Bay** Lose 4 Supplies reduced by . » **Brace for Impact** Each Crewmember gains a *Wounded* Injury.
	Clear Landing Path	Landing successful! Go to **Log 317**.

LOG 316

Personal Journal

Damp air escaped the borehole and resublimed, plugging the vent like a scab. We had to drill again, this time preparing an isolated chamber with proper pressure and temperature to prevent the hole from closing up.

I'm excited. Soon, we will be able to see what's under the ice! I hope there's a whole new world there, like in Verne's novels…

Replace the POI in this Sector with card **P196**.

Then, if the following box is unmarked, mark it and resolve its text:

☐ Place the **O17** Secondary Objective (*Into the depths*) in the "Awaiting..." envelope and go to **Log 359**.

LOG 317

You arrived safely at your destination.

Important: This planet introduces Leads and Discoveries to the campaign. If you trigger an effect that asks you to draw a Lead before the Leads mechanic is introduced, read the "Leads" and "Discoveries" rules in Chapter III of the Rulebook.

Important: This planet introduces threatening Injuries. Keep in mind that gaining a fourth Injury will trigger a forced Evac. Whenever in doubt about the Injury rules, read the "Injuries" and "Ending Planetary Exploration" rules in Chapter III of the Rulebook.

Now, open the Planetopedia at pages **4-5** (*Pellucid*). Then, open the Ship Book at page **24** and perform the "Begin Planetary Exploration" procedure.

LOG 318

ISS Vanguard Bridge Audio Log 12280/C

"It barely moves! Come on, my cute robot buddy!"

"Do you see that? Those strange patterns under the ice?"

"It's all hazy. Where?"

"Dark, straight lines to the left. They are too regular. It resembles symbols from the Dyson sphere."

"Maybe…"

"No! Don't give up yet! Damn, the shields are malfunctioning."

"Over eight hundred Kelvins, extremely high gravity. What did you expect? Anyway, we've gathered a ton of data for Science to chew through."

"Look at how its lenses melt. So sad."

The Science Section analyzed the data and discovered that the symbols are indeed related to the Builders. Also, they thought about how to upgrade shields for working in extreme conditions.

If the following box is unmarked, mark it and resolve its text:

☐ Move card **E37** (*Energy Shield*) from "Unavailable Equipment" to "Armory." Gain 1 .

LOG 319

[CAPCOM, Corporal Coetz]: Away Team? Please check on your lander. We've got some worrying activity around it.

[Away Team, Operative 1]: Copy that. Initiating remote checks. It seems that…

[Lander AI]: STRUCTURAL DAMAGE DETECTED. ENGINES COMPROMISED.

[Away Team, Operative 1]: I have the camera feed! These creatures, these mound mites, are swarming the landing zone. They are taking the lander apart!

[CAPCOM, Corporal Coetz]: Get down there on the double, Away Team! That's your only ticket home.

[Away Team, Operative 1]: Negative. We're too far to get there in time, and we're not geared for an open conflict. Please advise…

If you have a Lander board on the table, go to **Log 360**.

If there is no Lander board on the table (the Lander was already destroyed earlier), go to **Log 487**.

LOG 320

Away Team Exploration Report 1/D

As the last member of the Away Team appeared in the distance, we felt instant relief. The mission started in disaster, but we were alive, we regrouped, we had some supplies, and we were not far from the designated landing zone.

It was time to get to work. First, we needed to make sure that any rescue teams sent after us wouldn't suffer the same fate.

If you're playing the Tutorial, go to **Log 298**. Otherwise, read on:

- Replace the POI in Sector **4** with card **P105** (*Technical Corridors*).
- Remove Mission card **M01** from the game.
- Gain 1 .
- Go to **Log 345**.

LOG 321

Exploration Journal

After hours of preparations and checking the ice for stability and possible tremors, we decided to descend into the fissure. At first, there was nothing but darkness and dirty ice, but then we found a ledge wide enough to make a small outpost from where we could perform easier and safer exploration.

Soon, we found a place full of relics from the planet's past trapped in the ice. It's a great discovery, although it will be difficult to extract them.

Replace the POI in this Sector with card **P194**.

LOG 322

Stories from Underwater – a Memoir of a Deeply Terrifying Exploration

The once teeming passage was empty, excluding Kurma – the undisputed ruler of these waters. It was strange, silent, and still. And scary. Especially when you've seen a creature – the size of a car – smeared on the wall as if it was a warm crayon.

Gain 1 *Live Specimen* Lead.

LOG 323

ISS Vanguard Bridge Audio Log 12276/C

"This world looks like hell! How is there ice?"

"Science says something about the gravity compressing the water – it's like coal and diamonds or something like that."

"But I've seen open flames…"

"Wait! The explorer is entering the atmosphere! Go, you little curious thing!"

"All this static. Damned solar wind!"

If you have the **B01** Bridge Upgrade (*Reinforced Hull*), go to **Log 318**.

Otherwise, go to **Log 340**.

LOG 324

Away Team's Private Channel

[Operative 1]: Can't we just use heavy equipment?

[Operative 2]: And destroy these curious specimens? Look at this one! It resembles your nose!

[Operative 1]: …

[Operative 2]: We can't. This site is too precious, we must maintain it in the best condition we can. We may learn something about saving cold-water corals on Earth.

[Operative 1]: Great… Let's just hurry up. I don't like it here.

Go to **Log 394**.

LOG 325

Away Team's Private Channel

[Operative 1]: I found a crack in the structure. I'm moving in.

[Operative 2]: Proceed with caution. We can't be sure--

[Operative 1]: Wha--

[Operative 3]: She disappeared!

[Operative 2]: Go, go! Help her!

[Operative 3]: Wait! She's right there. Are you ok?

[Operative 1]: I was… somewhere.

[Operative 3]: Your nose is bleeding!

[Operative 1]: Is this place real?

Roll .

LOG 327

"The story of ISS Vanguard's voyage ended where it started; on the rubble-strewn expanses within the Builders' Dyson Sphere. The ship was lost, together with almost all of its crew and the priceless cache of Builders' technologies. Humanity has failed, but the Builders' plan failed even more so.

A handful of survivors were picked up by friendly Idemian vessels. Thanks to them, the human race survived the fall of Earth. With their homeworld destroyed by the planet-killing crystal, these former Vanguard's crewmembers were settled on a distant, unfriendly world. There, they managed to rebuild human civilization slowly, now one of the least advanced species in this arm of the galaxy, clinging to the grandiose stories of the past. Chiefly among them, the tragic tale of ISS Vanguard's voyage."

For each Crewmember in the Roll Pool, roll one Injury die. If you roll 1 or 1 , remove this Crewmember from the game.

Then, go to **Log 880**.

LOG 328

Visitors' World: Research Note #105

The Visitors didn't stop us from entering their portal (it might be a bold statement, but I think they even subtly helped us, stabilizing it from the other side). We appeared in a familiar world - we had never been there, but it had only three dimensions.

The Visitors' outpost was deep underwater - protected by a series of bulkheads that slowly began to open.

Choose one:

- **Explore the outer depths** – + and go **Log 352**.
- **Take samples of the surroundings** – and go to **Log 365**.
- **Go back** – This Log ends.

LOG 329

Stories from Underwater - a Memoir of a Deeply Terrifying Exploration

Kurma trembled and let out a deafening screech that stirred the waters. Something protruded from its underside and jetted a dark stream of liquid over the coral grove. Then, the creature drifted away with dignity.

If the following box is unmarked, mark it and resolve its text:

☐ Gain 1 .

LOG 330

Congratulations! If you've now gathered all Unique Discoveries, please play through the rest of the campaign to witness the impact of your efforts.

Go to **Log 455**.

LOG 331

[Away Team, Operative 1]: The area is as safe as it can be. Please, hurry.

[CAPCOM, Sergeant Xiu]: The lander is on its way. If everything goes well, we'll be there in less than five minutes.

[Away Team, Operative 1]: We should survive until then. See you soon.

[CAPCOM, Sergeant Xiu]: See you soon, Away Team.

Discard Mission card **M182**. Open the Ship Book at page **25** (*Leaving the Planet*) and begin Ship Management.

LOG 332

[Away Team, Operative 1]: Damn this place! It messes with my head. *Vanguard*? Could you give us a hand? Can you - I don't know - filter this visual noise out, or something?

[CAPCOM, Major Dahl]: No can do, Away Team. We're trying but the patterns confuse our AI just as much as you on the ground.

[Away Team, Operative 2]: Look it's a dead end. We have to turn back.

[Away Team, Operative 1]: Wait. Something's moving by the wall. See?

[CAPCOM, Major Dahl]: We have it on your feed, Away Team. Probably one of the predators of this planet. It looks angry and lost. Do not approach. Back away slowly.

[Away Team, Operative 1]: You think these patterns were made to keep them out?

[CAPCOM, Major Dahl]: Maybe. But Xenology insists it is some kind of test, most likely for pilgrims. To see if they are worthy of entering the city. Wait… Operative 2, what are you doing?

[Away Team, Operative 2]: Here, kitty-kitty…

Reduce your Supplies by 2 OR each Crewmember in this Sector rolls .

LOG 333

Critical Review of the "Swaying Trees" Study

What at first might have been seen as some kind of symbiotic or parasitic interaction between "tree" and large, mobile "root-worms," was in fact, one organism. The "swaying trees," as they were named, were neither plants nor animals, but other strange organisms that have tissues correlating to both kingdoms.

We hope that the analysis of the fossil site we uncovered while studying the trees will prove more conclusive.

Replace the POI in this Sector with card **P134**.

LOG 334

[Section Leader]: What's your progress, Fireteam Alpha?

[Fireteam Alpha]: We're surviving. Why?

[Section Leader]: We have another assault heading towards the bridge.

****** Loud Explosions ******

[Fireteam Alpha]: …this. Will they never stop coming?

[Section Leader]: We detect no more incoming dropships. This may be their last attempt.

[Fireteam Alpha]: Too bad we're on our last legs too…

- Place card **P233** on top of any other cards in Sector **1**, unless all four **P233** cards are currently on the Planet board.
- Place the *Arrogator Behemoth* Threat card in the indicated slot above the Planet board.
- Place the *Arrogator Behemoth* standee in Sector **5**.

LOG 335

Anonymous Note from the Archive

Kurma is a magnificent specimen. Larger than a blue whale, more careful – when it comes to its bubble-biome – than a mother nurturing her child. Also, more dangerous than anything we know, and more docile than a lamb.

If you're in:

- Sector **1** – Go to **Log 338**.
- Sector **2** – Go to **Log 329**.
- Sector **3** – Go to **Log 350**.
- Sector **4** – Go to **Log 353**.
- Sector **5** – Go to **Log 322**.

LOG 336

The Idemian said it was a keeper of time and guardian of pilgrims, and that it would stay here to make sure we leave once our time is up. We tried to ask it about its leaders, or who we could talk to. For all our questions, it had only one reply:

"You and I speak different languages, though your machine makes us sound the same. Talk to me once we understand your truth better – and you understand our truth."

Since it refused to say anything more, we had to concentrate on our primary task instead.

Place the optional **M123** Mission card (*Understanding*) in the Optional Mission slot on the right edge of the Planet board. Then, open the Ship Book at page **24** and perform the "Begin Planetary Exploration" procedure.

LOG 337

"We did what we could, but it wasn't enough. I still remember the hand of Dr. Corey slipping from my grasp as I tried to pull her away from the anomaly. Soon, the subspace torrent disappeared forever, carrying her with it.

Thrall grinned when we found ourselves back with it in an empty lab.

'Humans! Now that you know everything about my power, I have no choice but to kill you.'

We tensed up and raised our weapons.

'Relax!' Thrall laughed. 'It was just a joke. See? I am capable of joking like a human. I'm still one of you!'"

Mark box **E** in **Log 930**. Then, go to **Log 346**.

LOG 338

Stories from Underwater – a Memoir of a Deeply Terrifying Exploration

Kurma towered over a vent, allowing the dark columns of smoke to flow over the symbiotic bubble on its back. Several slits, resembling gargantuan plant stomas, opened in the bubble, and it turned black. After a while, Kurma swam away, minerals settling on its shell. Human explorers quickly approached the monstrous creature to harvest the minerals – it was much safer than working near scorching smokers.

You may to gain 1 *Mineral* Lead. You may repeat it any number of times.

LOG 339

[Away Team]: We're at the location. We're sending you scans of the surroundings.

[CAPCOM, Sergeant Nahy]: Copy that. Great work, Away Team. You can head back to the lander.

[Away Team]: Shouldn't we explore more?

[CAPCOM, Sergeant Nahy]: It's up to you. If you still have stamina and supplies…

[Away Team]: Give us a moment to discuss.

Discard the Mission card. Your Mission is done; you may return to the Lander at any time to end the Planetary Exploration phase.

LOG 340

ISS Vanguard Bridge Audio Log 12278/F

"Damn! Signal lost!"

"Did you see? It caught some patterns under the ice…"

"Nah! There was nothing there. Probably just soot on the lenses."

"There was something…"

"Shut up, everyone! The probe is gone. Thanks to another stupid idea from the Science Section, we'll have our hands full building another one! Get to work."

The harsh environment destroyed the explorer. You won't be able to investigate the surface without proper shielding technology.

If the following box is unmarked, mark it and resolve its text:

☐ Gain 1 .

LOG 342

Away Team Exploration Log

The bark of this plant is similar to Earth's palm trees. Its fruits, on the other hand, look rotten and full of bacteria (which is a good thing; studying them could tell us much about the planet's microbes). Hey! It's not time for pranks while I'm recording… Whoa! Hello there, silly recliner. You like these fruits, huh? You want one, is that it?

Gain Unique Discovery **34** if you don't have it already.

LOG 343

[CAPCOM]: Why did you set up the equipment here?

[Away Team]: The ice sings loudly. It must be thin here.

[CAPCOM]: Sings? What?

[Away Team]: Haven't you heard ice singing before?

[CAPCOM]: Should I?

[Away Team]: Nevermind.

…

[Away Team]: I knew it! There's an air pocket under the ice. There must be water underneath!

[CAPCOM]: Great. I'll make a note to listen to "singing ice" next time. I wonder if we have some recordings in our archives?

Replace the POI in this Sector with card **P195**.

LOG 344

[Away Team, Operative 1]: *Vanguard*? We're past the entry mosaics. We marked our way so that the next time getting here will be easier. Are you sure this place was supposed to be a city? We found some structures, but all of them are empty.

[Away Team, Operative 2]: Wait, there! It's some sort of a workshop. I see someone working inside. Maybe we could talk to them?

Replace the POI in this Sector with card **P271**.

LOG 345

Away Team Exploration Report 1/E

The demolition charges we salvaged from the lander could now come in handy. Thanks to the webway of tunnels under the surface of the sphere, we could reach a spot directly under the cannon and blow up the entire portion of the sphere it rests upon. We know it is a safer (and faster) approach, though it would leave a gaping hole in the structure and remove a part of its cloaking surface. This giant Dyson sphere would no longer be invisible…

Some of us proposed a riskier alternative: we could reach the cannon via the surface, run towards its base, and then find a way to disable it, or destroy it with a much smaller charge placed directly on its side.

We put it to a vote…

If you're playing the Tutorial, go to **Log 554**. Otherwise, all players discuss and choose one. If you cannot agree, the Security Section player makes the final decision.

» **Blow up the part of the sphere housing the cannon** (this will permanently damage the sphere and compromise its cloaking) – Go to **Log 390**.
» **Approach and disable the cannon** (this will be riskier and slower) – Go to **Log 265**.

LOG 346

Mark box **F** in **Log 930**. Then, read on:

"The chaos that broke out when the news of Dahl's demise spread through the decks outstripped our wildest expectations. Three different officers named themselves her successors, causing mayhem that allowed us to take control of the bridge without firing a shot. Once inside, we barricaded ourselves in and transmitted a message to the entire *Vanguard*. We asked everyone to stop the violence and gather under our flag."

Go to **Log 403**.

LOG 348

[Section Leader]: Fireteam Alpha…

****** Loud Explosions ******

[Section Leader]: Do you copy? This is the bridge.

[Fireteam Alpha]: We are sort of busy right now.

[Section Leader]: The Arrogator dropship blasted through the hull next to the main concourse. It brought more heavy infantry and some kind of a war machine.

****** Loud Explosions ******

[Section Leader]: It's breaching the perimeter around the bridge! Move in to engage, Fireteam Alpha!

- Place card **P233** on top of any other cards in Sector **1**, unless all four **P233** cards are currently on the Planet board.
- Place the *Arrogator Warswarm* Threat card in the indicated slot above the Planet board.
- Place the *Arrogator Warswarm* and all 3 *Drones* standees in Sector **2**.
- If the **P231** (*Panicked Crowd*) card is in Sector **2**, place a Time token in the first slot of the *Arrogator Warswarm* Time Track and resolve its *Swarm* effect.

LOG 349

We didn't see its face, but the creature shook for a moment, as if it was trying to control some primal anger. We could feel we'd done something that really got on its nerves. However, after a while, it composed itself and began to talk, our AI jumping in to translate.

Go to **Log 259**.

LOG 350

Stories from Underwater – a Memoir of a Deeply Terrifying Exploration

The gargantuan tortoise settled among the polyps and algae, ignoring their acid-filled tentacles.
It appeared that it frequented this place and claimed it as a feeding ground.

The human explorers decided that it's the best moment to approach the creature and research it.
To their surprise, they discovered that the creature is less than a giant turtle with a parasite on its back and more like a Portuguese man o'war – a conglomerate of different organisms that work as a whole. The turtle was indeed crucial, but it wouldn't survive a moment without its "air bladder" that acted as external lungs and mineral supplier, and performed other, mysterious functions.

One unusually brave human decided to swim into the bubble, ignoring their superior's orders. After a terrifying minute, they emerged with a curious discovery in their shaking hands.

Mark the topmost unmarked box and resolve its text:

☐ Gain 1 and Unique Discovery **9**.

Then, gain 1 *Strange Flora* Lead.

LOG 351

[Away Team]: We've got everything you wanted. The lander is packed up and ready for lift off.

[CAPCOM]: Great job, Away Team. You have my permission to return.

[Away Team]: We're on our way. However…

[CAPCOM]: Yes?

[Away Team]: We're not sure if our findings have anything to do with the Builders. Shouldn't we explore deeper layers of the planet?

[CAPCOM]: It's your call. We're satisfied, but… The captain always expects more, you know.

Gain 1 . Discard the Mission card.

If the following box is unmarked, mark it and resolve its text:

☐ Find Mission **M41** and place it in the Mission slot on the Planet board.

LOG 352

Visitors' World: Research Note #108

We swam far from the Visitors' outpost in this water world, although we only found a deposit of rare minerals. There were neither flora nor fauna, and no signals but those emitted by the outpost.

If the following box is unmarked, mark it and resolve its text:

☐ Gain 4 *Mineral* Leads.

LOG 353

Stories from Underwater – a Memoir of a Deeply Terrifying Exploration

Kurma frolicked, enjoying the vast, empty space. It was a horrifying sight – the monstrous bulk thrashing about, threatening to accidentally crush anything nearby.

Gain 1 *Live Specimen* Lead.

You may to move *Kurma* to a chosen connected Sector.

LOG 354

[CAPCOM]: The anomaly is predicted to strike in ninety seconds.

[Away Team]: And what should we do?!

[CAPCOM]: Have good faith, I think? But seriously, disable flight assist and prepare for anything.

If your Lander has at least 5 and 5 , go to **Log 368**. 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 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 368**. Otherwise, go back to step 2.

	Heavy Rain	**Endure** Each Crewmember 5 reduced by .
	Sudden Gravity Oscillation	Choose one: » **Maneuver** **If is 4 or more**, each Crewmember 2 . **Otherwise**, each Crewmember 6 . » **Stay on Course** **If is 4 or more**, each Crewmember . **Otherwise**, each Crewmember 2 .
	Anomaly	Choose one: » **Let It Happen** **If is 5 or more,** each Crewmember 3 . **Otherwise**, each Crewmember gains a *Wounded* Injury. » **Protect Yourself** Return all Personal Equipment cards to "Armory." Open the Ship Book at page **19** (*Hangar* cardholder) and flip the Lander card representing your current Lander to the Damaged side (unless it is a Basic Lander).
	Clear sky	**Fly On** Nothing happens.

LOG 355

"We shot Dahl dead, but Dr. Corey also got hit. She died at our hands, apologizing for everything she did on Dahl's orders. We didn't get much time to say our goodbyes – Dahl's marines soon blew up the door and began to pour into the laboratory. We had to flee."

Mark box **E** in **Log 930**. Then, go to **Log 346**.

LOG 357

"Dr. Corey died, an accidental victim of a futile gunfight. Dahl skilfully used her body as a shield, buying herself a couple of crucial seconds – our low-powered bullets, weak enough not to pierce the hull of the ship, couldn't harm her. Soon, her marines crashed into the lab. We had to flee, defeated and demoralized."

Mark box **E** in **Log 930**. Then, go to **Log 501**.

LOG 358

If the marker on the *Re-Origination Beam* Threat card is placed in the "Fast" space, move it to the "Slow" space. Otherwise, move it to the "Fast" space.

LOG 359

Personal Journal

As we pondered our next move, I heard exhaustion in my friends' voices. I imagine I sounded exactly like them. Fortunately, the message from *Vanguard* offered us salvation.

"Your equipment isn't adapted to underwater exploration. We advise immediate extraction. However, the captain says that if you feel up to it, you may want to wait for a while until we drop you a pod with tools for underwater exploration. It's up to you. What do you think?"

Well, my first thought was that the captain could go [FILE CORRUPTED].

All players discuss and choose one. In case of a tie, the Science Section player makes the final choice:

» **Immediately leave the planet** – Move all Crewmembers to the Lander Sector, discard the Mission card (if it's still on the Planet board), and go to **Log 223**.

» **Wait for the drop and continue exploration** – Each Crewmember and rolls . Continue the Planetary Exploration.

LOG 360

- Place all Mods from the Lander board in the "Awaiting..." envelope.
- Move all Discoveries from the Lander board next to the slot on the Planet board indicated as "Lost Discoveries."
- Discard the marker from the Supplies track.
- Move the Rank-Up card and all on the Lander next to the indicated slots on the Planet board.
- Open the Ship Book at page **19** (*Hangar* cardholder) and flip the Lander card representing your current Lander to the Damaged side (unless it is a Basic Lander).
- The Lander board should now be empty – return it to the box and discard the Lander standee from the Planet board. Your Lander is destroyed and Lift-Off is no longer possible!
- Reset the Lead bag, returning all Lead tokens there.
- Any new Discoveries you gather from now on in this Planetary Exploration should be placed directly on your Crew board – Crewmembers may use Discoveries placed next to their Crew boards as if they were in the Lander.
- Go to **Log 487**.

LOG 361

"We tried to only hit Major Dahl, but it wasn't easy. She fired back without remorse and with deadly accuracy."

Players will now perform a special check using their dice and Crewmembers. Any dice used in this check will be unavailable for any further checks. Depending on your choices, you may face several more checks in this part of the story.

Perform the following steps:

- First, all players may decide to roll any number of their Section dice.
- Then, all players choose any number of Available Crewmembers with a or or converter from their hand and place them in the Roll Pool.
- Count the number of , , or results in the Roll Pool. Then, add **1** point for each Crewmember in the Roll Pool. You need **8 or more** points to pass this check. Players may roll additional dice and assign additional Crewmembers until they are satisfied with the result.
- Remove all dice in the Roll Pool from the game. For each Crewmember in the Roll Pool, roll one Injury die. If you roll 1 or 1 , remove this Crewmember from the game. Players return any other Crewmembers to their Available Crewmembers.
- If there are no more Available Crewmembers left, go to **Log 810**. Otherwise:

If you have 7 or fewer points: Go to **Log 357**.

If you have 8 or more points: Add **1 marker** in the Victory Pool and go to **Log 355**.

LOG 362

Reminder: If there's no Lander in this Sector, you cannot leave the planet!

Captain's Log, Entry E-0808

Edan was not without its beauty, I'll give it that. And I can only imagine it in its prime days, shrouded in blue seas, teeming with life. It's a testament to the hubris, the foolishness of Edan's people that the destruction they wrought on the planet remains now for us to discover. But Edan isn't lifeless. We found signs of life, some fossilized and ancient, others living, breathing things. There's water beneath Edan, and creatures living in its depths. Despite the failings of its people, the planet continues to live, although in a different way.

I'm glad our team is off Edan, away from the thunder of meteorites slamming into the planet's surface again and again. But I'll admit – I won't soon forget what we found there. Just like I won't stop wondering: do we place too much faith in the Builders? We now know they were not infallible. It was their technology that doomed the very thing they tried to create on this planet. As we get closer and closer to fully understanding their science, I can't help but wonder whether something like that could one day happen to Earth.

Mark the topmost unmarked box and resolve its text:

☐ If the **R20** Research Project (*Subspace Physics*) is in "Research Projects," move it to the "Awaiting..." envelope. Otherwise, mark and resolve the box below.

☐ Gain 1 and 1 *Alien Tech* Discovery.

Go to **Log 990**.

LOG 363

Away Team's Private Channel

[Operative 1]: I found a crack in the structure. I'm onto something!

[Operative 2]: Proceed with caution. We can't be sure--

[Operative 1]: Whoa! This… [noise]

[Operative 3]: She disappeared!

[Operative 1]: [Noise]… inside. Paths like from Escher's worst nightmare.

[Operative 2]: Are you alright?

[Operative 1]: Yes. This place is brimming with… [noise]. They are calm, they ignore me. There are tons of tiny portals!

Replace the POI in this Sector with card **P378**.

LOG 364

Take one Crewmember from the "Light or Medium Injuries" slot in the Medbay cardholder of the Ship Book (pages **33-34**). Place their card in the appropriate Available Crew slot.

LOG 365

Visitors' World: Research Note #106

There was nothing around the base but dead plankton. We assume that it had been destroyed by the energy leaking from the Visitors' outpost.

Gain 1 *Microorganism* Lead.

LOG 366

Chief Xenologist's Journal

Fortunately, the Away Team managed to save the planet. Many think it was just a simple infection that would affect only a small part of the biome. Wrong! This was the first time we'd witnessed an adversarial reaction between two distinct types of DNA (or, to be more precise, DNA and a structure similar to it). So far, we've only met life made by the Builders – the same origin and principle. Meanwhile, the flora and fauna here was something that grew and evolved on its own! Native life of this part of the galaxy, so to speak. We couldn't simply destroy it.

Replace with card **P141**.

LOG 367

Recon Preliminary Report

It was an absurd mission! The atmosphere of this piece of ugly rock is filled with corrosive vapors and spores. The first probe was damaged almost immediately – the shielding was scraped while entering the atmosphere, and the fumes did the rest.

The second one was prepared more carefully (Why didn't Science tell us from the start we should use our best materials?) and somehow survived all the burning, melting, and tumbling. It landed in a pile of gunk. Everything around it was covered in strange fungi – no naked rocks or soil. It took a little effort to unglue the probe from the surface and lift it off, but we managed. And now Science is gonna take all the glory for studying those overgrown mushrooms. Where can I file a complaint?

If the following box is unmarked, mark it and resolve its text:

☐ Move card **A26** (*Biofabricator*) from "Lander Mods" (Card Tray B) to the "Awaiting..." envelope.

Then, gain 1 *Strange Flora* Discovery and move it to "Gathered Discoveries."

LOG 368

☐ **A** ☐ **B** ☐ **C**

- If boxes **A**, **B**, and **C** are marked, go to **Log 384**.
- If only boxes **A** and **B** are marked, go to **Log 373**.
- If only box **A** is marked, go to **Log 389**.
- If none are marked, go to **Log 373**.

LOG 369

If you have Unique Discovery **34** (*Slimy Fruit*), go to **Log 374**.

Otherwise, read on:

Away Team Exploration Log

Even though recliners seem harmless, caution is still advised. They have some menacing qualities – like their long claws – but they only use them to access the pulp of local fruits. When we try to approach, they retreat into a dense jungle, avoiding contact. They seem interested in our actions and observe us from a safe distance. We should try our luck with the ones we met in the vicinity of our lander.

Gain 1 *Live Specimen* Lead.

LOG 370

If your current Objective is **O06**-**O11** nothing happens – continue the game. Otherwise, read on:

"Not Alone Anymore: The Story of First Contact," Book Excerpt

Our host still waited by the lander, in the shade of a small palanquin, immovable like a rock…

Count the number of boxes marked in **Log 905**. If there are **3 or more** marked boxes, and Mission **M123** (*Understanding*) is still revealed, go to **Log 397**. Otherwise, players discuss and choose one:

» **Review our findings about the Idemians** – Read the marked entries in **Log 905**.
» **Carry on** – Continue the game.

LOG 371

All players discuss and choose one (in case of a tie, the Security Section player makes the final decision):

» **Stop the Arrogators from destroying the pods** – This will make completing your primary mission on time harder. Place the **P238** card in your Sector, if it's not there yet. Then, continue the game.
» **Order your crew to protect the pods** – Choose any number of Available Crewmembers from your Section (and other Sections, if their players agree). These Crewmembers may die fulfilling your orders! Go to **Log 436**.
» **Ignore the pods and let someone else handle this** – Take 10 random cards from "Recruits" (Card Tray B) and remove them from the game. Lower Morale in the Bridge cardholder (Ship Book page **3**) unless it is already Very Low. Continue the game.

LOG 372

It is impossible to fail the second Exploration of the campaign. Ignore the new Injury card and Injury die and continue the game.

Note: Be careful. On any subsequent planets, gaining a fourth Injury will instantly end your mission in failure.

LOG 373

[CAPCOM]: Captain has an additional request for you. If you have enough supplies and time, you should investigate the source of the anomalies we're detecting on this planet.

[Away Team]: Any leads?

[CAPCOM]: It seems it's located somewhere southwest in the mountains – or at least that's what Science claims. Try starting in your immediate surroundings first.

[Away Team]: [Laughter]

[CAPCOM]: What?

[Away Team]: In front of us, we now have a local specimen looking like a guy stretched out on a couch after a day's work. Oh, and here are more of them. Look roughly similar

to Earth's sloths. *Vanguard*, is it true that the team who discovers a species may suggest its codename?

[CAPCOM]: Correct.

[Away Team]: Let's call these little guys "recliners."

[CAPCOM]: …

Open the Planetopedia at pages **18-19** (*Cousin*). Place a random Mission **M91** on the Planet board – this is your main mission. Place Mission **M90** below – it's the optional captain's request.

Open the Ship Book at page **24** and perform the "Begin Planetary Exploration" procedure.

LOG 374

Away Team Exploration Log

We lure one of the creatures with the oozing fruit – its hunger and curiosity seem stronger than fear. We have an opportunity to test the creature's intelligence; we're still not sure how evolved it is, but we can certainly tell the recliners are at least as intelligent as corvids or parrots. They use simple tools, such as umbrellas made of leaves to shelter themselves from heavy rain or scorching sun.

The specimen we're studying starts showing concern – it looks like any mammal mother who realizes that her child is missing. It sniffs around a pair of recliners' tracks, leading in different directions. It can't decide where to go, so it lies down and falls asleep. Strange creature. Nevertheless, it may be wise to investigate these tracks.

Gain 1 *Live Specimen* Lead. Place card **P001** on top of any cards in this Sector. Place card **P212** on top of any cards in Sector **3** and place card **P213** on top of any cards in Sector **1**.

LOG 375

Dimensional Technology Research Log

Analyzing this data without succumbing to madness, or doubting my own senses is… difficult. I know I'm trailing away from the scientific discourse, but how can I feel when I just reached through my body into my past? How can I describe and explain the fourth and fifth dimensions? I haven't seen them (they have no length or width), but… I felt them? I visited many impossible places. Among them – a different planet, filled with old wrecks of hulking war machines. I was sure I made these travels only in my delirious mind, but when I came back to my senses, I held a piece of an ancient warstrider in my hand.

[Chief Psychologist's note]: The rest of the log was erased by the author. The author underwent psychiatric therapy and now feels better. The artifact mentioned in the diary turned out to be an extremely valuable piece of Arrogator navigational console. We cannot explain how it wound up in the author's possession.

Gain Unique Discovery **38** if you don't have it already. Then, mark the topmost unmarked box and resolve its text. If all boxes are marked, resolve the bottom one.

☐ Gain 1 and 2 Leads of any type. Go to **Log 144**.

☐ You may to gain 2 Leads of any type.

LOG 376

After-action Report 75D

The shortest route to our destination led through the Torpor Chambers – a long section of the ship filled with small pods where the remaining five thousand of Vanguard's crewmembers dreamt, submerged in a quiet drug-induced slumber. Arrogator heavy infantry was there, in their bulbous heavy suits, their thick mechanical arms ripping the pods apart. It was the first time I'd seen them up-close. They moved in methodical, machine-like fashion. I immediately began to doubt whether these were living creatures or just another type of automated war machine this aggressive race hides behind.

The human victims who survived being ripped out of their chambers shivered on the ground, dying from the shock of sudden awakening.

We had to do something!

Go to **Log 371**.

LOG 377

If Mission **M130** is revealed go to **Log 380**. Otherwise, read on:

Away Team's Private Channel

[Operative 1]: There's no escape now. We must endure!

[Operative 2]: …

Roll all your Injury dice. If you roll either 1 and 1 OR 2 , the Crewmember dies: remove them from their Rank sleeve and return all their dice to their Section Compartment and your Equipment to "Armory." The Planetary Exploration continues without you.

If you roll anything else, continue the game.

If that was the last Crewmember, go to **Log 309**.

LOG 378

The field of debris left by the exploding Arrogator cruiser may still hold something valuable…

Mark the topmost unmarked box and resolve its text. If all boxes are marked, nothing happens.

☐ Gain Unique Discovery **8** and 2 *Mineral* Leads. If Unique Discovery **8** is not present in the Unique Discovery slot (it was already gained during this Exploration), gain 2 *Alien Tech* Leads instead.

☐ Gain 2 *Mineral* Leads and 2 *Alien Tech* Leads.

☐ Gain 1 *Mineral* Lead and 1 *Alien Tech* Lead.

LOG 379

Field Research: HR 5730 D/21

The crystal tightly surrounds the plants' roots, blocking access to soil. Most of the plants wither; however, some of them manage to break through the crystal and survive. It's just like we expected.

The trees are a fascinating case, especially the older ones. Their external tissues are mostly dead matter, and the crystal "expands" onto them, turning the trees into a strange amalgam of living tissues intertwined with crystalline slivers.

If the following box is unmarked, mark it and resolve its text:

☐ Gain 2 *Mineral* Leads and 1 .

LOG 380

CVR Audio Data

[Pilot]: Come on!

…

[Pilot]: Just a little further!

[Navigator]: Even if you somehow motivated our AI, your sweetest words and encouragement won't make us fly any faster.

[Lander's AI]: I cannot be motivated. I always work with maximum achievable efficiency.

…

[Pilot]: Finally, we're approaching the LZ! The touchdown will be rough. The hangar guys won't like what I'm about to do with the lander.

- Open the Ship Book at page **19** (*Hangar* cardholder) and flip the Lander card representing your current Lander to the Damaged side (unless it is a Basic Lander).
- Go to **Log 477** and mark the box next to the letter A without reading the actual Log. Then, open the Ship Book at page **25** (*Leaving the Planet*) and begin Ship Management.

LOG 381

CVR Audio Data

[Pilot]: Come on!

…

[Pilot]: Just a little further!

[Navigator]: Even if you somehow motivated our AI, your sweetest words and encouragement won't make us fly any faster.

[Lander's AI]: I cannot be motivated. I always work with maximum achievable efficiency.

…

[Pilot]: Finally, we're approaching the LZ! The touchdown will be rough. The hangar guys won't like what I'm about to do with the lander.

Congratulations!

You've completed this Planetary Exploration!

- Discard all Mission cards.
- Open the Ship Book at page **19** (*Hangar* cardholder) and flip the Lander card representing your current Lander to the Damaged side (unless it is a Basic Lander).
- Open the Ship Book at page **25** (*Leaving the Planet*) and begin Ship Management.

LOG 382

Check if the chosen Crewmembers fulfill **any** of the following criteria:

- The sum of their **Ranks** is **3 or more**.
- At least one of them is from the **Security** or **Recon** Section.
- At least one of them has a or or Convert Ability on their card.

If they do, move these Crewmembers to "Resting Crew" and remove 2 markers from the Enemy Advantage slot.

If they don't, the Crewmembers die completing their task. Place them in the indicated "Casualties" slot under the Planet board and remove 1 marker from the Enemy Advantage slot.

LOG 384

Known Space – a Pocket Guide, Excerpt

HR 5730 C is a beautiful planet, a Cousin of our Earth. If you have the opportunity to visit this dying world, you should. It evokes melancholy and scratches the itch for familiarity. And there's still so much to research, explore, and discover…

Open the Planetopedia at pages **18-19** (*Cousin*). Place a random Mission **M91** on the Planet board – this is your main mission.

LOG 385

[CAPCOM]: How's your investigation?

[Away Team]: Nothing but fresh recliner droppings. We must have followed a local connoisseur on his way for slimy fruits.

[CAPCOM]: Understood. Don't waste any more time.

[Away Team]: We didn't waste it. We have secured ample samples of droppings.

[CAPCOM]: I believe just one small sample would be OK.

[Away Team]: You don't know these Science guys. They're weird.

Gain 2 *Live Specimen* Leads. Discard card **P213** (*Tracks…*).

LOG 386

"We tried to talk some sense into the marines, but they proved loyal to Dahl. They felt that the previous approach dictated by the captain and his Section Leaders wasn't getting the mission anywhere. By contrast, Major Imara was finally getting things done…

Soon, the talks were over, and the shooting began."

For each Available Crewmember, roll one Injury die. If you roll 1 , remove this Crewmember from the game.

If there are no more Crewmembers left, go to **Log 810**.

Otherwise, go to **Log 491**.

LOG 387

Conversation Excerpt

[Operative 1]: It's coming! Something's wrong with the gravity here.

[Operative 2]: Well, we had time to prepare…

[Operative 1]: The wo-orld is up-upside-d-down!

Each Crewmember 6 reduced by 1 for each marker on the Global Condition card. Discard all markers from the Global Condition card. Then, discard this Global Condition card.

LOG 388

There's no lander and no transporters to evacuate us from this impossible world. We're on our own.

Roll all your Injury dice. If you roll either 1 and 1 OR 2 results, the Crewmember dies: remove them from their Rank sleeve and return all their dice to their Section Compartment and your Equipment to "Armory." The Planetary Exploration continues without you.

If you roll anything else, continue the game.

If that was the last Crewmember, place the Mission Failed token next to the Ship Book. Discard all Discoveries from the Found Discoveries slot except for Unique Discovery **18** (if you've gained it). Then, open the Ship Book at page **25** (*Leaving the Planet*), and begin Ship Management.

LOG 389

[Captain Wayman]: It's the captain speaking. Don't let the Shardfly distract you too much. You have a more important mission.

[Away Team]: Roger that. Should we deal with it if we still have time to spare?

[Captain Wayman]: I hope you will. Recliners seem to fear the crystalline specimen – maybe you will learn more about them if you help them.

[Away Team]: We're on our way then.

[Captain]: Good luck, Away Team.

Open the Planetopedia at pages **18-19** (*Cousin*). Place a random Mission **M91** on the Planet board – this is your main mission. Place Mission **M90** and **M92** below – it's the captain's optional request. Place the *Scintillating Shardfly* Threat card in the designated spot above the Planet board. Place the *Scintillating Shardfly* standee in Sector **2**.

LOG 390

Away Team Exploration Report 1/G

We set up the charges in the tunnels below the cannon and hid at a safe distance. In the void, we didn't hear the blast, and the carbon strands of the structure dampened the vibration so well that at first we thought the charge had malfunctioned. Only when we traced our way back to the surface, we noticed that the alien gun was gone, together with a wide swathe of the surface.

A light was seeping out from the deep hole in the ground. We approached carefully and found its source. The blast punched right through the structure! And within it, encased in a shell larger than our solar system, rested an old sun, surrounded by debris…

Place card **P108** in Sector **3**.

If you're using Quickstart rules, go to **Log 940**.

If you're playing the Tutorial, read on:

Tutorial
Take the top card from Tutorial Deck **A** (Mission card **M02**) and remove it from the game – you won't need it anymore. Then, go to **Log 940**.

LOG 391

Away Team Exploration Log

We enter the crystalline area. We hear something – buzzing and screeching. Then, some crystalline shards lift up from the ground in front of us, as if they were alive. They pick up a young recliner and head west. We decide to follow, the erratic movements of the animal's tail making us feel sorry for the youngling.

Discard card **P212** (*Tracks…*). Place card **P214** atop any cards in Sector **6**.

LOG 392

Private Journal
- Excerpt from the Science Section Archives

Ignorant people from other Sections thought these large, organic-looking seeds were eggs, and were afraid to handle them. They calmed down only when preliminary tests revealed the samples' plant origin.

But to be frank, I'm not sure whether it's a plant – everything here is so different from what we know. There's no DNA to sequence here: a different type of organic molecule stores this organism's genetic information.

At least now we know not all life in this part of our galaxy came from the Builders.

LOG 393

[Away Team]: [Static] even deeper…

[CAPCOM]: I can't understand you.

[Away Team]: What? [Static] back u—

[CAPCOM]: Still can't hear you! Are you alright?

[Away Team]: …

[CAPCOM]: Are you there? Damn…

[Away Team]: Can you hear us now?

[CAPCOM]: Finally! Yes!

[Away Team]: The cave system is vast and deep. We only checked its very first part.

Gain 1 . Replace the POI in this Sector with card **P142**.

LOG 394

[CAPCOM]: It's enchanting…

[Away Team]: Oh! You startled me, *Vanguard*. I always forget you see what we see.

[CAPCOM]: Sorry, I was thinking aloud. I love these steles. They are different, yet familiar. They remind me of the Rosetta Stone.

[Away Team]: Please, be quiet. We must scan this thing and secure samples. It is a very delicate process.

[CAPCOM]: …

Discard **O17** Secondary Objective (*Into the depths*) from the "Bridge" Section of the Ship Book (or the "Awaiting..." envelope if it's still there).

Discard card **P202** (*Buried Stele*) from Sector **2**. Then, place card **P203** atop other cards in Sector **2**. Mark box **A** at the start of **Log 260** without resolving this Log.

Then, go to **Log 55**.

LOG 395

Away Team Private Channel

[Operative 1]: The last batch is loaded. We're ready.

[Operative 2]: Wait… I'll recheck the perimeter.

[Operative 1]: Okay, but be quick. It would be good to leave before the next anomaly.

[Operative 3]: You're going to look at trees again?

[Operative 2]: You got me. I just miss Earth.

[Operative 1]: You all have three minutes to feel that drizzle on your skin. Then we're leaving. And don't even think about taking off your masks.

- Discard Unique Discovery **34** if you have it.
- Go to **Log 990**.

LOG 396

Choose any number of Available Crewmembers from your Section (or other Sections, if their players agree) who will join the mission to fight the Arrogators. These Crewmembers may die in the process! Then, go to **Log 382**.

LOG 397

Check the box on top of **Log 259**. If it's not marked, go to **Log 428**. If it is marked, go to **Log 433**.

LOG 398

A Tale of Swaying Tails; Read to Children
by Lt. Granger

A dozen recliners bustle at the lake's shore, sheltering their eyes from random flashes of light. They throw sticks and stones at a strange crystalline creature that spins around and buzzes like a fly – a scary shardfly! They try to drive the monster away to help their drowning relative. Unfortunately, this doesn't work. The only thing they achieve is a synchronized dance of angry swaying tails. The motion becomes slower as they realize they will certainly fail, and their friend will perish.

Then, a small yet brave group of warriors from another planetary system appears to help them – boasting "V," the Vanguard's symbol, on their suits. They make the crystalline monster flee. And as it flies, they jump into the lake to help the poor, soaked recliner. The heroes deserve a break, but they can't rest yet. They have a world to save.

Gain 1 .

Place Mission **M92** next to Mission **M90**. Place the *Scintillating Shardfly* Threat card in the designated spot above the Planet board. Place the *Scintillating Shardfly* standee in Sector **2**. Replace the POI in Sector **1** with card **P215** and replace the POI in Sector **5** with card **P216**. Discard card **P214** (*Commotion*) from Sector **6**.

Then, go to **Log 368** and mark the box next to the letter **A** without reading the actual Log.

LOG 399

- Turn to page **3** of the System Maps book (*TOI-2*).
- Use the Current System bookmark of the System Maps book to mark the *TOI-2* system page (**3**).
- Continue Ship Management.

LOG 400

☐ If this box was already marked, go to **Log 399**. Otherwise, mark this box and read on:

Captain's Log, Entry D-211

As we sped toward the closest system marked on the Builders' star map, *Vanguard* launched an FTL probe back toward Earth to relay all the knowledge we'd gathered so far. However, it may take years before it reaches our homeworld, and the mission might be long concluded before we receive any answer.

We're truly alone now, barrelling into the unknown – the farthest human-made object in the galaxy. We only have ourselves to count on. I've ordered the Section Leaders to prepare their crews for anything. We nearly lost one full Away Team. I do not want to repeat the same mistakes. After all, who knows what awaits us at our new destination?

Congratulations! You've made your first space voyage!

- Go to page **3** of the System Maps book (*TOI-2*).
- Use the Current System bookmark of the System Maps book to mark the TOI-2 system page (**3**).
- Go to **Log 300**.

LOG 401

Muspelheim Research Log

Liquid lead is pumped into the cavities of the derelict's hull. It leaks through many fractures, but still works as effective protection from the radiation.

- If the current Global Condition is *Solar Flare* – Place Global Condition card **G17** on top of the current card.
- Otherwise – Refresh 1 .

LOG 402

[Fireteam Alpha, Operative 1]: We're now reaching the main concourse. I see a lot of fire and smoke!

****** Horrified Screams ******

[Section Leader]: Several missiles have hit the hull near the nose of the ship. The automated systems are working at peak capacity to contain the damage.

[Fireteam Alpha, Operative 1]: There's a full-blown panic here! The crew is running around like headless chickens. I see no officer in charge.

[Fireteam Alpha, Operative 2]: Should we intervene? This is the main route to the bridge – it would be good to organize a defensive perimeter.

[Section Leader]: It's your call, Fireteam Alpha. Remember: your prime directive is to beat back the enemy assaults. If you try doing everything yourself, you may run out of time.

In this mission, you will often stumble into critical situations on ISS Vanguard. You will be given a choice to either solve the crisis yourself, assign some of your Available Crew to do it, or ignore the crisis and ask the bridge crew to deal with it.

Every task you agree to perform yourself will set up a new POI card representing the situation somewhere on the board. If you do not attend to the situation, it will deteriorate. Trying too many things at once may cause you to fail at your main objective – with severe consequences for your campaign.

- Everytime you assign a Crewmember to solve a crisis, they may die. Depending on the situation, Crewmember Ranks, Section, or even a Converter symbol on their Crewmember cards will determine whether all assigned Crewmembers live or die as a group. In general, the more (and more experienced) Crewmembers you assign, the safer they are.
- Everytime you choose to ignore a crisis, Vanguard will receive a considerable penalty.
- Now, it's time to make your first choice. Go to **Log 409**.

LOG 403

"*ISS Vanguard* was back in our hands, the Section Leaders were free, but the struggle was not over yet. While we were busy wrestling with Major Dahl, the situation within the system deteriorated rapidly. Only now that we were in complete control of the ship could we see how bad things got.

By now, other races within the Eye already knew that our lander managed to escape the pull of the Thorne-Zytkov object and return to *Vanguard*. Some even had scans proving we brought some piece of Builders' tech back with us. And even if they didn't, the automated messages the Eye was constantly beaming to all ships, asking them to 'enter and claim' have ceased. It was obvious that humans solved the Builders' riddle – and everyone wanted a share of the spoils.

Leaders of some alien vessels presented elaborate arguments why we should share the Builders' tech. Others offered only crude threats. On the Vanguard's bridge, surrounded by countless flashing screens and incoming messages, we had to make a difficult decision that would change the fate of the entire galaxy…"

Open the Ship Book at Page **41** (Add-on Facility Cardholder). For each Planet card with the keyword "Allied," "Colony," "Embassy," "Conquered," "Military Base," or "Supply Raids," add **1 marker** to the Victory Pool.

Go to **Log 465**.

LOG 405

Security Recording, Hangar Bay #3

"Adapt it to our landers. It's perfect!"

"Impossible. We can't understand this technology."

"So you're saying that we have a perfect solution to our landing problems, but we won't be able to use it?"

"Nothing like that. We cannot 'adapt it.' There's no way to disassemble or copy this object without breaking it. Instead, we just strapped it to the hull as it is, and hooked it up with Lander controls. Wanna test it?"

If the following box is unmarked, mark it and resolve its text:

☐ Move card **A17** (*Adaptive Thrusters*) from Lander Mods (Card Tray B) to the "Awaiting..." envelope.

Then, you may Assign 2 Rank 3 Crewmembers to gain 1 .

LOG 406

Xenology Department Report TA-52

During their stay in the city, our Away Team inspected several house-like structures. Their measurements and observations led us to some early conclusions:

- The Idemian houses were all identical on the outside, suggesting a society where equality is deeply ingrained.
- However, inside, the room layouts were very different. The houses also contained different assortments of memorabilia and samples from many other planets. We believe most Idemians travel to other worlds at least once in their lifetime – and the memories of these worlds are an important part of their identity.
- The dating of dust and residue inside some of the houses showed that they only ever had one occupant, and that they had not been visited in years. This not only shed some light on the family structure of Idemians, it also showed us they spend most of their time away from these 'cities' and only come back on special occasions. The fact that the contents were left undisturbed, even though the houses weren't locked was equally telling.
- Many of the houses contained extremely specialized tools and workstations, manufacturing spaceship components and computer parts. Some had small production lines, where components made elsewhere would be then connected to larger sections. While it sounds incredulous, Idemians somehow managed to manufacture all of their technology in a fully decentralized network of highly trained artisans and specialists.

Replace the card in your Sector with **P279**.

If the following box is unmarked, mark it and resolve its text:

☐ Gain 1 .

Mark box **E** in **Log 905** and read its text.

LOG 407

Many of those we helped get back to the bridge were beyond saving. But some, after patching them up, insisted on taking up arms and heading back into the fray of the smoke-filled decks.

Gain 1 .

Replace card **P237** (*Carnage*) in your Sector with card **P002**.

LOG 408

***ISS Vanguard* Cantina Security Recording**

[Voice 1]: Ah, these creatures are delightful. Each of them looks like me after a few pints.

[Voice 2]: Or right after you wake up.

[Voice 1]: Oh, shut up! Anyway, I'm glad they're letting us watch this mission in real time.

[Voice 2]: Wait! Something's happening! How can they move that fast?!

[Voice 1]: See, my spirit animals!

[Voice 2]: It looks like some creepy Aztec ritual.

[Voice 1]: Their tails sway like those white creeps from Moomins…

[Voice 2]: Well, let's not forget we're looking at alien life here.

[Voice 2]: But we do share some DNA. They're not really "alien." They're more like our weird, slobbering cousins.

Gain 1 . Discard the Mission card (**M91**).

LOG 409

All players discuss and choose one (if you cannot agree, the Security Section player makes the choice):

» **Stop the panic and build the defenses yourself** – This will make completing your primary mission on time harder! Place the **P231** card in your Sector, if it's not there yet.
» **Order your crew to stop the panic and build the defenses** (requires at least one Available Crewmember card) – Choose any number of Available Crewmembers from your Section (and other Sections, if their players agree). These Crewmembers may die fulfilling your orders! Go to **Log 474**.
» **Ignore the panic and let someone else handle the situation** – Lower the Morale in the *Bridge* cardholder (Ship Book page 3), unless the Morale was already Very Low. Add 2 markers to the Enemy Advantage Slot. Then, go to **Log 461**.

LOG 410

Chat Conversation

[Anonymous]: Fire, darkness… I can't sleep.

[Rubi]: Who are you?

[Anonymous]: I still remember darkness. Skittering things.

[Rubi]: ???

[Anonymous]: Wounded, we ran. Exhausted, we escaped.

[Anonymous]: Air - musty. Muscles - burning.

Rubi blocked Anonymous.

Place the Mission Failed token on the Lander board and discard all non-Unique Discoveries from the Lander board. Open the Ship Book at page **25** (*Leaving the Planet*) and begin Ship Management.

LOG 411

If Mission **M130** is revealed, go to **Log 380**. Otherwise, read on:

CVR Audio Data

[Lander's AI]: Automated message: Lander's systems and artificial intelligence are rebooting.

[Pilot]: Solar flares, damn them!

[Navigator]: You can pilot this damned thing manually, you know!

[Pilot]: I know, yes. But it's too dangerous. Let's use this time to make the most out of the derelict.

LOG 412

First Contact Archive,
Away Team Report Excerpt 14B

Then we stumbled into a blind alley with identical blocky houses on both sides tempting us with their open doorways that led into cool shadows…

All players discuss and choose one (if you cannot agree, the Science Section player makes the choice):

» **Enter one of the houses** – Go to **Log 406**.
» **Retrace your steps** – Continue the game.

LOG 413

- Place card **P237** (*Carnage*) in your Sector, unless it is already there.
- If the sum of your chosen Crewmembers' **Ranks** is **2 or more**, progress the green track on card **P237** by one. If it's **4 or more**, progress this track by two instead.
- For every chosen Crewmember from the **Recon** or **Science** Section, progress the green track on card **P237** by two.
- For every chosen Crewmember who has a , , or converter on their Crewmember Card, progress the green track on card **P237** by two.

If the marker on the green track has reached the Outcome: roll 3 Injury dice for each chosen Crewmember. If you roll either 1 and 1 OR 2 , the Crewmember dies: place them in the "Casualties" slot next to the board. After all rolls are finished, place the surviving Crewmembers in "Resting Crew" (Card Tray B).
Then, go to **Log 407**.

If the marker on the green track didn't reach the Outcome: your chosen Crewmembers failed to reach their objective and died: place them in the "Casualties" slot next to the board. You must send another team to finish the work! Go to **Log 452**.

LOG 415

Away Team Exploration Report 1/H

The thick, armored panels were easy to detach,fortunately. With the turret's machinery exposed, it became even more apparent that it was a piece of a much cruder, different technology than the rest of the sphere. This, coupled with the fact that the turret had forcefully dug itself into the sphere with long claws, led us to conclude the turret was left by some other race who discovered this sphere a long time ago.

Whoever made it, it is clear they wanted to prevent other species from studying this place.

It's good we disabled the cannon before the rescue team - or *Vanguard* itself - entered its firing range…

Go to **Log 425**.

LOG 416

Away Team Exploration Report 61/C

The holes belch flame and exhaust gasses that turn this place into a furnace. We can't move any closer! But it seems the mound mites hate the heat even more than we do. They do not dare approach, making it the only safe — if uncomfortable — place to rest.

Replace the POI in this Sector with card **P075**.

LOG 417

[CAPCOM]: I'm sending coordinates of the area where the oxygen levels dropped due to recent fires. Be prepared for extreme turbulence and low visibility. Good luck, Away Team.

If your Lander has at least 5 and 5 , go to **Log 419**. 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 a Danger die and apply the effect corresponding to the rolled result in the table below and proceed to the next step. If more than one option is available, choose one (you cannot choose an option that 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 on the Landing track isn't on the "Landing Successful" space, go back to step 2; if it's there – you have landed successfully: go to **Log 419**.

MICROMETEORITES

	Flash Fire!	Choose one: » **Extinguish** Each Crewmember gains a *Burned* Injury. » **Cut off the Cargo Hold** Lose 5- Supplies.
	Turbulence	Choose one: » **Stabilize** Return 2 random Equipment cards to "Armory." » **Ignore** Each Crewmember must 5 , reduced by .
	Thick Smoke	**Navigate through smoke** Each Crewmember must 5 , reduced by .
	Optimal Trajectory	**Follow the Trajectory** **If is 4 or more**, progress Landing track by 1.

LOG 418

Anonymous Memoir

I write it here as a warning: I don't want to think about this place more than I must. The tunnels twist endlessly, and with them, my mind. The light of my flashlight was devoured by creeping darkness, something invisible stalked me the entire time. Something whispered in my ear. Do not enter the depths of the mossy planet — they are home to horrors beyond our perception.

Resolve the top unmarked box and mark it. If all boxes are marked, resolve the bottom one.

☐ Gain 1 and 1 *Mineral* Lead.

☐ Gain 1 *Mineral* Lead.

☐ Lose 1 Supplies. Gain 1 and 1 *Alien Tech* Lead.

☐ Gain 2 *Mineral* Leads.

LOG 419

Open the Planetopedia at pages **6-7** (*Matchstick*).

Roll a D10. If you rolled:

- **0–4**: Find Mission **M40**, reveal it, and place it in the Mission slot on the Planet board. Go to **Log 115**.
- **5–9**: Find Mission **M42**, reveal it, and place it in the Mission slot on the Planet board. Go to **Log 53**.

LOG 420

Away Team Exploration Report 1/H

Fortunately, the base of the turret wasn't armored as heavily as its top. Our small, controlled detonations made quick work of the emplacement. With the turret's machinery exposed, it became even more apparent that it was a piece of a much cruder, different technology than the rest of the sphere. This, coupled with the fact that the turret had forcefully dug itself into the sphere with long claws, led us to conclude the turret was left by some other race who discovered this sphere a long time ago.

Whoever made it, it is clear they wanted to prevent other species from studying this place.

It's good we disabled the cannon before the rescue team - or *Vanguard* itself - entered its firing range…

Go to **Log 425**.

LOG 421

Captain's Log, Entry D-215

I won't lie, that ancient war machine, buried deep under the surface of the planet, caught us by surprise. From now on, we need to expect more surprises like this one. The technology was unmistakably identical to the defensive emplacements built around the Eye of the Void. Whatever the Builders' plan was, this younger race does its best to make sure no one can follow up on it. Who knows how powerful they are, and how many systems they control? Having such a warlike species in our part of the galaxy fills me with unease — just like the fact that each piece of their technology we found so far seemed millennia-old. If they could build things like that ages ago, who knows how powerful they are now?

The codename our science team has for them is the 'Arrogators.' An apt name, considering they seem to be hell-bent on claiming every world for themselves. Let us hope they haven't already claimed half of the galaxy…

Congratulations! You've completed this Planetary Exploration!

If you're on Everstorm, open the Ship Book at page **25** (*Leaving the Planet*) and begin Ship Management.

Otherwise, go to **Log 990**.

LOG 423

Open the System Maps book at Page **7** (*Iota Pegasi*).

LOG 424

The ancient machinery connected to the panels flickers and almost immediately begins to wane. The power coupling you've just installed begins to smolder — it won't last long!

If you're playing the Tutorial, read on. Otherwise, go to **Log 450**.

☐ Mark this box. If this box was already marked, go to **Log 450**. Otherwise, read on:

Tutorial

Take the top card from Tutorial deck **A** (Global Condition card **G01**) and place it face up on the Global Conditions slot in the bottom right of the Planet board.

Global Condition cards like **G01** contain effects that influence the entire Planet board. They also contain the effect of the Travel icon that changes with each new card. Please note that the Travel icon effect is now different than it was on the previous card – from now on, Traveling will require a Dice Check.

This card contains a Time Track. Read the "Time Tracks" rules in Chapter II of the Rulebook. Then continue reading here.

The Time Track on **G01** represents the time that the power is on. Once the Time token reaches the end of the track, the power goes out again, discarding **G01**. At this point, you will be back to your original, printed Global Condition.

Hint: You may always go back to Sector **7** to switch the power back on.

Place POI card **P106** in Sector **6**. As the power circulates through the structure again, an ancient terminal has awoken.

Take a look at the Special Effects of the "Access the Console" Special Action. You gain progress on the green track by rolling the depicted icons. However, remember that Special Effects are resolved from top to bottom. Therefore, before resolving any dice with those icons, each pair of green and blue dice rolled will progress the red track, so avoid rolling both green and blue dice together.

LOG 425

[Away Team, Operative 1]: *Vanguard*? This is the Away Team! We regrouped and got rid of the cannon that brought down our lander. No casualties. Any ETA on the rescue team?

[SAR Mission Pilot, Sergeant Marquez]: We're already on our way, Away Team. ETA, 36 hours. Hold on tight.

[CAPCOM, Sergeant Nahy]: Do you have enough supplies to last that long, Away Team?

[Away Team, Operative 1]: Yeah, lucky for us, most of the stuff in the lander survived. We'll be cutting it close on the oxygen, but we should be fine.

[CAPCOM, Sergeant Nahy]: Excellent. You can proceed with your mission then.

[Away Team, Operative 2]: Please repeat, *Vanguard*. You want us to keep searching this place?

[CAPCOM, Sergeant Nahy]: Of course. There's nothing else you can do for now and we still need to know more about the structure before *Vanguard* gets too close. The scans you've provided indicate there's some sort of a room within the sphere - near your location - filled with what looks like some alien technology. Take a look and see what you can make of it.

[Away Team, Operative 1]: Copy that, *Vanguard*. Proceeding with the mission.

If you're not playing the Tutorial, go to **Log 492**. If you're playing the Tutorial, read on:

Tutorial

Take the top card from Tutorial deck **A** (Mission card **M03**). Replace your current Mission card with card **M03** and read its text.

LOG 426

Anonymous Protest

I know that it is sometimes impossible to study alien life outside our laboratories, but Cousin's specimens are almost sentient beings! I cannot stay quiet about ripping those creatures from their peaceful environment and caging them in Vanguard's cargo bay! Remember all the old movies about UFOs abducting cows? That's us right now! Please, I think we should make more effort to study animals in their habitat without, you know, kidnapping them.

Gain 1 . Discard the Mission card (**M91**).

LOG 427

After-action Report 57

That's when we've heard this godawful, slurping sound. As if someone was choking on a bucket of jello. We turned the corner and found three flight deck engineers with pipes and wrenches surrounding a lone Arrogator. They managed to knock it to its knees and smash open its bulbous helmet. I thought that for the first time that I'd see one of them up-close. Yet, inside was just another machine, submerged in some sort of organic slime. Heavy blows fractured its metal skull, letting out a tangleweb of luminescent fibers. Even though the creature was clearly synthetic, its eyes and gestures seemed to indicate it's in ultimate agony.

Choose one:

» **Let the crew have their fun with the creature** – Continue the game.
» **Chase them away and let the creature die in peace** – and mark box **B** in **Log 935** and continue the game.

LOG 428

[Idemian Host]: …

[Vanguard AI]: Good. You now understand. You now know what we had to observe. You were too much like our past. You serve intangibles. You build mental constructs and then sacrifice real things on their altars. You make thoughtless decisions based on simple models built in your lazy brain. Many of us said you were too dangerous to deal with, but most recognize your potential, after witnessing your actions. The Cabal has decided. Make space.

[Away Team]: Wait, you want to ride with us? To *Vanguard*?

[Idemian Host]: …

[Vanguard AI]: I spoke to humans more than any living Idemian. The Cabal appointed me a new trade. I am now The One Who Speaks to Humans. Take me to your Cabal. We will speak. We will trade our resources and craftsmen for your technologies and knowledge. If you have anything else to do here, be quick about it. I will wait for you in your spacecraft.

Mark box **A** in **Log 910**.

Discard the Optional Mission **M123** (*Understanding*). You may also discard any other Mission cards that are still revealed, unless you wish to finish them.

Hint: You have secured the help of the Idemians! However, you may stay on the planet to complete any other objectives – or look for its Builders' stele if you haven't found it yet.

LOG 429

Mark the topmost unmarked box and resolve its text. If all boxes are marked, resolve the bottom one.

☐ Go to **Log 273**.

☐ Nothing happens.

LOG 430

☐ Mark this box. If this box was already marked, go to **Log 423**. Otherwise, read on:

Captain's Log, Entry D-485

Ten minutes ago, *Vanguard* began decelerating to subluminal cruise speed, some 0.2 light-years away from the WT-7 system. As usual, the bridge was instantly flooded with data. All the information that couldn't reach our ship as it rode on the Alcubierre wave immediately caught up with us. On top of that, all our systems started sending automated reports.

The bridge should be a hornet's nest now, with everyone busy at their stations. This time, it was quiet as a tomb.

We immediately saw it: a scintillating crystalline star orbiting WT-7's sun, right where a planet should be — a field of debris left by a dying world out of which the crystal burst.

The gravity of this discovery wasn't lost on the Bridge Crew. When we visited Pellucid, we took the crystal for a freak accident, likely caused by the civilization that lived there. Now, we knew it wasn't a one-off incident.

Someone was purposely destroying worlds from the Builders' list — a list that included planet Earth.

Go to **Log 423**.

LOG 431

Mark the topmost unmarked box and resolve its text. If all boxes are marked, resolve the bottom one.

☐ Go to **Log 434**.

☐ Go to **Log 437**.

☐ Go to **Log 439**.

LOG 432

Observation Report

Space debris in close proximity to the anomaly behaves in an unexpected manner. Instead of scattering randomly, it forms complex geometric structures. Additionally, our probes detect a disorder in the second law of thermodynamics.

In my opinion, we should send a crewless explorer with lab equipment to study this phenomenon, even if it would cost us time and resources.

If the following box is unmarked, mark it and resolve its text:

☐ Move card **E72** (*Entropy Reversal Field*) from "Unavailable Equipment" to "Armory."

Then, you may discard 2 to gain 1 .

LOG 433

Check the number of boxes marked in **Log 905**. If there are **4 or more** marked boxes, go to **Log 428**. Otherwise, read on:

[Idemian Host]: …

[Vanguard AI]: You learned a great deal. But you also performed actions that troubled and saddened us. We still need to learn more about each other.

Continue the game.

LOG 434

Inventory Check, LCS-17 D

Fossilized flora in a shape resembling a miniature tree stump. Teeth marks (resembling human dentition) are all over the surface.

Gain 1 and 2 *Strange Flora* Leads.

LOG 435

[Away Team]: It's finally… dead?

[CAPCOM]: Good to hear. I hope another anomaly like it won't appear again.

[Away Team]: So do we, believe us.

[CAPCOM]: Anything else to report?

[Away Team]: Nope.

[CAPCOM]: So--

[Away Team]: Wait! Some Recliners just appeared here and… it looks like they want to show us something.

Discard *Scintillating Shardfly* and its Threat card.

Discard Mission **M92**. Replace the POI in Sector **4** with card **P217**. Then, go to **Log 368** and mark the box next to the letter **B** without reading the actual Log.

LOG 436

- Place card **P238** (*Torpor Chambers*) in your Sector, unless it is already there.
- If the sum of your chosen Crewmembers' **Ranks** is **2 or more**, progress the green track on card **P238** by two.
- For every chosen Crewmember from the **Security** or **Recon** Section, progress the green track on card **P238** by two.
- For every chosen Crewmember who has a , , or converter on their Crewmember Card, progress the green track on card **P238** by two.

If the marker on the green track has reached the Outcome:
roll 3 Injury dice for every chosen Crewmember. If you roll either 1 and 1 OR 2 , the Crewmember dies: place them in the "Casualties" slot next to the board. After all rolls are finished, place the surviving Crewmembers in "Resting Crew" (Card Tray B). Then, go to **Log 502**.

If the marker on the green track didn't reach the Outcome:
your chosen Crewmembers failed to reach their objective and died: place them in the "Casualties" slot next to the board. You must send another team to finish the work! Go to **Log 371**.

LOG 437

Inventory check, LCS-17 D

Brittle seaweed-like flora that fluoresces in the visible spectrum and UV. It's covered with a crust of sulfides. Traces of formic acid can be found at the rims of burnt areas.

Gain 2 *Strange Flora* Leads.

LOG 438

[Away Team]: It's dead.

[CAPCOM]: Great news!

[Away Team]: We're not sure if it was the same creature that attacked us, though. There might be more of them.

Flip the *Apex Predator* to its *Gathering Predators* side. Discard the *Apex Predator* standee from the board.

If the following box is unmarked, mark it and resolve its text:

☐ Gain 1 *Live Specimen* Discovery and 1 .

Then, gain 1 Supplies.

LOG 439

Inventory Check, LCS-17 D

An ice block with traces of phytoplankton inside.

Annotation:

Most of the recent discoveries look like this - the site was wiped clean. We don't expect anything as exciting as the "tree stump" anymore.

Gain 1 *Strange Flora* Lead. Replace the POI in this Sector with card **P192**.

LOG 440

If there's an *Arrogator Behemoth* Threat on the Planet board, or if the box in **Log 970** is marked, go to **Log 445**.
Otherwise, go to **Log 444**.

LOG 441

Personal Journal

The tunnel was long, but it had several air pockets where swimming recliners could catch a breath. When I finally emerged from the water, I recoiled with fear. Hundreds of recliners, their tails high and swaying, surrounded a tall monument - a stele. But it was different from the others I've seen: more eroded, sparking and buzzing, dangerous.

One of the recliners, its fur painted ocher, approached the stele with a steel rod in its claws. The metal made contact with the stele's surface. I had a bad feeling about it, as I noticed several piles of molten metal around the monument.

Then, all recliners started a strange dance - their tails moved faster and faster, they hummed a strange, screeching note. Then, the artifact shined - the air changed, warping the light and distorting the sight. A powerful electric arc touched the rod, and the recliner burned immediately, transformed into a pile of smoking ash. I observed no panic, though - it seemed like a deliberate, self-sacrificial ritual.

"Away Team, what's happening," Corporal Coetz said. "We're receiving a strong signal on Black Knight's wavelength. What are you doing!?"

I didn't respond, as the scene left me speechless. Much later, I learned that the signal the stele sent was probably a request for maintenance - or at least that's what Engineering determined.

Gain 1 . Gain 1 *Alien Tech* Discovery. Discard Mission **M90**. Replace the POI in Sector **7** with card **P218**. Then, go to **Log 368** and mark the box next to the letter **C** without reading the actual Log.

LOG 442

[Away Team]: *Vanguard*? I have an update on the lake.

[CAPCOM]: I hear you.

[Away Team]: A variety of species lives there, many of them are almost evolved enough to leave the water. Some have gas bladders adapted to absorb oxygen, some have flippers partially adapted to walk on land.

[CAPCOM]: We can learn a little more about evolution! Could you compare them to Earth's lungfish?

[Away Team]: It's outside my expertise.

[CAPCOM]: I will pass your data on to our researchers. Anything more?

[Away Team]: We need permission to examine the lakebed. Our sensors are onto something.

Gain 2 *Live Specimen* Leads. Replace the POI in this Sector with card **P219**.

LOG 443

Away Team Exploration Log

The signal is weak, but it gets stronger as we near the reef - or however we should call these strange corals. We point our directional sensors at it, and they give us the approximate position of the stele (or another source of a similar signal). Now we must get to it somehow. I hope we don't devastate this place in the process…

Discard card **P198** from this Sector. Then, place card **P202** on top of the other cards in Sector **2**.

Go to **Log 260** and mark the box next to the letter **B** without reading the actual Log.

LOG 444

Mark the topmost unmarked box and resolve it. If all boxes are marked, resolve the bottom one.

☐ Go to **Log 510**.

☐ Go to **Log 19**.

LOG 445

Mark the topmost unmarked box and resolve it. If all boxes are marked, resolve the bottom one.

☐ Go to **Log 421**.

☐ Go to **Log 444**.

LOG 446

Complaint Form #74

As you can see on the attached, timestamped video, the Away Team acts rashly – they ignore the fact that if the ecosystem on this planet is similar to Earth's, the cold-water corals are rare and delicate organisms. They cause significant damage. They could spend a little more time planning a more careful and less destructive approach. I suggest this Away Team should be reprimanded for their unprofessional acts.

Lose 1 . Go to **Log 394**.

LOG 447

After-action Report 75D

When we reached that part of the ship, the battle had already died down. Our security team fought off the invaders, but at a steep cost. The floor was strewn with the dead and the dying, with no one left to care for them.

We knew we had no time to lose, but we couldn't simply leave them there…

Go to **Log 452**.

LOG 448

If Mission **M34** is revealed, the Evac is impossible – continue the game (ignore the fourth Injury card and die).

Otherwise, place the Mission Failed token on the Lander board and discard all non-Unique Discoveries from the Lander board. Open the Ship Book at page **25** (*Leaving the Planet*) and begin Ship Management.

LOG 449

Muspelheim research log

Pockets of vacuum in the hull slow down the overheating of the interior. The isolation layer slowly degrades due to heavy derelict damage.

- If the current Global Condition is *Heat Storm* – Place Global Condition card **G17** on top of the current card.
- Otherwise, Refresh 1 .

LOG 450

If Global Condition card **G01** is on the Planet board, reset its Time Track.

If Global Condition card **G01** is not on the Planet board, place it in the indicated Global Condition slot on the side of Planet board.

If card **P106** (*Strange Console*) is in Sector **6**, nothing happens. Otherwise, place the POI card **P106** in Sector **6**. As the power circulates through the structure again, an ancient terminal has awoken.

LOG 451

Not Alone Anymore:
The Story of First Contact book excerpt

We looked upon the main district of the city. Squinting our eyes against the larger of two suns, we studied its monotonous vista: identical square houses, and a grid of identically looking streets as far as the eye could see. We knew that once we entered them, it would be easy to get lost. The only unique point in the city center seemed to be very far in the distance: a large space between identical buildings, maybe a plaza. Once we enter the dark alleyways, it will be all but invisible…

Place card **P279** in this Sector.

LOG 452

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

» **Stabilize and evacuate the wounded** – This will make completing your primary mission on time harder! Place card **P237** in your Sector, if it's not there yet. Then, continue the game.

» **Order your crew to stabilize and evacuate the wounded** – Choose any number of Available Crewmembers from your Section (and other Sections, if their players agree). These Crewmembers may die fulfilling your orders! Go to **Log 413**.

» **Ignore the wounded and let someone else handle them** – Lower the Morale in the Bridge cardholder (Ship Book page **3**). If the Morale was already Very Low, nothing happens. Continue the game.

LOG 453

Xenoarchitectural Studies

This brief footage shows a tall colonnade, each pillar casting dark shadows on the metallic walls. The columns have different shapes and are placed with an unsettling asymmetry so that the shadows make geometrical shapes, changing with the movement of the light source. They guide eyes toward intricate machinery occupying most flat surfaces…

Replace the POI in this Sector with card **P294**.

LOG 454

Find Mission cards **M120**, **M121**, and **M122**, and then reveal them so that all players can see and read their text. Then, all players discuss and choose any option that's not yet marked. If you cannot agree, the Recon Section player makes the choice. If all boxes are marked, resolve the bottom one.

☐ **Choose to fully explore the seemingly empty city-like structure** (*Holy Cabal*) – Go to **Log 605**.

☐ **Choose to locate the sunken Stele signal** (*Deeper Truth*) – Go to **Log 619**.

☐ **Choose to gather discoveries and study the pilgrims who roam the arid flats surrounding the city** (*The Cradle*) – Go to **Log 731**.

LOG 455

****** Engine noise ******

****** Beeping alerts ******

[Away Team, Operative 1]: We've reached TZO's escape velocity. Null Field operating at peak capacity. The Lander is holding, but barely.

****** Engine noise ******

[Away Team, Operative 2]: OK. The worst part is behind us — time to let the old cap'n hear the good news.

[Away Team, Operative 1]: Go ahead. I made some bets before leaving, and I want them to know I'm coming back to collect.

****** Engine noise ******

[Away Team, Operative 2]: CAPCOM? This is the Away Team. We did it. We've cracked the vault! We're bringing back things you wouldn't believe.

****** Static ******

[Away Team, Operative 1]: *Vanguard*, do you hear us? Weird… No answer.

[Away Team, Operative 1]: We're still very close to the sun. Maybe there's too much interference?

[Away Team, Operative 2]: When flying in, we maintained contact all the way through to the edge of the photosphere. No. Something must have happened.

[Away Team, Operative 1]: I think I have an idea what. I'm bringing up the long-range radar screen.

[Away Team, Operative 2]: No… This can't be! This is impossible!

If box **B** in **Log 910** is not marked, mark box **D** in **Log 930**.

If box **C** in **Log 910** is not marked, mark box **C** in **Log 930**.

- Return all Crewmembers to the "Resting Crew."
- Remove all cards, markers, standees, and tokens from the table – you won't need them anymore.
- Take Section dice from each Crew board and place them in front of a player controlling this Section. Then, remove all Crew boards from the table.
- Each player adds all Section dice from their Section Compartment to their dice on the table. This dice pool will be used throughout the ending to perform special, risky checks.

Place the closed Planetopedia face down in the middle of the table so that the "Victory Pool" slot is visible. Throughout this ending, you will be asked to add a number of markers to the "Victory Pool." This number reflects the state of Vanguard and its crew, determined both by decisions made in the campaign, and any decisions you make during the ending. Their final number affects the overall result of your campaign.

Now, count the number of Section dice each Section has and add the following number of markers to the Victory Pool:

1-8 dice per Section: **0 markers**

9-11 dice per Section: **1 marker**

12-13 dice per Section: **2 markers**

14-15 dice per Section: **4 markers**

Important: At this point, the only things on the table should be your Victory Pool, and all Section dice belonging to all Sections.

Now, check if the box in **Log 940** is marked. If it is, go to **Log 457**.
If it's not, go to **Log 459**.

LOG 456

Place the *Re-Origination Beam* standee in Sector **8**.

LOG 457

"When we left the Thorne-Zytkov Object, to our surprise, we discovered that *Vanguard* was not alone anymore. Many other ships of different races were floating in the system, including an Aerugon moth-shaped cruiser, scores of Idemian Scouts, and Targian frigates. There were also some other ships we couldn't even identify – they came from the parts of the galaxy we never got a chance to visit. The *Vanguard* itself looked much older and wearier than when we left it, its portside was marked with signs of some recent battle and a part of the outer ring was in repair. We could not comprehend how the situation could have changed so drastically during our mission. Soon, a cold, creeping feeling washed over us, as we realized there was only one possible answer.

More time than we realized had passed since we had descended onto the Thorne-Zytkov object. A time dilatation way beyond everything we could have calculated based on the object's gravity.

On its own, it wouldn't be so bad. However, during our first mission on the outer shell of the Eye of the Void, we damaged its cloaking capability. We thought it wasn't an issue. It would take years for the closest systems to detect its presence and years more for other races to reach the Eye. Yet, it happened. We were now watching the proof with our very eyes. The years *Vanguard* has spent traveling the stars, plus the time we have now spent in TZO, was enough for other races to learn of the Eye. With their presence, our situation was now much more complicated…"

Go to **Log 464**.

LOG 458

Go to **Log 533**.

LOG 459

"When we left the Thorne-Zytkov Object, we discovered to our surprise that *Vanguard* was not alone anymore. Some ships of different races were floating in the system, including a couple of Idemian scouts and an Aerugon moth-shaped cruiser. The *Vanguard* itself looked much older and wearier than when we left it. We could not comprehend how the situation could have changed so drastically during our mission. Soon, a cold, creeping feeling washed over us, as we realized there was only one possible answer.

More time than we realized had passed since we had descended onto the Thorne-Zytkov object. A time dilatation way beyond everything we could have calculated based on the object's gravity. This allowed all races who knew about *Vanguard* and its travels to discover TZO despite its cloaking, using their spies, diplomats, or technology. With their presence within the Builders' system, our situation was now much more complicated. We shuddered to think how bad the things would be if we had damaged the cloaking of the Eye way back, during our very first mission here…"

Add **3 markers** to the Victory Pool.

Go to **Log 464**.

LOG 460

You are about to begin the final Planetary Exploration of the campaign. It is recommended to bring your best Crewmembers for this mission. Regardless of the number of players, you will be allowed to take all four Sections on this Exploration. Do you wish to proceed?

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

» **No** – Go back to the first Starmap step of your Ship Book (page **5**) and continue Ship Management.
» **Yes** – Perform the following steps:

– Remove any revealed Situation cards from the game.
– Return any Energy, Command, and Success tokens to the Token bag.
– Return the Planetary Scanner to the box.
– Go to **Log 580**.

LOG 461

[Fireteam Alpha]: All routes to the bridge are now blocked and crewed with armed volunteers. It won't stop Arrogators forever, but at least the bridge is safer now.

[Section Leader]: Good work, Fire Team Alpha, now we can--

****** Loud explosions ******

Gain 1 .

Replace the card in your Sector with card **P232**. Go to **Log 506**.

LOG 462

Away Team Private Channel

[Operative 1]: Stop! What do you think you're doing?

[Operative 2]: Huh? Just a standard procedure when it comes to the steles…

[Operative 1]: Did you forget what happened to the evaporated recliner?!

[Operative 2]: Crap! I was so focused on the procedure…

[Operative 1]: We scan it from a distance and use drones to interact with it physically.

Mark the topmost unmarked box and resolve its text. If all boxes are marked, resolve the bottom one.

☐ Go to **Log 55**.

☐ Gain 2 *Alien Tech* Leads.

LOG 463

Mark the topmost unmarked box and resolve it. If all boxes are marked, resolve the bottom one.

☐ Go to **Log 485**.

☐ Go to **Log 494**.

☐ Go to **Log 498**.

☐ Go to **Log 551**.

LOG 464

"When we hailed *Vanguard*, the bridge crew was just as much in shock as we were. From their startled reactions, we quickly gathered that we were like ghosts to them, rising from the dead. So much time has passed since we departed for the Thorne-Zytkov Object that our names were now etched on the Vanguard's Memorial Wall and covered in dust.

When we asked for permission to dock, we were welcomed by a long silence. We found it suspicious, but – tired and in pain – all we could think of was our home. We landed in the empty hangar, our ship groaning and creaking from the strain it suffered during its mission. All the other landers were gone. As soon as we scrambled out, Major Dahl approached with a group of armed marines. In terse words, she informed us she is now in control of the *Vanguard*. We were to be locked up until further questioning. As the marines led us to the brig, we noticed our Section Leaders sitting idly behind bars – as surprised to see us alive as the bridge crew was.

Time passed. Without any form of contact with other cells, we could only guess what happened on the ship in our absence. The idly flowing hours and all the questions that swirled in our minds were driving us insane. Then, during one of the dog shifts, we heard a muffled scream and a thud. Soon after, Anu appeared on the other side of the cell's door. She let us out and informed us about everything that had happened on the ship since our departure.

She told us that after waiting weeks for our return, the Vanguard's officers finally decided that the Null Field concept was a failure. Instead of sending another Away Team to their deaths, *Vanguard* started to develop other technologies that would allow them to explore the Thorne-Zytkov Object, while the Earth's time was dwindling with new global catastrophes occurring every week. The morale suffered. There was growing unrest. Many began to doubt whether the path chosen by the captain and Section Leaders was right. Eventually, Major Dahl – who never accepted how the Captain decided to deal with intelligent races of this star cluster – led a successful rebellion. The Captain was locked up, just like all Section Leaders and all their loyal crewmembers."

Each player takes all Crewmembers (from "Resting Crew," Medbay, etc.) from their Sections and places them on the table in front of them. These are your Available Crewmembers. They will be used throughout the ending to perform special, risky checks.

Now, check your Morale in *Bridge* cardholder (Ship Book page **3**)

If it is Very Low: Each player removes from the game (at random) one Crewmember from each Section they control.

If it is High: Add **1 marker** to the Victory Pool.

If box **A** is marked in **Log 920**, go to **Log 475**.

If box **B** is marked in **Log 920**, go to **Log 539**.

LOG 465

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- **Ask Anu for an opinion** (only if box **A** in **Log 930** is **not** marked) – Go to **Log 467**.
- **Ask Thrall for an opinion** (only if box **D** in **Log 930** is **not** marked) – Go to **Log 469**.
- **Ask Deadspeaker for an opinion** (only if box **C** in **Log 930** is **not** marked) – Go to **Log 471**.
- **Ask Dr. Corey for an opinion** (only if box **E** in **Log 930** is **not** marked) – Go to **Log 478**.
- **Deny the alien requests and remain in control of the Builders' technologies** – Go to **Log 515**.
- **Accept the alien requests and share the Builders' technologies** – Go to **Log 965**.

LOG 466

Away Team Exploration Report 1945-G

Despite all odds, life appeared in this unlikely world. It took millions of years for an intelligent species to break the confines of their high-gravity planet and reach space. This long-lived, hard-working race of conical beings…

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- **Unified the galaxy, assimilating all other races and cultures** – Go to **Log 493**.
- **Conquered the galaxy, enslaving all other races** – Go to **Log 481**.
- **Decided not to interact with any other races and did their best to become invisible** – Go to **Log 486**.

LOG 467

"You must understand – we are wanderers by choice. As such, the laws of hospitality and equivalence are strong among us. Most Idemians believe that *Vanguard* has a debt of gratitude to pay to our people. They think your success would be impossible if we didn't restore your ship after your battle with Arrogators. They will not understand if you refuse to share the discoveries from the corestar. Many will decide to take justice into their own hands."

If you have **10 or fewer markers** in the Victory Pool, go to **Log 465**. Otherwise, read on:

"However, we did not survive that long in the galaxy by blindly throwing our lives away to fight any injustice. Your ship and crew are strong. You achieved a lot. My people will see and respect that. Many will not contest your choice, whatever it will be. I'm sure you'll find allies among other races as well."

Go to **Log 465**.

LOG 468

Go to **Log 533**.

LOG 469

"You – I mean WE – have fallen right into the trap of the Old Ones. Our fate is no longer our own. I told you it was foolish to pursue the riddle of the steles. My race – I mean, the Visitors – knew that if they passed this test, they would become a tool in the Builders' hands. Didn't the Builders tell you they'll steal your future? We refused to participate in the games of older, more powerful races. We didn't want our future stolen from us. You should follow our example. Destroy the Builders' legacy, even if it means you won't be able to save your homeworld. Earth was lost anyway, defenseless, out in the open, a plaything surrounded by older, more powerful races. Use what you know to write your own rules. To create a new home for yourselves. Destroy the Builders' legacy. Set yourself free, even if it costs you your planet."

Go to **Log 465**.

LOG 470

Captain's Log, Entry E-738

Soon after Thrall slid into the Visitors' dimension and right onto the bridge, spooking the bridge crew, it returned to the same place.

"I see no subspace marker," Thrall said, visibly distressed. "Silly whelps made it wrong. I don't know where to emerge. I'm sorry, Captain."

Perhaps we asked too much of our Away Team – working under duress in a damaged lander, on a piece of alien technology. There had to be some other way to save them…

Go to **Log 624**.

LOG 471

"Bah, a trivial question! It is you who unlocked the Builders' Vault. It is you who reached countless steles on all possible worlds. If anyone is strong enough to become the warden of this galaxy and bear the Builders' legacy, it is you. Let me answer these requests for you. I will show all these meddling pests some true Arrogator diplomacy."

If you have **8 or more** markers in the Victory Pool, go to **Log 465**. Otherwise, read on:

"Of course, given the pitiful state of your ship and crew, they will likely massacre us – but it will be a glorious last stand!"

Go to **Log 465**.

LOG 472

Edan Research #1

Cones of gypsum suggest that this area was once under the water – and its thickness indicates that there were at least thirty meters of saltwater over this particular area.

We searched for fossils that could confirm this theory, but there were none. Several researchers assume that it means there was no water-based life on this planet.

Mark the topmost unmarked box and resolve it. If all boxes are marked, resolve the bottom one.

☐ Gain 3 *Mineral* Leads.

☐ Gain 2 *Mineral* Leads.

LOG 473

- If Planetopedia is opened at pages **30-31** (*Arrogator Craftworld – Inner Core*) and you haven't saved it, do it now:

  If there is a Planet Record sheet for your current planet in "Recorded Planets" (Card Tray B), dispose of it.
  Important: *Arrogator Craftworld Outer Shell* and *Inner Core* should be saved on different Planet Record sheets.

  Then, take a blank Planet Record sheet and fill it in as follows:

  – Write the name of the current Planet at the top (the one on the Planet board).
  – Write the number of the Landing card that is currently in the Planetary Scanner.
  – For each Sector, write the number of any POI cards in that Sector. If there is more than one POI card, write the top one to the left. Mark if the Sector was Finished.
  – Write the number of each Unique Discovery still on the Planet board.
  – Write the name and Sector number of any Threats still on the Planet board. Then, return all Threat cards on the Planet board and their matching standees to the box.
  – Place the Planet Record sheet in "Recorded Planets" (Card Tray B).
  – Return all POI cards on the Planet board to "Points of Interest" (Card Tray A). Return all Unique Discovery cards on the Planet board to "Unique Discoveries" (Card Tray A). Return all Threat cards and their matching standees to the box.

- Open the Planetopedia at pages **28-29** (*Arrogator Craftworld – Outer Shell*).
- Open the Ship Book at page **24** and perform the "Begin Planetary Exploration" procedure.

LOG 474

- Place card **P231** (*Panicked Crowd*) in your Sector, if it's not there yet.
- If the sum of your chosen Crewmember's **Ranks** is **3 or more**, progress the green track on card **P231** by two.
- For every chosen Crewmember from the **Security** or **Engineering** Section, progress the green track on card **P231** by two.
- For every chosen Crewmember who has a or converter on their card, progress the green track on card **P231** by two.

If the marker on the green track has reached the Outcome:
roll 3 Injury dice for every chosen Crewmember. If you roll either 1 and 1 OR 2 , the Crewmember dies: place them in the "Casualties" slot next to the board. After all rolls are finished, place the surviving Crewmembers in the "Resting Crew" (Card Tray B). Then, go to **Log 461**.

If the marker on the green track didn't reach the Outcome:
your chosen Crewmembers failed to reach their objective and died: place them in the "Casualties" slot next to the board. You must send another team to finish the work! Go to **Log 409**.

LOG 475

"Major Dahl was sure that if *Vanguard* focused on military expansion instead of diplomatic efforts – if it subjugated other civilizations and pooled their efforts and resources, the mystery of the Builders' Vault would long be cracked, and the Earth – saved. With the Captain and Section Leaders in the brig, Major Dahl sent out squads armed with the latest technologies to do just that. Any opposition was driven underground and waited for the right moment. Now, our apparent return from the dead with the Builders' data, and the welcome Dahl gave us caused quite a stir among the crew. Anu decided to make a move – and sprung us out – hoping that together, we could retake *Vanguard*."

Add **1 marker** to the Victory Pool. Go to **Log 543**.

LOG 476

Check if Optional Mission **M123** (*Understanding*) is revealed.
If it is, go to **Log 791**. Otherwise, go to **Log 512**.

LOG 477

[CAPCOM]: Remember that your task is to explore the aerial area beneath the heavy layer of clouds. We've detected something unusual there but are still unsure what it is. The area is very dangerous. Take good care of your lander – your survival depends on it. Godspeed!

☐ **A**

If box **A** is marked or you are using *Waygate* Lander, go to **Log 725**.

Otherwise, go to **Log 634**.

LOG 478

"My god, I never knew it would come to this… I must say, I understand the position other alien races find themselves in. In their shoes, I would be doing all I could to get my hands on the Builders' legacy. But on the other hand, after 'Project Birthright' I probably know more about the Builders than anyone on this ship. They were SMART. They had it all figured out. If they asked us not to proliferate their technology, there must have been a good reason. Just imagine the terrible wars waged with its use: anomalies extinguishing entire suns, planets ripped inside out by subspace fields. I guess we should refuse to share anything until we have a firm grasp of the Builders' knowledge ourselves. And even then, I imagine some specific technologies could be too dangerous to spread around."

If you have **7 or more** markers in the Victory Pool, go to **Log 465**. Otherwise, read on:

"But theory is one thing. Let's be real. The ship and the crew are in a rough state now. If we oppose all these races, we may very well lose the battle. Then, the Builders' tech will fall into the hands of the most aggressive challengers. This is even worse than spreading it evenly!"

Go to **Log 465**.

LOG 479

If the box in **Log 922** or **Log 924** is marked, go to **Log 482**. Otherwise, read on:

"We later learned that Anu did not want to ambush or kill Dahl's marines. Instead, she met them with open arms and tried to dissuade them from serving their Major. But the grunts were loyal. They remembered well that *Vanguard* didn't achieve all that much when Captain Wayman and his Section Leaders were in charge. Almost

all of them believed the ship needed someone like Dahl if the Earth was to be saved. Realizing the futility of her words, Anu tried to slip away. They shot her without an eyeblink, her pale Idemian blood seeping through the grating on the floor and into the ship. Still, her sacrifice gave us enough time to run away."

Mark box **A** in **Log 930**.

Go to **Log 491**.

LOG 480

First Contact Archive,
Away Team Report Excerpt 17B

Perhaps the most startling of our discoveries on the planet was when we realized that the standing stones around us were not shaped by erosion. Close scans and inspections showed these were purposely raised obelisks, and the thin part near the bottom was worn down by the countless hands of pilgrims brushing against them for countless centuries, on their way to the navel. Rough estimations show this ritual site has been in use for at least 100,000 years, making the Idemian culture unbelievably old and resistant to change, at least by Earth's standards.

The navel itself had no real significance. Try as we could, there was nothing there. With the help of satellite imagery, we were only able to determine that the stone was at the furthest point from any other visible Idemian-made structure on the planet – as if loneliness and remoteness were the main reason for its existence…

Gain 1 . Replace the card in this Sector with **P000**, mark box **F** in **Log 905** and read its text.

LOG 481

Go to **Log 533**.

LOG 482

"We later learned that Anu did not want to ambush or kill Dahl's marines. Instead, she met them with open arms and tried to dissuade them from serving their Major. This gamble paid off. Many of them still remembered how much *Vanguard* gained and how big of an impact it had on the galaxy, thanks to the decision of Captain Wayman and his Section Leaders. The marines split into two factions and began a heated discussion. This gave Anu a chance to slip away and catch up with us in a safe hideout."

Add **1 marker** to the Victory Pool.

Go to **Log 491**.

LOG 483

CVR audio data

[Lander's AI]: The course is set. We'll reach *Vanguard* in seven minutes.

[Navigator]: Thanks, AI. Looks like I have nothing to do now but to admire the hell below. It's quite alluring from this height.

[Pilot]: Maybe. But I don't want to ever return here.

Congratulations!

You've completed this Planetary Exploration!

- Discard all Mission cards.
- Open the Ship Book at page **25** (*Leaving the Planet*) and begin Ship Management.

LOG 484

If the box in **Log 922** or **924** is marked, go to **Log 489**.
Otherwise, read on:

"We tried to talk some sense into the marines, but they proved loyal to Dahl. They felt that the previous approach dictated by the Captain and his Section Leaders wasn't moving the mission forward. Soon, the talks were over, and the shooting began."

Players now perform a special check using their dice and Crewmembers. Any dice used in this check will be unavailable for any further checks. Depending on your choices, you may face several more checks in this part of the story.

Perform the following steps:

- First, all players may decide to roll any number of their Section dice.
- Then, all players choose any number of Available Crewmembers with a , , or converter from their hand and place them in the Roll Pool.
- Count the number of , , , or results in the Roll Pool. Then, add **1** point for each Crewmember in the Roll Pool.
  You need **8 or more** points to pass this check. Players may roll additional dice and assign additional Crewmembers until they are satisfied with the result.
- Remove all dice in the Roll Pool from the game. For each Crewmember in the Roll Pool, roll one Injury die. If you roll 1 or 1 , remove this Crewmember from the game. Players return any other Crewmembers to their Available Crewmembers. If there are no more Available Crewmembers left, go to **Log 810**.

If you have 7 or fewer points: Go to **Log 386**.

If you have 8 or more points: Add **1 marker** to the Victory Pool and go to **Log 491**.

LOG 485

[CAPCOM, Sergeant Xiu]: Away Team, report. Come in, dammit!

[Away Team, Operative 1]: CAPCOM, we're reading you. Something just ambushed us down here.

[CAPCOM, Sergeant Xiu]: Report, Away Team — what was it?

[Away Team, Operative 2]: Some kind of spherical sentry, never seen anything quite like it.

[Away Team, Operative 1]: Looks like some of the constructs of this planet's native civilization managed to outlive it. We tried to put this thing down, but it retreated.

Gain 1 *Alien Tech* Lead and 1 *Live Specimen* Lead.

Place the *Ophthalmoid* standee in Sector **4**.

LOG 486

Go to **Log 533**.

LOG 487

[Captain Wayman]: This is the Captain. As you are likely well aware, I have no good news. We are preparing a rescue operation, but we can't risk losing another lander and another crew. We can't touch down anywhere near these creatures. The Evac Zone will be on top of your closest mound. I know, that's one heck of a climb. However, the creatures don't seem to be able to climb these surfaces, and we will be sending an unmanned probe with some supplies to help you reach this new Evac Zone. Supplies will land on the central plateau shortly. Move to intercept.

- Place all Crewmembers in Sector **3**.
- All Crewmembers Refresh all their dice and draw two cards. Flip all Turn tokens to their "Turn Available" side. Begin a new Round of Planetary Exploration.
- Make sure that and Rank-Up card are located next to indicated slots on the Planet board.
- Make sure all the Discoveries that are not currently on the Crew boards are located next to the Lost Discoveries slot.

IMPORTANT: If you don't find a way to retrieve your previous Discoveries from the Lander before the end of the Mission,
they will be lost!

LOG 488

Mark the topmost unmarked box and resolve its text. If all boxes are marked, resolve the bottom one.

☐ Go to **Log 273**.

☐ Nothing happens.

LOG 489

"We tried to talk some sense into the marines. Surprisingly, many were not too eager to raise arms against their former crewmates just because Major Dahl said so. They remembered how far the *Vanguard* got under the leadership of Captain Wayman and his Section Leaders, and so far, Dahl's approach did not compare favorably.

Some of the marines laid down their arms in protest. Their Sergeant tried to force them to comply, and a brawl soon broke out, allowing Anu to safely flee and join us in our hideout."

Add **1 marker** to the Victory Pool.

Go to **Log 491**.

LOG 490

Begin the landing procedure:

1. On the Lander board, place a marker in the starting space of the Landing track (indicated with an "S").
2. Roll the Danger die and apply the effect corresponding to the rolled result in the table below and proceed to the next step. If more than one option is available, choose one (you cannot choose an option that 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 on the Landing track isn't on the "Landing Successful" space, go back to step 2; if it's there – you have landed successfully: go to **Log 82**.

	Solar Flare	Choose one: » **Speed Through** **If the is 5 or more**, nothing happens. **Otherwise**, each Crewmember rolls . » **Evasive Maneuver** Lose 4 Supplies reduced by .
	Thermal Shock	Choose one: » **Ignore** Each Crewmember 4 reduced by . » **Change the Approach Vector** **If is 5 or more**, nothing happens. **Otherwise**, move the marker on the Landing track 1 space to the left.
	Damaged Fuselage	Choose one: » **Let the Lander Repair it** Each Crewmember 1 . » **Repair it Yourself** Each Crewmember rolls .

LOG 491

If box **A** is marked in **Log 920**, go to **Log 766**.

If box **B** is marked in **Log 920**, go to **Log 537**.

LOG 492

Find Mission card **M03** and place it face up in the Mission card space.

LOG 493

Away Team Exploration Report 1945-H

The history of this powerful, promising race was cut short, as something horrific began to happen. It was…

All players discuss and choose one (in case of a tie, the Engineering Section player makes the final decision):

» **An invasion of space-borne parasites that devoured entire suns** – Go to **Log 497**.
» **An even larger empire from neighboring galaxies that decided to eliminate them** – Go to **Log 549**.
» **A Universal Phase Shift that threatened the entire matter of the known universe** – Go to **Log 552**.

LOG 494

[Away Team, Operative 1]: Damn! That was close.

[CAPCOM, Sergeant Xiu]: What happened? Do you need help?

[Away Team, Operative 1]: We're good. That thing escaped again!

[Away Team, Operative 2]: But we've managed to harvest a piece of it.

[Away Team, Operative 1]: It has both mechanical fragments and biological tissues. It's far more advanced than our attempts at merging flesh with technology.

[CAPCOM, Sergeant Xiu]: Be careful. I hope you get it for good next time.

Gain 2 *Alien Tech* Leads and 2 *Live Specimen* Leads.

Place the *Ophthalmoid* standee in Sector **5**.

LOG 495

Leaving this planet is impossible due to extreme weather conditions!

LOG 496

Exploration Log 14/77-A

This district contains nothing but burned out shells of buildings. Their architecture is utilitarian to the extreme, with no sign of structures which could be classified as cultural or ceremonial in purpose. Most of the walls that still stand have remains of what can only be propaganda materials. Their blunt messages are understandable even for other species: this galaxy is ours!

We wonder if the grand hall looming in the distance would be any different. Our scouting drones found out that one of the ruins might have contained a replication plant, similar to the one found on the outer shell of the Craftworld. Further study might shed more light on the Arrogator's manufacturing technologies.

Each Crewmember Refreshes 1 . Replace the card in this Sector with card **P327**.

LOG 497

Go to **Log 533**.

LOG 498

[CAPCOM, Sergeant Xiu]: I don't like this silence. Please, tell me you're alright!

[Away Team, Operative 1]: It's ok. We're resting. The machine is no longer a threat.

[Away Team, Operative 2]: Dead as a dodo.

[Away Team, Operative 1]: That's what I meant. However, bad news - there might be more of those constructs in the area.

[CAPCOM, Sergeant Xiu]: Sentries? What do they guard?

[Away Team, Operative 2]: Probably the whole planet. We were probably considered pests or another threat to the ecosystem. The machines were probably tending the planet or something like that.

[Away Team, Operative 1]: Or we might be totally wrong, and they were war machines.

[CAPCOM, Sergeant Xiu]: Take some samples with you. We'll study them later.

Gain 1 *Alien Tech* Discovery.

Discard the *Ophthalmoid* standee and its Threat Card.

LOG 499

Edan Research #2

There was sea life here, after all. And there are still seas - but they're hidden in vast cave systems several kilometers under the surface. Waters brim with primitive life: microorganisms, cnidarians, and shellfish.

We still have many questions. How many species have gone extinct since the catastrophe? How much have they changed to adapt to subterranean life? Do members of the civilization that once ruled this world still live somewhere underground?

Mark the topmost unmarked box and resolve it. If all boxes are marked, resolve the bottom one.

☐ Gain Unique Discovery **25** (if you already have it, gain 1 instead).

☐ Gain 2 *Microorganism* Leads.

LOG 500

Captain's Log, Entry D-349

Distracted by the broken planet and crystalline structure, we've failed to notice that the local star is a flare sun! As the light from the solar flare reaches the crystal, it begins to respond, emitting waves of its own blinding light and bursts of radiation. The result is catastrophic.

Each Crewmember immediately performs the Dice Check described below, in any order.

/	Nothing happens.
	Gain a *Wounded* Injury.

After each Crewmember performs this Dice Check, discard your Global Condition card.

LOG 501

"Once again, we were in hiding, Dahl's marines were scouring the decks for us. We knew time was against us – sooner or later, we would be caught…"

Players will now perform a special check using their dice and Crewmembers. Any dice used in this check will be unavailable for any further checks. Depending on your choices, you may face several more checks during this part of the story.

Perform the following steps:

- First, all players may decide to roll any number of their Section dice.
- Then, all players choose any number of Available Crewmembers with a , , or Convert Ability from their hand and place them in the Roll Pool.
- Count the number of , , , or results in the Roll Pool. Then, add **1** point for each Crewmember in the Roll Pool. You need **8 or more** points to pass this check. Players may roll additional dice and assign additional Crewmembers until they are satisfied with the result.
- Remove all dice in the Roll Pool from the game. Return all Crewmembers to Available Crewmembers.

If the final score is 7 or fewer: Go to **Log 513**.

If the final score is 8 or more: Go to **Log 491**.

LOG 502

Gain 1 .

Replace card **P238** (*Torpor Chambers*) in your Sector with card **P002**.

LOG 503

[Dr. Corey]: That's it, Captain. We shouldn't come any closer, or we'll trigger another ambush.

[Captain Wayman]: Alright, Doctor. Are the scanners picking anything up?

[Dr. Corey]: The stele signal is coming from this small Arrogator vessel in the middle of the asteroid field. The one with large radio arrays.

[Captain Wayman]: You think they could keep the steles inside?

[Dr. Corey]: No. This was most certainly a decoy, meant to lure explorers like us to their deaths.

[Captain Wayman]: Alright. Nothing more to see here, I guess. Let's skirt past this area and get back to our mission!

Continue the game.

LOG 504

Note: Accessing this Log required Bridge Upgrade **B03** *(Long Range Detector Array)*. If you don't have it, go back to the System Maps book and make another choice.

☐ If this box was already marked, go to **Log 503**. Otherwise, mark this box and read on:

[1st Lieutenant Steensen]: We're approaching the signal cluster, but the asteroids still obscure the source.

[Dr. Corey]: I don't like that, Captain. Why would the Builders leave that many steles in such a barren, lifeless place?

[Captain Wayman]: I know, Doctor. But we can't afford to ignore the signal. It could boost our research by decades, and the clock is ticking for all of Earth. I have everyone and everything on high alert. We should be okay…

[1st Lieutenant Steensen]: Captain, we have a visual. The signal is coming from this moon-sized object.

[Dr. Corey]: Look at these bulbous parts, Captain. This looks too much like Arrogator technology. We should—

[1st Lieutenant Steensen]: It's powering up… and launching interceptors!

[VANGUARD AI]: Warning! Unidentified objects on collision course.

[Captain Wayman]: Begin evasive maneuvers! Let's get out of here!

[1st Lieutenant Steensen]: Captain, more signatures incoming — from starboard and port.

[Captain Wayman]: Missiles?

[1st Lieutenant Steensen]: No. These look more like… transport ships.

[Captain Wayman]: Battle stations! Battle stations! We're about to be boarded!

Your Away Team is about to take part in the defense of their ship.
Warning: This will be a full-sized Exploration, ensure you have plenty of time to play this surprise mission. When you're ready to proceed, go to **Log 75**.

LOG 505

The power in the structure goes out!

- Return card **P106** (*Strange Console*) to the pile of POI cards (any markers on the card are discarded).
- Discard Global Condition **G01** (place the discarded Global Conditions in a pile to the right of the Planet board for easier access). The Global Conditions card printed on the board is revealed again.

LOG 506

****** Loud Explosions ******

[Captain Wayman]: This is your Captain speaking! We're now speeding away from the enemy fleet using the full throttle of our engines. Unfortunately, one of the enemy cruisers was able to catch up with us and its missiles hit the bridge. We have many casualties, but we're still operational. Beware of sudden impacts in your area. If you have no full emergency suit, find a safe, pressurized space and stay there!

- Place card **P241** in Sector **8**.
- Open the Ship Book at page **3** (*Bridge* cardholder) and check if there is card **B10**, if it is there, progress the green track on card **P241** (*Arrogator Cruiser*) in Sector **8** by two.
- Place the *Bombardment* Threat card in the designated slot above the Planet board and place the *Bombardment* standee in Sector **8**.
- Place the Time token in the first slot of the *Bombardment* Threat card Time Track – do not resolve it.
- Place Optional Mission card **M103** next to the Planet board and read it.

LOG 508

CVR Audio Data

[Navigator]: Multiple systems not responding! Do something!

[Pilot]: I'm doing what I can!

1. On the Lander board, place a marker in the starting space (indicated with an "S") of the Landing track.
2. Roll the Danger die and apply the effect corresponding to the rolled result in the table below and proceed to the next step. 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 483**. Otherwise, go back to step 2.

DESPERATE FLIGHT

	Servomotor Malfunction	**If the is 4 or more**, nothing happens. **Otherwise**, go to **Log 381**.
	Nav Module Down	**If the is 4 or more**, nothing happens. **Otherwise**, go to **Log 381**.
	Engine Failure	**If the is 4 or more**, nothing happens. **Otherwise**, go to **Log 381**.
	Falling Apart	**If the / / is 5 or more**, nothing happens. **Otherwise**, discard 1 or 1 Discovery from the Lander board.

LOG 509

Captain's Log, Entry D-721

I think even Doctor Corey was surprised by the effectiveness of our new Stele Detector Array. As soon as we brought it online, it picked up several small stele signatures from the surrounding systems — and also one big enough to turn the heads of everyone on the bridge.

At first, we thought this to be a fluke, a teething problem of the system. But the more we looked into it, the more it became certain: there was an entire cluster of several steles, not far from our current star system.

Needless to say, it became our new priority target.

Congratulations! You now have a new Objective.

Vanguard is now able to study the *Stele Cluster Signal* signal in system *Kepler 831*. Move Objective card **O04** (*Treasure Trove*) from "Bridge cards" (Card Tray B) to the *Bridge* cardholder (Ship Book page **3**). Remove the previous Campaign Objective card from the game.

LOG 510

[Captain Wayman]: Congratulations, Away Team. Another job well done! Just so you know, we're preparing a welcome party once you're aboard.

[Away Team]: Much appreciated, Captain!

[CAPCOM, Sergeant Nahy]: What's your progress?

[Away Team]: We're about to finish our slingshot maneuver around the planet. It should launch us right into Vanguard's interception course. The current estimate is…

****** Loud noise ******

[LANDER AI]: COLLISION ALERT! BRACE FOR EVASIVE MANEUVER!

[CAPCOM, Sergeant Nahy]: Away Team! We lost your feed! What's happening?

[…]

[CAPCOM, Sergeant Nahy]: Come in, Away Team?

[…]

[Away Team]: Phew, that was a close one. We almost hit something in the upper orbit. Something like an artificial… satellite? It was partially cloaked.

[Captain Wayman]: A satellite, here? This planet had no advanced civilization. This means—

[Away Team]: Sir, we could make another go around the planet and try to take a closer look.

[Captain Wayman]: No, Away Team. You've risked enough for today. Get back home. We'll send another team to fetch this thing. Wayman out!

Congratulations! You've completed this Planetary Exploration!

- Move Research Project **R09** (*The Black Knight*) from "Research Projects" to the "Awaiting…" envelope.
- Move Objective card **O03** (*Cloaked Satellite*) from "Bridge Cards" to the "Awaiting…" envelope.

If you're on *Everstorm*, open the Ship Book at page **25** (*Leaving the Planet*) and begin Ship Management.

Otherwise, go to **Log 990**.

LOG 511

☐ Mark this box and go to **Log 528**. If this box was already marked, read on:

A maze of interconnecting claustrophobic tunnels and vast caves.

If *Kurma* is in this Sector, nothing happens.

Otherwise, roll D10:

0-1: Go to **Log 523**.

2-4: Go to **Log 531**.

5: Go to **Log 540**.

6-9: Nothing happens.

LOG 512

If your current Objective is **O06**-**O11**, go to **Log 990**. Otherwise, read on:

Captain's Log, Entry 829

I wasn't around to witness most of the things that happened on the Idemian Temple World. While *Vanguard* was finally making contact with another intelligent race, I was in a medically-induced coma, healing from my injuries. Regardless, Major Dahl, my second in command, as well as my Section Leaders proved more than capable of winning the trust of the first advanced species that *ISS Vanguard* has encountered. I just wish I was there to see it.

When I woke up, we had an Idemian ambassador on board. Her name was Anu, and she already became fast friends with some of our Away Team members. Her people were delivering supplies, and their small vessels were helping us repair our solar panels.

Soon, *Vanguard* was almost ready to continue our mission – but I wasn't. There was one more important thing I needed to do before we were ready to continue, and the events on the Idemian Temple World only strengthened my resolve.

Congratulations! You have completed the mission!

Shuffle Ship Situation **S19** (*Objectivism*) from "Future Situations" into "Possible Situations" (Card Tray B).

Go to **Log 514**.

LOG 513

"Finally, the worst has come to pass. One of our allies has betrayed our hideout. The assault team that came after us was comprised of only the most loyal soldiers, who would never question Major Dahl's orders. They shot on sight, killing many. The rest of us managed to flee and went into hiding again."

Roll one Injury die for each Available Crewmember. If you roll 1 or 1 , remove this Crewmember from the game.

If there are no more Crewmembers left on Crew boards, go to **Log 810**.

Otherwise, go to **Log 491**.

LOG 514

[XO, Major Dahl]: Captain, I brought all Section Leaders.

[Captain Wayman]: Thank you, Major. Please, everyone, have a seat. It's good to see you. At ease, this is not a formal council. Dahl? You stay too. What I am about to say concerns each one of you.

****** Long pause ******

[Captain Wayman]: I was… wrong. My rash decision to reach the stele cluster signal in the Kepler system could have cost us everything. If not for the help of the Idemians, we wouldn't be able to continue Vanguard's mission. We lost many brave souls in the battle – and it wasn't even my first mistake as a Captain.

[XO, Major Dahl]: Sir, I don't think you should…

[Captain Wayman]: No, Dahl. As I said, it's not a formal meeting – no reason to mince words, and there's no one I trust more than my Section Leaders. That's why I made a decision. The fate of *ISS Vanguard*, the fate of the Earth, is too big to rest in my hands only. From now on, I will discuss every major issue with all of you. And while the final responsibility always stays with me, I will gladly hear your honest opinions. Is that understood?

****** Acknowledgments ******

[Captain Wayman]: Right. The first issue is right in front of us. When *Vanguard* left Earth, it was never supposed to go much farther than the Divine Coordinates, and the Eye of the Void we discovered there. It certainly wasn't supposed to take part in combat. Now, we find ourselves far from home, surrounded by unknown dangers and hostile species. We won't make it on our own. The contact with the Idemians proved that converting others to our cause can greatly help us. And here's the question. Many officers on the ship believe we should train contingents of marines and start subjugating any weaker or less developed planets. This would give us a supply line. A direct access to more resources and labor. Others believe it would be better to establish a network of embassies and trading posts across charted space, hoping for voluntary help from other races. I have my thoughts, but I want to hear yours. What say you?

All players discuss and choose one (if you cannot agree, the Security Section player makes the choice):

Important: this choice will influence the game for the rest of the campaign. Consider your answer carefully!

» **Support a diplomatic expansion** – Go to **Log 519**.
» **Support a militaristic expansion** – Go to **Log 524**.

LOG 515

Count the number of markers in the Victory Pool.
Check the final result:

0-5: Go to **Log 825**.

6-10: Go to **Log 532**.

11+: Go to **Log 544**.

LOG 516

Resolve all required dice. Return any dice with Vanguard results to your Available dice. Then, if there is at least 1 , , , or symbol in the Roll Pool, go to **Log 526**.

Otherwise, move all dice from the Roll Pool to your Spent Pool.

LOG 519

[Captain Wayman]: I agree with your choice. This was supposed to be a mission of peaceful discovery, and no amount of danger should change that.

[XO, Major Dahl]: With all due respect, Captain… We were almost defeated once! No peaceful slogans or far-away allies will help us if Arrogators decide to strike again. We need to turn *Vanguard* into a proper warship. Please, reconsider!

[Captain Wayman]: I already spent more than enough time considering all implications, Major. No. The decision is made. While the ship is getting repaired, we will also work on the diplomatic expansion, including embassies, trade ships, and a *Vanguard* hub to coordinate them.

[XO, Major Dahl]: This is a mistake! You will regret this!

[Captain Wayman]: That's enough, Major. You are dismissed.

- Shuffle Ship Situation **S22** (*Pro-war Protesters*) from "Future Situations" into "Possible Situations" (Card Tray B).
- Mark box **A** in **Log 920**.

Find the Secret envelope, open it and take the following components out of it:

1. Embassy District facility sheet (pages **39-40**). Leave the War Room facility sheet in the envelope.
2. Planets cardholder (page **41**).
3. 9 Contacted Planet cards (leave the 9 Target Planet cards in the envelope).
4. Planet Cards divider.
5. The bag that contains the Universal and Expert Section dice. Add these dice to your supply of unbought Section dice. From now on, whenever players buy more dice, they can buy these as well.
6. Advanced Event cards.

Place all *Planet* cards behind the "Planets Cards" divider (Card Tray B).

Note: The planets can be contacted using the "Make Contact" option in your System Maps book while flying ISS Vanguard through space.

Replace the last page of your Ship Book with the Embassy District Facility page. Place the cardholder page next to the Embassy District page. Your Ship Book should now end with page **41** (*Planets* cardholder).

Read the text of the Embassy District page to familiarize yourself with its rules. The next time you activate Ship Facilities during Ship Management, this new Facility will become available.

Go to **Log 527**.

LOG 520

Personal Journal

The evacuation was chaotic. We frantically smashed the ice that resublimed on the lander, trying to make it light enough to lift off. Our friend was dying from too many wounds, exhaustion, and stress. We heard the howls of the wind – we prayed it was wind and nothing else. Suit heating systems were malfunctioning. Even now when I think of those events, I want to bury myself under a warm blanket.

Place the Mission Failed token on the Lander board and discard all non-Unique Discoveries from the Lander board. Open the Ship Book at page **25** (*Leaving the Planet*) and begin Ship Management.

LOG 521

If you're on *Cousin* planet, replace the Point of Interest card in your Sector with card **P220**.

Mark the topmost unmarked box and resolve its text. If all boxes are marked, resolve the bottom one.

☐ Go to **Log 525**.

☐ Go to **Log 529**.

LOG 522

[Chief Archivist Stanley]: HELP! HELP! You, there! Help me.

[Fireteam Alpha, Operative 1]: What's wrong?

[Chief Archivist Stanley]: What's wrong? The entire archives are on fire! You have to do something. You have to help me!

[Fireteam Alpha, Operative 1]: Calm down, archivist. We have other…

[Chief Archivist Stanley]: No, there's nothing more important. You and your friends from other sections risked lives to bring back these discoveries. Now, everything's at risk! Besides, the flame will spread to other sections of the ship if we don't do anything. What are you standing for? Follow me!

Go to **Log 535**.

LOG 523

Away Team Exploration Log

We proceed through a vast cave, keeping to a wall full of recesses to hide within. When a large shape appears over our heads, we hide and stay still until the threat is gone.

Another hulking horror appears, I hate those bastards… Damn! It saw me! No, no, no! Swim faster, you idiot!

Roll .

LOG 524

[Captain Wayman]: I agree with your choice. This was supposed to be a mission of peaceful discovery, but we shouldn't take hits without being able to answer in kind.

[XO, Major Dahl]: With all due respect, Captain… The dealings with Idemians proved how much a little bit of diplomacy can accomplish! If we begin to set up an armed presence on alien worlds, they will see us as no better than Arrogators. *Vanguard* has a unique chance to forge a peaceful federation in this region of space. Please, reconsider!

[Captain Wayman]: I already spent more than enough time considering all implications, Major. No. The decision is made. While the ship is getting its repairs, we will also raise troops, build landing craft, and expand *Vanguard* with a War Room to coordinate our colonization efforts.

[XO, Major Dahl]: This is a mistake! You will regret this!

[Captain Wayman]: That's enough, Major! You are dismissed.

- Shuffle Ship Situation **S23** (*Pro-alien Protesters*) from "Future Situations" into "Possible Situations" (Card Tray B).
- Mark box **B** in **Log 920**.

Find the Secret envelope, open it and take the following components out of it:

1. War Room facility sheet (pages **39-40**). Leave the Embassy District facility sheet in the envelope.
2. Planets cardholder (page **41**).
3. 9 Target Planet cards, leave the 9 Contacted Planet cards in the envelope.
4. Planet Cards divider.
5. The bag that contains the Universal and Expert Section dice. Add these dice to your supply of unbought Section dice. From now on, whenever players buy more dice, they can buy these as well.
6. Advanced Event cards.

Place all Planet cards behind the "Planets Cards" divider in Card Tray B.

Note: The planets can be contacted using the "Make Contact" option in your System Maps book while flying ISS Vanguard through space.

Replace the last page of your Ship Book with the War Room Facility page. Place the cardholder page next to the War Room page. Your Ship Book should now end with page **41** (*Planets* cardholder).

Read the text of the War Room page to familiarize yourself with its rules. The next time you activate Ship Facilities during Ship Management, this new Facility will become available.

Go to **Log 527**.

LOG 525

[Away Team]: *Vanguard*? We have something interesting here. A small shipwreck. Looks very old and very out-of-place.

[CAPCOM, Corporal Coetz]: An explorer from another race? Send more data, before you decide to go in.

[Away Team]: Engaging a quantum uplink.

[CAPCOM, Corporal Coetz]: We're receiving your feed. This thing looks… familiar. Could you move on to this scorched part of the fuselage?

[Away Team]: Here? I think it's just… Oh! It was THEM.

[CAPCOM, Corporal Coetz]: Yes, it looks like you've found another scout ship of the Visitors. Just like the one we've discovered on Earth. Congratulations, Away Team! And it looks to have an intact core! Our science team believes this could be big. With a second core to study, they could find out where the Visitors came from during the battle for *Vanguard*.

[Away Team]: What should we do? The core is too large to fit in our lander.

[CAPCOM, Corporal Coetz]: We're scrambling a pickup team.

[Away Team]: Should we stick around?

[CAPCOM, Corporal Coetz]: No. Continue with your original mission, we'll handle things from here.

Congratulations! You now have a way to reach the hidden Visitors' homeworld.

Gain 1 .

Move Production Project **C19** (*Visitors' Rift*) from "Production Projects" to "Awaiting..." envelope.

Open your Ship Book at the *Bridge* cardholder (Page **3**).

If your current Objective is **O06** (*Trail of the Ancients*), replace it with Objective **O08** (*Parallel Universe*) from "Bridge Cards."

If your current Objective is **O07** (*The Lost World*), move Objective **O18** (*Otherside*) from "Bridge Cards" to the Secondary Objective cardholder. If the Secondary Objective slot is already occupied, remove the current Secondary Objective first.

If your current Objective is different, nothing happens.

Close your Ship Book and continue the game.

LOG 526

Resolve the first result that matches your Roll Pool and move all dice from the Roll Pool to Spent Pool.

: If you're in Sector **8** go to **Log 583**.
If you're in Sector **10**, go to **Log 547**.

: If you're in Sector **8** go to **Log 538**.
If you're in Sector **10**, go to **Log 561**.

: If you're in Sector **8** go to **Log 561**.
If you're in Sector **10**, go to **Log 596**.

: If you're in Sector **8** go to **Log 596**.
If you're in Sector **10**, go to **Log 547**.

LOG 527

Captain's Log #475

The meeting with Section Leaders went well. They seem to support our new direction. Major Dahl on the other hand… Well, let's just say I hope she won't be a problem.

We have bigger things to worry about now. With all repairs and upgrades completed, *Vanguard* continues its voyage. The main objective hasn't changed: we need to learn all there is about the Builders, their plans and their steles. With the time we spent getting repairs, the situation on Earth slowly deteriorated. Our new Idemian allies claim that two older races studied and collected the steles for many generations: Arrogators and the mysterious Visitors that came to our help during Vanguard's defense. Tapping into their data could save us decades of our own research. The problem is, the Arrogator homeworld is a long-lost planet-sized battleship that supposedly floats somewhere in uncharted dark space. And the Visitors seemingly disappeared from the face of the galaxy altogether. We need to be on the lookout for anything that could help us determine the fate of our older siblings…

Move Bridge Upgrade **B01** (*Reinforced Hull*) , Objective card **O06** (*Trail of the Ancients*), and *Tech Level* ***4*** card from "Bridge cards" to the "Awaiting..." envelope.

Remove all Event cards from the game. Place all the Advanced Event cards in "Events" (Card Tray B). From now on, you will use these cards in place of regular Events!

Move Research Projects **R14** (*Idemian Tech*) and **R15** (*Advanced Physics*) from "Research Projects" to the "Awaiting..." envelope, if available there.

Open the Ship Book at page **25** (*Leaving the Planet*) and begin Ship Management.

LOG 528

A signal awakens on the sea bottom as we draw near. An ancient Arrogator Probe descended under the ice and never managed to return. We stop for a minute to search it for any valuable tech or data.

Go to **Log 752**.

LOG 529

[Away Team]: *Vanguard*? We have another shipwreck of the Visitors here…

[CAPCOM, Corporal Coetz]: Another? Seems like there's no place in the galaxy these guys didn't get to before us.

[Away Team]: Are you sending a pickup team?

[CAPCOM, Corporal Coetz]: No, can't fit more of them onboard. Take what you can and continue on your mission.

Gain 1 *Alien Tech* Lead.

LOG 530

☐ **A** – If this box is marked, nothing happens. Otherwise, mark this box and go to **Log 536**.

LOG 531

Away Team Exploration Log

A large school of harmless creatures catches us in a stream of swirling, colorful bodies. It's hard to proceed, but we might as well take this opportunity and study these peculiar species.

You may + to gain 2 *Live Specimen* Leads.

LOG 532

Players will now perform the last special check using their dice and Crewmembers.

Perform the following steps:

- First, all players roll all their remaining Section dice.
- Then, all players place all of their remaining Available Crewmembers in the Roll Pool.
- Remove all and results from the game. Count the number of any remaining dice. Then, add **1** point for each Crewmember in the Roll Pool.

Now, check the final score:

0-6: Go to **Log 327**.

7-25: Go to **Log 827**.

26 or more: Go to **Log 838**.

LOG 533

Away Team Exploration Report 1945-F

A long vibration went through the hulls of our mecha-suits. The vision fizzled out, suddenly interrupted. We began to fall. Next thing we knew, we were back at the entrance of the closed vault.

Place a marker in the last slot before the Outcome of the green track in the *Open The Lock* Special Action in your Sector.

LOG 534

We spent a lot of time on this planet looking for Idemian leaders or their government. Turns out, the government was right in front of us. Upon closer inspection, the undulating hum of countless meditating Idemians turned out to be a carrier signal they used to share their experiences and make decisions – for the entire species – in a stunning example of direct democracy.

Mark box **D** in **Log 905** and read its text.

If Mission Card **M120** is not revealed. Replace any cards in Sector **6** with card **P001**.

If Mission Card **M120** is revealed, discard it and replace any cards in Sector **6** with card **P000**.

LOG 535

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

» **Save the archives yourself** – This will make completing your primary mission on time harder. Place card **P239** (*Burning Archives*) in your Sector, if it's not there yet. Continue the game.
» **Order your Crewmembers to save the archives** (requires at least one Available Crewmember card) – Choose any number of Available Crewmembers from your Section (and other Sections, if their players agree). These Crewmembers may die fulfilling your orders! Go to **Log 541**.
» **Ignore the archives and let someone else handle it** – Discard three random Discoveries from "Gathered Discoveries" (Card Tray B). Then, add 1 marker to the Enemy Advantage slot.

LOG 536

[Away Team, Operative 1]: CAPCOM, we've got some seismic tremors. Please advise.

[CAPCOM, Sergeant Xiu]: Negative, Away Team, we're reading zero tectonic activity.

[Away Team, Operative 2]: Then something's coming up from under us.

[CAPCOM, Sergeant Xiu]: Away Team, repeat that last--

[Away Team, Operative 1]: CAPCOM, hang tight, something's moving down here. Weapons free, folks.

Place card **P401** on top of any cards in this Sector.

LOG 537

"After getting to a safe hideout, we gathered to discuss our options. There was no doubt, we needed to wrestle the control of *Vanguard* away from Major Dahl's hands – but how? The first idea was to follow Major Dahl quietly, wait until she's vulnerable, and capture her, but we quickly decided it wouldn't change much. After turning *Vanguard* into a floating embassy, she gathered supporters of many different races and surrounded herself with ardent lieutenants. They would even complete her work without her.

Some of us believed we should free Captain Wayman. His presence and incredible sway he still held with the crew could help us turn the tide – but breaking him out of his cell wouldn't be easy. That's why a couple of us suggested storming the bridge instead – with its open layout and many entries, it was an easier target, and controlling the bridge would allow us to send our message to everyone on the ship. Finally, a couple of us felt that whatever we do, we should try to drum up more support first."

All players discuss and choose one (in case of a tie, the Security Section player makes the final decision):

» **Try to free the Captain from his high security cell** (you may do this only if box **A** is **not** marked in **Log 950**) – Go to **Log 18**.
» **Try to storm the bridge and take control of the ship** (you may do this only if box **B** is **not** marked in **Log 950**) – Go to **Log 102**.
» **Try to find more allies on the ship** (you may do this only if box **D** is **not** marked in **Log 950**) – Go to **Log 802**.

LOG 538

You uncover a plethora of plant specimens, buried under the ground.

Place card **P282** in this Sector.

LOG 539

"Major Dahl was sure that if *Vanguard* focused on diplomacy instead of military subjugation – if it convinced other civilizations to help us without antagonizing them, the mystery of Builders' Vault would long be cracked, and the Earth – saved. With the Captain and Section Leaders in the brig, Major Dahl sent out envoys and diplomats to do just that. Any opposition was driven underground and waited for the right time. Now, our apparent return from the dead and the story of

how Dahl treated us caused quite a stir among the crew. Anu decided to make a move, and sprung us out, hoping that together, we can consolidate the opposition and retake *Vanguard*."

Add **1 marker** to the Victory Pool.

Go to **Log 543**.

LOG 540

Away Team Exploration Log

A large corpse rots on the cave floor - tiny organisms feed on it. It may be a great opportunity to take some samples, although I have a hunch that something much more dangerous will become interested in this cadaver sooner or later.

You may roll two times to gain 3 *Live Specimen* Leads.

LOG 541

- Place card **P239** (*Burning Archives*) in your Sector, if it's not there yet.
- If the sum of your chosen Crewmembers' **Ranks** is **4 or more**, progress the green track on card **P239** by two.
- For every chosen Crewmember from the Science or Engineering Section, progress the green track on card **P239** by two.
- For every chosen Crewmember who has a or or converter on their Crewmember card, progress the green track on card **P239** by two.

If the marker on the green track has reached the Outcome: roll 3 Injury dice for every chosen Crewmember. If you roll either 1 and 1 OR 2 , the Crewmember dies: place them in the "Casualties" slot next to the board. After all rolls are finished, place the surviving Crewmembers in "Resting Crew" (Card Tray B). Then, go to **Log 602**.

If the marker on the green track didn't reach the Outcome: your chosen Crewmembers failed to reach their objective and died: place them in the "Casualties" slot next to the board. You have to send another team to finish the work! Go to **Log 535**.

LOG 542

[Away Team, Operative 1]: CAPCOM, something came up out of the seabed at us, but we managed to fight it off, at least for the time being.

[CAPCOM, Sergeant Xiu]: Did you get a good look at the thing, Away Team?

[Away Team, Operative 1]: Negative, just a mess of tentacles erupting out of the ground.

[CAPCOM, Sergeant Xiu]: Copy that, Away Team. Try to collect a sample if you can.

Gain 1 *Live Specimen* Discovery and 1 . Discard card **P401** from this Sector.

LOG 543

"Anu sprung us from the brig. Together, we decided to free other inmates from all four sections and headed for the Captain, who was held in his own cabin in another part of the ship. Unfortunately, we were too slow. By the time we opened the last cells, letting out Section leaders, someone took an interest in the fact the guards had stopped reporting in. The corridors leading up to the brig filled with armed Marines. With so many weak or wounded, we couldn't shake them off, running deeper and deeper into the ship. That's when Anu stopped us and made an offer. She said she could stay behind and try to buy us some time. We understood she's probably right - without some help, the Marines will catch up with us. Still, we were reluctant to risk the life of our closest Idemian ally."

Then, all players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

» **Let Anu hold off the guards** – Go to **Log 479**.
» **Leave some Crewmembers to hold off the guards** – Go to **Log 484**.
» **Attempt to flee without leaving anyone behind** – Go to **Log 386**.

LOG 544

"Soon, the Eye of the Void became an arena of a tense standoff between *Vanguard* and its allies and the opposing force. On the surface, giant silent ships floated slowly through space and made it seem like nothing was happening - but the real battle took place elsewhere, across all communication channels. The lines between both factions kept shifting, minor races declaring fealty for one side or the other. Eventually, *Vanguard* came on top in this invisible struggle. It did not stop the violence, though. Some races were desperate enough to launch an attack, even though they had little chance of succeeding."

Players will now perform the last special check using their dice and Crewmembers.

Perform the following steps:

- First, all players roll all their remaining Section dice.
- Then, all players place all of their remaining Available Crewmembers in the Roll Pool.
- Remove all and results from the game. Count the number of any remaining dice. Then, add **1** point for each Crewmember in the Roll Pool.
- Now, check the final score:

0-3: Go to **Log 327**.

4-20: Go to **Log 827**.

21 or more: Go to **Log 838**.

LOG 545

Not Alone Anymore: The Story of First Contact, Book Excerpt

A rare occasion presented itself as we journeyed farther into the planes. On a hill overlooking a dried riverbed, we've noticed one of the Idemian space ships, seemingly abandoned and wide open, its console blinking with faint light.

Animals seemed to avoid it, and the owner was clearly not afraid of thieves or looters.

The temptation was hard to resist: we knew even a cursory study of the ship could give us valuable knowledge about Idemian technology…

All players discuss and choose one (if you cannot agree, the Security Section player makes the choice):

» **Enter the ship** – Go to **Log 570**.
» **Ignore the ship and move on** – Continue the game.

LOG 546

[Away Team, Operative 1]: CAPCOM, something came up out of the seabed at us, but we managed to outrun it.

[CAPCOM, Sergeant Xiu]: Did you get a good look at the thing, Away Team?

[Away Team, Operative 1]: Negative, just a mess of tentacles erupting out of the ground.

[CAPCOM, Sergeant Xiu]: Copy that, Away Team. Try to tread lightly out there.

Discard card **P401** from this sector.

LOG 547

You discover a flat, engraved stone, deep in the ritual site. Place card **P284** in this Sector.

LOG 548

"Despite all the differences between us and the alien races, we could very well tell everyone in the Eye of the Void was ecstatic when we decided to share the Builders' knowledge. We also breathed a sigh of relief. After everything that happened on board, no one looked forward to another conflict. There were some low-key celebrations around *ISS Vanguard*, but most people embraced the first quiet moment in a long while and decided to rest. Well, apart from Dr. Corey's staff, who immediately began extracting the Builders' data cache. It turns out, it contained everything: beautiful theories that answered all our questions about

the universe, shocking technologies that bordered on magic, and even the relics of Builders' culture.

Only later, when we began to fulfill the promise and started to share copies of the Builders' data, second thoughts came to most of the crew. As ships of strange, alien races departed one by one, carrying the priceless treasure to their homeworlds, we began to worry whether or not this knowledge will be used against humanity at some point.

I noticed our lead researcher was especially downcast. When I asked her about her thoughts, she said:

'I can't help but feel the Builders' plan failed. Their knowledge answers most of the questions human science had! Suppose everyone in the galaxy adopts their theories and technology. How will we deal with the threat the Builders were running from? Wondrous as it was, their science proved useless against it. By replicating it all over the galaxy, didn't we set ourselves up to fail in the same way?'

I didn't know what to tell her. I can only hope future human generations will have a better answer."

Go to **Log 847**.

LOG 549

Go to **Log 533**.

LOG 550

[Dr. Corey]: Thank you for volunteering for this mission. I realize this task may sound too simple to involve a full Away Team, but…

[Away Team]: No worries, Doctor. We'll get your readings. Anything we should know as we approach this thing?

[Dr. Corey]: Well, you saw those things as soon as we entered the system. We know for certain it is some form of a microorganism, native to the void of space and to this system in particular. It seems to spend most of this time in a nebula that surrounds the sun, full of organic particles. At one point of its life cycle, it flies in large shoals toward the sun, eventually arcing down toward the nebula. There are two primary points of interest for us. The first is the apex of a microorganisms' journey, the point where it stops following the sun and instead flies back toward the nebula. The other is the nebula itself, as it seems to include an unusual concentration of organic particles. It's up to you which of these two points you wish to study first.

[Away Team]: Understood, Doctor. We'll keep you posted.

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

- **Approach the point where organisms are closest to the sun** – Go to **Log 118**.
- **Approach the depths of the nebula, where the microorganisms are farthest from the sun** – Go to **Log 83**.

LOG 551

[Away Team, Operative 1]: Well, that was surprisingly easy.

[Away Team, Operative 2]: Easier than before, maybe. But I'd never call playing with a deadly monster "easy."

[Away Team, Operative 1]: Come on, don't spoil the fun.

[CAPCOM, Sergeant Xiu]: …

[Away Team, Operative 2]: …

[Away Team, Operative 1]: Look, it's not like I'm going all maverick. It's just that we now know how to fight these things, and I'm happy our tactics work.

Gain 1 *Alien Tech* Lead and 1 *Live Specimen* Lead.

Discard the *Ophthalmoid* standee and its Threat Card.

LOG 552

Away Team Exploration Report 1945-I

The species known as the Builders fought back. They sent FTL ships to distant galaxies. In each galaxy, they built a central, inaccessible vault and seeded countless planets around it with engineered, rapidly evolving, DNA-based microbial life. Over millions of years, this life evolved. On some worlds, it dwindled. On others, it gave birth to wildly divergent young civilizations. Eventually, some of these species discovered the message left in their DNA and followed it to discover the Eye of the Void.

In front of us, a small group of humans explored the vault, found its center, unlocked its content, and now stand near a squat, conical piece of ancient technology with a flat disc and a strange container floating in front of it.

The perspective shifts once again and it takes us a moment to realize we are back in our bodies, and what's in front of us is no longer a vision. We can once again move, speak, and feel the controls of our mechasuits. Their sensors automatically scanned the conical machine in front of us, revealing strange biological tissues deep within its cone. As if awoken by the scan, the machine started to emit a sound – the same voice we heard when *ISS Vanguard* first entered this system, years ago. Only this time it did not sound like a recording. It said:

"Handshake, winners. You won. The race. Your siblings – all slower. Less determined. If you are here, you studied many. Obelisks. You traveled far. You defeated or convinced many others. Now the truth. No treasure here. Only responsibility."

"Your siblings. They need to grow. Develop on their own. If left alone, one will conquer. One will unify. It was our mistake. Must not repeat. Must become. A Custodian. Must make sure. Everyone can grow. Many sciences. Many points of view."

"You will receive tools. To do your new job. Weapons. Technologies. All on datadisk. In front of you. Do not share. We want others to develop. On their own. Without. Our science."

The disk floats slowly toward us and lays to rest in our hands – made of solid platinum and very heavy.

"The second responsibility. Bigger. A sample. Of the contagion. A matter. In a new state. Trapped in a sub-dimension. Dangerous. Dangerous. Dangerous. For less developed species. If it touches one atom of your matter. It will change everything. Your galaxy will be lost. Just like mine. You must contain. Sample. You must study and let others study. You now have. Five hundred thousand years. To find a solution. Or flee farther. Good luck. Our child. I'm not needed anymore. I will go now."

The container floats into our hands, just like the data disc. The only thing left in the vault is now this ancient creature, from a galaxy far away, its life signs slowly fading, until it is as dead as the rest of this place.

We can barely fathom what just happened: the apocalyptic threat on the universal scale we've just learned about. The enormous burden placed on the shoulders of species who left Earth just decades ago. The datadisc, full of advanced technologies that could save our homeworld.

We only know one thing. We're tired and in pain. It's time to leave this place… If only we knew what had happened to *Vanguard* while we were away…

Take Unique Discovery **32** from the Planet board. Insert them into the appropriate Unique Discovery slot on page **30** of the Ship Book.

Congratulations! You've completed your mission. Go to **Log 455**.

LOG 553

Crewmember #234, Personal Diary

We evacuated from Ugnir. We had severe burns, the lander's hull was busted, and we had little to show for this loss of time and equipment. The creature was destroyed, though. Before we left, I managed to take a sample of the charred tissue, to the great contentment of Doctor Corey.

During the debriefing, the Captain was gentle with us. He told us the failure of this mission wasn't anyone's fault. He should have listened to the Idemian ambassador and should have ignored the rocky planet.

Still, it was a bad day for all of us. I'm sure I'll have nightmares about those strange ruins in the water, and giant murderous bugs.

Gain Unique Discovery **28**.

Remove Landing card **L13** from the game.

Open the Ship Book at page **25** (*Leaving the Planet*) and begin Ship Management.

LOG 554

Sector **3** contains the cannon which brought down your Lander. A POI card will be placed here based on your next decision.

When exploring alien worlds, your Away Team will often come upon tough choices that can shape your campaign. This is one of them. Blowing up the sphere under the alien cannon is faster and safer, but it will compromise the ability of the sphere to cloak itself, making it easier to find for all other potential travelers.

Surgically disabling the cannon will take more effort and be riskier.

All players discuss and choose one (in case of a tie, the Security Section player makes the final decision, even if they are not on the Away Team):

» **Blow up the part of the sphere with a cannon** (this will permanently damage the sphere and compromise its cloaking) — Go to **Log 390**.
» **Approach and disable the cannon** (this will be riskier and slower) — Go to **Log 265**

LOG 555

Evacuating from this mission is impossible due to extreme weather conditions!

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 "Armory." The Planetary Exploration continues without this Crewmember.

If the Crewmember passes the Survival Check, continue the game.

If all Crewmembers are now dead:

- Open the Ship Book at page **19** (*Hangar* cardholder) 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 and discard all non-Unique Discoveries from the Lander board.
- Open the Ship Book at page **25** (*Leaving the Planet*) and begin Ship Management.

LOG 556

Place a marker on your Mission card, then:

If you have **1** marker on the Mission card, go to **Log 740**.

If you have **2** markers on the Mission card, go to **Log 743**.

If you have **3** markers on the Mission card, go to **Log 754**.

LOG 557

Choose one of the options below:

» Return to the *Arrogator Craftworld Outer Shell* – Go to **Log 473**.
» Return to the *Arrogator Craftworld Inner Core* – Go to **Log 684**.

LOG 558

Crewmember #234, Personal Diary

I prepared for the worst - my friend's unconscious, my body still trembling, the beast slowly closing in. I tried using a heavy life tent pole as a weapon to chase the creature away. The bug ignored me until the metal piece struck its brain-like carapace. Then, it lashed back, crushing my ribs, and retreated.

With my mind hazy from pain, I managed to wake up the rest of my team, and together we made a run for the lander.

The Crewmember with a marker on their card rolls . If any Crewmember would gain a fourth Injury, ignore the fourth Injury die and card instead. Mark box **B** in **Log 915**. Then, go to **Log 707**.

LOG 559

Exploration Log 14/68-A

Scouting this section of the cityscape, we managed to locate a fully powered and functional turbolift. Preliminary inspection showed that it lacked acceleration-dampeners and a security cage. Going up required additional safety precautions, but the view of the destroyed metropolis from underneath the outer shell was breathtaking.

Each Crewmember Refreshes 2 . Replace the card in this Sector with card **P325**.

LOG 560

Away Team Private Channel

[Operative 1]: Don't touch anything! If it lives here, it must be deadly!

[Operative 2]: Easy, I'm careful. Interesting… Most of the samples are kept in pairs. If only I could read the labels…

[Operative 1]: Are you sure they are labels, though? Just kidding, they probably are.

[Operative 2]: Wait, did you see?

[Operative 1]: See what? There's nothing in here but us and those vines.

[Operative 2]: I saw something move in the shadows. And here… Fresh tracks? Look at this vine - something chewed on it recently.

- Place card **P295** in this Sector.
- Place the *Apex Predator* card in the designated slot above the Planet board.
- Place the *Apex Predator* standee next to its Threat Card – it's not on the Planet board yet.

LOG 561

Following a faint trail, you accidentally enter the den of a large predator.

Place card **P285** in this Sector.

LOG 562

Exploration Log 14/77-B

This building was in fact another of the structures the Engineering section called "replication plants," a massive 3D printer able to construct most of the Arrogator tech we already saw. The state of this plant precludes any possibility of finding out how the materials were brought to it. In one of the enormous cradles, we have located an almost-finished strider vehicle, similar in design to Behemoths and Warswarms. Additional scans could prove beneficial in our understanding of who the Arrogators were and how they look.

Replace the card in your Sector with card **P328**.

LOG 563

Mark the topmost unmarked box and resolve its text. If all boxes are marked, resolve the bottom one.

☐ Go to **Log 273**.

☐ Nothing happens.

LOG 564

Mark the topmost unmarked box and resolve it. If all boxes are marked, resolve the bottom one.

☐ Go to **Log 569**.

☐ Go to **Log 571**.

☐ Go to **Log 576**.

LOG 565

[Away Team, Operative 1]: Another ramp down… How much deeper can we go?

[Away Team, Operative 2]: If my calculations are correct, not much. The neutron star's crust is only two kilometers thick, and we've already descended three quarters of that.

[Away Team, Operative 1]: So, what's below?

[Away Team, Operative 2]: We don't know. We think the core of a neutron star is liquid. It's a quark soup of matter broken down by unimaginable forces. A pressure cooker of nuclear reactions and…

[Away Team, Operative 1]: Ok, ok. I know enough! Let's get going. My null field readings are getting wonky.

[Away Team, Operative 3]: Look there's something up ahead!

- Discard Mission card **M201**, if revealed.
- Shuffle all discarded Advanced Event cards back into the deck.
- Return all discarded Leads to the Lead bag.
- Remove all Time tokens and markers from the Planet board and Threat cards. Discard any Threat cards.
- Return all cards from the Planet board to the appropriate Card Trays. Move the Crewmembers, any Threats, and the Lander standee off the Planet board.
- Discard all Mission Equipment tokens from the Planet board – they may be placed again using their Equipment cards. If you discarded *P.E.T* this way, return the die to the owner's Spent Pool.
- Open the Planetopedia at pages **40-41** (*Builders' Vault*).
- Populate the right side of the Planet board with the indicated Unique Discoveries (face down).
- Populate the right side of the Planet board with the listed Mission cards and Global Condition cards, or follow any planet-specific instructions printed on the Mission and Global Condition card spaces.
- If you have any Incapacitated Crewmembers (a special rule triggered by the TZO Evac log), flip them face up. These Crewmembers once again take part in the Exploration.
- Each Crewmember discards 1 Injury card and 1 Injury die.
- Each Crewmember Refreshes all their dice.
- Each Crewmember may add the following number of Section dice from their Section Compartment to their Crew board:
  - **3** Available dice – add 3 dice.
  - **4** Available dice – add 2 dice.
  - **5 or more** Available dice – add 1 die.
- Gain 2 Supplies.
- Go to **Log 567**.

LOG 566

[CAPCOM]: Be advised Team One, we're detecting energy spikes near your location. Be careful out there!

[Away Team]: Understood *Vanguard*, proceeding with mission as planned.

Mark the topmost unmarked box, if all are marked, resolve the bottom one.

☐ Progress the Time Track on the Global Condition by 1.

☐ Go to **Log 574**.

LOG 567

Away Team Exploration Report 1945-I

At the end of the maze of corridors and ramps, we emerged in a wide open cavern, its floor consisting of large floating platforms, smooth and reflective like a mirror. The lights of our mecha suits were too weak to reach the other side. In front of us, painted white by constant barrage of lightning, a step pyramid floated, with a large door and complex locking mechanism. Behind it, there was a suspended tower of some sort, its top drawing in most of the lighting that constantly poured from the ceiling above. And in four corners of the large pyramid, we've noticed four smaller ones, each with a strange catafalque, connected to the main pyramid with a thick cable.

It was one thing to know the Builders managed to dig their facility into the densest, heaviest matter of the universe, but now we also knew they made machines out of it. This wasn't the end of our surprises. As we stopped admiring the view in front of us, a giant machine emerged from the darkness, a colossal robot, emitting a force field that shielded something just under its spidery legs. Behind the field, we caught a glimpse of something green and vibrant: a window to another world that this hulking machine kept moving with itself.

How was all of it connected? How could we open the door? We knew we had little time left to find out.

- Place all Crewmembers in Sector **1**.
- Place the *Builder's Biomebot* Threat card in the indicated space along the top edge of the Planet board.
- Find cards **P091** and **P092**. Place them face down in the indicated *Biomebot's POI* pile next to the *Biomebot* Threat Card, so that card **P092** is on top.
- Place the *Builder's Biomebot* standee in Sector **2**. Place the top card from *Biomebot's* POI pile in Sector **2** (Reminder: when a POI is replaced by the *Biomebot's* POI card, all dice, tokens, and markers placed on this POI card are discarded).
- If there are fewer than four Crewmembers in play, perform the following steps:
  - If there's no **Engineering Crewmember** in play, Crewmembers may return up to four dice in total from their Section Compartments to their Crew boards (Rank restrictions still apply).
  - If there's no **Science Crewmember** in play, take a chosen die from the Science Section Compartment, roll it and place it in the **S2** die slot of Sector **4**.
  - If there's no **Security Crewmember** in play, take a chosen die from the Security Section Compartment, roll it and place it in the **S3** die slot of Sector **6**.
  - If there's no **Recon Crewmember** in play, take a chosen die from the Recon Section Compartment, roll it and place it in the **S4** die slot of Sector **8**.

Note: The rules of the Vault Lock in Sector **9** are connected to 4 pedestals in Sectors **2**, **4**, **6**, and **8**.

Note: When a new POI card is placed by the *Biomebot's* ability, all markers and dice on the previous POI are discarded. To operate the *Vault Lock* you may need to find a way to stop or control the *Builder's Biomebot*.

Flip all Turn tokens to their "Turn Available" side. Start a new round of the Planetary Exploration and continue the game.

LOG 568

[Away Team, Operative 1]: Rest in pieces, you ugly--

[Away Team, Operative 2]: OK, you can stop now. It's dead for good.

[Away Team, Operative 1]: Where in heaves did it crawl out from?

[Away Team, Operative 2]: I'm sure the Science section will work this out. For now, we need to help the wounded.

- Gain 1 and Unique Discovery **28**.
- Discard Mission card **M210**.
- Remove Landing card **L13** from the game.
- Mark box C in **Log 915**. Count the number of marked boxes in **Log 915**.
  - If there is one marked box, all Crewmembers of Rank 1 who played in this Exploration Rank-Up.
  - If there are two marked boxes, all Crewmembers of Ranks 1 and 2 who played in this Exploration Rank-Up.
  - If there are three marked boxes, all Crewmembers of Ranks 1 and 2 who played in this Exploration Rank-Up. Then, gain 1 .
- Open the Ship Book at page **25** (*Leaving the Planet*) and begin Ship Management.

LOG 569

[Away Team, Operative 1]: CAPCOM, we've found egress into a ruined spire, but the pathway is blocked. We can shift some of the rubble to get inside — I have a feeling it'll be worth it.

[CAPCOM, Sergeant Xiu]: Confirmed, Away Team. Please proceed into the spire and report your findings. Maybe we'll find some clues as to who lived here, and what happened.

[Away Team, Operative 2]: Some of the pictograms on this gateway seem to depict the people of this world, they appear roughly humanoid. Pictograms show them holding… what is that, a sphere of some kind?

[Away Team, Operative 1]: A moon — they're holding a moon.

[CAPCOM, Sergeant Xiu]: Get inside, Away Team. Let's find out what happened to these people and their moon.

Gain 1 .

LOG 570

Place card **P288** in this Sector.

If the *Idemian Pilgrim / Furious Pilgrim* is located in this or a connected Sector, go to **Log 259**.

LOG 571

[Away Team, Operative 1]: CAPCOM, we've spent some time down here deciphering pictograms, and we've got a map to show you — we think it might be Hodeus-B D prior to the moon's destruction.

[CAPCOM, Sergeant Xiu]: Images received, Away Team. We'll get the geology teams on it ASAP.

[Away Team, Operative 2]: In the meantime, we've got a theory: by the looks of this map, land was scarce, and the world was almost entirely ocean. We've found some additional writings that appear to be tidal records, and it looks as though the tides rose hundreds of feet at a time.

[Away Team, Operative 1]: We think these people might have attempted to manipulate the tides here on Hodeus-B D, trying to gain additional landmass for their growing populations and cities.

[CAPCOM, Sergeant Xiu]: And now there's no surface water to speak of, the planet is barren, and the moon hangs broken in orbit.

[Away Team, Operative 2]: Certainly wouldn't be the first time a civilization tried to play at being gods and paid the price.

Gain 2 *Alien Tech* Leads.

LOG 572

☐ If this box is marked, go to **Log 557**. Otherwise, read on:

[Away Team]: Capcom, we are approaching the object. Current distance: 700 kilometers and counting down. Weapon systems are online. Boosters on standby. All systems at nominal capacity. We're ready to perform evasive maneuvers at a moment's notice.

[CAPCOM]: Roger that, Team One. This time we are ready for what they have in stock. Next contact at 500 clicks. Over.

[Away Team]: Capcom, this is Team One. We are 500 kilometers away. Preliminary scans were correct. Its hull is dotted with gun emplacements. We haven't got locked on… yet. Wait. We're detecting a faint gravitational anomaly within the object.

[CAPCOM]: We're reading that one. Stay sharp Team One. Next contact at 200 kilometers. Over.

[Away Team One]: [Interlaced with static] is Team One. We're within 200 kilometers of the target object. We've identified a debris field on a random orbit around the target. No signs of hostiles yet. Please advise Capcom, should we proceed with landing?

[CAPCOM]: Affirmative Team One, you have a green light for approach. Good luck.

Landing Rules Description:

If your Lander has at least 6 , 5 and 5 ,
go to **Log 573**. Otherwise, begin the landing procedure:

1. On the Lander board, place a marker in the starting space (indicated with an "S" of the Landing track).
2. Roll the Danger die and apply the effect corresponding to the rolled result in the table below and proceed to the next step. If more than one option is available, choose one. 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 on the Landing track isn't on the "Landing Successful" space, go back to step 2; if it's there – you have landed successfully: go to **Log 573**.

HIGH RISK APPROACH

During this landing you will place markers on the Lander board. Each marker gained represents you triggering various Arrogator defense systems, which make your Planetary Exploration more difficult.

	Rogue Drone	Choose one: » **Blast it!** **If is 5 or more**, nothing happens. **Otherwise**, 1 chosen Crewmember gains a *Burned* Injury. » **Jam its sensors!** **If is 4 or more**, nothing happens. **Otherwise**, place 2 universal markers on the Lander board.
	Debris	Choose one: » **Smash through it!** **If is 6 or more**, place 1 universal marker on the Lander board. **Otherwise**, place 2 universal markers on the Lander board. » **Dodge largest objects!** **If is 4 or more and is 4 or more**, nothing happens. **Otherwise**, return 1 chosen Equipment card to "Armory" and lose 2 Supplies.
	Warswarm	Choose one: » **Blast through it!** **If is 6 or more**, place 1 universal marker on the Lander board. **Otherwise**, place 2 universal markers on the Lander board. Then, return 2 random Equipment cards to "Armory" OR each Crewmember gains a *Burned* Injury. » **Outrun it!** **If is 5 or more**, place 1 universal marker on the Lander board. **Otherwise,** place 2 universal markers on the Lander board. Then, 1 chosen Crewmember gains a *Panicked* Injury and 1 chosen Crewmember gains a *Wounded* Injury.
	Uncontrolled Flight	Choose one: » **Regain control** **If is 3 or more**, nothing happens. **Otherwise**, place 1 universal marker on the Lander board and each Crewmember 2 . » **Freefall** **If is 3 or more**, place 1 universal marker on the Lander board. **Otherwise,** 1 chosen Crewmember gains an *Exhausted* Injury.

LOG 573

Open the Planetopedia at pages **28-29** (*Arrogator Craftworld – Outer Shell*).

Check how many universal markers you have on your Lander board:

0: Nothing happens.

1: Progress all Time Tracks by 1.

2-3: Progress all Time Tracks by 2.

4+: Place the *Arrogator Warswarm* Threat card in the indicated slot above the Planet board and place the *Arrogator Warswarm* and all 3 *Drones* standees in Sector **6**.

Then, discard those markers placed during Landing. Open the Ship Book at page **24** and perform the "Begin Planetary Exploration" procedure.

Note: It's possible that 1 of Unique Discoveries listed on the Planet board was already gained earlier during the campaign.

LOG 574

[CAPCOM]: Be advised Team One, we're detecting a huge energy spike near your location. It looks like you stirred up the hornet's nest!

[Away Team]: You have no idea Capcom. It's humongous!

If there is no *Arrogator Guardian* on the board, place an *Arrogator Guardian* standee in Sector **6**. If there is a *Self-Repairing Guardian* Threat card, flip it over.

LOG 575

☐ Mark this box. If this box was already marked, go to **Log 82**. Otherwise, read on:

[Captain Wayman]: Your signal is fading, Away Team. Is everything OK?

****** Heavy static ******

[Away Team]: …halfway through the sun's corona. Still a couple of hours from… One of the null field generators burned up. We had to switch to a…

[Dr. Corey]: Away Team, you are approaching the Transitory Region. The border between the corona and the chromosphere of a sun is very narrow, but the change in temperature will be drastic. Expect a sudden drop from half a million degrees Celsius to about seven thousand degrees Celsius.

[Away Team]: Good thing we took our warm underwear. Wouldn't want to catch a cold.

[Dr. Corey]: Appreciate good moods, but a drop this large will severely strain your shielding. We had no way to simulate thermal shocks of this magnitude in a lab. We can only rely on our theoretical models.

[Away Team]: Well, let's hope you did your math right, doc…

****** Heavy static ******

Go to **Log 86**.

LOG 576

[CAPCOM, Sergeant Xiu]: Away Team, we're reading some slight gravitational shifts near your current position. Report.

[Away Team, Operative 1]: Yeah, we're seeing that too, CAPCOM. This spire structure seems to be affecting gravity, and it's pointing up at that broken moon.

[CAPCOM, Sergeant Xiu]: We're seeing a significant energy surge from the direction of the Edifice. Any chance the spire's connected to it?

[Away Team, Operative 2]: Has to be pulling power from it to do something like this.

[Away Team, Operative 1]: I'm starting to realize how Edan's previous inhabitants shattered their moon. They must have been trying to affect the tides by pushing and pulling their moon.

[CAPCOM, Sergeant Xiu]: Seems that way, Away Team. Please proceed to the Edifice for further study.

Gain 1 . Discard the Time token from the current Global Condition card. Place the Global Condition card **G19** face up on the top of the Global Condition pile. Replace the POI in Sector **6** with card **P000**.

LOG 577

Assessment of Arrogator Energy Generator; Attachment to Exploration Log 14/68-B

From materials obtained by the Away Team, Engineering can extrapolate that Arrogators favored simple, yet effective, solutions when it comes to generating energy. Found fusion reactors seemingly could function for several thousands of years, all obstacles for automated systems removed simply by removing most of the individual precautions present in similar technology on Earth. Generated heat was simply dissipated to the outside layer and warmed the inside of the Craftworld. Xenobiologists of the Science section are already exploring the possibility of Arrogators being quite resistant to radiation.

Replace the card in this Sector with card **P326**.

LOG 578

Captain's Log, Entry D-432

The Magnacereb caused incredible havoc before some of the crewmembers came to their senses and put it down. When I took account of all losses and damages our ship has suffered, I was mortified. Large sections of *ISS Vanguard* were either trashed by the beast or by the hallucinating crew. The Medbay is now full of people suffering various after-effects of the creature's control. Even those asleep in the torpor chamber did not remain unaffected. It seems that our small expedition to Ugnir led to months of work and hardship.

I tasked our best Security experts with finding how the creature infiltrated the ship and how to stop any such incursions in the future. I hope that studying the samples we obtained from Magnacereb and the monitoring footage of the attack will shed some more light here.

- Gain Unique Discovery **28**.
- Remove Landing card **L13** from the game.
- Take all Crewmembers from "Resting Crew," shuffle them, and draw one at random from each Section. Remove their cards from their Rank sleeves, and place them on the Crew boards.
- Place the Mission Failed token on the Lander board.
- Open the Ship Book at page **25** (*Leaving the Planet*) and begin Ship Management.

LOG 579

[Away Team, Operative 1]: Our whole mission is like a strange fantasy, but this view… It's just dreamlike.

[CAPCOM]: Sorry to disturb your poetic thoughts, but each individual planet is outside others' Hill spheres. Someone built this system.

[Away Team, Operative 1]: And someone making an entire planetary system isn't dreamlike?!

[CAPCOM]: Focus on your mission. You may admire the views after you return. Now, focus on these three planets. We intercept interesting signals from all of them – unlike the other seventy-five… copies.

[Away Team, Operative 1]: Roger that!

If your Lander has at least 7 and 6 , go to **Log 666**. Otherwise, begin the landing procedure:

1. On the Lander board, place a marker in the starting space (indicated with an "S" of the Landing track).
2. Roll the Danger die and apply the effect corresponding to the rolled result in the table below and proceed to the next step. 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 on the Landing track isn't on the "Landing Successful" space, go back to step 2; if it's there – you have landed successfully: go to **Log 666**.

TURBULENCE

	Optimal Trajectory	**Little disturbances** **If is 6 or more**, nothing happens. **Otherwise**, each Crewmember 5 reduced by .
	Sudden Overheating	Choose one: » **Melted hull** Open the Ship Book at page **19** (*Hangar* cardholder) and flip the Lander card representing your current Lander to the Damaged side (unless it is a Basic Lander). » **Cooling malfunction** Each Crewmember 6 reduced by .
	Turbulence	Choose one: » **Strong wind** Each Crewmember . » **Difficult stabilization** Each Crewmember 7 reduced by .
	Thunderstorm	Choose one: » **Short circuit** Return 6 random Equipment cards reduced by to "Armory." » **Shock** 1 chosen Crewmember gains a *Panicked* Injury.

LOG 580

This mission uses unique setup rules. Please follow the instructions below carefully.

Important: There will be no Evacuation from your final deployment. Given enough Injuries, your Crewmembers will die, eliminating them from this Exploration altogether.

- Return all Crewmembers from "Resting" to your hand of Available Crewmembers.
- Choose one Lander from Page **19** of the Ship Book (*Hangar cardholder*) – if it is damaged, flip it face up. Place the board representing this Lander on the table.

Hint: Highly resilient armor and extra mod space will be valuable on this mission.

- Take card **A31** (*Null Field Shielding*) from the "Lander Mods" and place it in the indicated slot on the Lander board.
- Fill the rest of the Lander board slots with any "Lander Mods" from page **21** of your Ship Book (*Hangar* Cardholder) or the "Awaiting..." envelope.

Hint: Armor and anything that improves dice economy will be especially valuable on this mission.

- Place the marker on the appropriate space of the Supplies track on the Lander board.
- Each player selects 1 of their Available Crewmembers to take part in the Away Team. It is highly recommended to take all four Sections for the final mission, even if there are fewer players. If playing solo, you must select 2-4 Crewmembers, each from a different Section. Return any remaining Crewmembers in players' hands to the "Resting Crew" (Card Tray B).

Hint: The mission will be long and difficult, and contains Threats.

- Each player places their Crewmembers on their Crew boards and sets up the boards according to the standard rules (see "Prepare the Away Team" step on page **23** of the Ship Book).

Hints: The mission contains Threats, but the number of Leads and Equipment other than TZO Mechasuits is limited.

- Players take all Equipment cards from the "Armory" and place them face up on the table. First, each Crewmember in the Away Team chooses 1 Small Equipment card and places it next to their Crew board (this number may be modified by some Lander mods).
- Then, you **must** place one TZO Mechasuit card on the Lander for each Section that takes part in the final mission. If the number of Mission Equipment cards allowed by the modded Lander is too small, the excess TZO Mechasuit cards reduce the maximum number of Personal Equipment cards instead.

For Example: If your Lander allows 2 and 5 , and you take 4 TZO Mechasuit cards, the total remaining space on the Lander is 3 .

- Choose a number of other and cards up to the limit determined by the previous step. Place the chosen Equipment cards in a pile next to the Lander board.

Once all preparations are finished, go to **Log 575**.

LOG 581

Away Team Exploration Report 1945-I

At the end of the endless maze of corridors and ramps, we emerged in a wide, open cavern, its floor made of floating mirror-like platforms. The lights of our mechasuits were too weak to reach the other side. In front of us, painted white by a constant barrage of lightning, a step pyramid emerged from the dark, with a large door and some very complex locking mechanism. Right behind it, a tower of some sort was suspended in the air, its top drawing in most of the lightning that constantly poured from the ceiling above. And in four corners of the main pyramid, we've noticed four smaller ones, each with a strange catafalque, connected to the main structure with thick cables.

It was one thing to know the Builders managed to dig their facility in the densest, heaviest matter of the universe, but now we also knew they made machines out of it. This wasn't the end of our surprises. As we stopped admiring the view in front of us, a giant machine emerged from the darkness, a colossal robot, emitting a force field that shielded something just under its spidery legs. Behind the field, we caught a glimpse of something green and vibrant: a window to another world that this hulking machine kept moving with itself.

How was all of it connected? What could we open the door? We knew we had little time left to find out.

1. **Prepare the Planet board**

- Populate the right side of the Planet board with the indicated Unique Discoveries (face down).
- Populate the right side of the Planet board with the listed Mission cards and Global Condition cards, or follow any planet-specific instructions printed in Mission and Global Condition card spaces.
- 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 Advanced Event deck and place it to the left of the Planet board.
- Place the Injuries deck to the right of the Planet board.
- Place all Crewmembers in Sector **1**.
- Place the *Builder's Biomebot* Threat card in the indicated space along the top edge of the Planet board.
- Find cards **P091** and **P092**. Place them face down in the indicated *Biomebot's* POI pile next to the *Biomebot* Threat card, so that card **P092** is on top.
- Place the *Builder's Biomebot* standee in Sector **2**. Place the top card from the *Biomebot's* POI pile in Sector **2** (**Reminder**: when a POI is replaced by the Biomebot's POI card, all dice, tokens, and markers placed on this POI card are discarded).

2. **Prepare the Away Team**

- Players divide Personal Equipment cards and Mission Equipment cards between them. No Crewmember may carry Equipment cards of another Section. If players cannot agree, the Recon Section player makes the decision.
- Each Crewmember places a Turn token on their Crew board with the "Turn Available" side face up.
- Each Crewmember draws a 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.
- If there are fewer than four Crewmembers in the Away Team, perform the following steps:
  - If there's no **Engineering Crewmember** in play, Crewmembers may return up to four dice in total from their Section Compartments to their Crew boards (Rank restrictions still apply).
  - If there's no **Science Crewmember** in play, take a chosen die from the Science Section Compartment, roll it and place it in the **S2** die slot in Sector **4**.

- If there's no **Security Crewmember** in play, take a chosen die from the Security Section Compartment, roll it and place it in the **S3** die slot in Sector **6**.
- If there's no **Recon Crewmember** in play, take a chosen die from the Recon Section Compartment, roll it and place it in the **S4** die slot in Sector **8**.

3. **Begin your Planetary Exploration**

Note: The rules of the *Vault Lock* in Sector **9** are connected to 4 pedestals in Sectors **2, 4, 6,** and **8**.

Note: When a new POI card is placed by the *Biomebot's* ability, all markers and dice on the previous POI are discarded. To operate the *Vault Lock* you may need to find a way to stop or control the *Biomebot*.

LOG 582

Exploration Log 14/77-C

We hoped that the inspection of the unfinished vehicle would provide us with more information about its construction. How surprised we were, when we found out that it was more of a personal transport. We have never found a personal transport of an Arrogator!

Further examination of the strider gave us more insight into the anatomy of actual Arrogators. Compared to additional information we got from the scans of the ruins, their access points, terminals and other interfaces, we can summarize that they were slightly smaller than the average human, with an overall stocky build. Some of the interfaces were very intrusive, which leads to the conclusion that purposeful body modifications, which even now are being discussed on Earth, were common.

What came to us as a shock was that after all this time spent in, supposedly, their major population center, we haven't found the remains of a single Arrogator. Where did all of them vanish?

If the following box is unmarked, mark it and resolve its text:

☐ Gain 1 .

LOG 583

☐ If this box is not marked, mark it and gain 2 *Strange Flora* Leads.

Go to **Log 538**.

LOG 584

Xenoarchitectural Study #78

Walls are much thicker and covered with a concrete-like substance. The ceiling is lower, devoid of ornamentation and cuneiform-like writing/drawings that are present in other parts of the vessel.

Remains of reinforced containers lie in piles, mixed with their contents - staff-shaped tools and shattered glass. The team analyzing the technology claims they are weapons. The structure of this room also suggests military use.

Place card **P298** in this Sector.

LOG 585

☐ A If box **A** is marked, go to **Log 587**.

Otherwise, go to **Log 586**.

LOG 586

[Away Team, Operative 1]: Hell of a planet you've found for us here, CAPCOM. Some scattered ruins within visual range, maybe even the remains of roads or highways; craters everywhere too. Looks like Hodeus-B D takes a pummeling from that broken moon.

[Away Team, Operative 2]: You always take us to the nicest places, *Vanguard*.

[Away Team, Operative 1]: Remind us again why we can't land closer to the Edifice?

[CAPCOM, Sergeant Xiu]: Gravitational anomalies emanating from the Edifice means approach on-foot, Away Team. Any sign of a suitable landing zone?

[Away Team, Operative 1]: Nothing yet. We are seeing lots of meteorites, CAPCOM. They're falling at a rate of several per minute—hang on!

[Away Team, Operative 2]: Incoming — brace for impact!

[Away Team, Operative 1]: Damn, that was too close.

[CAPCOM, Sergeant Xiu]: Away Team, report.

[Away Team, Operative 1]: Lander's been clipped by a meteorite — we're still airborne, but barely.

[Away Team, Operative 2]: Easy now, our starboard thruster's disabled.

[Away Team, Operative 1]: It'll hold together — it has to. Get on the scanner and find us a spot to set down!

If your Lander has at least **6** , **6** , and **4** , go to **Log 594**.
Otherwise, begin the landing procedure:

1. On the Lander board, place a marker in the starting space (indicated with an "S" of the Landing track).
2. Roll the Danger die and apply the effect corresponding to the rolled result in the table below and proceed to the next step. 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 on the Landing track isn't on the "Landing Successful" space, go back to step 2; if it's there – you have landed successfully: discard all Damage Markers from the Lander and go to **Log 594**.

SPACE DEBRIS

	Critical Hit!	**Will we survive?** Place 6 – markers (Damage Markers) on the Lander board. If there are **3 or more**, go to **Log 598**.
	Cargo Damage	Choose one: » **Embrace it** **If is 5 or more**, nothing happens. **Otherwise**, return 3 random Equipment cards to "Armory." » **Try to save equipment** Place 6 – markers (Damage Markers) on the Lander board. If there are **3 or more**, go to **Log 598**.
	Fire!	Choose one: » **Extinguish** One chosen Crewmember gains a *Burned* Injury. » **Cut section off** Lose 6 – Supplies.
	Optimal Trajectory	**Fly on** **If is 4 or more**, nothing happens **Otherwise**, each Crewmember 1 .

LOG 587

[CAPCOM, Sergeant Xiu]: We're detecting a heavy meteorite activity in Edan's atmosphere. Be prepared, Away Team.

[Away Team, Operative 1]: Don't worry. This time nothing will surprise us. I'm taking us in as close to the Edifice as possible.

If your Lander has at least **5** , **4** , and **4** , go to **Log 594**.
Otherwise, begin the landing procedure:

1. On the Lander board, place a marker in the starting space (indicated with an "S" of the Landing track).
2. Roll the Danger die and apply the effect corresponding to the rolled result in the table below and proceed to the next step. 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 on the Landing track isn't on the "Landing Successful" space, go back to step 2; if it's there – you have landed successfully: discard all Damage Markers from the Lander and go to **Log 594**.

SPACE DEBRIS

	Critical hit!	**Will we survive?** **If is 5 or more**, nothing happens. **Otherwise**, each Crewmember rolls . Open the Ship Book at page **19** and flip the current Lander to the Damaged side (unless it is a Basic Lander).
	Cargo Damage	Choose one: » **Embrace it** **If is 5 or more**, nothing happens. **Otherwise**, return 3 random Equipment cards to "Armory." » **Try to save equipment** Each Crewmember .
	Fire!	Choose one: » **Extinguish** One chosen Crewmember gains a *Burned* Injury. » **Cut section off** **If is 4 or more**, lose 2 Supplies. **Otherwise**, lose 5 Supplies.
	Optimal Trajectory	**Fly on** **If is 4 or more**, nothing happens. **Otherwise**, each Crewmember 1 .

LOG 588

☐ If this box is not marked, mark it and gain Unique Discovery **30**.

Leave the *Guardian Metahedron* standee in its current Sector.
Flip the *Guardian Metahedron* Threat card to its other side.

LOG 589

[Away Team, Operative 1]: Our cargo bay is now almost full. Permission to leave the planet.

[CAPCOM, Sergeant Xiu]: Permission granted. Good job, Away Team.

[Away Team, Operative 2]: Thanks. I hope for a party when we come back.

[CAPCOM, Sergeant Xiu]: …

Discard Mission **M180**. Gain 1 . Go to **Log 594** and mark the box next to the letter **A** without resolving its text. If both boxes (**A** and **B**) are now marked, remove Landing card **L16** from the game.

LOG 590

- Open the Ship Book at page **19** (*Hangar* cardholder) and remove from the game one Lander card other than Basic Lander.
- Remove 1 marker from the Enemy Advantage slot.
- Remove the *Bombardment* Threat card and standee from the board.
- Discard card **P241** (*Arrogator Cruiser*) from Sector **8**.
- Discard the **M103** Mission card.
- Gain 1 .

Hint: The field of debris left by the exploding cruiser might yield some interesting discoveries, if you get a chance to search it.

LOG 591

Away Team's Private Channel

[Operative 1]: Hey!

[Operative 2]: Huh?

[Operative 1]: Just wanted to hear something other than my breathing. It's so dark here…

[Operative 2]: Peaceful is the word, you know. And peaceful is good. Damn!

[Operative 1]: Wha--…

[Operative 1]: Poor folks…

[Operative 2]: I hope that was just their anatomy. They look so… wry.

[Operative 1]: Don't approach them, at least for now. The derelict systems awake when we are nearby.

Replace the POI in this Sector with card **P296**.

LOG 592

Mark the topmost unmarked box and resolve its text. If all were marked, resolve the bottom one:

☐ Gain Unique Discovery **12** and 1 . Mark box **C** in **Log 905** and read its text.

☐ Gain 1 Supplies and 1 *Strange Flora* Lead.

☐ Gain 1 Supplies and 1 *Strange Flora* Lead.

☐ Gain 1 *Strange Flora* Lead.

LOG 593

If the *Idemian Pilgrim/Furious Pilgrim* is located in this or a connected Sector, go to **Log 259**.

Otherwise, nothing happens.

LOG 594

Open the Planetopedia at pages **36-37** (*Edan*).

If one of the boxes below (**A** or **B**) was already marked, resolve the other one.

Otherwise, roll D10, check your result and resolve it (without marking).

0-4: A ☐ Go to **Log 603**.

5-9: B ☐ Go to **Log 609**.

LOG 595

[Away Team]: We've gained ingress into the Craftworld. Can we proceed, *Vanguard*?

[CAPCOM]: Be careful. Away Team, we estimate that contact with the Arrogators might be difficult.

[Away Team]: Roger that *Vanguard*, we proceed into the vent.

If the following box is unmarked, mark it and resolve its text:

☐ Gain 1 .

This will end your Planetary Exploration on the *Arrogator Craftworld Outer Shell*, if you want to explore this part of the planet further, chosen Crewmember refreshes 2 and go back to the game.

Otherwise, if you want to proceed further into the *Arrogator Craftworld*, read on:

If there is a Planet Record sheet for your current planet in "Recorded Planets" (Card Tray B), dispose of it.

Important: *Arrogator Craftworld Outer Shell* and *Inner Core* should be saved on different Record sheets.

Take a blank Planet Record sheet and fill it in as follows:

- Write the name of the current Planet at the top (the one on the Planet board).
- Discard any POI Cards with .
- Write the number of the Landing card that is currently in the Planetary Scanner.
- For each Sector, write the number of any POI cards in that Sector. If there is more than one POI card, write the top one to the left. Mark if the Sector was Finished.
- Write the number of each Unique Discovery still on the Planet board.
- Write the name and Sector number of any Threats still on the Planet board. Then, return all Threat cards on the Planet board and their matching standees to the box.

Return all POI cards, Mission cards and Global Condition cards on the Planet board to appropriate places in Card Tray A.

Each Crewmember discards all Section cards.

Return all Unique Discovery cards on the Planet board to "Unique Discoveries" (Card Tray A).

Place the Planet Record sheet in "Recorded Planets" (Card Tray B).

Return all Lead tokens to the Lead bag.

Take all Crewmember and Lander miniatures from the Planet board and place them next to it.

Discard all Mission Equipment tokens from the Planet board – they may be placed again using their Equipment cards. If you discarded *P.E.T.* this way, return the die to the owner's Spent Pool.

The Planet board should now be empty.

- Go to **Log 572** and mark the box there without resolving it. Then, return to this log.
- Open the Planetopedia at pages **30-31** (*Arrogator Craftworld – Inner Core*)
- Keep your Lander, its Supplies, Discoveries and mods – you will be using them inside the Craftworld!
- ☐ If this box is **not** marked and you managed to flip your Rank-Up card, discard it, gain 3 and mark this box. Otherwise, discard your Rank-Up card.
- ☐ If this box is **not** marked, place all 4 **P319** cards face up, at random, in Sectors **2**, **4**, **6**, **7** and mark this box.
- Place all Crewmembers and Lander in Sector **1**. All Crewmembers refresh all dice. Flip all Turn tokens to the "Turn Available" side and start a new round.
- Go to **Log 687**.

LOG 596

Roll a D10, mark the box next to the result and gain its bonus. If that box was already marked, nothing happens.

0-2: ☐ Gain 2 *Mineral* Leads.

3-5: ☐ Gain 2 *Strange Flora* Leads.

6-8: ☐ Gain 2 *Live Specimen* Leads.

9: ☐ Gain 2 Leads of any single type.

LOG 597

"We've spent what felt like an eternity in a dark pit. At first, we violently argued who was responsible for this incredible error. How could we all end up here at the same time, without any way to activate the keystone again, and without anyone topside to pull us back up? When we exhausted all of our words, we just waited, sitting in the dark to save our power sources. Finally, when we began to think this was it, the room trembled. The machine slowly started to reset itself."

Discard all cards from Sectors **1**, **2**, **3**, and **4**. Place all Crewmembers in Sector **2**. Each Crewmember and rolls .

LOG 598

****** Heavy static ******

[CAPCOM, Sergeant Xiu]: Away Team, please report! We've lost you on our radar. Come in, Away Team!

[Away Team, Operative 1]: Yes, about that. Don't let the hangar boys get mad, but we've crashed the lander. We're now in.

****** Loud rumble ******

[Away Team, Operative 1]: Do you read us, *Vanguard*? CAPCOM, we've got some seismic tremors in our crash zone. Please advise.

[Away Team, Operative 2]: Then something's coming up from under us.

[CAPCOM, Sergeant Xiu]: Away Team, repeat that last.

Open the Planetopedia at pages **36-37** (*Edan*).

- If there is a Planet Record sheet for your current planet in "Recorded Planets" (Card Tray B), take the Planet Record sheet for your current planet and use it to restore all the saved POI cards, Unique Discoveries, and Threats to the Planet board as they were when you were last here.
- Populate the right side of the Planet board with the indicated Unique Discoveries (place them face down in the order in which they are listed – first card on the bottom, last card on the top).
- 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.
- Place card **P400** in Sector **3**.
- Place card **P399** atop other cards in Sector **4**.
- Place all Crewmembers in **Sector 3**. Each Crewmember rolls or + .
- Find Mission **M182** and place it in the Mission slots on the Planet board.
- Divide the Personal Equipment cards and Mission Equipment cards between Crewmembers. If players cannot agree, the Recon Section player makes the decision.
- The Lander is destroyed! Open the Ship Book at page **19** (*Hangar* cardholder) and flip the Lander card representing your current Lander to the Damaged side (unless it is a Basic Lander). Then, discard the Lander board, and return all Mods to the "Awaiting..." envelope.
- You don't have any Supplies and cannot gain them.
- Each time a Crewmember gains a Discovery, they place it next to their Crew board – during the Ship Management, treat them as if they were on a Lander board.
- Find two Global Condition cards **G18**, shuffle them, and place them in a pile face up in the Global Conditions slot on the Planet board.
- Place the *Ophthalmoid* Threat card in the designated slot above the Planet board.
- Place the *Ophthalmoid* standee in Sector **2**.
- Take the Rank-Up cards from Card Tray A, shuffle them and draw 2 at random. As a group, choose one of them, and place it Incomplete side face up next to the Planet board. If players cannot agree, the Science Section player makes the final choice. Return the remaining Rank-Up cards to Card Tray A.
- Each Crewmember places a Turn token on their Crew board with its "Turn Available" side face up.
- Each Crewmember draws a 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 585** and mark the box next to the letter **A** – and then continue the game.

LOG 599

[Fireteam Alpha, Operative 1]: The hangar is clear! We've beat back the enemy. The landers seem intact!

[Captain Wayman]: Good. Listen carefully, Alpha. This Arrogator ship is tearing us to shreds. We need to do something about it.

[Fireteam Alpha, Operative 1]: You mean, you want us to take off and fight an alien cruiser?

[Captain Wayman]: The Science Section concluded it has limited close-quarter combat capabilities. And there are no enemy fighters to support it.

[Fireteam Alpha, Operative 1]: We'll see what we can do, but fueling and arming the ship will take some time.

[Fireteam Alpha, Operative 2]: Actually, we could do something even without the weapons or full tanks…

[Fireteam Alpha, Operative 1]: I don't like where this is going.

Go to **Log 607**.

LOG 600

The Control Room is without power. Once you **Install a Power Coupling** in Sector **7**, a new card (**P106**) will be revealed in Sector **6**. You need to interact with it before the power goes out again. The best way is to have one Crewmember waiting in Sector **6**, while another Crewmember turns on power in Sector **7**. You may also use Section cards that enhance your mobility to reach the Control Room in time.

LOG 601

[Away Team]: …read this? We're… [radio static]

[CAPCOM, Corporal Coetz]: Say again, Team One. We are losing your signal!

[Away Team]: We're underground. We found… [radio static] … near the gate. It's another stele. The place is safe enough to take our time and study it.

[CAPCOM, Corporal Coetz]: It's your call, Team One. Our Xeno section is dying to get their hands on this thing. But if you're running low on supplies…

[Away Team]: [radio static]

Go to **Log 55**.

LOG 602

Gain 1 .

Replace card **P239** (*Burning Archives*) in your Sector with card **P002**.

LOG 603

[Away Team, Operative 1]: We're through, CAPCOM! We see the planet's surface now. Incredible! The dried up riverbeds almost look like symbols cut in the surface of the planet. To the north, the cracked seabottom stretches as far as the horizon.

[CAPCOM, Sergeant Xiu]: Our initial survey showed this was a marine world not no longer than five centuries ago. The water covered 94% of the planet. With the constant barrage of moon rocks, studying the remains of the local flora, fauna and civilization might be our only chance to preserve them. This should be your first priority.

- Find Mission **M180** and place it in the Mission slot on the Planet board.
- Find all 2 Global Conditions **G18**, shuffle them, and place this pile face up in the Global Conditions slot on the Planet board.
- Place the *Ophthalmoid* Threat card in the designated slot above the Planet board.
- Place the *Ophthalmoid* standee in Sector **3**.

Open the Ship Book at page **24** and perform the "Begin Planetary Exploration" procedure.

LOG 604

Linguistics Report 17C, based on found samples of Arrogator text files:

It would seem that Arrogator society was split into at least two castes, ferociously antagonistic to each other. Their language contains exclusively plural forms (see other examples gathered on Craftworld), but written communication excludes possibility of Arrogators being a hive mind. On the other hand, recovered fragments mention some entity called "Deadspeaker." More context is needed to find if this is a reference to a religious figure or anything else.

If the following box is unmarked, mark it and resolve its text:

☐ Gain 1 .

LOG 605

[XO, Major Dahl]: Good call! While very different from our Earth's capital cities, this collection of structure has clear significance. Besides, focusing on it will show our hosts we are genuinely interested in their culture and art. Remember: be on the lookout for anything that could help us understand these creatures – or communicate with them better.

Place the card **M120** (*Holy Cabal*) in the Mission slot on the right side of the Planet board. Return other non-Optional Mission cards to "Missions." Go to **Log 736**.

LOG 607

All players discuss and choose one (in case of a tie, the Engineering Section player makes the final decision):

» **Begin launch preparations** – This will make completing your primary mission on time harder. Place card **P234** (*Hangar*) in your Sector, if it's not there yet. Then, continue the game.

» **Order Crewmembers to ram the enemy cruiser** (requires at least one Available Crewmember) — Choose any number of Available Crewmembers from your Section (and other Sections, if their players agree). These Crewmembers **will die** fulfilling your orders and the Lander chosen to fulfill this task **will be destroyed**. Go to **Log 142**.

» **Ignore the enemy cruiser and let someone else handle it** — Place the Penalty token on the table and place card **P000** in your Sector. Open the Ship Book at page **19** (*Hangar* cardholder) and flip one chosen Lander card other than Basic Lander to the Damaged side. Then, continue the game.

LOG 608

☐ Mark this box. If this box was already marked, this Log ends. Otherwise, read on:

First Contact Archive, Away Team Report Excerpt 17B

Under one of the trees, we've noticed a faint glisten. Covered in dust, a shattered Idemian mask laid there. Directly above it, on the bark of the tree, there was a faint, dark outline of an Idemian – too lifelike for our taste, and in a painfully contorted pose. We suddenly felt we should leave this place as soon as possible.

Gain Unique Discovery **13** if available. If Unique Discovery **13** is not available, gain 1 instead.

LOG 609

[Away Team, Operative 1]: We're through, CAPCOM! We see the planet's surface now. Incredible! The dried up riverbeds almost look like symbols cut in the surface of the planet. There is a strange structure to the south-east from our landing zone…

[CAPCOM, Sergeant Xiu]: Correct. Our researchers call it the "Edifice." We detect severe gravitational anomalies within the structure.

- Find Mission **M181** and place it in the Mission slot on the Planet board.
- Find all 2 Global Conditions **G18**, shuffle them, and place in a face up pile in the Global Conditions slot on the Planet board.
- Place the *Ophthalmoid* Threat card in the designated slot above the Planet board.
- Place the *Ophthalmoid* standee in Sector **6**.

Open the Ship Book at page **24** and perform the "Begin Planetary Exploration" procedure.

LOG 611

Captain's Log, Entry F-842

This was the last time we've heard anything from the Away Team. All its members are now considered Missing in Action, and I can't stop thinking whether I sent these brave souls to their death. Was our technology still too fresh for this? Did we make an error somewhere? Dr. Corey assures me the Null Field would not fail on its own and that something else must have been responsible. Maybe one day we will get to learn what it was. Another Away Team is being prepped for the landing as I write these words, their mission even harder, for they are now burdened not only with the task of claiming the Builders' Vault, but also discovering the fate of those who came before them.

Warning! It's too late for Vanguard to turn back now. If you lose two more Away Teams, your campaign will be over. On your next landing, be sure to re-read all POI cards, Threats and card lore again, to ensure you haven't missed anything important.

If you wish to Save and store the game before retrying the final mission, go to **Log 798**,

When you're ready to replay the final mission, mark the topmost unmarked box and resolve its text. If all boxes are marked, resolve the bottom one.

☐ Go to **Log 737**.

☐ Go to **Log 737**.

☐ Go to **Log 810**.

LOG 612

First Contact Archive, Away Team Report Excerpt 17B

We entered a workshop – and felt a heavy gaze of countless mirror masks arranged on the walls and hanging from the ceiling. One Idemian artisan was working inside, repairing old and damaged masks. Its moves were fast and

precise, yet its work progressed slowly. With several complex tools and workstations scattered around the large room, it had no one to help it, and operated the machines one after the other. We tried to ask about the masks and their significance, but it did not answer, busy with its work. We asked whether we could give it a hand, and it neither accepted nor rejected our offer…

All players discuss and choose one (if you cannot agree, the Security Section player makes the choice):

» **Help the artisan** – Replace the card in this Sector with card **P272**.
» **Deliver a mask to the artisan** (only if you have Unique Discovery **13**) – Go to **Log 643**.
» **Leave the workshop** – Continue the game.

LOG 613

Excavation Log THX1138

The dig was planned to cut the longer axis of the debris field in hopes of gaining any insight as to the whereabouts of Arrogators, the events that transpired on their Craftworld. Preliminary findings show that the aforementioned debris is a result of a high-velocity impact on the outer surface of the vessel. Found artifacts are most possibly of the Arrogator origin, showing remarkable similarities to already known examples of their craft. They may provide useful information that could help us create Arrogator-styled, heavily protected landers.

The Archaeology department suggests further expansion of the dig to the projected area where the largest parts of the impactor could rest.

Mark the topmost unmarked box and resolve its text.

☐ Gain Unique Discovery **8**. If you have it already, gain 1 .

Place card **P311** in this Sector.

LOG 614

Mark the topmost unmarked box and resolve its text. If all boxes are marked, resolve the bottom one.

☐ Go to **Log 273**.

☐ Nothing happens.

LOG 615

If you're on *Brimstone*, go to **Log 616**.

If you're on *Matchstick*, go to **Log 601**.

LOG 616

[Away Team]: …read this? We're… [radio static]

[CAPCOM, Corporal Coetz]: Say again, Team One. We are losing your signal!

[Away Team]: We're inside the mountain. We made some interesting discoveries and… [radio static] … of the seismic disturbance. It's another stele, embedded in the large magma reservoir. I think we could get close enough to study it.

[CAPCOM, Corporal Coetz]: It's your call, Team One. Our Xeno section is dying to get their hands on this thing, but if you think it's too risky…

[Away Team]: [radio static]

- Discard **M10** and **M31** Missions card, if revealed.
- Gain 1 .
- Gain a Unique Discovery.
- Place card **P001** on top of any cards in this Sector.
- Go to **Log 55**.

LOG 617

[Section Leader]: Be careful, team. We're detecting a huge oxygen leak near your location. One of the cargo bays must have been damaged.

[Fireteam Alpha]: Can't you just close the bulkheads around the leak?

[Section Leader]: Most of the bulkheads are destroyed. We must locate and repair the damage before too much oxygen vents into space.

[Fireteam Alpha]: As if we didn't have enough on our hands…

Go to **Log 622**.

LOG 618

First Contact Archive, Away Team Report Excerpt 17B

It took time and effort, but I managed to spotlessly polish the crystalline face of the mask. Only when I was done, I noticed the host hovering behind my arm. It took the mask out of my hand, inspected, and nodded its head stiffly – I was not sure whether the meaning of this gesture was the same as for humans, but I felt this was a good moment to press my questions…

Replace the card in your Sector with card **P271**. Go to **Log 630**.

LOG 619

[XO, Major Dahl]: Good call! Damaged or not, *Vanguard* is still on a mission, and we need more steles for our research. Additionally, the stele's glyph could help us understand what makes these Idemians tick. So far, every stele somehow inspired the Civilisation around it. Not to mention the fact that by reaching this difficult goal, we will show our hosts that we are a race of daring explorers…

Place the card **M121** (*Deeper Truth*) in the Mission slot on the right side of your Planet board. Return other non-Optional Mission cards to "Missions." Go to **Log 736**.

LOG 620

Captain's Log, Entry E-736

I swore never to leave my crew behind, yet I just couldn't give the order this time. It was obvious that the mysterious cosmic shoals of this system were attracted to strong bursts of energy and high temperature. Vanguard's AI warned me that if we try to maneuver too close to the creatures, it would be like dangling a juicy steak in front of a hungry wolf. And if these things covered the entire *Vanguard*, just like they did with the lander, the lives of everyone aboard would be in danger.

As I watched our disabled lander on the screen, surrounded by thick clouds of these strange microorganisms, I only hoped the people inside would understand why we can't help them – and that they would find a way to get out of this on their own.

- **Obtain a sample of the creatures** – While risky, it would allow us to study them easier. Go to **Log 624**.
- **Wait for Vanguard to save us** – They must see we're in trouble! Go to **Log 645**.

LOG 621

Exploration Log 14/73-A

This district is full of burnt out shells of buildings. Architecture is utilitarian to the extreme, with no sight of remains of buildings which could be classified as cultural in purpose or especially embellished in any kind. Most of the still standing walls have remains of what can only be propaganda materials. Simplistic in the extreme, with blunt message, understandable even for other species: Galaxy is ours! We wonder if the grand hall looming in the distance is any exception.

Our automated scouts have found that some of the ruins have a lot of vitrified walls and melted glass. Prolonged exploration might give us an answer about what happened on the Craftworld.

Each Crewmember draws 1 Section card. Replace the card in this Sector with card **P329**.

LOG 622

All players discuss and choose one (in case of a tie, the Engineering Section player makes the final decision):

» **Repair the ship damage and plug the leaks yourself** – This will make completing your primary mission on time harder! Place the **P240** (*Damaged Cargo Hold*) card in your Sector if it's not there yet.
» **Order your crewmembers to repair the damage** (requires at least one Available Crewmember) — Choose any number of Available Crewmembers from your Section (and other Sections, if their players agree). These Crewmembers may die fulfilling your orders!
Go to **Log 724**.
» **Ignore the damage and let someone else handle it** — Lower the Morale in the Bridge cardholder (Ship Book page **3**) – if it was already Very Low, nothing happens. Then, return one random card from "Gathered Discoveries" (Card Tray B) to its Discovery deck. Shuffle all Available Crewmembers of all Sections, and draw one card at random. This Crewmember dies: place them in the "Casualties" slot next to the board. Add 1 marker to the Enemy Advantage slot.

LOG 623

☐ A If box **A** is marked, nothing happens.

Otherwise, mark the box next to the letter **A** and go to **Log 631**.

LOG 624

Away Team's Private Channel

[Operative 1]: Okay, let's go through this again. You suit up, and enter the airlock. We drop the pressure inside to just above zero. This way, when you open the lock, most of these little bastards will be blown clean off, and you'll have a split second to collect your sample and close the door.

[Operative 2]: What if they start to push in?

[Operative 1]: You can't let them do that. You need to be quick and shut it real tight.

[Operative 2]: And what if they do get in?

[Operative 1]: Well, we can't risk them floating round the ship, can we? Any significant amount of them in the airlock means you will be stuck there until we find some other way to deal with the situation. So don't do that, right?

[Operative 2]: Right.

All players discuss and choose one Crewmember that you think is best suited to keep the airlock open and help gather the sample. In case of a tie, the Security Section player makes the final decision. Then, go to **Log 628**.

LOG 625

[Captain Wayman]: Prepare the scanner! The planet should come into view right about… now.

[Dr. Corey]: And here it is. Codename "Ugnir." Another world visited by the Builders! Just think of--

[Anu, Idemian Ambassador]: So, this is where you took us? Pah! What a waste of time.

[Captain Wayman]: What's wrong, Ambassador?

[Anu, Idemian Ambassador]: You will find nothing here, humans.

[Dr. Corey]: With all due respect, Ambassador. The Builders had to mark this planet for a reason. And see? The scans are picking up an oxygen-rich atmosphere and an enormous amount of organic matter on the surface.

[Anu, Idemian Ambassador]: My people studied this world in the past. We found nothing important here. But go, see it with your own eyes.

[Captain Wayman]: Well, it doesn't hurt to take a look. Prepare the Away Team!

Go to **Log 627**.

LOG 626

[Away Team, Operative 1]: Use the drones to draw its attention and get over here!

****** Energy discharges and blasts ******

[Away Team, Operative 2]: Say again, One? We're pinned down by the barrage [Electronic interference] and our cover is disintegrating by the minute. [Explosion] Ouch!

Each Crewmember in the Sector **4** rolls .

LOG 627

[Away Team]: Away Team to *Vanguard*. We touched down. Datalink initiated.

[CAPCOM, Sergeant Xiu]: We're receiving your data feed, Away Team. How was the landing?

[Away Team]: Nothing to write home about. And it seems the planet won't be any better.

[CAPCOM, Sergeant Xiu]: Explain?

[Away Team]: The entire surface is covered in smooth, gray pebbles, as far as the eye can see. The detector shows no stele signals.

[CAPCOM, Sergeant Xiu]: Strange. The scans reported an abundance of organic material! Please set up your equipment and take some samples Away Team.

[Away Team]: Roger that! Oh, wait. There IS something. We see a long slimy trail, disappearing into the distance, not far from our landing zone.

[CAPCOM, Sergeant Xiu]: Exercise caution, Away Team. A large organism can't exist without some biome to support it.

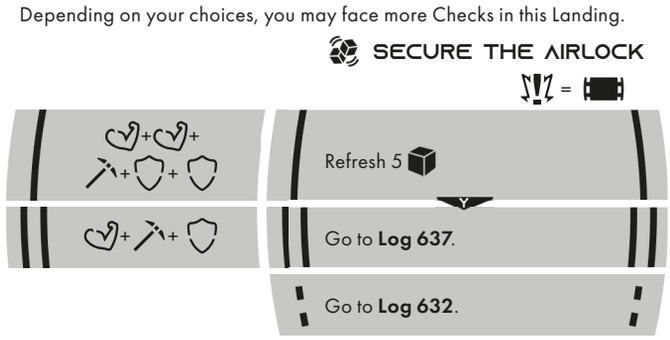
[Away Team]: We also see some scrap not far from the landing zone. Looks alien. Do you think something could have crash landed here?

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

» **Follow the strange trail** – Go to **Log 635**.
» **Study the rocks on the ground** – Go to **Log 644**.
» **Go to the pile of alien scrap** – Go to **Log 752**.

LOG 628

The Crewmember chosen in the previous Log performs the following Dice Check. Other Crewmembers may assist as if they were in the same Sector. Ignore any card or equipment effects that refer to anything not present on the table (**For example**: cards that let you draw Leads, or move to other Sectors). Any dice you use will not be available for subsequent Checks. Depending on your choices, you may face more Checks in this Landing.



LOG 629

Exploration Log 14/02

We're not far from the scaffolding that leads to a heat vent, just at the very edge of the area of effect of the anomaly.

Choose one:

» **Make your way towards the hall** – Through ruined buildings and crumbling remains, an intact building can be seen. Our sensors show that it could be the epicenter of the anomaly too. Place your Crewmember in Sector **4**.

» **Take the safer path into the cityscape** – Our automated scouts show that there is a path where the anomaly effect seems to be less pronounced. It could lead us deeper into the cityscape. Place your Crewmember in Sector **7**.
» **Stay in this Sector.**

LOG 630

All players discuss and choose one (if you cannot agree, the Security Section player makes the choice):

» **Ask him about the meaning of the masks** – Go to **Log 695**.
» **Ask him why the city is empty** – Go to **Log 717**.
» **Leave the workshop** – Continue the game.

LOG 631

[Away Team, Operative 1]: CAPCOM, are you reading us?

[CAPCOM, Sergeant Xiu]: Barely, Away Team. Your signal is faint. We read you several kilometers below Edan's surface.

[Away Team, Operative 2]: Feels like it too — quite the hike getting down here.

[Away Team, Operative 1]: CAPCOM, we've encountered a subterranean lake of sorts. A sea, really. Too large to accurately measure with our instruments.

[CAPCOM, Sergeant Xiu]: Away Team, it's imperative you gather a liquid sample — and if you can, any microorganisms present.

[Away Team, Operative 1]: Copy, CAPCOM.

[Away Team, Operative 2]: Easy — I think I just saw something move.

Place card **P395** on top of any cards in this Sector.

LOG 632

Personal Journal, Crewmember #3562

At first, the door seemed impossible to open. But as soon as it became slightly ajar, the remaining air was instantly sucked out of the airlock, tossing me around. It took me a second to get back in position, and by this time, the cloud of microscopic creatures was already putting pressure on the gap, trying to squeeze into the ship.

I tried to close the hatch, but it was like trying to stop a train with bare hands. Eventually, the door sprang open, throwing me against the wall. A dark cloud stormed into the airlock, flattening me against the wall. I thought that was it. Fortunately, the inner bulkhead held, and the team managed to gain a sample they needed using one of the ventilation system pipes. Consumed by inky blackness, crushed from all sides, I had to wait for what felt like an eternity while they worked on the samples…

Crewmember performing the Dice Check rolls . If this causes the Crewmember to gain a fourth Injury, ignore the result.

Then, mark one box in **Log 925**. If it wasn't the last marked box, go to **Log 637**.

LOG 633

Excavation Log THX1138-1

Further expanding the dig was fruitful. Our team has found the remains of Arrogator personal transport of previously unknown type. This find is the closest to the actual Arrogator specimen we have ever been. Xenology department is already pointing out various similarities in their projected body composition and reworking theories on the other known machines.

The transport was almost completely smashed during its crash landing, but we managed to recover parts of it. Working theorem is that it uses their equivalent of our shield technology. We were able to jury-rig generators into a working shielding. It should protect teams on site from any Arrogators they may happen to stumble upon.

Gain 1 . Progress all Time Tracks by 1. Replace the card in this Sector with card **P312**.

LOG 634

[Pilot]: …is horrible! But shields will probably hold.

[CAPCOM]: You have permission to abort, if things get hairy.

[Pilot]: Won't be necessary.

[Lander AI]: Navigation module damaged. Navigation module destroyed. Communication module damaged.

[CAPCOM]: [Static]

[Pilot]: Hmm… How did that happen? The shield is still on!

[Lander AI]: Scanners mistook a metal droplet for water and allowed it to pass through the shields to conserve energy. Updating threat definition…

This landing procedure will be more difficult and longer. It is divided into several steps. To start, place D10 on the Lander board. It is the lander **Repair Indicator**. Set it on the "0" value.

Begin the landing procedure:

1. On the Lander board, place a marker in the starting space (indicated with an "S" of the Landing track).
2. Roll the Danger die and apply the effect corresponding to the rolled result in the table below and proceed to the next step. 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 on the Landing track isn't on the "Landing Successful" space, go back to step 2; if it's there – you have landed successfully: go to **Log 641**.

RAIN OF MOLTEN METAL

	Gyroscopes Malfunction	Choose one: » **Level off:** **If is 4 or more**, nothing happens. **Otherwise**, each Crewmember . » **Repair gyroscopes:** Each Crewmember 3 .
	Dangerous Opportunity	**Try to seize it!** **If is 5 or more**, immediately go to **Log 641**. **Otherwise**, each Crewmember .
	Molten Metal Shower	**Endure:** Each Crewmember 4 reduced by .
	Pierced cargo bay	**Endure:** Lose 4 Supplies reduced by . **OR** Each Crewmember .

LOG 635

[Away Team, Operative 1]: We're entering a field of towering structures. Why didn't we see those from orbit?

[CAPCOM, Sergeant Xiu]: What? There's nothing like that in the video feed. The terrain in front of you is flat.

[Away Team, Operative 1]: The water is rising, filtering up from between the pebbles. *Vanguard*, can you hear us?

[CAPCOM, Sergeant Xiu]: What? How--

[Away Team, Operative 1]: We've lost contact with *Vanguard*, team. We're on our own.

[CAPCOM, Sergeant Xiu]: I hear you, guys!

[Away Team, Operative 1]: Quick. Let's get out of here before we drown.

[CAPCOM, Sergeant Xiu]: There's no sign of water on your feed. Do you receive, Away Team? Please respond!

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

» **Go toward the structures** – Go to **Log 664**.
» **Wait for the water to engulf you all** – Go to **Log 667**.
» **Study the Rocks** – Go to **Log 648**.
» **Return to the Lander** – Go to **Log 669**.

LOG 636

[Crewmember #234]: *Vanguard*, please tell me that you hear me.

[CAPCOM, Sergeant Xiu]: They just won't respond! Doctor, we must send a rescue-

[Crewmember #234]: You don't have to, sergeant. I hear you, loud and clear.

[Dr. Corey]: Finally! How about the rest of you?

[Crewmember #234]: Unconscious or hallucinating. I need a fire support mission ASAP. Can you target this big bastard over there?

[CAPCOM, Sergeant Xiu]: Whoa! It's danger close. You might get caught in the blast.

[Dr. Corey]: You're sure we want to destroy the creature? We won't be able to examine-

[CAPCOM, Sergeant Xiu]: Doc! We're talking about our crew safety here!

The Crewmember with the marker on their card chooses one:

» **Order Vanguard to proceed with bombardment** – Go to **Log 680**.
» **Attempt to wake your friends** – Go to **Log 697**.
» **Attempt to fight the giant bug alone** – Go to **Log 558**.

LOG 637

Personal Journal, Crewmember #289

With the sample on board, we were able to study the organism and learn more about its lifecycle. These tiny creatures had specialized organelle that turned light into incredible amounts of propulsive energy. In conjunction with their negligible mass, this allowed them to reach accelerations higher than our best landers and top speeds theoretically close to 1C.

However, creating and charging these incredible cellular engines took an enormous amount of energy, requiring the creatures to spend some time close to the sun's corona. On the other hand, their actual breeding process could only happen in the nebula, rich with organic compounds. These two facts shaped their entire life cycle: they approached the suns to charge, replicated their organelle, and then floated back to the nebula to feed and give birth to a new generation.

What's most important was that we discovered a chemical catalyst that communicated that it gathered enough energy to the microorganism and prompted it to return to the nebula. We believed that if we replicated it, the creatures would lose interest in our lander or *Vanguard*.

All players discuss and choose one Crewmember that you think is best suited to copy the organic catalyst and synthesize more of it in the lab. In case of a tie, the Science Section player makes the final decision. Then, go to **Log 639**.

LOG 638

Exploration Log 14/73

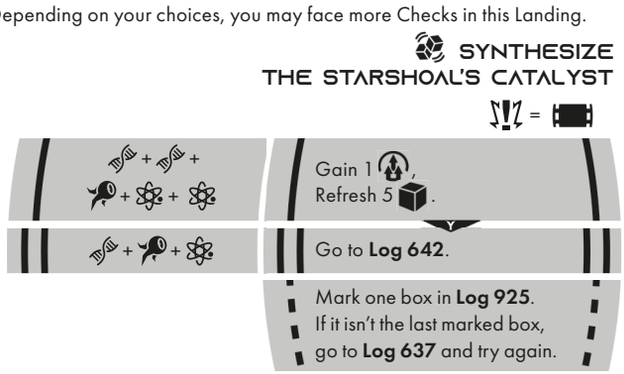
The grand hall was criss-crossed with lines of interfering gravitational pull. Going towards the center of the anomaly was certain death. We have decided to find a way to overcome its effect.

All players discuss and choose one (in case of a tie, Recon Section player makes the final decision):

» **Follow the scout** – Automated scout, before failing in some 20000 g field, reported navigable pathways close to the center of anomaly. We could follow its recorded path. Place your Crewmember in Sector **6**.
» **Take the tunnels** – Sensors show a path through half-collapsed service tunnels, where gravitational fields are almost within standard parameters. Place your Crewmember in Sector **7**.
» **Stay in this Sector.**

LOG 639

The Crewmember chosen in the previous Log performs the following Dice Check. Other Crewmembers may Assist as if they were in the same Sector. Ignore any card or Equipment effects that refer to anything not present on the table (**For example**: cards that let you draw Leads, or move to other Sectors). Any dice you use will not be available for subsequent Checks. Depending on your choices, you may face more Checks in this Landing.



LOG 640

Exploration Log 14/73-B

Remnants of these buildings were subjected to extreme high temperatures, as if someone was destroying evidence. Leftover residue is consistent with that known from our previous encounters with Arrogators. Further exploration of the ruins allowed us to access half-buried and undamaged crystal containers. Their contents look unlike anything Arrogators could have made. Is it possible that these are artifacts of other cultures?

Replace POI in this Sector with card **P330**.

LOG 641

CVR Audio Data

[Navigator]: Nav module is completely dead. I'll try using proximity scanners and cloud formations for navigating.

[Pilot]: Please do. We also must repair the hull.

[Navigator]: In flight? Do we have the time?

All players discuss and choose one (if you cannot agree, the Engineering Section player makes the choice):

» **Repair the lander's armor** – Players (as a team) must for each Crewmember in the Away Team, then go to **Log 646**.
» **Ignore the damage for now** – Go to **Log 649**.

LOG 642

Personal Journal, Crewmember #289

Our team synthesized the catalyst and spread it around the hull. As predicted, the energy-loving microorganisms lost interest in the lander and slowly floated away. We didn't know how long this trick would work, so we quickly patched up the ship and headed back to *Vanguard*, carrying a small sample of these creatures.

Back on board, we've learned that *Vanguard* also found a Builders' stele floating deep in the nebula. It seemed Builders used this system to check whether spaceborne microbial life could evolve into sentient beings. So far, it didn't happen, but if we give these microbes a million years more, then who knows?

Security Section didn't want to hang out any longer in the vicinity of the shoal, so we left the system as soon as we secured all discoveries.

Gain 1 .

Gain Unique Discovery **27**.

Go to **Log 663**.

LOG 643

The artisan took the shattered mask of our hands, its fingers trembling slightly as its touched the fractured mirrored surface. It inspected the object carefully, and then told us it appreciates us bringing this, as it

belonged to one of its family. But since the Idemian it belonged to is dead, the mask should not be repaired. The artisan handed the artifact back to us, but instead of returning to work, it remained in front of us, the mask reflecting our surprised faces. We felt this was a chance to push our questions…

If the following box is unmarked, mark it and resolve its text:

☐ Gain 1 .

Go to **Log 630**.

LOG 644

Mark box **A** in **Log 915**. Then, read on:

Crewmember #234, Personal Diary

As soon as we began to study the planet's surface, we understood why the orbital scans led us astray. The pebbles covering the ground were no real rocks. They were grayish, pebble-like succulents, quite similar to Earth's lithops. We quickly identified several of their subspecies - moving cogs of an ecosystem so simple it bordered on impossible. Apart from symbiotic microorganisms, the lithops seemed to be the only living thing on that planet, capable of sustaining on its mineral-rich soil and the dim sun. Our scans were correct: the planet was full of life. And still, Anu was right too. There was nothing to see here, perhaps apart from the large slimy trail disappearing into the distance…

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

» **Follow the strange trail** – Go to **Log 635**.
» **Return to Vanguard** – Go to **Log 669**.

LOG 645

Personal Journal, Crewmember #289

The hull is creaking. Hours have passed since we had our last contact with *Vanguard*… We began to suspect the ship had to retreat to a safe distance seeing what happened to our lander.

Mark one box in **Log 925**. If it wasn't the last marked box, go to **Log 123**.

LOG 646

CVR Audio Data

[Pilot]: I really wish I could help!

[Muffled Voice]: Sure… Damn, my skin burns!

[Pilot]: Be careful there!

[Muffled Voice]: I'm wearing a full suit! Seeing how it is out here, I'm amazed the lander is still in one piece.

Increase **Repair Indicator** by 3.

Go to **Log 649**.

LOG 647

Exploration Log 14/58

We have almost reached the hall. The majestic building seems intact. Strong variation in local gravitational fields restricts access from this part of the ruins. We will somehow have to find a way to get in…

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

» **Turn back** – Scans show that area is an unnavigable maze of hazardous negative g fields. Only sane option is to back down and return to a well-mapped area near the scaffolding. Place your Crewmember in Sector **2**.
» **Stay in this Sector.**

LOG 648

If box **A** in **Log 915** is marked, you learn nothing new – go to **Log 635**.

Otherwise, mark box **A** in **Log 915**. Then, read on:

Crewmember #234, Personal Diary

As soon as we began to study the surface of the planet, we understood why the orbital scans led us astray. The pebbles covering the entire surface were no real rocks. They were pebble-like succulents, quite similar to Earth's lithops. We quickly identified several subspecies - moving cogs of an ecosystem so simple it bordered on impossible. But it was getting harder and harder to focus on our studies among all the strange things that were happening around us…

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

» **Go toward the structures** – Go to **Log 664**.
» **Wait for the water to engulf you all** – Go to **Log 667**.
» **Return to the Lander** – Go to **Log 669**.

LOG 649

CVR Audio Data

[Pilot]: These clouds seem ominous. Can we avoid them?

[Navigator]: With ease. AI, give us some data about them.

[Lander AI]: Scanners detect nuclear activity within the cloud. Unknown phenomenon. Recommendation: avoid and mark for further research.

[Pilot]: Maybe we should do the research ourselves?

[Navigator]: Don't even think about it!

Choose one:

» **Fly into the clouds** – Go to **Log 652**.
» **Avoid the clouds** – Go to **Log 699**.

LOG 651

Personal Journal, Crewmember #289

I was almost saddened to see how effective our synthetic plague turned out to be. As soon as we released it, the entire shoal of microorganisms surrounding our lander withered, clouds of dead matter floating away quietly into space. The sickness spread further, along the lines of traveling shoals. A few weeks later, when we were preparing to leave the system aboard *ISS Vanguard*, these dark streaks of death were closing in on the organic nebula from several sides.

Watching this from the observation deck, I realized the true cost of saving our Away Team. The Builders' stele discovered by our scouts in the nebula indicated that microbial life of Starshoal was created to test the possibility of evolving a spaceborne, intelligent life. Now, this experiment came to a violent end. The sample in Vanguard's lab would soon become the only reminder of this unique species.

Gain Unique Discovery **27**.

Go to **Log 663**.

LOG 652

CVR Audio Data

[Lander AI]: Solar winds disrupt shielding. Radiological contamination is imminent.

[Navigator]: Did we at least learn anything?

[Lander AI]: Data about those clouds is stored in FDR, waiting to be processed by Science AIs. However, the initial scan showed almost nothing.

1. On the Lander board, place a marker in the starting space (indicated with an "S" of the Landing track).
2. Roll the Danger die and apply the effect corresponding to the rolled result in the table below and proceed to the next step. 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, discard it and go to **Log 662**. Otherwise, go back to step 2.

RADIOACTIVE CLOUDS

	Tiny Nuclear Explosion	**Were We Prepared?** **If is 5 or more**, nothing happens. **Otherwise**, each Crewmember 6 reduced by .
	Opportunity	**Try to Seize It!** **If is 6 or more**, immediately go to **Log 662**. **Otherwise**, nothing happens.
	Thrusters Malfunction	**Plummet:** Each Crewmember 4 reduced by .
	EMP	Choose one: » **Shield the Cockpit:** Discard 5 random Equipment cards reduced by . » **Shield Cargo:** One chosen Crewmember gains an *Exhausted* Injury.

LOG 660

[Away Team, Operative 1]: CAPCOM, we've stumbled upon one of those highways we saw from orbit.

[CAPCOM, Sergeant Xiu]: Any theories as to where it leads, Away Team?

[Away Team, Operative 2]: I'm guessing they all lead to one place — the Edifice.

[Away Team, Operative 1]: Confirmed, CAPCOM. It does appear to lead straight to the Edifice.

[CAPCOM, Sergeant Xiu]: Copy, Away Team. Follow that road and report back at the Edifice.

[Away Team, Operative 2]: It'd be rude not to use a road so helpfully provided.

Replace the POI in this Sector with card **P406**.

LOG 661

Audio Log 14/82

[Away Team]: We've got everything we can from here, let's go.

[Deadspeaker]: I hope you took into your possession what you needed, intruders, our-my masters-supervisors won't be needing it anymore.

[Away Team]: Damn, this guy is creepy.

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

» **Exit the hall** – Leaving the center of the anomaly has you going in circles. After a few hours of seemingly aimless turns, you exit the great hall. Place your Crewmember in Sector **4**.
» **Stay in this Sector**.

LOG 662

CVR Audio Data

[Lander's AI]: Air supply contaminated. Life support system compromised.

[Pilot]: I cannot be everywhere, AI!

[Navigator]: You're not, sit-on-a-comfy-chair pilot. AI, can we do it after landing?

[Lander's AI]: Of course. You have about a seventy percent chance to survive that long.

[Navigator]: Still better than a coin toss, right?

All players discuss and choose one (in case of a tie, the Engineering Section player makes the final decision):

» **Repair the life support** – Players (as a team) must for each Crewmember in the Away Team, then go to **Log 678**.
» **You must endure** – Go to **Log 674**.

LOG 663

Count the number of marked boxes in **Log 925**.

- If no boxes are marked, gain 3 . Then, all Rank 1 and Rank 2 Crewmembers who played in this Exploration Rank-Up.
- If no more than one box is marked, gain 2 . Then, all Rank 1 Crewmembers who played in this Exploration Rank-Up.
- If two boxes are marked, gain 1 .

Remove the **L7** Landing card from the game.

Shuffle Situation card **S25** (*Starshoal's Infection*) from "Future Situations" into "Possible Situations."

Open the Ship Book at page **25** (*Leaving the Planet*) and begin Ship Management.

LOG 664

[Away Team]: We can't make it, CAPCOM! We know the connection's gone, but I hope this message reaches you, eventually. We're still climbing toward those structures. We're not making any progress, though.

[CAPCOM, Sergeant Xiu]: The connection is stable, I hear you.

[Dr. Corey]: See those readings from their suits? Their brain activities are similar to those during REM.

[Away Team]: We're not climbing… We're crawling up the surface of the planet!

Each Crewmember rolls . If any Crewmember would gain a fourth Injury, ignore the fourth Injury die and card instead. Then, read on:

[Away Team]: That's too weird. We must be hallucinating. Team, we must go back to the lander. Wait… Where did the sea disappear?

Go to **Log 669**.

LOG 665

[Away Team, Operative 1]: Do you understand any of this?

[Away Team, Operative 2]: Sort of. If you filter out the random ramblings and bad poetry, the data also contains technical blueprints. In my opinion, the thing we're supposed to build makes no sense at all. But I trust Thrall knows what it is doing.

[Away Team, Operative 1]: Damn this creature!

[Away Team, Operative 2]: Hey, careful now! Thrall was one of us not long ago. And it does try its best to save our skins.

All players discuss and choose one Crewmember that you think is best suited to construct the Visitors' subspace marker. In case of a tie, the Engineering Section player makes the final decision.
Then, go to **Log 668**.

LOG 666

☐ A ☐ B ☐ C

- Open the Planetopedia at pages **32-33** (*Fetch*).
- Place the Lander standee next to Sector **1**. Place each Crewmember in this Sector.
- If box **A** is marked, place a marker in Sector **3**.
- If box **B** is marked, place a marker in Sector **3**.
- If box **C** is marked, place a marker in Sector **2**.
- Open the Ship Book at page **24** and perform the "Begin Planetary Exploration" procedure.

LOG 667

[Away Team]: The liquid must be dense. We're floating.

[CAPCOM, Sergeant Xiu]: The connection is stable, I hear you.

[Dr. Corey]: See those readings from their suits? Their brain activities are similar to those during REM.

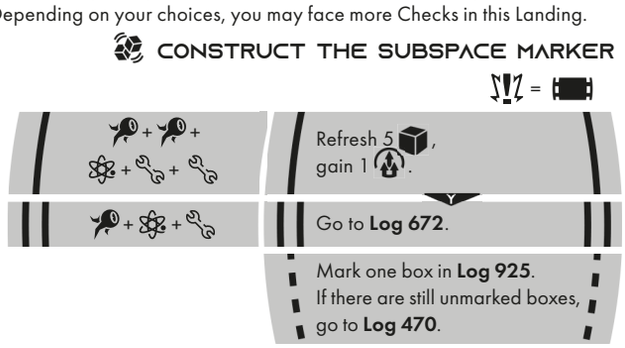
Each Crewmember rolls . If any Crewmember would gain a fourth Injury, ignore the fourth Injury card and die and continue the game. Then, read on:

[Away Team]: Where's the water? Why are we crawling along the ground? Are we hallucinating? I think we should return to the lander now.

Go to **Log 669**.

LOG 668

The Crewmember chosen in the previous Log performs the following Dice Check. Other Crewmembers may Assist as if they were in the same Sector. Ignore any card or Equipment effects that refer to anything not present on the table (**For example**: cards that let you draw Leads, or move to other Sectors). Any dice you use will not be available for subsequent Checks. Depending on your choices, you may face more Checks in this Landing.



LOG 669

[CAPCOM, Sergeant Xiu]: Doc… They're going in circles. We should rethink sending an evacuation crew.

[Chief Medical Officer, Dr. Bell]: Are you sure it's not a comms issue?

[CAPCOM, Sergeant Xiu]: No, all the gear is working fine. It's just as if they've stopped hearing us.

[Away Team]: *Vanguard*, I don't know if you read this, but the closer we try to get to the lander the further away it is moving? It seems impossible to reach it. Is it you? Or are we going insane?

[Chief Medical Officer, Dr. Bell]: Do you hear my voice Away Team? You are hallucinating. You need to snap out of it!

All players discuss and choose one (in case of a tie, the Security Section player makes the final decision):

» **Shake your heads to shake off the illusion** – Go to **Log 671**.
» **Breathe deeply and try to calm yourself** – Go to **Log 673**.
» **Look at your own hands** – Go to **Log 677**.
» **Report your problems to Vanguard** – Go to **Log 675**.

LOG 671

Crewmember #234, Personal Diary

I shook my head, trying to disperse the haze in my head. I felt water sloshing between my ears, my eyes spun around – I retched as the world turned upside down. Then I saw my friends, all on their knees, struggling within their own minds.

Each Crewmember rolls . If any Crewmember would gain a fourth Injury, ignore the fourth Injury die and card instead. Then, choose one:

» **Breathe deeply** – Go to **Log 673**.
» **Look at your own hands** – Go to **Log 677**.

LOG 672

Personal Journal, Crewmember #289

Thrall emerged right next to the marker, without any warning, spooking us all – but what was even scarier was walking with it down its subspace tunnel that ebbed through the realm of the Visitors.

Eventually, we emerged on *ISS Vanguard*. From the bridge, we watched our lander slowly getting crushed in the opaque shoal of microorganisms. *Vanguard* deployed a drone to take a sample from a safe distance – we also found a Builders' stele floating deep in the nebula. It seemed the Builders used this system to check whether spaceborne microbial life could evolve into sentient beings. So far, it hasn't happened, but if we give these microbes another million years, then who knows?

The Security Section didn't want to hang around any longer in the vicinity of the shoal, so we left the system soon after.

Gain 2 .

Gain Unique Discovery **27**.

Open the Ship Book at Page **19** (*Hangar* cardholder) and flip the Lander card representing your current Lander to the Damaged side (unless it is a Basic Lander).

Go to **Log 663**.

LOG 673

Crewmember #234, Personal Diary

I couldn't stop sucking in air. My whole body swelled like a balloon, my head felt light. I looked down: my feet were extremely distant – but the ground… I was floating away! No! That was impossible! I needed to get myself together!

Each Crewmember rolls . If any Crewmember would gain a fourth Injury, ignore the fourth Injury die and card instead. Then, choose one:

» **Shake your heads** – Go to **Log 671**.
» **Look at your own hands** – Go to **Log 677**.

LOG 674

CVR Audio Data

[Navigator]: AI said the data was not enough, and the lander is already a mess. We must escape these clouds!

[Pilot]: But we could still gather more data--

[Navigator]: Stop this nonsense!

[Pilot]: We're doing well. The knowledge is worth it!

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

» **Continue the flight in the clouds** – Go to **Log 681**.
» **Maneuver away** – Go to **Log 712**.

LOG 675

[Away Team, Operative 1]: Sergeant, please advise. We need help!

[Chief Medical Officer, Dr. Bell]: Their vitals look good. Their state is not induced by toxins or metabolic abnormalities. My guess is something is making them hallucinate, though I am at a loss as to what.

[CAPCOM, Sergeant Xiu]: Away Team, extract at once!

[Away Team, Operative 2]: It's no use. *Vanguard* doesn't hear us. I think I'm scared.

[Chief Medical Officer, Dr. Bell]: I hope they remember their training. One psychological trick that often works in a bad dream is to look at your--

[Away Team]: Run! We have to get out of here!

Go to **Log 669**.

LOG 676

Audio Log 14/73-C

[Away Team 2]: Is that… a *Vanguard* symbol?

[Away Team 1]: Step aside, you must be seeing things.

****** Shuffle ******

[Away Team 1]: How could it be? Doesn't matter now. We're getting that capsule on board.

If the following box is unmarked, mark it and resolve its text:

☐ Gain 1 and Unique Discovery **26**.

LOG 677

Crewmember #234, Personal Diary

When I glanced down at my hands, I recoiled with disgust. Instead of my well-worn suit, I saw a strange chitinous appendage with two claws. I opened and closed my fists, feeling a deep, troubling disconnect. My hands did not FEEL like these things. I could still run my thumb through the top of my other four fingers, though my eyes saw something very different.

And then, it was as if my mind shut down and rebooted. The voice of the sergeant sounded in my earpiece - and I was never happier to hear it.

Then, I noticed my friends crawling on the ground in front of me, raking up the gray pebbles with their squirming bodies. Over them stood a monstrous creature, a gargantuan bug in the shape of a brain, with mandibles dripping a sickly liquid.

Choose a random Crewmember. Place a marker on their Crewmember card. The player controlling this Crewmember chooses one:

» **Attempt to wake your friends** – Go to **Log 697**.
» **Attempt to fight the giant bug alone** – Go to **Log 558**.
» **Ask Vanguard to fire at the creature from orbit** (requires Bridge Upgrade **B10**, *Vindicator Cannon*) – Go to **Log 636**.

LOG 678

CVR Audio Data

[Navigator]: I changed the filter, I repaired the catalyst module…

[Pilot]: Great! I kept my eyes on your console while you were away, but I think--

[Navigator]: Left, six degrees, now! Up, one degree!

…

[Navigator]: You almost steered us into the heaviest storm! But yes, you did quite well, all things considered.

Increase the **Repair Indicator** by **3**.

Go to **Log 674**.

LOG 679

Exploration Log 14/67

The scans of the area show lots of debris and multiple spots of fluctuating gravitation. The survey of the tunnel leading here revealed spikes in the gravitational field. The only safe route leads underneath huge pieces of masonry suspended in the air, to the large hall looming behind the closest ruins.

Choose one:

» **Take the safe route** – Place your Crewmember in Sector **4**.
» **Stay in this Sector.**

LOG 680

[CAPCOM, Sergeant Xiu]: Take cover, Away Team! Firing in 3… 2…

[Away Team, Operative 1]: If I get hit, guys, could someone-

[CAPCOM, Sergeant Xiu]: 1… Fire mission is a go!

****** Vanguard's main gun firing ******

Each Crewmember rolls . If any Crewmember would gain a fourth Injury, ignore the fourth Injury die and card instead. Then, go to **Log 553**.

LOG 681

CVR Audio Data

[Lander AI]: Sufficient data recorded. Storing the data in FDR.

[Pilot]: See? I told you it was worth it.

[Lander AI]: Danger! Nuclear radiation level increasing.

[Navigator]: Was it, though? Wait! Do you see?

[Pilot]: This dark cloud?

[Navigator]: It's not a cloud! It's a solid object floating above the clouds, much larger than *Vanguard*!

1. On the Lander board, place a marker in the starting space (indicated with an "S" of the Landing track).
2. Roll the Danger die, apply the effect corresponding to the rolled result in the table below, and proceed to the next step. 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, discard it and go to **Log 685**. Otherwise, go back to step 2.

NUCLEAR ACTIVITY

	Moment of Peace	**Nothing Happens**
	Turbulences	**Did We Expect Them?** **If is 6 or more**, nothing happens. **Otherwise**, each Crewmember 5 reduced by .
	Explosion	Choose one: » **Maneuver** Each Crewmember 4 reduced by . » **Shields Up!** **If is 4 or more**, nothing happens. **Otherwise**, each Crewmember gains a *Wounded* Injury.
	Deadly Radiation	**Survive** **If is 5 or more**, each Crewmember . **Otherwise**, each Crewmember gains an *Exhausted* Injury.

LOG 682

☐ **A** Gain 1 *Alien Tech* Lead. Place POI **P315** in Sector **4**.

☐ **B** Gain 1 . Place POI **P316** in Sector **4**.

LOG 683

Exploration Log 14/95

Activating the gravitational engine affected even this remote part of the cityscape. The resulting gravitational shift opened the path to the hall, but closed off virtually any other passages. The tunnel we used to get here is again blocked by high-g areas.

Choose one:

» **Try to get to the grand hall** – Place your Crewmember in Sector **4**.
» **Stay in this Sector.**

LOG 684

After Action Report 14/02, Excerpt

Having previously charted the known drone swarms and debris fields surrounding the object, we were able to approach it silently and without too much hassle. Previous exploration allowed us to also quickly open the hatch leading into the inner core of the Craftworld.

This time, our mission was starting really easy…

- If the Planetopedia is open at pages **29-30** (*Arrogator Craftworld – Outer Shell*) and you haven't saved it, do so now:

  If there is a Planet Record sheet for your current planet in "Recorded Planets" (Card Tray B), dispose of it.
  Important: *Arrogator Craftworld Outer Shell* and *Inner Core* should be saved on different Planet Record sheets.

  Then, take a blank Planet Record sheet and fill it in as follows:

  – Write the name of the current Planet at the top (the one on the Planet board).
  – Write the number of the Landing card that is currently in the Planetary Scanner.
  – For each Sector, write the number of any POI cards in that Sector. If there is more than one POI card, write the top one to the left. Mark if the Sector is Finished.
  – Write the number of each Unique Discovery still on the Planet board.
  – Write the name and Sector number of any Threats still on the Planet board. Then, return all Threat cards on the Planet board and their matching standees to the box.
  – Place the Planet Record sheet in "Recorded Planets" (Card Tray B).
  – Return all POI cards on the Planet board to "Points of Interest" (Card Tray A). Return all Unique Discovery cards on the Planet board to "Unique Discoveries" (Card Tray A). Return all Threat cards and their matching standees to the box.

- Open the Planetopedia at pages **30-31** (*Arrogator Craftworld – Inner Core*).
- Go to **Log 687**.

LOG 685

CVR Audio Data

[Lander's AI]: Sensors down!

[Navigator]: Just ignore it. We're almost there.

[Pilot]: You can't be serious! I cannot land without working sensors!

[Navigator]: The lander is already beat up. A rough landing won't make much difference.

[Pilot]: We need to lift off later, you know?

Gain 1 *Mineral* Discovery.

All players discuss and choose one (in case of a tie, the Engineering Section player makes the final decision):

» **Rush the landing** – Go to **Log 693**.
» **Repair sensors** – Players (as a team) must for each Crewmember in the Away Team, then go to **Log 689**.

LOG 686

Exploration Log 14/55

This area in the depths of the city is characterized by highly variable gravitational fields. There might be some intact buildings among them.

Choose one:

» **Get further into the anomalous fields** – Scouting drones sent ahead confirm there is a chance of getting closer to the majestic hall looming in the distance. Place your Crewmember in Sector **6**.
» **Stay in this Sector**.

LOG 687

Exploration Log 14/01A

We descended the twisting corridor of the vent into the center of the Craftworld. Our gravimeters indicated small changes in gravitational pull the closer we got to the inside of this vessel. Multiple heavy layers of armor we passed on our way down cut off our contact with *Vanguard*. We had to carry all our equipment and supplies with us.

After an arduous journey, we finally climbed down a scaffolding into the ruined mega-city that sprawled within the vessel. Researching all the places we've seen from our position could take years, but the source of the anomaly was determined to be inside the city, in the grand hall-like building, seemingly intact. This could mean that there was a cluster of steles inside, as we already knew that Arrogators were able to amass many obelisks in one place.

Reaching this hall became our primary objective. Our scouting drones discovered paths of varying gravity between us and the destination. We knew we should tread carefully – one step off the path could mean death.

This hostile environment also required us to act quickly. We couldn't determine how the Craftworld would affect us if we stayed there for too long.

We still haven't seen a living Arrogator, but there was plenty of evidence that they should still be around.

- Place the *Gravity Rift* Threat card in the designated slot above the Planet board. Place the *Gravity Rift* standee in Sector **5**.
- This map uses a special mechanic for movement in some Sectors. See the Global Condition and its action "Go Further."
- Open the Ship Book at page **24** and perform the "Begin Planetary Exploration" procedure.

LOG 688

[Away Team, Operative 1]: Using the drones to draw its attention!

****** Energy discharges ******

[Away Team, Operative 2]: [Charging whine] I have it in my crosshairs. Take that, you alien bastard!

****** Explosion ******

[Away Team, Operative 1]: Ouch, did that hurt?

on the Threat card in this Sector.

LOG 689

CVR Audio Data

[Navigator]: Ready!

[Pilot]: Thank you. Now, we can land safely.

[Navigator]: That was actually a good idea. Thanks for talking me into it.

Increase the **Repair Indicator** by **3**. If its value is **9**, go to **Log 723**.

Otherwise, go to **Log 693**.

LOG 690

****** Sounds of plasma cutters ******

[Away Team One]: We have opened the outer shell and gained access to the hub. Please advise, Capcom.

[CAPCOM]: Good work Team One! Try to work around their systems. We do not have the ordnance to get rid of the whole cannon, so you have to find a way to deal with that on-site.

[Away Team One]: The inner workings seem similar to any other Arrogator tech we've seen till now. It should be a simple job to rig its IFF systems to recognize us as friendlies.

Go to **Log 682**. Mark the **A** box and resolve its text.

LOG 691

Exploration Log 14/91

Gravity fluctuations subsided in this area when we activated the gravitational engine. Entering the hall is no longer possible, though. The debris, previously hanging precariously in the thin air, now blocks our way inside. On the other hand, the service tunnels leading into the deeper cityscape are accessible once again.

Choose one:

» **Get as close to the hall as possible** – Place your Crewmember in Sector **4**.
» **Use the service tunnels to head deeper into the cityscape** – Place your Crewmember in Sector **7**.
» **Stay in this Sector.**

LOG 692

After Action Report 14/02

Seeking entrance to the Craftworld took us enough time. Going into the unknown without further preparation, with supplies rapidly dwindling, was a fool's errand. After a quick consultation with CAPCOM, we have decided to return to the ship.

Go to **Log 990**.

LOG 693

CVR Audio Data

[Navigator]: Here's a spot where we can land safely. Probably.

[Pilot]: It's… alright, I guess.

[Navigator]: With our floating wreck, I cannot think of anything better.

[Pilot]: This is going to be rough.

- Open the Planetopedia at pages **26-27** (*Muspelheim*).
- Replace the POI in Sector **1** with card **P292**.
- Place **1** Marker on the Lander board for each point of the **Repair Indicator**. Then discard the **Repair Indicator** from the Lander board.
- Go to **Log 477** and mark the box next to the letter **A** without resolving the rest of the Log text. Then, open the Ship Book at page **24** and perform the "Begin Planetary Exploration" procedure.

LOG 694

☐ If this box is not marked, mark it and move **O16** Secondary Objective (*Toppling the Titan*) to the "Awaiting..." envelope.

LOG 695

[Idemian Host]: …

[Vanguard AI]: When you look at the mask, you see yourself. This is a reminder. You are the only one who lives in the world you call a reality. Reality is a projection in your mind. Everything warped. Changed by yourself. Far from the truth.

[Idemian Host]: …

[*Vanguard* AI]: In truth, every one of us is alone in this world. The mask reminds us of this. It also reminds us that when we speak to the person,we do not truly speak to them. We speak to their image we created in our mind. An image distorted by our own concepts of truth, right and wrong.

[Idemian Host]: …

[*Vanguard* AI]: In your world, you are the same as you were when you last entered here. In my world, you have changed. I see you differently now. Perhaps closer to truth. Perhaps further. Time will tell.

☐ If this box is not marked, mark it and gain 1 .

Mark box **A** in **Log 905**, read its text, and go to **Log 630**.

LOG 696

****** Plasma cutter sounds ******

[Away Team One]: We have opened the outer shell and gained access to the hub. Please advise, Capcom.

[CAPCOM]: Good work Team One. Try to work around their systems. We do not have the ordnance to get rid of the whole cannon, so you have to find a way to deal with that on-site.

[Away Team One]: The inner workings seem similar to any other Arrogator tech we've seen till now. It should be a simple job to rig its IFF systems to recognize us as friendlies.

Go to **Log 682**. Mark the **B** box and resolve its text.

LOG 697

Crewmember #234, Personal Diary

I frantically tried to wake my friends up, shaking them and screaming, as the beast charged me. They scrambled to their knees at the last possible moment. Together, we wounded the creature and ran for our lives toward the lander that was now clearly visible not far from us.

Each Crewmember rolls . If any Crewmember would gain a fourth Injury, ignore the fourth Injury die and card instead. Mark box **B** in **Log 915**. Then, go to **Log 707**.

LOG 698

After Action Report 14/03

(…) the mission was just a downward spiral from there. Awakening dormant constructs, laser-mazes, pre-aimed kill-zones - everything was hell-bent on obliterating us. We barely evacuated… If we ever attempt to land there again, my advice would be either to stay as quiet as humanly possible, or to nuke the entire site from orbit.

Place the Mission Failed token on the Lander board and discard all non-Unique Discoveries from the Lander board. Open the Ship Book at page **25** (*Leaving the Planet*) and begin Ship Management.

LOG 699

CVR Audio Data

[Lander AI]: Solar wind approaching.

[Pilot]: You're kidding, right?

[Lander AI]: I don't have the joke module installed.

[Navigator]: Funny as always. Pilot, ready for another round?

1. On the Lander board, place a marker in the starting space (indicated with an "S" of the Landing track).
2. Roll the Danger die and apply the effect corresponding to the rolled result in the table below and proceed to the next step. 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, discard it and go to **Log 701**. Otherwise, go back to step 2.

SOLAR FLARE

	Temperature Rise	Choose one: » **Expose Cargo** Lose 2 Supplies. » **Expose Cockpit** **If is 4 or more**, each Crewmember . **Otherwise**, one chosen Crewmember gains a *Burned* Injury.
	Opportunity	**Seize it!** **If is 5 or more**, go to **Log 701**. **Otherwise**, nothing happens.
	Radiation	**Survive** **If is 4 or more**, each Crewmember . **Otherwise**, each Crewmember gains an *Exhausted* Injury.

LOG 700

After Action Report/14-06

Pushing through the ruined remains of the Arrogator city proved to be hard. Variable gravitation meant we had to operate in extremely hostile conditions. And we haven't even met any actual Arrogators, or their working constructs.

This untapped pool of information, in my opinion, warrants additional scouting missions, better prepared and supplied.

Go to **Log 990**.

LOG 701

CVR Audio Data

[Lander AI]: Oxygen tank is aflame. Life support system compromised.

[Pilot]: I cannot be everywhere, AI!

[Navigator]: You're not. You're sitting at the controls the whole time. AI, can we do it after landing?

[Lander AI]: Of course. You have about seventy percent chance to survive that long.

[Navigator]: Still better than a coin toss, right?

All players discuss and choose one (in case of a tie, the Engineering Section player makes the final decision):

» **Repair sanitary network** – Players (as a team) must for each Crewmember in the Away Team, then go to **Log 708**.
» **Flight in a damaged Lander** – Go to **Log 704**.

LOG 702

[Away Team, Operative 2]: …and we just flip this switch over here and…

****** Equipment powering up ******

[Away Team, Operative 2]: Voila! It works!

[Away Team, Operative 1]: Stay sharp people, it seems we have stirred the bees' nest!

The outer surface of the Craftworld is now flooded with red light. It seems that this node is sufficient to power the most basic systems.

If Global Condition card **G33** is on the Planet board, reset its Time Track.

If Global Condition card **G33** is not on the Planet board, place it in the Global Condition slot.

If card **P318** (*Thermal Vent*) is in Sector **6** and card **P317** (*Powered Machine Depot*) is in Sector **5**, nothing happens. Otherwise, place the POI card **P318** in Sector **6** and **P317** in Sector **5**.

If *Arrogator Guardian* **is already** on the board:

Resolve **Eradication Ray** from its Threat card and remove the marker from the red track on its Threat card.

If *Arrogator Guardian* **is not** on the board yet:

Place the *Arrogator Guardian* Threat card in a Threat slot and its standee in Sector **6**.

Then, read on:

If there is a POI *Inactive Defense Battery* in Sector **4**, go to **Log 776**.

If there is a POI **P315** (*Modified Defense Battery*) card in Sector **4**, go to **Log 779**.

If there is a POI **P316** (*Refitted Defense Battery*) card in Sector **4**, go to **Log 777**.

LOG 703

Exploration Log 14/01

Getting from one place to another in the Craftworld Core proves difficult. We often find ourselves going in circles, only to discover our internal clocks haven't moved by a second. All this wibbly-wobbly timey-wimey stuff is unnerving to say the least.

If you are in Sector **2**, go to **Log 629**.

If you are in Sector **3**, go to **Log 638**.

If you are in Sector **4**, go to **Log 647**.

If you are in Sector **5**, go to **Log 661**.

If you are in Sector **6**, go to **Log 679**.

If you are in Sector **7**, go to **Log 686**.

LOG 704

CVR Audio Data

[Pilot]: That wasn't so bad, was it?

[Navigator]: You crazy?

[Pilot]: Maybe we should dive into the clouds, research--

[Navigator]: No! We're barely flying!

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

» **Fly into the clouds to research them** – Go to **Log 681**.
» **Avoid the clouds** – Go to **Log 712**.

LOG 705

[Away Team, Operative 1]: Capcom, we are approaching defensive emplacements. Guns are of the same pattern as those found on the Eye of the Void. It would seem that they are inactive as well.

[CAPCOM]: Roger that, One.

****** Footsteps ******

[Away Team, Operative 1]: Capcom, we have found what seems to be the control hub for the battery. We will attempt to gain access now.

[CAPCOM]: Just don't stir the bees' nest, One.

[Away Team, Operative 2]: [Muttering] Yeah, really helpful.

****** Working plasma cutters ******

See if the box in the **Log 940** is marked, without resolving the Log.

If it is marked, go to **Log 690**. Otherwise, go to **Log 696**.

LOG 706

If you are in Sector **2**, go to **Log 769**.

If you are in Sector **3**, go to **Log 759**.

If you are in Sector **4**, go to **Log 774**.

If you are in Sector **5**, go to **Log 784**.

If you are in Sector **6**, go to **Log 691**.

If you are in Sector **7**, go to **Log 683**.

LOG 707

[Away Team, Operative 1]: Go, go, go! Close the ramp!

****** Bulkhead closing ******

****** Pressurizing airlock ******

[Away Team, Operative 2]: Phew. That was… something. Let's get out of here before this thing comes back for another round.

[Lander AI]: Preparing for take-off. Powering the main engine.

[Away Team, Operative 1]: Make it fast, please! Anyone have eyes on this thing? What is it doing?

[Away Team, Operative 2]: It's on our eight, sitting out there, in the open. As if it lost interest all of a sudden. It's not even looking at us. It's looking… up?

[Away Team, Operative 1]: See this bright dot in the sky? It seems this bug is looking at *Vanguard*.

[Away Team, Operative 2]: Do you think it knows what a spaceship is?

[Away Team, Operative 1]: Don't care. Let's get out of this place.

Remove all markers from Crewmember cards (non-Charge).

Go to **Log 748**.

LOG 708

CVR Audio Data

[Navigator]: The fire is gone. Life support will be functional in a while.

[Pilot]: That's good news. Thanks.

[Navigator]: I hope we land soon…

Increase the **Repair Indicator** by **3**.

Go to **Log 704**.

LOG 709

After a short while, the power fizzles out, but there is a chance that the node could be reactivated - this could be a chance to deal with enemies or prepare a final run towards the thermal vent.

Discard the **G33** card.

Discard POI card **P318** (*Thermal Vent*) from Sector **6** and **P317** (*Powered Machine Depot*) from Sector **5**.

Then:

- If there is a POI **P313** (*Active Defense Battery*) card in Sector **4**, go to **Log 767**.
- If there is a POI **P314** (*Hacked Defense Battery*) card in Sector **4**, go to **Log 812**.

LOG 710

Roll D10 and check the result below. If the box is not marked, mark it and resolve the text next to it. If the box is already marked, mark and resolve the first unmarked box under it. If all boxes are marked, resolve the bottom one.

0: ☐ Arrogators are trying to storm the bridge! Place card **P233** (*Arrogator Assault*) on top of any cards in Sector **1**.

1-2: ☐ Go to **Log 376**.

3: ☐ Go to **Log 751**.

4-5: ☐ Go to **Log 617**.

6: ☐ Go to **Log 820**.

7: ☐ Go to **Log 522**.

8: ☐ Go to **Log 427**.

9: ☐ Go to **Log 447**.

☐ Nothing happens.

LOG 711

If Mission **M182** is revealed, go to **Log 718**.

Otherwise, read on.

[Away Team, Operative 1]: We have wounded! We're coming back.

[CAPCOM, Sergeant Xiu]: Of course, safety first. But the Captain won't be pleased.

[Away Team, Operative 1]: Damn him! We're also not happy, but I hope there won't be any casualties!

Place the Mission Failed token on the Lander board and discard all non-Unique Discoveries from the Lander board. Open the Ship Book at page **25** (*Leaving the Planet*) and begin Ship Management.

LOG 712

CVR Audio Data

[Navigator]: It's… peaceful.

[Pilot]: Maybe for you. I'm trying to avoid treacherous currents, and with everything damaged, it is quite difficult.

[Navigator]: Maybe. Still beautiful, though.

Each Crewmember Refreshes 1 .

Go to **Log 714**.

LOG 713

[Away Team, Operative 1]: CAPCOM, we've reached the entrance to the Edifice.

[CAPCOM, Sergeant Xiu]: Signs of life?

[Away Team, Operative 2]: None. It's a ghost town down here.

[Away Team, Operative 1]: It's beautiful, though, CAPCOM. In an awe-inspiring alien ruin sort of way.

[CAPCOM, Sergeant Xiu]: Copy, Away Team. I advise you to take some rest before going any further. We have no idea how far down the Edifice goes.

[Away Team, Operative 2]: Don't have to tell me twice.

Replace the POI in this Sector with card **P407**.

LOG 714

CVR Audio Data

[Pilot]: Now, it's peaceful. But I don't know where we are headed.

[Navigator]: If I'm not mistaken… Look right!

[Pilot]: Whoa! Massive. How is it floating?

[Navigator]: No idea. But we can land on th--

[Lander AI]: Solar flare detected! All sensors down!

[Navigator]: Damn! Can you touch down without them?

[Pilot]: Maybe?

All players discuss and choose one (in case of a tie, the Recon Section player makes the final decision):

» **Rush landing** – Go to **Log 721**.
» **Repair sensors** – Players (as a team) must for each Crewmember in the Away Team then go to **Log 716**.

LOG 715

[Away Team, Operative 1]: We're through! I see the surface now.

[Vanguard AI]: Landing ETA: T-3.

[XO, Major Dahl]: Your landing zone was selected by our hosts. It is a strip of land in front of the collection of structures that we believe is the central city of this planet.

[Away Team, Operative 2]: I see the LZ… It's empty. There's no one waiting for us!

[XO, Major Dahl]: Yes. We hoped there would be some sort of a welcoming committee, or at least an ambassador you could talk to. It seems that's not the way they do things around here.

[Away Team, Operative #1]: Great… So what should we do? Abort?

[XO, Major Dahl]: Of course not! You need to make the most of your time on the planet and learn anything that could help us understand this race, even if it takes us more than one ground mission. There are three areas down there that seem to be of most interest. We have their holy city, of course, though it seems abandoned. We also detect a very faint Builders' stele signal from a trench at the bottom of a nearby sea. Finally, our xenologists would love you to study the natural habitat of this world. We suspect the Idemians will be watching your moves closely. Do not forget: you are the ambassadors of our entire species! And keep your guard up. The fact that this is a friendly, inhabited planet means you should be able to explore it in relative peace. However, it's still an alien habitat, and it may hold unknown dangers.

Go to **Log 454**.

LOG 716

CVR Audio Data

[Navigator]: Ready.

[Pilot]: Thank you. Landing will be much easier now.

[Navigator]: No problem. I want to live, you know.

[Pilot]: Well, we'll worry about living after landing.

[Navigator]: Nice pun.

[Pilot]: Huh?

Increase the **Repair Indicator** by **3**. If its value is **9**, go to **Log 723**.

Otherwise, go to **Log 721**.

LOG 717

[Idemian Host]: …

[Vanguard AI]: "The city is not empty, for I am here." I will clarify the answer, Away Team.

[Vanguard AI]: …

[Idemian Host]: …

[Vanguard AI]: He reiterates the city is not empty. It seems most Idemians do not live here all the time, yet this is still their capital. If you get a chance to inspect their houses, we could learn more.

Go to **Log 630**.

LOG 718

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 return all their dice to their Section Compartment and their Equipment to "Armory." The Planetary Exploration continues without them.

If they roll anything else, continue the game.

If that was the last Crewmember, place the Mission Failed token next to the Ship Book, open the Ship Book at page **25** (*Leaving the Planet*), and begin Ship Management.

LOG 719

[Away Team, Operative 1]: CAPCOM, we've got something big down here.

[CAPCOM, Sergeant Xiu]: We're reading more gravitational shifts, Away Team. Careful which buttons you press.

[Away Team, Operative 2]: I think we found THE button.

[Away Team, Operative 1]: CAPCOM, whoever lived here centuries ago—they tried to control their tides, and in doing so, brought their moon too close. Edan used to be covered in seas, and they made it desolate, barren.

[CAPCOM, Sergeant Xiu]: Copy, Away Team. That explains why the remains of their moon are that far past the Roche limit, and why it slowly disintegrates. We can study that Tide Manipulator more extensively aboard the Vanguard. It's amazing to think a race confined to a single planet managed to develop technology of this power.

[Away Team, Operative 1]: I think I have an idea how. Can someone help me with that casing?

****** Sound of metal plates moving ******

[Away Team, Operative 2]: Wait. Is that?

[Away Team, Operative 1]: Do you read us, Vanguard? The Edifice is built around a stele. It is an amplifier. It looks like they studied the gravitational anchor of the Builders' obelisk and learned to somehow manipulate this field to produce gravitational phenomena.

[CAPCOM, Sergeant Xiu]: Makes sense. For a race this dependent on the sea, controlling the tides would be big.

[Away Team, Operative 1]: Too bad it didn't end well for them…

Discard Mission **M181**, if revealed. Go to **Log 594** and mark the box next to the letter **B** without reading the actual Log – if both boxes (**A** and **B**) are now marked, remove Landing card **L16** from the game.

If the following box is unmarked, mark it and resolve its text:

☐ Go to **Log 55**.

LOG 720

The following list will help you recreate your Tutorial Decks after you unpack them.

Tutorial Deck A

- 1× This Side Up (top card)
- 4× Crewmember cards
  - Riku Hashimura
  - Amir Zaynab
  - Joppe Ulrich
  - Cho Jae-yong
- 12× Tutorial Section cards (*Endurance, Backup Plan, Delaying Tactics, Trial and Error, Improvised Treatment, Calculated Risk, Athletics, Born Lucky, Dash, Specialist Toolkit, Emergency Shelter, Guiding Beacon*)
- 1× **M01** Mission card
- 11× Point of Interest cards (**P101**, **P102**, **P103**, **P105**, **P106**, **P107**, **P108**, **P109**, **P000**, **P000**, **P000**)
- 1× **M02** Mission card
- 1× **M03** Mission card
- 1× **G01** Global Condition card
- 1× **R01** Research Project (*Alien Materials*)
- 1× No More Cards! (bottom card)

Total: 34 standard cards

Tutorial Deck B

- 1× This Side Up (top card)
- 1× Tutorial Rank-Up card
- 1× Unique Discovery **1** card
- 4× *Just a Scratch!* Injury cards
- 5× Event cards
- 1× No More cards! (bottom card)

Total: 13 small cards

LOG 721

CVR Audio Data

[Navigator]: Here's a spot where we could land safely. Probably.

[Pilot]: It's… alright, I guess.

[Navigator]: With our floating wreck, I cannot think of anything better.

[Pilot]: This is going to be rough.

Open the Planetopedia at pages **26-27** (*Muspelheim*).

Replace the POI in Sector **1** with card **P291**.

Place **1** marker on the Lander board for each point of the **Repair Indicator**. Then discard the **Repair Indicator** from the Lander board.

Go to **Log 477** and mark the box next to the letter **A** without reading the actual Log. Then, open the Ship Book at page **24** and perform the "Begin Planetary Exploration" procedure.

LOG 722

Open the Planetopedia at pages **26-27** (*Muspelheim*).

Replace the POI in Sector **1** with card **P291**.

Place **7** markers on the Lander board.

Open the Ship Book at page **24** and perform the "Begin Planetary Exploration" procedure.

LOG 723

CVR Audio Data

[Pilot]: We did great! Lander is as good as straight from the factory!

[Navigator]: Nav system still down, though. But I can give you new coordinates for the best approach.

[Pilot]: Can you tell me where to go so that we can see the object from above?

[Navigator]: I got it!

[Lander AI]: An area with rare metals detected, east of the landing spot.

- Open the Planetopedia at pages **26-27** (*Muspelheim*).
- Replace the POI in Sector **6** with card **P299**.
- Place any number of Crewmembers in Sector **6**.
- Place **1** marker on the Lander board for each point of the **Repair Indicator**. Then discard the **Repair Indicator** from the Lander board.
- Go to **Log 477** and mark the box next to the letter **A** without reading the actual Log. Then, open the Ship Book at page **24** and perform the "Begin Planetary Exploration" procedure.

LOG 724

- Place the **P240** (*Damaged Cargo Hold*) card in your Sector, if it's not there yet.
- If the sum of **Ranks** of your chosen Crewmembers is **3 or more**, progress the green track on the **P240** card by two.
- For every chosen Crewmember from the Engineering Section, progress the green track on the **P240** card by two.
- For every chosen Crewmember who has a or or converter on their Crewmember card, progress the green track on card **P240** by two.

If the marker on the green track has reached the Outcome: roll 3 Injury dice for every chosen Crewmember. If you roll either 1 and 1 OR 2 , the Crewmember dies: place them in the "Casualties" slot next to

the board. After all rolls are finished, place the surviving Crewmembers in "Resting Crew" (Card Tray B). Then, go to **Log 732**.

If the marker on the green track didn't reach the Outcome: your chosen Crewmembers failed to reach their objective and died: place them in the "Casualties" slot next to the board. You have to send another team to finish the work! Go to **Log 622**.

LOG 725

[CAPCOM]: Be prepared for rain! A large cloud of boiling metal approaches your area.

[Pilot]: The lander will hold. Probably.

[CAPCOM]: Good luck, Away Team.

If your Lander has at least 5 and 4 , go to **Log 722**. Otherwise, begin the landing procedure:

1. On the Lander board, place a marker in the starting space (indicated with an "S" of the Landing track).
2. Roll the Danger die and apply the effect corresponding to the rolled result in the table below and proceed to the next step. 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 on the Landing track isn't on the "Landing Successful" space, go back to step 2; if it's there – you have landed successfully: go to **Log 722**.

RAIN OF MOLTEN METAL

	Gyroscopes Malfunction	Choose one: » **Level Off**: **If is 4 or more**, nothing happens. **Otherwise**, each Crewmember 2 . » **Repair Gyroscopes:** Each Crewmember 6 .
	Dangerous Opportunity	**Try to Seize It!** **If is 5 or more**, progress the Landing track once. **Otherwise**, each Crewmember 2 .
	Molten Metal Shower	**Endure:** Each Crewmember 5 reduced by .
	Pierced Cargo Bay	**Endure:** Lose 5 Supplies reduced by . **OR** Each Crewmember 3 .

LOG 726

If your Lander has at least 3 and 4 , place a marker on the "Landing Successful" space and go to **step 4**. Otherwise, begin the landing procedure:

1. On the Lander board, place a marker in the starting space (indicated with an "S" of the Landing track).
2. Roll the Danger die and apply the effect corresponding to the rolled result in the table below and proceed to the next step. 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 on the Landing track isn't on the "Landing Successful" space, go back to step 2; if it's there – you have landed successfully:
   - Open the Planetopedia at pages **24-25** (*Idemian Cabal*), if it's not open on that page yet.
   - Place the *Idemian Pilgrim* Threat card in the indicated space above the Planet board, and place the *Idemian Pilgrim* standee in Sector **7**.
   - Go to **Log 715**.

ENERGY STORM

	Turbulence	Choose one: » **Strap in!** **If is 3 or more**, nothing happens. **Otherwise**, return 2 random Equipment cards to "Armory." » **Secure the Cargo** **If is 2 or more**, nothing happens. **Otherwise**, each Crewmember .
	Gale Force 10	**Endure** **If is 3 or more**, nothing happens. **Otherwise**, open the Ship Book at page **19** and flip the current Lander to the Damaged side (unless it is a Basic Lander).
	Solar Flares	Choose one: » **Activate EM Shielding:** **If is 3 or more**, move 1 Lander Mod to the "Awaiting..." envelope, and 1 chosen Crewmember gains a *Burned* Injury. **Otherwise**, each Crewmember gains a *Burned* Injury. » **Hide in Dense Atmosphere** **If is 4 or more**, nothing happens. **Otherwise**, return 2 random Equipment cards to "Armory."
	Favorable Current	**Seize the Opportunity** **If is 4 or more**, progress the Landing track by 2.

LOG 727

"We were now in a grotto with a large crystal growing out of the ceiling. Two tunnels led further down, in the same direction the faint stele signal was coming from."

All players discuss and choose one (if you cannot agree, the Recon Section player makes the choice):

» **Go into the left corridor** – Go to **Log 741**.
» **Go into the right corridor** – Go to **Log 763**.

LOG 728

The delicate mask shatters in your hands, and the artisan throws you out of the workshop! Replace the card in your Sector with card **P001**. Go to **Log 259**.

LOG 729

Personal Log, Crewmember #213

The iris focused the sun's plasma into a superheated jet that blasted down the corridor. Our suits immediately flashed with warning lights. Not even Dr Corey predicted dealing with temperatures such as these…

Replace the card in Sector **1** with **P432** (*Focusing Iris*).

If card **P433** (*Upturned Keystone*) is in Sector **2**, go to **Log 765**.

Otherwise, place card **P434** in Sector **2**. Then, all Crewmembers in Sectors **1** and **2** roll .

Hint: The beam splashes against the keystone's surface! If it is to travel further, you must do something.

LOG 730

[Captain Wayman]: You called, doctor?

[Dr. Corey]: We're almost ready to power up, captain. Please stand behind the line.

[Captain Wayman]: Are you sure it is safe? What if this satellite was a trap?

[Dr. Corey]: Unlikely. As you can see, it is the product of the same technology as the Eye of the Void. It even uses the exact same cloaking mechanism. If some orbital debris hadn't damaged it, we would never find it. We do not fully understand the technology of the Builders, but this device only contained a power source, an array of sensors aimed at the planet, and the part you now see

in front of you. A part that we believe was responsible for relaying the readings from the planet to some other, distant place.

[Captain Wayman]: To the Eye of the Void? Do you think that's what Builders used to spy on us?

[Dr. Corey]: It is highly possible. Ever since we received their message, we wondered how the Eye could get ahold of the Earth's radio and TV transmissions. We are too far for any signal to reach it yet. Many of us speculated there had to be… an observer. A device capable of spying on us and relaying our transmissions with hyper-light speed. It seems that's what your Away Team has found in orbit. An observer tasked with watching the planet they explored.

[Captain Wayman]: Only one way to know for sure, right?

[Dr. Corey]: Correct. Please stand back, captain. Are we green, Josh? Let's get this thing online.

[Dr. Frank]: Switching it on in 3… 2… 1…

****** Strange buzz *****

[Black Knight Relay]: [Unreadable] hell! It's on? Call [Unreadable]

[Captain Wayman]: Another recorded message?

[Dr. Corey]: No. The relay seems to receive this in real time. But how-

[Black Knight Relay]: [Unreadable] read us? Is it you, *Vanguard*?

[Captain Wayman]: Well, I'll be damned…

Gain 1 .

Go to **Log 735**.

LOG 731

[XO, Major Dahl]: Good call. If this planet is truly their homeworld, learning more about its natural environment could let us glimpse into their evolution. Besides, by focusing on the natural environment of this planet, we can show our hosts that we're here on a mission of learning and discovery.

Place the card **M122** (*The Cradle*) in the Mission slot on the right side of the Planet board. Return other non-Optional Mission cards to "Missions."

Go to **Log 736**.

LOG 732

- Replace card **P240** (*Damaged Cargo Hold*) in your Sector with card **P002**.
- Gain 1 .

LOG 733

The Crewmember performing this Special Action – or any Assisting Crewmember in the same Sector, may to imbue the pedestal with a part of their memories and experiences. This die will be lost permanently. Place the Sacrificed die in an outline on the Point of Interest card in your Sector, any side up. The side you choose will determine one icon of the *Open the Lock* Special Action in Sector **9**. If there are two icons on the chosen side you can use any of them when Opening the Lock.

Please note: Any effects that replace or cover the Point of Interest card also remove the die. If it's removed, remove it from the game permanently.

LOG 734

"The suits creaked, adjusting to the pressure as we descended further and further into the depths. Though not far from the shore, the bottom of the rift was almost two kilometers down. And even more startling: it was not a natural formation. Our scans revealed the entire area was destroyed and sank due to some unknown weapon of mass destruction - mangled parts of millennia-old structures sticking out from the cliff, and fragments of ruins visible on upturned rocks indicated this was once a great city. Perhaps even more prominent than the current Idemian capital.

Once we reached the pitch-black bottom, our lights revealed an entire cemetery of old war machines, now home to wriggling creatures of the depth. A horrific battle took place here in the distant past. And in its center stood a stele these two forces fought for. Our xenolinguists immediately began to decipher the key symbol on this obelisk. Based on their findings from the previous steles, they notified us that the symbol likely meant 'Truth.'

It would seem that until Idemians learned there is no objective truth, they first waged wars that nearly tore down the planet, thinking their creators wanted them to follow a single truth and unable to agree which truth it was."

If the Mission card **M121** is revealed, discard it. Mark box **B** in **Log 905**.

Mark the topmost unmarked box and resolve its text. If all boxes are marked, continue the game.

☐ Go to **Log 55**.

LOG 735

Captain's Log, Entry D-629

Never before have I seen such joy turn to despair in such a brief time.

We were surprised and overjoyed when Earth picked up the phone on the other end. Our travels took us further and further from home, and no communication was able to catch up.

Fortunately, the FTL probe we sent to Earth after our preliminary findings at the Eye of the Void found its way home. When confronted with the message from the Builders, Earth's leading scientists came to the same conclusion as we did. They realized something had to spy on Earth, intercepting its transmissions and relaying them to the Eye, making it possible for the Eye to communicate with us once we arrived.

They scoured every inch of the Solar System and eventually located our own Black Knight, right in Earth's orbit. They dismantled it, studied it, and quickly discovered its most perplexing element: a quantum entanglement relay for near-instant communication. When we powered our relay, theirs was already working, waiting, scanning for any signal.

We now had a way to communicate with our home world instantly.

I couldn't keep this a secret. After we finished high-level meetings and briefings with the Vanguard Initiative executives on Earth, I allowed every last crewmember of ISS an hour of uplink's time to speak to their families and close ones, if they so wished. Our mission had no set end date now. We were to explore until we learned all about the Builders, their steles, and their message. This meant those of us who still harbored hope of ever seeing their families now lost it. The ability to speak to their close ones once more was a godsend.

Somewhere in the middle of tearful reunions and goodbyes, I received an urgent call from the Vanguard Initiative office. Top Secret. Only me and the Section Leaders stayed on the bridge. Our reports from the destroyed planet Pellucid startled them. There was something wrong going on with Earth's core. A structure was growing deep within our planet, eerily similar to the one that doomed Pellucid. The Earth was set to repeat the same fate: ripped from inside by a crystalline growth. Only *Vanguard* could learn what it was — and how to stop it.

Somehow, this news quickly found its way to the crew. I'm not sure whether it's good or bad. Now, we all share the same grim determination. Our mission became a race against time. The only chance we have to save our planet is to unlock the legacy the Builders spoke of or gather knowledge that would help stem the crystal before it's too late…

We need to step up our search and discover many more steles — as soon as possible. I already ordered our engineers to install a new detector, tuned to the unique signature of the steles. This will take time, though. In the meantime, we should explore some more.

- Take the Bridge Upgrade **B03** (*Long Range Detection Array*) and place it in the "Awaiting..." envelope.
- Shuffle the Ship Situation **S16** (*Unfinished Business*) from "Future Situations" into "Possible Situations" (Card Tray B).

Important: Your new Bridge Upgrade will become available during the next Ship Management – once you install it, you will also receive your new Campaign Objective.

Hint: If you have not completed at least a couple of Research and Production projects, consider using Research Lab and Production Complex facilities some more before you progress the campaign.

LOG 736

If Mission card **M123** is revealed, open the Ship Book at page **24** and resolve the "Begin Planetary Exploration" procedure. Otherwise, read on:

"Not Alone Anymore: The Story of First Contact," Book Excerpt

As soon as the lander door opened, our sun visors jumped into their darkest setting, turning us blind for a moment. Two suns were both up in the sky, searing this strange land with waves of heat. We scattered around the landing zone, performing usual checks – the Idemian city looming in the distance like a pile of randomly placed blocks.

After a moment, a lone figure appeared on the horizon, flickering in the superheated air. One Idemian was coming towards us, something blindingly bright in its hands.

Once the creature was close enough, we noticed it held a large golden platter with small piles of burning matter that smoked heavily, and a central, large pile of white powder.

The masked face of the creature reflected our own, surprised faces. The creature bowed its head and extended the golden platter toward us. The creature looked up at us expectantly, as if we should know what to do.

All players discuss and choose one (if you cannot agree, the Science Section player makes the choice):

» **Have a taste of the powder** – Go to **Log 4**.
» **Extinguish the incense** – Go to **Log 67**.
» **Sprinkle the powder on top of your heads** – Go to **Log 109**.
» **Take the platter and give the creature something else in return** – Go to **Log 168**.
» **Refuse the plate** – Go to **Log 259**.

LOG 737

- Return all Section dice to the appropriate Section Compartments.
- Return all Equipment cards to the Armory.
- Remove all Crewmember cards on Crew boards from the game and return their Rank sleeves to the appropriate Section Compartments.
- Return all Section cards to the appropriate Section Compartments.
- Return all cards from the Planet board, including Threat cards, to the appropriate Card Trays.
- Move all gained Unique Discoveries from the Lander board to appropriate slots in the Ship Book cardholder (page **30**). Discard all other found Discoveries.
- Remove all Crewmember models, Threat and Lander standees, tokens and markers from the Planet board.
- Go to **Log 580** to start a new landing.

LOG 738

Exploration Log 14/99-2

Gaining access to the information contained in the steeles proved to be no easy task. Ripped from their gravitational anchors, subdued by the gravitational engine, artifacts were, for the lack of better term, glitching in and out of existence. Already the Science section is rife with theories on how Arrogators managed to transport and store so many of them in the same place.

☐ Mark this box and go to **Log 789**. If this box was already marked, go to **Log 784**.

LOG 739

[XO, Major Dahl]: You know the drill, Away Team. *ISS Vanguard* is still floating in the orbit of this world, too damaged to reach any other coordinates. Look, I can't stress this enough, we NEED the help of the Idemians. Please, do anything you can to obtain it.

[Vanguard AI]: Approaching the upper atmosphere. Landing ETA: T-10.

- Open the Planetopedia at pages **24-25** (*Idemian Cabal*).
- Place the Optional Mission card **M123** in the Optional Mission slot on the right edge of the Planet board, if it's not there yet.
- Go to **Log 726**.

LOG 740

ISS Vanguard Audio Log, Excerpt 14/54

[Away Team, Operative 1]: [Static] unknown effects of the grav anomaly. The main symptom is nausea – even veteran zero-G operators are affected. We are worried that the anomaly might affect the very passage of time around here. *Vanguard*, please advise.

[CAPCOM]: Be advised, Away Team. If you notice anything else out of the ordinary, report.

[Away Team, Operative 1]: Please repeat *Vanguard*, we're losing you [Static]… Damn, we lost them again.

[Away Team, Operative 2]: We're on our own, let's go.

LOG 741

Dead end! Go to **Log 727**.

LOG 742

Personal Log, Crewmember #213

We tried to take some readings and scans of the iris. Despite its size, it was made with atomic precision, giant petals interlocking in a way that wouldn't let through a single atom. It was hard to determine how thick it was. Any scans of the area behind the iris resulted in our sensors going haywire – whatever was there, it had even more energy than the sun above us.

All players discuss and choose one. In case of a tie, the Engineering Section player makes the final decision:

» **Continue opening the iris** – Replace the card in your Sector with card **P431**.
» **Abort** – Refresh 1 and reset all tracks on the card in your Sector.

LOG 743

ISS Vanguard Audio Log, Excerpt 14/64

[Away Team, Operative 1]: [Cough] more effects of the grav anomaly. Current symptoms are lack of breath, quick exhaustion.

[CAPCOM]: [Interference] report.

[Away Team, Operative 2]: Please repeat, *Vanguard*. We're losing you [Static]… Damn, they're gone again. We can't stay here much longer, this place is killing us!

Each Crewmember + or gains an *Exhausted* Injury.

LOG 744

"We stood in a large cavern, next to the ancient, barnacle-covered war machine. There was a luminescent creature stuck at the dead end of the left tunnel, so we could only continue right."

Go to **Log 792**.

LOG 745

Muspelheim Memoir, Part 1

The inhabitants of the inner planets, lost and engulfed by the fire of the system's star, met a cruel end. Ages ago, they built an ark and set course for safety, away from their expanding star. Yet, in the ray of hope, as this behemoth of a vessel was departing their scorching home, the turbulent nature of their sun made itself known. The complex calculations that should have

ejected the ark toward outer space using the gas giant's gravitational slingshot failed to account for a sudden outburst of superheated plasma which prematurely ended the escape.

Gain 1 .

If there is NO Unique Discovery **20** in the Discovery slot or on the Lander board:

- Discard 1 *Alien Tech* Discovery or lose 1 . Gain Unique Discovery **20**. Slot it immediately and read its Log.

LOG 746

TOP SECRET
Project Visitor, Preliminary Observation

Those beings, Visitors, as we decided to name them for now, decided to intervene for some reason. Those of us who were in the core during their arrival claimed that the Visitors weren't interested in helping *Vanguard*, but rather in defending the alien core of the ship. A comparative analysis of their handheld technology and symbols with the old footage of wreckage found on Earth led us to a single striking conclusion: they are the core's creators who stepped in to defend their creation.

After several fierce discussions, Captain Wayman decided to restrict the knowledge of the Builders to a need-to-know basis. I agree that most crewmembers would find the information that Vanguard's core can be used as a portal somewhat unsettling.

For now, we have little data. The Visitors seem capable of traversing long distances in an instant. They could have visited many worlds on the Builders' map before us (including Earth), and they may therefore have access to the knowledge we seek. Who knows, maybe they already solved the Builders' riddle?

Despite our lack of intel, we must investigate them, starting with the part of their body we found in the engine room. The next, more detailed report will be ready in three days.

Gain 1 .

LOG 747

Muspelheim Memoir, Part 2

The ark, trying to use the gas giant as a gravitational sling, was caught by its gravitational pull – or perhaps it was damaged by a piece of debris similar to the one that forced our Away Team to abruptly enter the hellish world? – and was slowly but steadily brought down toward the dense, scorching atmosphere. They fought the unforgiving pull of the sun, the rising heat, and the radiation in the caverns of their vessel. Somehow, they endured the damage and activated a variety of protective shields, but all in vain – the vessel sunk too deep and lost too much of its velocity to be able to rise again. Whoever was still left alive on the decks of the ark (or rather a horrid, overheating casket hanging in the outskirts of hell) could only observe the fleeting moments before their inevitable death.

If there is NO Unique Discovery **21** in the Discovery slot or on the Lander board:

- Discard 1 *Live Specimen* Discovery or lose 1 (if you don't have either, don't lose anything). Gain Unique Discovery **21**. Slot it immediately and read its Log.

LOG 748

Crewmember #234, Personal Diary

I thought that was it. Soon, we were docking back with *ISS Vanguard*, with our ears welcoming the same old string of regular boarding communication. A touch down in the hangar bay. The familiar chime as Vanguard's AI takes control of the ship's systems. Preliminary scans. Decontamination. Another scan.

Soon, we were taking off our suits in the Medbay, just as *Vanguard* was making a slingshot maneuver around the planet. The medical staff wanted to keep us there a bit longer, to make sure the hallucinations we suffered on the planet had no lasting effects. I was OK with that. I wanted nothing more than some good sleep, and Medbay wards had the comfiest beds on the entire ship…

I was awoken by a loud alert. My head was spinning, and I felt weird. That's when the words of the alert slowly began to take shape in my head. "Enemy on the ship!" I hoped never to hear that one again…

Me and the rest of the team scrambled out of our Medbay bunks, and ran toward the main concourse. The first thing I saw there was a security guard, crawling along the floor like a maggot. Then, another one. Maniacal laughing filled the ship. This couldn't be real! This had to be another hallucination! We walked on, slowly starting to doubt our senses. Then, in the main concourse, we stumbled upon it: a brain bug slowly devouring one of our marines. It was smaller than the one we left on the planet – but much healthier and more vigorous. I looked around for help, but every human in sight was lost to their own hallucinations, apart from me and the rest of our Away Team. Either because of the meeting with a previous bug, or because of something they put in us in the Medbay, we were the only ones not affected by the hallucination.

A chill came over my back as I realized the creature was getting close to the Torpor Chamber. If we failed to repel it, it could spread its control to the thousands of Vanguard's crew still asleep in the tanks. With the security team incapacitated, it was up to us to man all possible defences and shut down any bulkheads in the creature's path.

- Open the Planetopedia at pages **20-21** (*ISS Vanguard*).
- Return all Equipment cards from the Lander to the "Armory."
- Place all Mods from the Lander board in the "Awaiting..." envelope.
- Return the Rank-Up card to "Rank-Ups."
- Discard the Supplies marker.
- The Lander board should now be empty – return it to the box.
- 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 **P000** in Sectors: **2**, **3**, **4**, and **7**.
- Place Unique Discovery **28** in the Unique Discovery slot.
- Place Mission card **M210** in the Enemy Advantage slot.
- Place Global Condition card **G35** on the "ISS Vanguard" space in the top left corner so that it covers the Evac **Log 876**. The new Evac **Log 578** is on card **G35**.
- Place Global Condition card **G36** in the Global Conditions slot. During this Planetary Exploration there are 2 active Global Conditions, but only 1 Travel rule (from **G36**).
- Set the Supplies track on the Planet board to 3.
- Place the *Magnacereb* Threat card in the indicated slot on top of the Planet board.
- Place the *Magnacereb* in Sector **1**.
- Place all Crewmembers in Sector **3**.
- Each Crewmember refreshes 2 of their dice.
- Each Crewmember draws Section cards according to the limit on their Crew board.
- 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.
- Each Crewmember places a Turn token on their Crew board, "Turn Available" side up.
- The Recon Section player chooses a Crewmember to receive the Start token.

Warning: Read Special Action from **G35**. It is helpful during this Planetary Exploration.

If *Magnacereb* reaches Sector **6**, or if you are forced to Evac, the Crew Quarters will become contaminated!

LOG 749

Muspelheim Memoir, Part 3

It's impossible to determine how long and how many of them stayed on their dying ark. It's not known what they felt seeing their world die in flames.

We don't know how many of them remained alive, and for how long, but in time, they all died, leaving behind

a graveyard of their hopes and scores of dessicated bodies. Did they manage to find peace and solitude among the others that held to the last? A signal of hope within a raging hell which, eventually, consumed them all? Whatever their final thoughts, they at least tried to save their research. The final part of the stone contained their encoded encyclopedia, including a large entry about an alien creature that once landed on their world: an automated Arrogator war machine they managed to neutralize and carefully study.

Go to **Log 752**.

LOG 750

Captain's Log, Entry D-212

It seems the final destination of our journey proved to be anything but.

The giant, pitch-black sphere, suspended in the void at the Divine Coordinates, did not contain the answers we sought — only a mysterious message and a list of countless other worlds. Now, we set off to explore one of them, wondering the true purpose of the mysterious Builders of the Eye of the Void.

Our mission is about to get much longer and more perilous than we could have imagined back on Earth. Of course, not everyone likes the idea of extending our mission. Many already look back toward home that's now some fifty light-years away…

Open the Ship Book at Page **2** (*Bridge*) and begin Ship Management!

LOG 751

After-Action Report 54

The corridor we entered was empty, apart from a couple of unarmored, lightly armed, blood-covered bodies. As we were walking past them, one of these poor souls extended their shaking hand in our direction. It was Nahy, the CAPCOM officer from the bridge. A great guy, well liked by the Away Teams. And now, he was trembling like a child, alone and afraid. From the look of his wound, I instantly knew: he was not going to last long. He knew that as well…

Choose one:

» **Stay with Nahy and attempt to comfort him** – and mark box **A** in **Log 935**.
» **Leave Nahy to die alone on the battlefield** – Continue the game.

LOG 752

Mark the topmost unmarked box and resolve its text. If all boxes are marked, resolve the bottom one.

☐ Go to **Log 757**.
☐ Go to **Log 788**.

LOG 753

[Away Team, Operative 1]: This mechanism just won't budge. I'll try to access the control panel.

[CAPCOM]: Roger that, just be careful.

[Away Team, Operative 1]: Opening the casing… aaand it's broken. Something fell out. Please advise CAPCOM. Sending a photo now.

[CAPCOM]: It looks like those ancient vacuum tubes from Earth.

[Away Team, Operative 1]: Wow! I am bringing it back for the xenoarcheologists. On the other hand, it looks like this thing needs a power source. Do you have anything on your scanners?

[CAPCOM]: Be advised, Away Team, the scans show faint power signatures in the ruins to your left. Try searching there.

Gain Unique Discovery **22**.

LOG 754

After Action Report - Medical Appendix

Prolonged exposure to the effect of the anomaly in the Arrogator Craftworld caused severe damage to the internal organs of the crewmembers in question. The medical team working on their cases estimate their celular age to be at least 10 years more than it should be. We might lose some members of that team soon.

Our advice is that next time we're exploring such extreme environments, we should use drones instead.

Each Crewmember gains *Wounded* Injuries, up to 3 Injuries limit.
Go to **Log 990**.

LOG 755

[XO, Major Dahl]: Listen up, Away Team. The captain is still fighting for his life, so it's up to me to stress how important your mission is. *Vanguard* barely got us to this system in one piece. During the Arrogator attack, most of our water and oxygen reserves were destroyed. We have significant hull damage and only 7% of solar panels are operational. We won't be able to continue our mission any time soon without the help of the inhabitants of this planet, and so far obtaining this help proves tricky. Our Xenolinguists did an admirable job, cracking the basics of their language in just a couple of weeks. Thanks to their efforts, the ship's AI will be your translator for this mission.

[Vanguard AI]: Always glad to assist.

[XO, Major Dahl]: We've already made several contacts, each with a different representative of their species. Yet, we still don't know who their leaders are, or who we should talk to in order to obtain help, or to form any sort of deal. We've only learned this planet is one of their protected "Temple Worlds", and we secured a permit for one small ship to land. Section Leaders chose you for this task. I hope they chose well.

[Vanguard AI]: Approaching the upper atmosphere. Landing ETA: T-10.

[XO, Major Dahl]: Oh, and one more thing… Most of our Landers were damaged in the fighting. The one you're flying now still requires extensive repairs. Please, treat it gently. The two suns of this system cause heavy turbulence and galeforce winds in the upper atmosphere. Stay safe!

Go to **Log 726**.

LOG 756

You've failed to repel the invaders from ISS Vanguard! As a result, the ship suffered catastrophic damage, many Crewmembers were killed.

- Discard the **M102** Mission card, if it's revealed.
- Place the Mission Failed token on the table. Return all cards from "Found Discoveries" to their Discovery decks. Open the Ship Book at page **19** (*Hangar* cardholder) and flip all Lander cards to the Damaged side (except the Basic Lander).
- Lower the Morale in the Bridge cardholder (Ship Book page **3**), unless it is already Very Low.
- Shuffle all Crewmembers in the Available Crew and Resting Crew slots. Draw half of them, rounding down. These Crewmembers die – place them in the "Casualties" slot under the Planet board.
- Go to **Log 106**.

LOG 757

[Away Team]: *Vanguard*? We found some Arrogator remains here. There's a large undamaged component that looks like a data vault.

[CAPCOM, Corporal Coetz]: This could be big, Away Team. So far, their computers have always self-destructed when threatened. We have never gathered more than a few shreds of Arrogator data. Be careful, though. It could be a trap.

[Away Team]: If it is, you tell us. Engaging a quantum uplink.

[CAPCOM, Corporal Coetz]: We're receiving your feed.

Oh, wow. It seems you struck gold, Away Team. It is an intact Arrogator Data Core. Who knows, it might even finally reveal where this race came from!

[Away Team]: Ok, we'll secure it and move it to the lander.

[CAPCOM, Corporal Coetz]: No, it's far too important. Continue with your original mission. We'll send a specialized pickup team to handle this discovery.

Congratulations! You have found a clue to the location of the ancient Arrogator homeworld!

Gain 1 .

If the **R10** Research Project (*Arrogator Tech*) is in "Research Projects" (Card Tray B), move it to the "Awaiting..." envelope.

Move Research Project **R17** (*Arrogator Data Analysis*) from "Research Projects" to "Awaiting..." envelope.

Open your Ship Book at page **3** (*Bridge* cardholder).

If your current Objective is **O06** (*Trail of the Ancients*), replace it with Objective **O07** (*The Lost World*) from "Bridge Cards."

If your current Objective is **O08** (*Parallel Universe*), move Secondary Objective **O19** (*Locating Craftworld*) from "Bridge Cards" to the Secondary Objective cardholder. If the Secondary Objective slot is already occupied, remove the current Secondary Objective first.

Close the Ship Book. If you're on the *Ugnir* go to **Log 764**. Otherwise, continue the game.

LOG 758

Place all Crewmembers in Sector **9**. Then, read on:

Away Team Exploration Report 1945-E

Each time one of us connected with the pedestal, the lock of the vault changed to better represent our capabilities. Finally the door opened. We entered, our floodlights unable to pierce the thick darkness within the pyramid. Once we were all inside, the ground disappeared under our legs, just like the entrance. We floated in the void, unable to speak, detached from our bodies. With some new sense our physical bodies did not possess, we felt time rushing back. Thousands of years were going by in a split second.

Then, there was light. Time began to flow in the right direction again. A planet was emerging from the dark background of space in front of us, surrounded by unfamiliar stars, in a galaxy much different from ours. We floated closer, the planet jumping in and out of focus. The vision seemed very fragile, but our concentrated thoughts were somehow able to stabilize it. The planet was now in full view, though it kept splitting into three very different images. We understood we all had to focus on one of them if we wished to stay within the vision.

All players discuss and choose one (in case of a tie, the Science Section player makes the final decision):

» **The planet was a habitable super-Earth planet with abundant life** – Go to **Log 458**.
» **The planet was a high-pressure, high-gravity volcanic hell** – Go to **Log 466**.
» **The planet was a blue ball of water, in the middle of a habitable zone** – Go to **Log 468**.

LOG 759

Exploration Log 14/87-1

Counteracting the effects of gravitational disturbance yielded various results. The grand hall is almost completely free of the anomalies. No trace of shifting forces remains. Outside, the only obstacles are now the crumbling ruins of the metropolis. Inside, engineers have managed to stabilize the field at a pleasant 0.9g.

Choose one:

» **Gather your bearings and go towards the heart of the stabilized anomaly** – This is the goal of our mission here. Place your Crewmember in Sector **5**.
» **Go toward the fields of anomalies** – Place your Crewmember in Sector **6**.
» **Stay in this Sector**.

LOG 760

Check the current Objective card in the *Bridge* cardholder (page **3**).

If the Objective card is **O01**, **O02**, **O03**, or **O04**, go to **Log 761**.

Otherwise, go to **Log 762**.

LOG 761

ISS Vanguard is getting too far from its current Objective! Many systems marked by the Builders are still left behind you, unexplored. The captain refuses to fly any further. Visit more of them and progress your campaign before moving on.

If the following box is unmarked, mark it and resolve its text:

☐ Add 2 to your Energy Pool.

Continue the game.

LOG 762

Open System Maps book at page **12**.

LOG 763

"We were now in a wide cave, next to a rusted and barnacle-covered wreckage of something that resembled an ancient war machine. There were two corridors in front of it."

All players discuss and choose one (if you cannot agree, the Recon Section player makes the choice):

» **Study the machine** – Go to **Log 878**.
» **Go into the left corridor** – Go to **Log 781**.
» **Go into the right corridor** – Go to **Log 792**.

LOG 764

[Away Team, Operative 1]: Alright, back to our mission. The creature that left this slimy trail. Do you think it could be related to this wreckage?

[Away Team, Operative 2]: Don't think so. This junk was just an automated probe, to small to keep anyone alive during long space travels.

[Away Team, Operative 1]: I guess there's only one way to learn more, then… By the way, you also feeling a bit lightheaded?

[Away Team, Operative 2]: No, why are you asking?

[Away Team, Operative 1]: Nothing. Nothing really.

All players discuss and choose one:

» **Follow the strange trail** – Go to **Log 635**.
» **Study the rocks on the ground** – Go to **Log 644**.

LOG 765

Replace card **P433** (*Upturned Keystone*) in Sector **2** with card **P435**.

Replace the card in Sector **3** with card **P436**.

All Crewmembers in Sectors **1**, **2**, and **3** roll .

LOG 766

"After getting to a safe hideout, we gathered to discuss our options. There was no doubt we needed to wrestle the control of *Vanguard* away from major's hands - but how? The first idea was to break Captain Wayman out of his house arrest, but we quickly decided it just wasn't possible. Now that Dahl turned *Vanguard* into a warship and vastly increased the number of security personnel, the sector surrounding captain's cabin was a fortress. Some of us believed we should storm the bridge instead - with its open layout and many entries, it was an easier target, and controlling the bridge would allow us to send our message to everyone on the ship. Another idea was to follow Dahl quietly, wait until she's vulnerable, and capture her, hoping that without her iron hand, at least some of her subordinates would choose to support us. Finally, a couple of us felt that whatever we do, we should try to drum up more support first."

All players discuss and choose one (in case of a tie, the Security Section player makes the final decision):

» **Make a move against Major Dahl in a place where she will be at her weakest** (you may do this only if box **C** is **not** marked in **Log 950**) – Go to **Log 261**.
» **Try to storm the bridge and take control of the ship** (you may do this only if box **B** is **not** marked in **Log 950**) – Go to **Log 102**.
» **Try to find more allies on the ship** (you may do this only if box **D** is **not** marked in **Log 950**) – Go to **Log 799**.

LOG 767

Discard the top POI card from Sector **4**.

The cannons power down and deactivate. Now you know that the next time you power them up, they will be hostile.

LOG 768

If Mission **M161** is revealed, go to **Log 771**.

Otherwise, read on:

[CAPCOM]: I receive you. What's your status?

[Away Team, Operative 1]: We're ready to lift off. We have everything we need to analyze what has happened on these planets.

[CAPCOM]: All seventy-eight?

[Away Team, Operative 1]: Well, only three have any signi-

[CAPCOM]: I was joking. We don't have time to research all of them thoroughly anyway. You got the stele, so we're good.

[Away Team, Operative 1]: Good to hear. See you soon!

Congratulations!
You've completed this Planetary Exploration!

- Gain 1 .
- Discard Optional Mission cards.
- Remove the **L15** landing card from the Scanner, then remove it from the game — another landing on this planet is not possible.

Go to **Log 990**.

LOG 769

Exploration Log 14/84

Having repurposed the gravitational engine, we found out that the area near the scaffolding has been almost completely cut off.

Choose one:

» **Go toward the fields of anomalies** – Place your Crewmember in Sector **6**.
» **Stay in this Sector**.

LOG 770

"When we looked inside the hole, we immediately discovered that what we took for a glowing sea cucumber was instead attached to the back of some strange, skittery creature. As soon as we moved into the tunnel, the creature began to retreat, until it paused in a wide cavern full of colorful reefs. There were two cave entrances in front of the creature, and depending on where we approached it from, it moved closer to the left or to the right one."

All players discuss and choose one (if you cannot agree, the Science Section player makes the choice):

» **Direct the creature into the left corridor** – Go to **Log 837**.
» **Direct the creature into the right corridor** – Go to **Log 884**.

LOG 771

[Away Team, Operative 1]: We cannot stand the environment much longer, we must lift off!

[CAPCOM]: Your safety is always the top priority.

[Away Team, Operative 1]: We-

[CAPCOM]: But Vanguard's mission is even more important. We hope this won't happen again.

Go to **Log 990**.

LOG 772

You have failed and Vanguard was nearly overrun. The crew of the ship managed to buy you some more time – but at an enormous cost...

Lower the Morale in the *Bridge* cardholder (Ship Book page **3**), unless it is already Very Low.

Remove 2 markers from the Enemy Advantage slot.

Roll 3 Injury dice for every Available Crewmember. If you roll either 1 and 1 OR 2 , the Crewmember dies: place them in the "Casualties" slot next to the board. After all rolls are finished, continue the game.

LOG 773

Exploration Log 14/74

Using the gravitational engine opened new paths and closed some of the old ones. This could be the way to go around the place.

All players discuss and choose one (in case of a tie, the Engineering Section player makes the final decision):

» **Turn the gravitational engine ON** – Place the Global Condition **G34** card (*Gravitational Engine ON*) in the Global Conditions slot on the Planet board. You can choose this option only if there is no Global Condition **G34** card on the Planet board.
» **Turn the gravitational engine OFF** – Discard the Global Condition **G34** card (*Gravitational Engine ON*). You can choose this option only if there is the Global Condition **G34** card on the Planet board.
» **Focus its work on the Gravity Rift** – Progress the Time Track on the Threat card by 1 space and do not apply the outcome. If it ends on the last space of the Time Track, reset that track.

LOG 774

Exploration Log 14/89

The anomalies surrounding the hall, that previously constituted a maze-like area, seem to have vanished altogether. There are a few concentrations in the vicinity of the scaffolding, which is almost completely cut off. Scouting drones reported that there are a couple of viable paths through the cityscape here.

Choose one:

» **Make your way into the hall** – Place your Crewmember in Sector 3.
» **Go towards the fields of anomalies** – Place your Crewmember in Sector **6**.
» **Stay in this Sector**.

LOG 775

"The corridor was a dead end. The glow-tailed creature now trashes against the wall helplessly, terrified by our approach."

All players discuss and choose one (if you cannot agree, the Security Section player makes the choice):

» **Attack the creature** – Go to **Log 895**.
» **Leave the creature alone and return to the last cave** – Go to **Log 744**.

LOG 776

Audio Log 14/13B

[Away Team, Operative 1]: Look, the cannons are powering up!

[Away Team, Operative 2]: Duck and cover!

****** Blast! ******

Place POI card **P313** (*Active Defense Battery*) in Sector **4**.

LOG 777

Having previously deactivated the Arrogator cannon on the Eye of the Void, the Away Team was sufficiently experienced with this technology. Its members were able to successfully reprogram the cannon's IFF subsystem.

Place POI card **P314** (*Hacked Defence Battery*) on top of the other cards in Sector **4**.

LOG 778

"We found ourselves in a wide cavern full of colorful reefs. There was a luminescent creature stuck at the dead end of the right tunnel, so we could only continue left."

Go to **Log 727**.

LOG 779

Having destroyed the Arrogator cannon during the Eye of the Void mission, you denied the Away Team a chance at gaining much needed experience with Arrogator technology – and this shows now. Your attempt at hijacking the battery backfires, and it will make your mission that much harder.

Place POI card **P313** (*Active Defence Battery*) on top of the other cards in Sector **4**.

LOG 780

There is no going back from this mission! The fate of human species depends on you, and preparations for another landing could take too long.

The Crewmember who gained a fourth Injury makes a Survival Check: roll three Injury dice. If the result is either 1 and 1 or 2 , the Survival Check is failed. Flip this Crewmember face down on the Crew board and remove their model from the board. The Crewmember is now Incapacitated and kept in stasis by their specialized Mechasuit. Their turn immediately ends, and they draw no Event cards.

Incapacitated Crewmembers do not take part in the Planetary Exploration, may not Assist, and cannot be a target of any effects, until you are specifically asked to flip them back face up.

If all Crewmembers are Incapacitated at the same time, go to **Log 611**.

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

LOG 781

Dead end – but there's something interesting here. If the following box is unmarked, mark it and resolve its text:

☐ Gain 1 *Strange Flora* Discovery.

Go to **Log 763**.

LOG 783

"The corridor was a dead end. Now, the creature trashes against the wall helplessly, terrified by our approach."

All players discuss and choose one (if you cannot agree, the Security Section player makes the choice):

» **Attack the creature** – Go to **Log 895**.
» **Leave the creature alone and return to the last cave** – Go to **Log 896**.

LOG 784

There is not much more we can do with those glitched steles. Any interaction with them significantly alters the gravitational fields around us though.

Each Crewmember Refreshes + +

Discard Global Condition card **G34** (*Gravitational Engine ON*).
Go to **Log 661**.

LOG 785

Personal Journal

I remember the pain of wounds, bruises, exhaustion. I remember my heavy breath, resounding inside the confines of my suit. But one emotion was overwhelming: shame. Because of me, our mission ended in failure. I hope I don't survive, so I don't have to face my friends…

Place the Mission Failed token on the Lander board and discard all non-Unique Discoveries from the Lander board.

Open the Ship Book at page **25** (*Leaving the Planet*) and begin Ship Management.

LOG 786

All players discuss and choose one (if you cannot agree, the Recon Section player makes the choice):

» **Check the southern part of the complex** – Go to **Log 826**.
» **Check the northern part of the complex** – Go to **Log 842**.

LOG 787

Audio Log 14/87B

[Deadspeaker]: What a glorious-magnificent state of being. I-me was beginning to worry, intruders-you were too primitive-lacking to operate our basic-simple machinery-devices. But you've delivered.

[Deadspeaker]: I suppose intruders-you do have some questions. I-me have some answers.

All players discuss and choose one (in case of a tie, the Engineering Section player makes the final decision):

» **What happened to the Arrogators** – Go to **Log 836**.
» **What else can we find here** – Go to **Log 795**.
» **What are you** – Go to **Log 823**.

LOG 788

Unfortunately, the data cache contains little of value.

If you're on the *Ugnir*, go to **Log 764**. Otherwise, read on:

If you're on Planetary Exploration, gain 1 *Alien Tech* Lead and continue the game.

LOG 789

Exploration Log 14/99-3

During our analysis of the steles trove, we found out that Arrogators employed sets of subspace engines that brutally ripped each obelisk from its gravitational anchor, allowing it to be moved onto the Craftworld. The ramifications of this process could be felt everywhere around us. Lacking supervision, the steles affected the gravitational field on the Craftworld, creating the landscape we have just explored. One can only imagine what calamities befell planets from which Arrogators obtained these pieces.

-=[TOP SECRET]=-

Appendix 14/01

-=[TOP SECRET]=-

Back on *Vanguard*, we quickly discovered that the giant, detailed scans and models of the steles that we took in the trove were somehow corrupted. In the beginning we thought it was due to variable gravitation affecting the sensors. We were quite surprised when we found out that the data stream contained a copy of an AI construct from the Hall of Trophies, the Deadspeaker. It managed to hitch a ride on our data storage devices and propagated itself throughout *Vanguard's* networks. We tried to purge it, and it defended itself ferociously, mostly with verbal abuse, as it was not aggressive towards our systems. Eventually, we were able to isolate the Deadspeaker in a single subsystem that we now plan to put within a mobile robotic body. Will it be an ally or a threat – Only time will tell.

- Remove Mission card **M141** from the game.
- Gain 2 .
- Shuffle the Ship Situation **S21** (*AI Malfunction*) from "Future Situations" into "Possible Situations" (Card Tray B).
- Move the Tech Level 5 card from "Bridge Cards" if present there to the "Awaiting..." envelope.
- Open the Ship Book at page **3** (*Bridge* Cardholder). If Secondary Objective **O19** (*Locating Craftworld*) is slotted there, remove it from the game.
- Go to **Log 910** and mark box **C**, then return to this Log.

Go to **Log 56**.

LOG 790

Audio Log 14/98

[Away Team, Operative 1]: Look at the size of that thing!

[Away Team, Operative 2]: It seems almost… out of place here.

[Away Team, Operative 3]: Be careful, guys. The closer we get to the anomaly, the more extreme gravity fluctuations are. As of right now, [Static] can't [Interfences]…

[Deep voice]: [Squeal] Intruders [Squeal]

[Away Team, Operative 1]: What was that?

[Away Team, Operative 4]: Something is trying to break into our comms. Stay sharp team!

Place card **P331** in Sector **3**. Place card **P332** in Sector **5**.

LOG 791

[XO, Major Dahl]: Good work, Away Team. Your mission allowed us to gather more data about the planet. Unfortunately, we still didn't make any progress in our talks with the Idemians. As I understand, our permit to land still stands. We're sending another team down there as soon as you return to the ship…

Congratulations! You have completed the mission!

- Discard the optional Mission card **M123**.
- Go to **Log 990**.

LOG 792

"In front of us, the corridor opened into an enormous flooded space – an ancient, buried sea rift. The ghostly white abyssal fish that lived here immediately began to swarm around us, as if they haven't seen any food from the outside in a long while."

Place card **P281** in Sector **4**.

Place your Crewmember in Sector **4**.

LOG 793

If Mission **M130** is revealed go to **Log 794**. Otherwise, read on:

Away Team Private Channel

[Operative 1]: There's no escape now. We must endure!

[Operative 2]: …

Continue the game – you can't turn back now.

LOG 794

CVR Audio Data

[Pilot]: Come on!

…

[Pilot]: Just a little further!

[Navigator]: Your sweetest words and encouragement won't make this machine fly faster.

[Lander's AI]: I cannot be motivated. I always work with maximum efficiency possible at the moment.

- Open the Ship Book at page **19** (*Hangar* cardholder) and flip the Lander card representing your current Lander to the Damaged side (unless it is a Basic Lander).

Go to **Log 477** and mark the box next to the letter **A** without reading the actual Log. Then, go to **Log 990**.

LOG 795

[Deadspeaker]: It amuses me to think you are not only intruders, but grave robbers at that. How fitting are your frail forms for this purpose.

If you seek the remains of my makers' technologies, you should look in munition plants. They were typically placed below street level and were one of the best armored and guarded places during the last stages of the Great Conflict.

Some of the exhibitions from this hall were moved then to other facilities, in fear-hope of creating the ultimate weaponry. If I were a grave robber, I would look for research labs, but my data banks have some information of laboratories being purged with thermobaric bombardments.

LOG 796

☐☐☐ Mark the first unmarked box and continue the game. When all boxes are marked, read on:

Fetch: The Culture of Planet Paradise

In the previous analysis, my colleagues explained what the social panorama of Fetch looked like, based on their findings. This study follows the same division with three main social classes: the most common citizens, the powerful militarians, and few influential nobles.

The paradise was a retreat for nobles and those militarians who were tasked with protecting them. This small yet extremely wealthy and influential population did all they could to protect themselves in the face of the wider social collapse. However, as the stream of supplies from the desert planet dried out following its environmental catastrophe, the population in the shelter either lacked the ability to sustain themselves or faced reproductive problems that led to their fall.

Were they shortsighted because of the rich worlds looming on the horizon, so close they could see them through the simple lenses of their telescopes?

A little digression: why does this planetary system look like that? Is it the work of nature (no one believes this theory)? Or maybe the Builders decided to perform some grand experiment, trying to ease the first spacefaring steps of the species that would evolve here?

- Gain 1 .
- Gain 2 *Live Specimen* Leads and 4 *Alien Tech* Leads.
- Discard Mission card **M162**.

LOG 797

Go to **Log 611** and mark the topmost unmarked box without resolving its text. If the last box was marked this way go to **Log 810**.

Choose one:

» **Resume at the Thorne-Zytkov Object** (if you wish to restart the entire final mission) – Open the Planetopedia at pages **38-39** (*Thorne-Zytkov Object*). Go to **Log 580**.

» **Resume at the Builders' Vault** (if you've already cleared the *Thorne-Zytkov Object* Planet board or wish to skip it this time) – Open the Planetopedia at pages **40-41** (*Builders' Vault*). Go to **Log 580**.

LOG 798

- Return all Section dice to the appropriate Section Compartments.
- Return all Equipment cards to the "Armory."
- Remove all Crewmember cards on Crew boards from the game and return their Rank sleeves to the appropriate Section Compartments.
- Return all Section cards to the appropriate Section Compartments.
- Return all cards from the Planet board, including Threat cards, to the appropriate Card Trays.
- Remove all Crewmembers models, Lander standees, tokens and markers from the Planet board.
- Move all gained Unique Discoveries from the Lander board to the appropriate slots in the Ship Book cardholder (page **30**). Discard all other found Discoveries.
- Ensure the "Awaiting..." envelope is empty – remove all cards that are still there from the game.

Place Situation card **S26** in the "Awaiting..." envelope. The next time you play, either resolve the Save according to the standard rules on page **1** of the Ship Book, or go directly to the Log listed on that card (**Log 797**).

LOG 799

If box **C** is marked in **Log 930**, go to **Log 800**. Otherwise, read on:

"Our secret requests for help reached many parts of the ship, traveling from one loyal crewmember to another. Soon, we learned that the Arrogator Deadspeaker was one of those who opposed Dahl, unable

to tolerate her treachery. She captured him, took him apart, and connected him to the Vanguard's mainframe to retrieve all knowledge about the automated remnants of his race – the only force she knew would never bend to her. We realized this could be our chance. If we were to free and rebuild him, he would take our side, together with his accumulated knowledge of centuries of warfare.

It wasn't easy to sneak into the mainframe room, but the Deadspeaker was precisely where our information suggested – laid over a large table like a blown-up model of alien anatomy.

'Make me whole, Earthlings,' he said. 'Give me a chance to find my end in battle, not here.'

The only thing that stopped us from carrying out his request was a dense network of alarm triggers interwoven into his body by Dahl. We knew that as soon as we began putting him together, her marines would know of our presence…"

Mark **box D** in **Log 950**.

Players will now perform a special check using their dice and Crewmembers. Any dice used in this check will be unavailable for any further checks. Any Crewmembers used in this Dice Check may die. Depending on your choices, you may face several more checks in this part of the story.

Perform the following steps:

- First, all players may decide to roll any number of their Section dice.
- Then, all players choose any number of Available Crewmembers with a , , or converter from their hand and place them in the Roll Pool.
- Count the number of , , or results in the Roll Pool. Then, add **1** points for each Crewmember in the Roll Pool. You need **11 or more** points to pass this check. Players may roll additional dice and assign additional Crewmembers until they are satisfied with the result.
- Remove all dice in the Roll Pool from the game.

If you have 10 or fewer points: For each Crewmember in the Roll Pool, roll one Injury die. If you roll 1 or 1 , remove this Crewmember from the game. Players return any other Crewmembers to their Available Crewmembers. If there are no more Available Crewmembers left, go to **Log 810**. Otherwise, go to **Log 501**.

If you have 11 or more points: Return all Crewmembers from the Pool to the Available Crewmembers. Add **2 markers** to the Victory Pool and go to **Log 501**.

LOG 800

"In the end, only a couple more people joined us, led by fond memories of their time with Captain Wayman. It was hardly worth the time we spent searching, and exposed us to Dahl's informers."

Add **1 marker** to the Victory Pool.

Mark box **D** in **Log 950**.

Go to **Log 501**.

LOG 802

If box **D** is marked in **Log 930**, go to **Log 800**. Otherwise, read on:

"Our secret requests for help reached many parts of the ship, traveling from one loyal crewmember to another. Soon, we learned that Thrall, the human who once communed with the Visitors' queen, was one of those who opposed Dahl. She captured it, trapped it in the lab, and drugged it, trying to gather information that would allow her to tap into the infinite power sources of the Visitors' dimension. We realized this could be our chance. If we were to free Thrall, it would undoubtedly take our side – whether motivated by its loyalty to the Visitors or its former comrades from the Away Team.

It wasn't easy to sneak into the lab, and it was even harder to wake Thrall up. Unconscious, Thrall couldn't contain its proper form, tentacles flowing out of his back and strewn on the floor.

'I'm sorry,' it mumbled, looking down on the mess. 'Give me a chance to recompose myself.'

'It's alright,' we assured it. 'We realize who you are.'

The only thing that stopped us from freeing Thrall was a network of alarm triggers around its body. We knew that as soon as we began to cut it loose, Dahl's marines would know of our presence…"

Mark box **D** in **Log 950**.

Players will now perform a special check using their dice and Crewmembers. Any dice used in this check will be unavailable for any further checks. Any Crewmembers used in this Dice Check may die. Depending on your choices, you may face several more checks in this part of the story.

Perform the following steps:

- First, all players may decide to roll any number of their Section dice.
- Then, all players choose any number of Available Crewmembers with a , , or converter from their hand and place them in the Roll Pool.
- Count the number of , , or results in the Roll Pool. Then, add **1** point for each Crewmember in the Roll Pool. You need **11 or more** points to pass this check. Players may roll additional dice and assign additional Crewmembers until they are satisfied with the result.
- Remove all dice in the Roll Pool from the game.

If you have 10 or fewer points: For each Crewmember in the Roll Pool, roll one Injury die. If you roll 1 or 1 , remove this Crewmember from the game. Players return any other Crewmembers to their Available Crewmembers. If there are no more Available Crewmembers left, go to **Log 810**. Otherwise, go to **Log 501**.

If you have 11 or more points: Return all Crewmembers from the Pool to the Available Crewmembers, add 2 **markers** to the Victory Pool and go to **Log 501.**

LOG 803

☐ Mark this box. If this box was already marked, go to **Log 852**. Otherwise, read on.

[Observatory Operator]: It's as we expected. The atmosphere is thin, probably thirty percent of its original density.

[Captain Wayman]: Is there any possibility that–

[Anu, Idemian Ambassador]: The world-ending crystal was seeded here about eighty years ago. The planet will enter the final stage of destruction soon.

[Captain Wayman]: You know about the crystal that destroyed Pellucid? Why didn't you say anything about it before?! You can't withhold–

[Anu, Idemian Ambassador]: You should learn with your own senses. It is not my place to convert you to the way Idemians see the world.

[Captain Wayman]: My planet is touched by this plague! I must know everything–

[Anu, Idemian Ambassador]: I'm leaving. Use this planet to learn what the crystal does for yourself…

[Captain Wayman]: [Deep breath] Let's learn, then. Operator, tell me everything. What should we expect? Is there any way people on Earth can protect themselves from what's coming?

[Observatory Operator]: Well… [Coughs] Due to changes in the planet's mass and the fact its core was replaced by a crystal, the planet's moon is drifting away from its orbit. This seems to have a heavy impact on all tides. Additionally, because of the solar winds that pass through the weakened magnetic field, the water level drops as the water evaporates. Any civilization alive on this planet would face apocalyptic droughts.

[Captain Wayman]: The effects of the core getting colder?

[Observatory Operator]: Yes. This also makes the planet more exposed to solar radiation, causing mass extinctions of many plants and animals. These are the first effects the humans of Earth will need to deal with. Later… Well, we saw what comes later on Pellucid, didn't we?

[Captain Wayman]: Yes, and let's hope it doesn't come to that. We still have time to provide the Earth with a solution.

Gain 1 .

If box **B** is marked in **Log 910**, go to **Log 848**.

If box **C** is marked in **Log 910**, go to **Log 863**.

Otherwise, this Log ends.

LOG 804

All players discuss and choose one (if you cannot agree, the Recon Section player makes the choice):

» **Check the southern part of the complex** – Go to **Log 826**.
» **Check the western part of the complex** – Go to **Log 831**.

LOG 809

All players discuss and choose one (if you cannot agree, the Recon Section player makes the choice):

» **Check the southern part of the complex** – Go to **Log 826**.
» **Check the western part of the complex** – Go to **Log 831**.
» **Check the northern part of the complex** – Go to **Log 842**.

LOG 810

Citizens of the Earth looked to the stars in vain, waiting for Vanguard's return – but the ship was lost in the great beyond, with everyone on board.

Some humans said it was destroyed. Others, that it was never supposed to return – that it was an elaborate plan of the Vanguard Initiative that always hoped to save only the best and the brightest, while leaving the rest alone on the dying world.

In the final desperate months of the planet, some countries and corporations sent crude arks filled with people toward distant star systems, hoping to find a new home for humanity on their own. Most of them failed. Some founded small, struggling colonies that provided humans with a future, however painful and uncertain it was.

The rest of the human population was left behind on Earth, some still clinging to hope for salvation, for Vanguard's miraculous return, until the very moment the crystal broke the planet's crust…

You've completed the ISS Vanguard campaign! We encourage you to try again to find different endings, visit other planets, and pursue other research and production options.

Go to **Log 899**.

LOG 811

Away Team's Private Channel

[Away Team, Operative 1]: Be careful. We're entering an urban zone.

[Away Team, Operative 2]: This place is hell. No way there's anything still living here.

[Away Team, Operative 1]: Probably not, but don't let down your guard. See these taller structures with windows facing all four directions? These might have been sentry towers.

[Away Team, Operative 3]: I guess. But it might also have been a fire lookout.

[Away Team, Operative 1]: The important thing is: let's be careful. The signal is coming from the center of this zone.

All players discuss and choose one:

» **Go toward the towers** – Replace the POI in this Sector with card **P360**.
» **Delve into the urbanized zone** – Replace the POI in this Sector with card **P361**.

LOG 812

Discard the top POI card from Sector **4**.

The cannons power down and deactivate. Now you know that next time you power them up, they will still target Arrogators.

LOG 813

After Action Report

A surprise encounter with another type of Arrogator construct almost spelt doom for our mission. This variant was a heavily specialized, independent platform capable of carrying, building and repairing vast numbers of drones. If the Arrogators were capable of maintaining this type of military equipment, who can guess how they will surprise us next time?

Mark the topmost unmarked box and resolve its text. If all boxes are marked, resolve the bottom one.

☐ Gain 1 and 2 *Alien Tech* Leads. Remove the *Arrogator Warswarm* Threat card, its and *Drones* standees from board. If the **R10** Research Project (*Arrogator Tech*) is in "Research Projects" (Card Tray B), move it to the "Awaiting..." envelope.

☐ Gain 3 *Alien Tech* Leads. Remove the *Arrogator Warswarm* Threat card, its and *Drones* standees from board.

☐ Remove the *Arrogator Warswarm* Threat card, its and *Drones* standees from board.

LOG 817

Xenologist's Journal

It was a wonder to behold – Arrogator technology mixed with other foreign influences. A crude but efficient combination. I wanted to study it longer, but my colleagues decided to power it on.

I observed as they gathered radioactive cells from locked storage, taking care to implement all security measures. When the cannon came to life, they smiled under their helmets. Or maybe I imagined it?

They planned to use it. That was not a place for me – destroying things isn't my job.

- Place the *Converted Arrogator Behemoth* Threat card in the designated slot above the Planet board.
- *Converted Arrogator Behemoth* becomes active — read its Threat card and apply its rules whenever necessary.
- Place the *Converted Arrogator Behemoth* standee in Sector **3**.

LOG 820

After-Action Report 55

On our way, we passed by the ship's brig. At the time, there were a couple of known troublemakers in the cells, including one mutineer who shot an officer. They were banging on the doors, asking us to let them out. They promised to join the fight. I knew the captain or the Security Section leader wouldn't like that – and that many of these people would use this opportunity to run. However, keeping them locked in this hell seemed inhumane.

Choose one:

» **Let out the convicts and arm them** – Remove 1 marker from the Enemy Advantage slot. Lower the Morale in the *Bridge* cardholder (Ship Book page **3**), unless it is already Very Low.
» **Leave the convicts in their cells** – Continue the game.

LOG 821

If there is at least **1** marker in this Sector, go to **Log 824**. Otherwise, read on:

Away Team's Private Channel

[Operative 2]: Readings indicate something should be right here.

[Operative 3]: Watch where you place your feet – it might be a minefield.

[Operative 1]: I'm not a geologist, but doesn't this hill look suspiciously… squarish?

[Operative 3]: How could I miss that! I was looking for something smaller.

[Operative 2]: I've got something. Looks like a keypad but with dozens of strange symbols.

[Operative 1]: If this thing is what I suspect it is, I'm quite sure we won't find the code anywhere near this place.

Refresh 2 used in this Dice Check.

LOG 823

[Deadspeaker]: I-me am an artificially generated guardian of this vaunted repository you are treading in. I was created by the race you know as Arrogators, a derogatory term, to become a guardian of our collective memory.
I won't explain in detail how I came to be - judging from your pathetic technology, it is hardly possible for you to understand the effort invovled.

LOG 824

Away Team's Private Channel

[Operative 2]: The combination of symbols worked!

[Operative 3]: Yeah… This is our seventy-eighth try. We're lucky we got it right, and that it didn't explode in our faces.

[Operative 2]: But it worked!

[Operative 3]: Yeah…

[Operative 1]: Guys, stop arguing and come see this. It looks like a luxurious shelter.

…

[Operative 1]: Each room has different ornaments, clearly different from those on the other two planets, but bearing some similarity in style. The same culture, different classes?

[Operative 3]: I'll leave this speculation to you. I'm more interested in seeing if someone is still alive, and if they pose any threat.

Place the Optional Mission card **M162** in an empty slot beside the current Mission card.

All players discuss and choose one (if you cannot agree, the Recon Section player makes the choice):

» **Check the southern part of the complex** – Go to **Log 826**.
» **Check the western part of the complex** – Go to **Log 831**.
» **Check the northern part of the complex** – Go to **Log 842**.

LOG 825

"Soon, the Eye of the Void became an arena for something the Builders probably never predicted: an all-out battle between the members of several intelligent species they helped create. Giant ships maneuvered in the void, in the red light of the dying star. Dozens of drones and fighters slid in all directions through belts of space debris in a silent ballet of destruction.

Vanguard's crew gave all they had, but our allies were few, and our enemies - many. We had already suffered many losses, and the ship was already damaged even before the battle. As the signatures of enemy vessels converged around us on the central screen, everyone on the bridge understood that winning this was nearly impossible…"

Players will now perform the last special check using their dice and Crewmembers.

Perform the following steps:

- First, all players roll all their remaining Section dice.
- Then, all players place all of their remaining Available Crewmembers in the Roll Pool.
- Remove all and results from the game. Count the number of any remaining dice. Then, add **1** point for each Crewmember in the Roll Pool.

Now, check the final score:

0-10 – go to **Log 327**.

11-35 – go to **Log 827**.

36 or more – go to **Log 838**.

LOG 826

Reconnaissance Officer's Journal

The interior of this place was almost humble: it lacked the ornamentations that could be seen outside, there was no furnishing but several simple mattresses and a flat, round object that could have been a table. To be frank, I was expecting something more… luxurious? I was sure that this place was a retreat for the wealthy of this species. Maybe this room belonged to servants? It would be strange, as almost everything here was automated when the place still had a power supply.

One thing had drawn my attention for longer - there was a pictogram scribbled on the wall in the corner. It meant nothing to me, but our xenologist insisted it depicted people destroying their own world and now dying alone on a secluded planet. She might have been right, but I only saw some strange circles and dashes.

Replace the card in this Sector with card **P368**.

☐ Mark this box. If it was already marked, continue the game. Otherwise, gain 1 and go to **Log 796**.

LOG 827

"The battle was dire and the cost was heavy. Many Vanguard crewmembers met their end that day. Yet, eventually, we gained the upper hand."

For each Crewmember in the Roll Pool, roll one Injury die. If you roll 1 or 1 , remove this Crewmember from the game.

Then, go to **Log 838**.

LOG 829

Away Team's Private Channel

[Operative 2]: [Static]

[Operative 3]: Repeat. Did we get it?

[Operative 2]: Dead… [Static]… is awful. I need a bath.

[Operative 3]: Great. Now--

[Operative 1]: Give him some rest. He was there with the monster all the time while we were fiddling with the controls.

[Operative 3]: Sorry… I just got excited that we can now explore that planet further.

[Operative 1]: We don't even know if the threat is gone for good. Operative 2, is the stele there?

[Operative 2]: … see it. The signal [Static]… It's nearby.

[Operative 1]: Great job. I'm coming to help you!

[Operative 2]: You don't need to. It's right here in front of me. Inside a collapsed… shrine?

[Operative 1]: Start uploading data to *Vanguard*. By the way, your signal got much clearer.

[Operative 2]: Yeah, the area somehow amplifies the transmission.

If the following box is unmarked, mark it and resolve its text:

☐ Gain 1 and Unique Discovery **23**.

Discard the *Maw* Threat card and *Maw* standee.

Discard the *Converted Arrogator Behemoth* Threat card and *Converted Arrogator Behemoth* standee.

Replace the card in Sector **1** with card **P000**.

Go to **Log 55**.

LOG 831

Reconnaissance Officer's Journal

My probes detected some organic matter ahead, so I planned a careful approach. It seems that wasn't necessary. Inside, among walls inlaid with shiny stones and metals, there were just remains: amorphous, covered in some shriveled fungi and carapaces of dead insects.

While the others were gathering samples, I searched through the room - it was oozing luxury, even though I couldn't understand the meaning of many elements. Were they sculptures or furniture? Paintings or schematics? Gaming consoles or thermostats? Someone on the *Vanguard* would probably make this place a part of the most important study in their life. I had another job, and it wasn't to ponder the room full of dead, rich aliens.

Replace the card in this Sector with card **P369**.

☐ Mark this box. If it was already marked, continue the game. Otherwise, gain 1 and go to **Log 796**.

LOG 834

"Despite all the differences between us and the alien races, we could very well tell that everyone in the Eye of the Void was ecstatic when we decided to share the Builders' knowledge. Our crew also breathed a sigh of relief. After everything that happened on board, no one looked forward to another conflict. There were some low-key celebrations around *ISS Vanguard*, but most people embraced the first quiet moment in a long while and decided to rest. Well, apart from Dr. Corey's staff, who immediately began extracting the Builders' data cache. It turns out, it contained everything: beautiful theories that answered all our questions about the universe, shocking technologies that bordered on magic, and even the relics of the Builders' culture.

This work was violently interrupted by a battle alert. It turned out that even if we wanted to share the knowledge in a fair and responsible way, some aliens had other ideas. Emboldened by Vanguard's weakness and lack of allies, they launched a surprise attack, hoping to claim the Builders' cache for themselves without sharing it with other races. We had no choice but to fight them off."

Players will now perform the last special check using their dice and Crewmembers.

Perform the following steps:

- First, all players roll all their remaining Section dice.
- Then, all players place all of their remaining Available Crewmembers in the Roll Pool.
- Remove all and results from the game. Count the number of any other results. Then, add **1** point for each Crewmember in the Roll Pool.

Now, check the final score:

0-8 – Go to **Log 327**.

9 or more – For each Crewmember in the Roll Pool, roll one Injury die. If you roll 1 or 1 , remove this Crewmember from the game. Then, go to **Log 847**.

LOG 835

Xenologist's Journal

The machine was full of damaged instruments, cables ripped off the panels, and dead screens. I could spend years researching this one vessel, but I didn't have time, unfortunately. At least I grabbed some artifacts that might help us understand this extinct species.

I especially had high hopes for a piece of metal with a strong magnetic field. Maybe it would act like our magnetic keycards? Or was it some data storage device?

If the following box is unmarked, mark it and resolve its text:

☐ Gain Unique Discovery **15**. Place a marker in Sector **2**. Then, go to **Log 666** and mark the box next to the letter **C** without resolving the rest of the Log.

LOG 836

[Deadspeaker]: My creators were powerful. At one moment, they projected this power across the entire galaxy. They were unmatched, sending the ones you call Visitors into oblivion. They could grow and expand endlessly. Or so it was believed.

[Deadspeaker]: My creators were certain they were destined, by those you call Builders, to rule the galaxy. Mapping the span of the stars, they uncovered that the Builders marked out the systems for them to conquer. They also found their home planet was marked on the same map. Fearing reprisal, they built this vessel, and many others, so they could not be found or destroyed by opposition. From the depths of space, they sent advanced forces to countless worlds, claiming their birthright piece by piece. Focused on conquest, they could not see that there was a dangerous divide growing within their own society.

[Deadspeaker]: A divided house cannot stand, and two factions eventually went to war. Their ideological split is difficult to describe to someone who knows little about my creators, but the crux of the matter was the Builders themselves: were they just another target of conquest, or godlike creatures that should be revered? This ideological split could be mended in the only way my creators knew. A feat of arms. Unfortunately, both sides had millenia of war expertise, and did not shy away from even the most destructive weapons. The details are lost with some of my databanks, but in the end I am the only sentient being left on this vessel. Without external modes of interacting with the physical world, I slumbered for many years - until you came along.

LOG 837

"The creature paused again in a grotto with a large crystal growing out of the ceiling. With two cave mouths in front of it, it seemed to consider where to run next."

All players discuss and choose one (if you cannot agree, the Science Section player makes the choice):

» **Direct the creature into the left corridor** – Go to **Log 783**.
» **Direct the creature into the right corridor** – Go to **Log 889**.

LOG 838

"The battle wasn't easy, but the technological advances of *ISS Vanguard* and our numerous allies eventually gained us the upper hand. Some attacking ships were destroyed. Most retreated to a safe distance.

The Builders' data cache remained safe in human hands."

Go to **Log 847**.

LOG 839

☐ Mark this box if it isn't already marked. Then, read on:

"The keystone was surrounded by a narrow circular gap on the floor - just half a centimeter wide, but leading too far down to measure. What's interesting, the area within this circle had almost no ash and debris, while the area outside it was covered in ancient remains, charred beyond recognition. It seemed obvious that something happened periodically within the circle that surrounded the keystone, removing any accumulated debris. With this in mind, we were not sure whether we wanted to get closer to the stone, or not…"

All players discuss and choose one (if you cannot agree, the Engineering Section player makes the choice):

» **Touch the keystone** – Go to **Log 95**.
» **Leave the keystone and move on** – Continue the game.

LOG 840

TOP SECRET
Project "Birthright," Final Log

Foolish me! For a moment, I gave in to the comforting illusion that I know all there is about these mysterious obelisks. After all, I am the foremost human expert on the topic, and thanks to the efforts of the Vanguard's Away Teams, I've gathered probably the largest database of stele-related research in this part of the galaxy.

It turns out, I just needed a new perspective. The recent breakthroughs made by *Vanguard* in subspace research technologies allowed us to construct scanning tools to observe the subspace spectrum of a stele for the very first time. When I first witnessed the results of their work, I was floored. It was like seeing colors for the first time. I felt what Antoni van Leeuwenhoek must have felt when he first looked at countless bacteria and protozoa populating a drop of the water.

How can I even put it into words? Each stele is surrounded by layers of various subspace fields. They're in constant movement, like the petals of a strange living flower, their invisible influence sweeping through the entire planet. The thing we focused on so much - the physical obelisk - is only a small pebble in the middle of it all. But even that's not everything! Long filaments extend in all directions toward other steles in different systems. If one stele is a flower, together they form a giant, galaxy-spanning plant.

I'm sorry for this unprofessional language. I think I might need some sleep. Tomorrow, we'll begin to study these subspace fields. They might just be the key to understanding why the Builders sent us on this wild goose chase throughout the galaxy… Corey out.

Gain 1 .

- Shuffle the **S20** Ship Situation (*Homeward*) from "Future Situations" into "Possible Situations" (Card Tray B).
- Move Research Project **R23** (*Secret of the Steles*) and **R22** (*Future Research*) from "Research Projects" to the "Awaiting..." envelope.
- Move Production Project **C25** (*Future Tools*) from "Production Projects" to the "Awaiting..." envelope.
- Move Objective card **O10** (*The Final Message*) from "Bridge Cards" to the "Awaiting..." envelope.

LOG 841

Audio Log 14/87A

[Deep Voice]: Oh, now it works-functions, such a basic-primitive interface. Welcome, Intruders. You are standing-present in the very center-heart of the Arrogator Empire. Due to unfortunate events-circumstances, it is I-me, the Deadspeaker, who bids Intruders-you welcome here.

[Away team, Operative 1]: Well, I'd never…

[Deadspeaker]: Your attempts at communication are failing. Due to the current state of this facility, I cannot receive aural input. I detect various gravity anomalies-disturbances interfering with my glorious input sensory apparatus.

If Global Condition **G34** (*Gravitational Engine ON*) is on the board, go to **Log 787**. Otherwise, nothing happens.

LOG 842

Reconnaissance Officer's Journal

Our security specialist was elated when we entered this area. Many primitive weapons and pieces of wooden fungus-infested armor were scattered around the shattered stands.

Our xenologist immediately began studying old stains on the floor and the shape of long benches around something that couldn't be anything but an arena.

I scanned the whole place - no devices or machinery; everything here was mechanical.

Did they really build a gladiatorial arena inside their bunker? I know that comparing alien culture to ours is stupid, but this… I cannot understand!

Replace the card in this Sector with card **P367**.

☐ Mark this box. If it was already marked, continue the game. Otherwise, gain 1 and go to **Log 796**.

LOG 843

Count the number of markers in the Victory Pool. Check the final result:

0-9 – Go to **Log 834**.

10+ – Go to **Log 548**.

LOG 845

Check the box in **Log 839**. If it is marked, go to **Log 95**. If it's not marked, go to **Log 98**.

LOG 846

Away Team's Private Channel

[Operative 1]: High ceiling, narrow entrances, chairs? We're talking about a humanoid species, much taller than us. Even the number of limbs seems to match after a brief analysis of their furniture…

[Operative 3]: Hey, look at those. Weapons?

[Operative 1]: Seems so.

[Operative 3]: This machine still displays some schematics.

[Operative 2]: A map! It resembles the terrain of the Paradise planet.

[Operative 3]: It pinpoints a location. There are strings of strange symbols all around. I'm copying them, whatever they mean.

[Operative 1]: I've got it!

[Operative 2]: Huh?

[Operative 1]: The weapons. They work like our tasers. Crowd control? But there are so many of them! Or maybe this species had a delicate nervous system and these were enough to kill?

[Operative 2]: Wake up, girl. I know this is your pet subject, but you were also telling us to stay vigilant.

[Operative 1]: Right. Let's get going.

☐ If this box was already marked, continue the game. Otherwise mark this box, gain 1 and place a marker in Sector **3**. Then, go to **Log 666** and mark the box next to the letter **A** without resolving the rest of the Log.

LOG 847

Take your Ship Book and check if all Unique Discovery card Slots on pages **29** and **30** are filled. If they are, go to **Log 849**. Otherwise, read on:

"This was the end of our journey.

It started when we first entered the Eye's outer shell and discovered an entire hidden star system inside. It ended as we left this system behind, now strangely silent without the Builders' message constantly playing across all channels.

We were finally returning home - a much-changed crew of a much-changed ship. And while most of us decided to wait out the return trip in torpor chambers, the top researchers and constructors of *ISS Vanguard* used the long space travel to find a way of saving Earth from the crystalline weapon growing within its core.

We found this solution, but even the knowledge of the Builders could not turn back time. When the people of Earth noticed a new star in the skies above - their ship returning from its decades-long odyssey - much of the Earth was too far gone. *Vanguard* destroyed the heart of the crystal and stopped its growth. Still, the planet remained unstable, unable to support such a large population. After celebrations and reunions, the truth soon became evident. Even though one journey had ended, more were about to begin. Earth was building new ships, far more advanced than the original *Vanguard*. Someone had to lead them to the stars, where humanity would find a new home. Someone had to fulfill the role that the Builders bestowed upon humans, together with their technology. Countless worlds on the Builders' map were not visited yet, hiding unknown wonders.

The masters of the weapon that damaged Earth were still somewhere out there and had to be brought to justice.

A new age of exploration and discovery was just around the corner, turning most of humanity into nomads - not that different from the Vanguard's crew…"

Congratulations! You've completed the ISS Vanguard campaign. We encourage you to try again to find different endings, visit other planets, and pursue other research and production options.

Mark box **A** in **Log 960** – it will influence future ISS Vanguard campaigns!

Go to **Log 880**.

LOG 848

[Thrall]: May I interject? We, I mean, the Visitors, have some knowledge about the Crystal Thorn. Our Motherworld was almost lost to it. We stopped the Thorn's growth by moving the Motherworld to another realm, to non-Euclidean spaces beyond humanity's comprehension. Time in the center of this new dimension stopped flowing, veiling the Thorn in stasis.

[Captain Wayman]: I don't think it's possible for us to stop time in the center of the Earth. And, even if we did, it would mean death for our planet.

[Thrall]: Yes, in its current state, yes. I feel… tears? Sadness. I'm very sad when I think of the death of each of my fellow human beings on my home planet Earth.

[Captain Wayman]: …

[Thrall]: We can help you transport your whole planet and race into a place that's much better than your world. You'll just need to adapt. Grow some extra organs, and such.

[Captain Wayman]: I'll … consider your words. Thank you, Thrall.

If box **C** is marked in **Log 910**, go to **Log 863**.

LOG 849

Captain's Log, Final Entry

"This was the end of our journey. It started when we first entered the Eye's outer shell and discovered an entire hidden star system inside. It ended as we left this system behind, now strangely silent without the Builders' message constantly playing across all channels.

We were finally returning home - a much-changed crew of a much-changed ship, carrying countless new technologies and wondrous knowledge. And while most of us decided to wait out the return journey in torpor chambers, the top researchers and constructors of *ISS Vanguard* used the long space travel to find a way of saving Earth from the crystalline weapon growing within its core.

With countless discoveries made during Vanguard's travels, and with the knowledge of the Builders - the creators of countless worlds - the solution was ready before the ship traveled halfway to Earth.

Finally, one day, the people of Earth noticed a new star in the skies above - their ship returning from its decades-long odyssey. Vanguard's researchers and engineers were now generations ahead of any specialists on Earth. They destroyed the crystal, and the Builders' terraforming technologies allowed humans to reverse most of the damage. But amidst the celebrations and reunions that followed, the veteran crewmembers of the ship started to look toward the stars again. Even though one journey had ended, more were about to begin. Earth was building new ships, far more advanced than the original *Vanguard* - and there was plenty left for them to accomplish. Together with the Builders' technologies, humanity received a demanding role to fulfill in the galaxy. Other planets and races out there fell prey to the crystalline weapon and could need saving just as much as Earth. The weapon's masters were yet to be brought to justice. Countless worlds on the Builders' map were not visited yet, hiding unknown wonders.

A new age of exploration and discovery was just around the corner. A promising new galactic civilization was beginning to bloom, with a restored Earth at its heart.

Only a couple of Vanguard's officers knew the truth: that beyond the galaxy and vast dark expanses that surrounded them, the final threat was approaching - the same danger that the Builders proved helpless against…"

Congratulations! You've completed the ISS Vanguard campaign gathering 100% of its Unique Discoveries and visiting all explorable planets of the campaign. Thank you for your dedication – this part of space has no more secrets waiting for you, but there will be other journeys to come.

Mark box **A** and **B** in **Log 960** – they will influence future ISS Vanguard campaigns!

Now, go to **Log 880**.

LOG 850

Remove your Crewmember from their Rank sleeve and place this Crewmember back on the Crew board. This Crewmember is dead. Remove their mini from the Planet board – they no longer take part in the Planetary Exploration.

If there are any Crewmembers left on the Planet board, continue the game.

If there are no more Crewmembers left on the Planet board, this mission ends in failure:

- Shuffle all non-Unique Discoveries back into their decks. Place Unique Discovery **33** (if you have it) back in "Unique Discoveries" (Card Tray B).
- Remove Landing card **L4** from the game. Another Landing on this planet is not possible!
- Place the Mission Failed token on the Lander board (if there's no Lander board on the table, place any Lander board there).
- Open the Ship Book at page **25** (*Leaving the Planet*) and begin Ship Management.

LOG 851

Xenologist's Journal

I was blessed to walk among these house-machines: everything was once automated, with moving bridges connecting structures, and walls shifting to create and divide spaces at will…

This brings up a question: how did they manage to get enough resources to build such a magnificent city? Computer chips, power sources, countless sensors and motors - each of these adaptable buildings required more raw manufacturing than half of a human town. Unfortunately, I see an answer: they relentlessly exploited this planet's ecosystem. If we knew there were so many other habitable, resource-abundant planets around us, we would probably be like them. It's hard to resist such temptation.

There were two more regions I wanted to explore: a place that couldn't be anything other than a spaceport and a devastated area from which a signal was coming, most likely emitted by a Builders' stele. However, that second place seemed dangerous to explore. What could have done so much damage?

All players discuss and choose one (if you cannot agree, the Recon Section player makes the choice):

» **Approach the spaceport** – Go to **Log 869**.
» **Go toward the stele's signal** – Go to **Log 861**.

LOG 852

[Observatory Operator]: The geothermal activity is weaker than before. My readings indicate the average temperatures here go down by zero point one Kelvin each year.

[Captain Wayman]: This can't happen to our Earth. We must find a way to save it!

If the following box is unmarked, mark it and resolve its text:

☐ Gain 1 .

LOG 860

"We tried everything to open the door, but we failed. It had no visible mechanisms or controls. It was far too heavy to move even using the full power of our mechasuits. The only interesting thing we discovered was a large circular panel, made of some other, energy-absorbing material, that occupied the middle part of the closed doors."

If the following box is unmarked, mark it and resolve its text:

☐ Gain 1 .

LOG 861

Xenologist's Journal

My discovery was thrilling, but also scary as hell. We encountered a tall obstacle made of organic matter. A moment later, it turned out to be a building-sized organism, awoken by our intrusion. I need its samples, but in order to ever analyze them, first and foremost I must survive…

- Replace the card in this Sector with card **P362**.
- Place the *Maw* Threat card in the designated slot above the Planet board.
- *Maw* becomes active — read its Threat card and apply its rules whenever necessary. Place the *Maw* standee in this Sector.

LOG 863

[Deadspeaker]: Fearing the death-extinction of your race? There are many more ways to die than a growing tumor-crystal inside your homeworld.

[Captain Wayman]: What do you mean?

[Deadspeaker]: My creators all perished. And they had never encountered the crystal itself. There are many other dangers in the galaxy that can end you.

[Captain Wayman]: Do you tell me that we should expect something in particular?

[Deadspeaker]: No. I wanted to comfort-console you. But it probably didn't work.

[Captain Wayman]: I'm not sure if I should be more concerned about your sudden attempt at understanding our feelings or these "dangers" you're talking about.

Continue the game.

LOG 865

Captain's Log, Entry D-8629

It's incredible how much we can achieve if we make one thing our singular focus. I have now seen this miracle twice in my life. The first time, years ago, when most countries and organizations of the old Earth came together to build *ISS Vanguard*. Now, when I witnessed all of *Vanguard* – from our lead researchers and engineers to simple marines – coming together to develop, test, and construct the breakthrough technology that would allow us to finish our mission, as we flew at top speed back toward the Eye of the Void. The stakes were high: the large-scale seismic events on Earth had already taken their toll, leaving many cities in ruins. We had little time to claim the vault of the Builders and find a way to save our homeworld…

Return 6 Gathered Discoveries to the Discoveries deck, including at least 2 Rare Discoveries. If you don't have enough Discoveries go to **Log 877**. Otherwise, read on:

- Move the following cards from "Unavailable Equipment" to "Armory:" **E76** (*TZO Mechasuit: Observer*), **E77** (*TZO Mechasuit: Guardian*), **E78** (*TZO Mechasuit: Pathfinder*), **E79** (*TZO Mechasuit: Custodian*).
- Now, go to **Log 580**.

LOG 869

Xenologist's Journal

The terrain in front of me, surrounded by a barbed fence, was certainly a spaceport: a large, flat field with several concrete platforms, hangars, and lots of abandoned small vehicles (probably trucks or transporters).

The platforms were covered in soot – many layers, in fact. No one cleaned this place, as if the vessels departed in haste. The site was plundered afterward: the fence was broken, transporters upturned, containers cracked open.

One ship, with shattered portholes and broken hatches, was still sitting in the far corner of the spaceport.

Replace the card in this Sector with card **P363**.

LOG 872

[Away Team, Operative 1]: Did you find anything?

[Away Team, Operative 2]: Not much. It's all mangled, as if a steamroller drove over it. Mostly metal and ceramics – unknown, super-resilient compounds. I see no intact element larger than a thumbnail.

[Away Team, Operative 1]: Considering the gravity here, it's a wonder anything survived.

[Away Team, Operative 3]: I doubt the Builders left all this junk in here on purpose…

[Away Team, Operative 1]: Yeah. It looks like someone tried to explore this place before us. They didn't get far, by the looks of it.

[Away Team, Operative 2]: Hey, I got something. It looks like a… finger of an armored glove. Long. Thin. Four joints. Inside there's some organic residue.

[Away Team, Operative 1]: Secure the sample. It may help us learn who got here before us.

[Away Team, Operative 2]: Bagged and tagged! There's one more thing. The armor has melted on one side. My scans reveal signs of tremendous thermal stress.

[Away Team, Operative 1]: The thing that left these marks had to be much hotter than anything in this area. We must be careful. The null field is already running at peak capacity. Anything worse than what we're already experiencing could easily overpower it.

If the following box is unmarked, mark it and resolve its text:

☐ Gain 3 *Alien Tech* Leads.

LOG 873

Away Team's Private Channel

[Operative 2]: Retreat immediately! We cannot neutralize it!

[Operative 3]: We must. The stele's signal comes from this location.

[Operative 2]: We'll get it somehow. But to do so, we must be alive.

[Operative 3]: Alright, but when we find a weapon that can harm it, I'm using it, even if it's an interplanetary nuke.

[Operative 2]: Sure, if that'll make you leave now, then yes, you can.

[Operative 1]: …

Discard the *Maw* Threat card and *Maw* standee.

Replace the card in this Sector with card **P361**.

LOG 875

If your current Objective is **O06** – **O11**, go to **Log 165**. Otherwise, read on:

Mark the topmost unmarked box and resolve it. If all boxes are marked, resolve the bottom one.

☐ Go to **Log 755**.

☐ Go to **Log 739**.

LOG 876

There is no going back from this mission!

The Crewmember who gained a fourth Injury makes a Survival Check: roll three Injury dice. If the result is either 1 and 1 or 2 , the Survival Check is failed. Place this Crewmember in the Casualties slot. Their turn immediately ends, and they draw no Event cards. The player controlling this Cremwmember may pick another Available or Resting Crewmember from the same Section and place them on the Crew board. If they do, they also:

- Refresh all dice on the Crew board.
- Discard all Injury cards and dice from the Crew board.
- Shuffle all discarded Section cards back into the deck and draw a new starting hand of Section cards.

If there are no Crewmembers left on the Crew boards, go to **Log 810**.

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

LOG 877

Captain's Log, Entry D-8629

It's incredible how much we can achieve if we make one thing our singular focus. I have witnessed this miracle twice in my life. The first time, years ago, when most countries and organizations of the Earth came together to build *ISS Vanguard*. Now, I witnessed all of *Vanguard* – from our lead researchers and engineers to simple marines – coming together to develop, test, and construct the breakthrough technology that would allow us to finish our mission. The stakes were high: the large-scale seismic events on Earth had already taken their toll, leaving many cities in ruins. We had little time to claim the technology of the Builders and stop this calamity.

Shuffle the **S24** Ship Situation (*Undesirable Interaction*) from "Future Situations" into "Possible Situations" (Card Tray B).

Move card **O11** (*Enter and Claim*) from Bridge cards to the "Awaiting..." envelope.

Move card **C26** (*Null Field Generators*) from "Production Projects" to the "Awaiting..." envelope.

Important: In order to complete the campaign, you will now need to manufacture this project and fly back to the Eye of the Void system.

LOG 878

If the following box is unmarked, mark it and resolve its text:

☐ Gain 2 *Alien Tech* Leads.

Go to **Log 763**.

LOG 879

Exploration Log 117F

We have located the power node that was supplying energy to the power field maze. However, our efforts to reroute power to other parts of the decaying system proved to be more than we could handle. What's worse, during the procedure, we must have tripped some kind of alert system, and soon all hell broke loose.

If the *Arrogator Warswarm* is already on a Planet board, on its Threat card. Otherwise:

- Place the *Arrogator Warswarm* Threat card in the indicated slot above the Planet board.
- Place the *Arrogator Warswarm* and all 3 *Drones* standees in Sector **6**.

LOG 880

You've completed the ISS Vanguard campaign!
Record the names and ranks of your surviving Crewmembers.
You may see them again in future campaigns. Then, go to **Log 899**.

Security:	Recon:
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Engineering:	**Science:**
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LOG 881

Away Team's Private Channel

[Operative 2]: Why didn't we take some nuclear charges with us?

[Operative 3]: We can use plasma torches… It will take time, though.

[Operative 1]: I found this in the city on the hellish planet.

[Operative 3]: And…?

[Operative 1]: It's just a theory, but…

[Operative 2]: Whoa, crap! What did you do?

[Operative 1]: I attached this artifact to an amplifier. Its magnetic field must have reacted with something inside. Like a key or something.

[Operative 3]: Sorry to interrupt, but we have another dead city to explore ahead of us, inside the dome.

All players discuss and choose one (if you cannot agree, the Recon Section player makes the choice):

» **Approach the large building under the dome's zenith** – Replace the card in this Sector with card **P365**.
» **Search the area full of containers** – Replace the card in this Sector with card **P366**.

LOG 882

A surge of despair washed over us as the Magnacereb reached Medbay – but then, at the last moment, we managed to activate a defensive turret that was mounted right above its entrance after the Arrogator assault. It failed to wound the creature seriously, but the Magnacereb did retreat for a moment, giving us some additional time. We knew there wouldn't be another chance.

Each Crewmember rolls .

Place *Magnacereb* in Sector **2**.

LOG 883

If the following box is unmarked, mark it and resolve its text:

☐ Gain 1 and Refresh 1 .

Another wave of abyssal creatures appears! Reset both tracks on card **P281**.

Hint: There must be some other way to distract these hunters. Perhaps giving them something else to eat might do the trick – and there were plenty of Porifera left above...

LOG 884

"The corridor was a dead end. Now, the creature thrashes against the wall helplessly, terrified by our approach."

All players discuss and choose one (if you cannot agree, the Security Section player makes the choice):

» **Attack the creature** – Go to **Log 895**.
» **Leave the creature alone and return to the last cave** – Go to **Log 778**.

LOG 885

Place the Mission Failed token on the Lander board and discard all non-Unique Discoveries from the Lander board. Open the Ship Book at page **25** (*Leaving the Planet*) and begin Ship Management.

LOG 886

If the following box is unmarked, mark it and resolve its text:

☐ Gain 2 *Alien Tech* Leads.

Go to **Log 889**.

LOG 887

Security Specialist's Journal

The building was empty and safe. Despite its age, there was no danger of collapse. Not much for me to do. Of course, I helped with the research, examination, and everything else, but my primary job was to keep everyone safe, and at the moment, they were safe without my involvement.

On the other hand, our xenologist had her hands full. She tried operating alien machinery, probably an analog to our computers, and managed to show us some short footage: the establishing of the colony under the dome, and then, the colony dying and deteriorating in an unfriendly environment that only got worse as time progressed, probably due to the massive exploitation of the planet's natural resources.

Among the footage, there was also a map and some symbols representing the terrain of the third planet, the one with a healthy ecosystem.

☐ If this box was already marked, continue the game. Otherwise mark this box, gain and place a marker in Sector **3**.
Then, go to **Log 666** and mark the box next to the letter **B** without resolving the rest of the Log.

LOG 888

[Dr Corey]: Thank you all for coming! What I am about to present was… surprising, to say the least. As you know, my team and I were studying the strange background transmissions of the steles, detectable only on a subspace level. Contrary to the message we received when entering the Eye of the Void, the background signal of the steles was not tailored for humans or any other of our sibling species. It was created in the original language of the Builders. AI, play the message.

[Vanguard AI]: Of course, Dr. Corey.

[Vanguard AI]: "Readiness achieved. You know our words. You know the forces beyond matter. You know other dimensions. To learn, you had to convert/subdue many others. Readiness achieved. It is time to claim. Go back. To the place where it all started. To a sun within the sun. Claim. Your future will be our future."

[Captain Wayman]: A sun within the sun? This makes no sense!

[Dr. Corey]: I think it does. The background signals from each stele point in one direction and converge in one point of the galaxy.

****** Click ******

[Captain Wayman]: Eye of the Void. The Builders' Dyson sphere! But we were already there and found nothing!

[Dr. Corey]: More precisely…

****** Click ******

[Dr. Corey]: …they point to the middle of the sun within the sphere. And here's where things get interesting. As you might remember, when exploring the remnants of the system, we detected a strange signal around the system's red giant. Back then, our technology and science were too primitive to make sense of it, so we cataloged all readings and moved on. Now, my team revisited this data. What we found is nothing short of astounding.

****** Click ******

[Dr. Corey]: Just like the sphere itself was cloaked, the sun was also hiding its true nature. It employed a very complex subspace field to mimic the mass, spectrographic signature, and other properties of a regular red giant. But it was something else the entire time! In all our data from this system, we only found a small glimpse of what's inside.

****** Click ******

[Anu]: A core-star! Two suns combined: one hot and large, one small and dense.

[Dr. Corey]: The proper term in human science is "Thorne-Zytkov Object." So far, they were only a hypothetical possibility - they are made when a red giant collides with a super-dense neutron star and is captured by its gravity. The neutron star effectively becomes the red giant's solid core.

[Anu]: But why would the Builders trouble themselves with obscuring natural phenomena?

[Dr. Corey]: Here's another thing. This one is not exactly natural.

****** Click ******

[Dr. Corey]: This is one small glimpse from our long-range scanners that we were able to reconstruct. As you can see, there is something carved into the very surface of the neutron star. A facility. A vault. I'm confident it is what the Builders had in mind when they talked about "claiming" their treasure.

[Captain Wayman]: Insanity! Do you realize how impossible exploring a place like that would be? Imagine walking in the heart of the sun, on a surface made of superdense matter, one teaspoon of which weighs a billion tons.

[Dr. Corey]: Correct. Once past the field that neutralizes and obscures the star's true gravity, the Lander and its crew will be subject to an estimated acceleration of 100 billion g. The escape velocity from a Thorne-Zytkov object is estimated at half the speed of light. In other words, should the containment field around the star fail, the entire Eye of the Void would be instantly sucked in.

[XO, Major Dahl]: So, what are we even talking about? If that's where the Builders want us to go, then our mission is over.

[Anu]: Not necessarily. The forces are unbelievable, but only in this dimension. A foolish youngling struggles against a current. A wise matron knows how to avoid it.

[Captain Wayman]: Is that true, doctor? Can we reach and explore this place?

[Dr. Corey]: I believe we can, captain. With our latest transdimensional technologies, and knowledge of the reality-altering fields the Builders employed in their steles, I think we could try to build something similar. After all, if they created a bubble that prevents any interaction of the Thorne-Zytkov Object with the outside world, I think we could create similar bubbles that would shield our landing craft and Away Team. But it will be costly.

[Captain Wayman]: And if the field fails?

[Dr. Corey]: If.

****** Silence ******

[Captain Wayman]: Ok, let's do it. Please begin your work, doctor. We must see this thing through!

[Dr. Corey]: Thank you, captain. I believe that if we focus all people and resources aboard *Vanguard* on this single goal, we could be ready soon…

Important: Rushing production will take you directly to the final mission of the campaign. If there are planets you still wish to visit, you should choose to "Continue the campaign" instead. Now, all players discuss and choose one (in case of a tie, the Engineering Section player makes the final decision):

- **Focus all efforts on the null field production** (requires 6 Gathered Discoveries, including 2 Rare Discoveries). Go to **Log 865** – this will immediately start a new Planetary Exploration.
- **Continue the campaign** – Go to **Log 877**.

LOG 889

"The creature pauses yet again, in a wide cave, next to the rusted and barnacle-covered wreckage of something that looks like an ancient war machine. There are two corridors in front of it."

All players discuss and choose one (if you cannot agree, the Science Section player makes the choice):

- **Study the machine** – Go to **Log 886**.
- **Direct the creature into the left corridor** – Go to **Log 775**.
- **Direct the creature into the right corrido**r – Go to **Log 892**.

LOG 891

Security Specialist's Journal

Some of the containers were still full of a strange, unstable substance - probably fuel. Radiation levels were high, so I decided to use drones to research this place. The footage was everything we needed: countless crates filled with the same substance, empty containers with its residue. There were also scraps of building materials and prefabricated spaceship elements (they looked cheap, mass-produced; probably used for transportation of materials, not people).

The state of this place was an echo of the entire planet - exploited and left to die. I suspect that this was only a relay station between the polluted homeworld and one of the healthy globes that became the next target of expansion.

If the following box is unmarked, mark it and resolve its text:

☐ Gain Unique Discovery **24**.

LOG 892

"In front of the creature, the corridor opens into an enormous flooded space - an ancient, buried sea rift. The ghostly white abyssal fish that swarm here immediately surround the creature and tear it to pieces. Then, they begin to feast, ignoring our presence."

Replace any cards in Sector **4** with card **P286**. Move your Crewmember and any Assisting Crewmembers to this Sector.

LOG 893

Mark the topmost unmarked box and resolve it.

☐ Go to **Log 882**.

☐ Go to **Log 578**.

LOG 894

Away Team's Private Channel

[Operative 1]: Does it work?

[Operative 2]: …

[Operative 1]: Remember what we did to open the bunker? Try cutting off this part of the code, and input this after here… I don't understand anything, but I surmise that maybe it's not a part of the key, but something that explains how to use it?

[Operative 2]: Not working.

[Operative 1]: Reverse it, maybe?

[Operative 3]: Wow. It opened and didn't kill us!

[Operative 2]: Shut up and take cover!

[Operative 1]: Arrogators, here?!

…

[Operative 3]: Dead.

[Operative 1]: Stop! Come back!

[Operative 3]: It's dead. Modified. They turned it into a cannon. A very large cannon. I think we can power it.

Replace the card in this Sector with card **P359**.

LOG 895

"We rushed at the creature, and suddenly darkness exploded all around us. An oily substance filled the water – so thick we could barely see our own hands. Once the creature rushed past us, we were left blind and helpless, thrashing about in the stone labyrinth. It took us a lot of time and effort to get back to the surface."

You and any Assisting Crewmembers roll . Discard the POI card from Sector **3**.

Hint: You can try again.

LOG 896

"We were now in a grotto with a large crystal growing out of the ceiling. There was a luminescent creature stuck at the dead end of the left tunnel, so we could only continue right."

Go to **Log 763**.

LOG 897

- Place the Re-*Origination Beam* Threat card in the indicated space on top of the Planet board.
- Place a marker in the indicated space next to the "Travel (fast)" rule on the *Re-Origination Beam* Threat card.
- Place the *Re-Origination Beam* standee in Sector **7**.
- Replace the card in Sector **1** with card **P446**.

LOG 898

All players discuss and choose one (if you cannot agree, the Recon Section player makes the choice):

» **Check the western part of the complex** – Go to **Log 831**.
» **Check the northern part of the complex** – Go to **Log 842**.

LOG 899

Thank you for playing!

ISS Vanguard Core Campaign

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Thank you for playing!

LOG 905

☐ **A** – We've learned the meaning behind the mirrored ritual masks. As it turns out, they remind the Idemians that every person is the only living inhabitant of the world they perceive with their senses. That everyone and everything else we see is warped by our own biases. That we project ourselves onto others and everything that happens around us. For Idemians, objective world and objective truth is an ideal they strive toward, even though they realize that achieving it is near-impossible.

☐ **B** – We've learned the central glyph of the Idemian stele was related to truth. At first, the Idemians interpreted it as seeking higher truth which resulted in centuries of brutal religious and political warfare. Finally, they reinterpreted the glyph and now believe the "Truth" it mentions is an attachment to reality; a rejection of any mental constructs that taint reality, or its perception.

☐ **C** – We've learned the Idemians originally evolved on this world. Due to its conditions and extreme scarcity of nutritious food, they were careful foragers who had to plan several seasons ahead and always stay on the move, not unlike Earth's large feline predators. The planet could not support large groups, hence their radically individualistic nature.

☐ **D** – We've learned the Idemians have no government, and rely on direct democracy instead. Their rejection of any "mental constructs" and any immaterial concepts makes it impossible for them to understand words such as "ideology", "representatives", "party", or "mandate". They have also never developed any form of mass media.

☐ **E** – We've learned the Idemians are fiercely individualistic and never form larger groups or specialized organizations. All their technology is painstakingly crafted by lone artisans, each of whom reaches perfection in creating a single part, a single component, or a single compilation of parts gathered from other artisans.

☐ **F** – We've learned the Idemian culture is extremely old by human standards – and relatively unchanging. The Idemians also seem to greatly value solitude.

LOG 910

☐ **A** – An Idemian Ambassador has joined the Vanguard's crew.

☐ **B** – A representative of a race from beyond has joined the Vanguard's crew.

☐ **C** – The last memento of once-powerful empire has joined the Vanguard's crew.

LOG 915

☐ **A** – We have studied the Lithops.

☐ **B** – We have seen the Magnacereb.

☐ **C** – We have defeated the Magnacereb.

LOG 920

☐ **A** – *ISS Vanguard* set on a path of peaceful expansion, trade and cooperation.

☐ **B** – *ISS Vanguard* pursued power through military dominance.

LOG 922

☐ If this box is marked, nothing happens. Otherwise, mark this box and read on:

Captain's Log, Entry 795

Today, as I made my way through Vanguard's embassy wing, I was struck by how large and lively that place has become. It feels as if we first met complex alien life just a moment ago. And now? We have several thriving planetary colonies, and our embassies are present on almost every known inhabited planet.

We discuss the nature of reality with the Idemians in the peace of their temple worlds. We trade technology for exotic wares in Aerugon cities, built on the tops of giant beasts. We relax with the Recliners on their garden homeworld. Even the wary, suspicious Targeans opened up their fortress world to our ship.

Vanguard and its crew are known and respected on countless worlds. We have allies we can count on, whatever happens. I couldn't have imagined a better outcome in my wildest dreams.

Of course, despite all we achieved, not everyone is happy with our chosen path. Some officers believe that if we had shown our firmer side to the aliens, they would contribute more toward our mission.

If a part of our mission was to serve as ambassadors of humankind, I think we did a pretty good job.

Congratulations! You have formed the biggest alliance in this part of the galaxy.

Gain 2 .

LOG 924

☐ If this box is marked, nothing happens. Otherwise, mark this box and read on:

Captain's Log, Entry 795

Today, as I made my way through Vanguard's impressive war room, I was struck by how hectic things are there. It felt as if just a moment ago, we were a defenseless exploration vessel, boarded by Arrogator invaders. And now? We have a real army at our disposal. We built fortified outposts on all suitable planets. Our elite, technologically advanced fireteams are deployed on several worlds, securing the future of Earth. Aerugons send us countless gifts and tributes. Proud Idemians accepted our command. Suspicious Targeans do not dare to fire on our ship. Even the mites of Everstorm toil for us, delivering minerals and materials that fuel our expansion.

Not only is *Vanguard* the most formidable ship in this part of the galaxy, we also have other races ready to fight on our side. I can't imagine what could endanger our mission now.

Of course, despite all we've achieved, not everyone is happy with our chosen path. Some officers believe that if we had shown our kinder side to the aliens, they would still contribute, but with warmer feelings toward humanity.

That's possible. However, after the near-destruction of our ship, I realized that we shouldn't take any chances when the lives of all humans on Earth are at stake. Now, with *Vanguard* safe from harm, I finally feel at ease.

Congratulations! This part of the galaxy is now yours.

Gain 2 .

LOG 925

☐☐☐ – If all three boxes are marked, read on:

Captain's Log, Entry 629

We did what we could, but in the end we were unable to save the Away Team. I watched helplessly from afar as their lander got crushed by the weight of the shoal around it. All the way through, I was fighting my own instinct, screaming at me to save them. However, the AI and science team were unanimous – if *Vanguard* approached the shoal, the same thing would happen to us. There are some battles you just can't win – a lesson they taught me well at the academy…

In the coming days, after the burial ceremonies were concluded, our automated scouts took a sample of this unique microorganism. We have also discovered a Builders' stele in the organic nebula. The obelisk indicated that the microbial life of Starshoal was created to test the possibility of evolving spaceborne, intelligent life. We were simply unlucky to get caught up in this experiment.

Dr. Corey says the unique properties of Starshoal's microbes may help us create new, biological batteries and energy converters. Still, I'm not sure if this discovery was worth the life of the entire Away Team.

Remove all Crewmembers from their Rank sleeves and place them back on their Crew boards. Return the Rank sleeves to their Section Compartments. Place the Mission Failed token on the Lander board.

- Gain Unique Discovery **27**.
- Remove the **L7** Landing card from the game.
- Shuffle Situation card **S25** (*Starshoal's Infection*) from "Future Situations" into "Possible Situations" (Card Tray B).
- Open the Ship Book at page **19** (*Hangar* cardholder) and flip the Lander card representing your current Lander to the Damaged side (unless it is a Basic Lander).
- Open the Ship Book at page **25** (*Leaving the Planet*) and begin Ship Management.

LOG 930

☐ **A** – One of our allies died, covering our escape.

☐ **B** – Our commanding officer was killed in action.

☐ **C** – One of our powerful allies is not aboard *Vanguard*.

☐ **D** – One of our powerful allies is not aboard *Vanguard*.

☐ **E** – Vanguard's Lead Researcher was killed in action.

☐ **F** – Vanguard's Executive Officer died fighting aboard *Vanguard*.

☐ **G** – Many of Vanguard's officers are incapacitated or dead.

LOG 935

☐ **A** – Crewmembers decided to stay with Nahy during his final moments.

☐ **B** – Crewmembers stopped ISS Vanguard's team from torturing an Arrogator.

LOG 940

☐ Vanguard's Away Team uncloaked the Eye of the Void! Mark this box and go to **Log 425**.

LOG 950

☐ **A** – We tried to free the captain from his cell.

☐ **B** – We tried to take the bridge by surprise.

☐ **C** – We tried to capture the enemy commander.

☐ **D** – We tried to gather more allies on the ship.

LOG 960

☐ **A** – Vanguard's main Mission was accomplished.

☐ **B** – *Vanguard* gathered all possible Unique Discoveries.

LOG 965

☐ Mark this box and go to **Log 843**.

LOG 970

☐ The Behemoth fell.

LOG 990

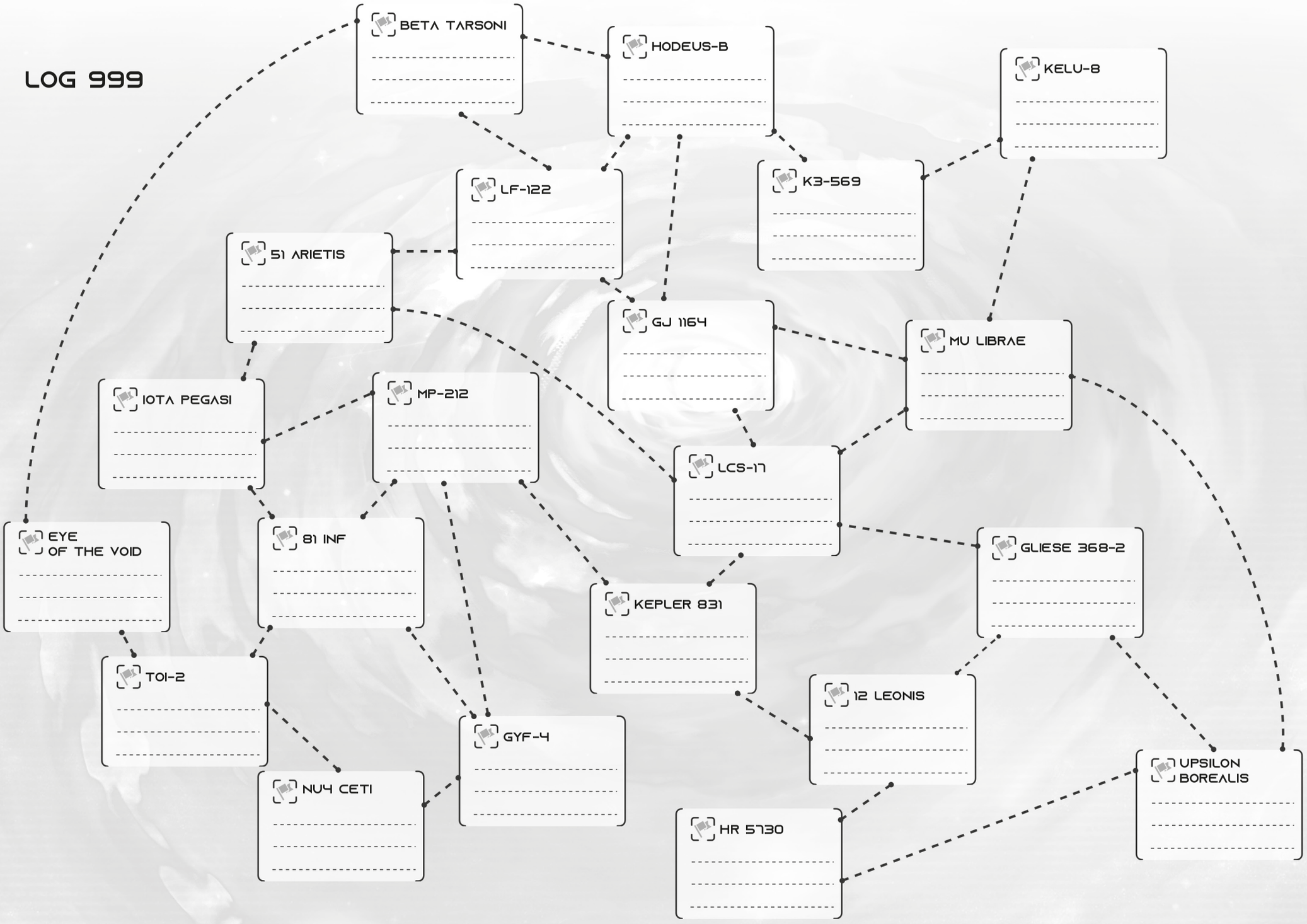
1. All Crewmembers who are not in the Lander Sector are killed! Remove their Crewmember cards from their Rank sleeves and store the Rank sleeve in its corresponding Section Compartment. Place the Crewmember card on the Crew board.
2. If there are **NO** Crewmembers in the Lander Sector, the Lander, and all its contents, are lost:
   - Shuffle all non-Unique Discoveries and other cards on the Lander back into their decks.
   - Place the Mission Failed token on the Lander board.
   - Open the Ship Book at page **19** (*Hangar* cardholder) and flip the Lander card representing your current Lander to the Damaged side (unless it is a Basic Lander).
3. Open the Ship Book at page **25** (*Leaving the Planet*) and begin Ship Management.

LOG 991

☐ *Vanguard* triggered its emergency draft procedure for the first time.

☐ *Vanguard* triggered its emergency draft procedure for the second time (or more).

LOG 999


BETA TARSONI
HODEUS-B
KELU-8
LF-122
K3-569
51 ARIETIS
GJ 1164
MU LIBRAE
IOTA PEGASI
MP-212
LCS-17
EYE OF THE VOID
81 INF
GLIESE 368-2
KEPLER 831
TOI-2
12 LEONIS
GYF-4
NU4 CETI
HR 5730
UPSILON BOREALIS