

## DECK 52 : SPACE WRECKED Reference Sheet

1 ♥10 ENTRANCE. Junction. Auto resolve.

2 - OBJECTIVES

3 - THREATS

4 - MARINE. Starts with: Pulse Rifle.

5 - THUG . Starts with: Stim Pack, Grenade.

6 - SCIENTIST. Starts with: Force Field, Oxygen, Access Card.

### HEALTH PILE

7 ♥A HEALTH 1.

8 ♥2 HEALTH 2.

9 ♥3 HEALTH 3.

10 ♥4 HEALTH 4.

11 ♥5 **STIM PACK.** Health 5. If this card is on top, you may lose 1 Health, but redraw a Map card when you explore.

12 ♥6 **ASTRONAUT RIG.** If this card is on top, you may resolve Vacuum Area.

13 ♥7 **EXOSKELETON.** Health 7. If this card is on top, you may lose 1 Health, but resolve Blast Door or Vacuum Area.

### ACTION DECK

14 ♦A ACTION 1.

15 ♦2 ACTION 2.

16 ♦3 ACTION 3.

17 ♦4 ACTION 4.

18 ♦5 ACTION 5.

19 ♦6 PULSE RIFLE. Action 6.

20 ♦7 FLAMETHROWER. Action 7.

### LOOT DECK

21 ♥J DETONATION. -2 Health. Shuffle back to the Loot deck.

22 ♥Q FORCE FIELD. Shuffle into the Loot deck to cancel any amount of damage delivered by one strike.

23 ♥K MED KIT. Shuffle it into the Loot deck to restore 2 Health.

24 ♦J ACCESS CARD. Shuffle it into the Loot deck to resolve a Blast Door.

25 ♦Q OXYGEN. Shuffle it into the Loot deck to resolve the Vacuum Area card.

26 ♦K GRENADE. For beating a Challenge, draw two Action cards and choose one. Shuffle Grenade into the Loot deck.

### MAP DECK

27 ♠A GRAV SHAFT. To resolve, complete the current Objective.

28 ♣A XENOTERROR. When explored, immediately draw Action card:  
1-4: -3 Health. Shuffle it back into the Map deck.  
5: Shuffle it back to the Map deck.  
6+: Resolved.

29 ♠2 SWARMLINGS. Challenge.  
1: -1 Health.  
30 ♣2 2-5: Shuffle it back into the Map deck.  
6+: Resolved.

31 ♠3 GUARD BOT. Challenge.  
32 ♣3 1-2: -2 Health.  
3-4,7: Shuffle it back into the Map deck, draw a card from the Loot deck.  
5-6: Resolved, draw a card from the Loot deck.

33 ♠4 VOID BEAST. Challenge.  
34 ♣4 1-3: -1 Health, try again immediately.  
4-6: Shuffle it back into the Map deck.  
7: Resolved.

35 ♠5 WRECKED MODULE.  
36 ♣5 Cannot be resolved.

37 ♠6 STORAGE LOCKERS. To resolve, draw a  
38 ♣6 card from the Loot deck, or Auto resolve.

39 ♠7 AIR DUCT. To resolve, explore 2 cards in  
40 ♣7 the Gaps adjacent to resolved Passageways.

41 ♠8 MEDBAY. To resolve, take the Med Kit  
42 ♣8 card from the Loot deck, or Auto resolve.

43 ♠9 DATA CRYSTAL. When explored, put it in  
44 ♣9 the Inventory stack immediately.

45 ♠10 SECURITY TURRET. Challenge.  
46 ♣10 1: Resolved. You may also resolve a Void Beast card.  
2-3: Resolved.  
4+: -2 Health.

47 ♠J BLAST DOOR. To resolve, choose:  
48 ♣J 1) Pay Access Card; or 2) -1 Health if Exoskeleton card is on top of the Health pile.

49 ♠Q VACUUM AREA. To resolve, choose:  
50 ♣Q 1) Auto resolve if Astronaut RIG is on top of the Health pile; 2) Pay the Oxygen; or 3) -1 Health and discard Action card "3".

51 ♠K INSTRUMENTATION BAY. To resolve, shuffle Action cards from "1" to "5" (14-18), and draw two of them. Choose one to discard. The rest goes into the Action deck.

52 ♣K CONTROL ROOM. To resolve, choose:  
1) Auto resolve; 2) Discard a Data Crystal to Resolve a Security Turret, Guard Bot, or Blast Door.