

CHARACTER

- MARINE
- THUG
- SCIENTIST

UPGRADES

- STIM PACK
- PULSE RIFLE
- FLAMETHROWER
- ASTRONAUT RIG
- EXOSKELETON

INVENTORY

- FORCE FIELD
- MED KIT
- ACCESS CARD
- OXYGEN
- GRENADE
- DATA CRYSTAL
- DATA CRYSTAL

CURRENT HEALTH

CURRENT LEVEL

LEVEL 52
RESCUE SHUTTLE

LEVEL 40
UPGRADE

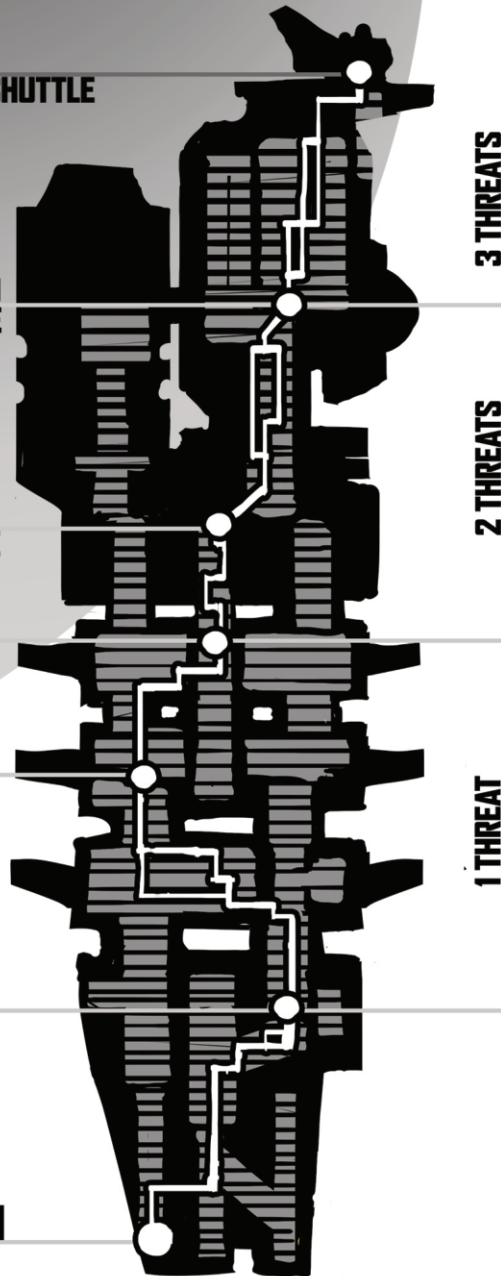
LEVEL 30
UPGRADE

LEVEL 25

LEVEL 20
UPGRADE

LEVEL 10
UPGRADE

LEVEL 1
START



OBJECTIVE

- 1 Resolve **six or more cards**, including **Control Room**.
- 2 Resolve any **two cards** in Gaps.
- 3 Resolve **Instrumentation Bay, Blast Door**.
- 4 Resolve **Vacuum Area**, discard **Data Crystal**.
- 5 Resolve **Xenoterror**, or explore it twice.
- 6 Resolve **Security Turret**, pay **Med Kit**.
- 7 Explore **two Wrecked Modules**, resolve a **Vacuum Area**.

THREATS

- 1 **QUARANTINE**
Remove Medbays from the Map deck.
- 2 **ALARM**
-1 Health as exploring cards with Guard Bots or Security Turrets.
- 3 **GRAVITY FLUCTUATION**
Pay two Inventory cards after resolving the Grav Shaft.
- 4 **LIVING TISSUE**
It's covering the walls and floors!
Junctions may have only three adjacent cards.
- 5 **UNSTABLE FLOORS**
After the **second Wrecked Module** has been explored, draw an Action card.
On 4+: You take -2 Health as you descend 1 level, and end the mission.
- 6 **CHEM TANKS LEAKAGE**
Subtract 1 from the number on all Action cards you draw (minimum 1).
- 7 **RADIATION HAZARD**
-1 Health per each three resolved cards.