

Print Duplex - back and front

This will create 6 mini player aids (it will only use 2 A4 pages)

Print using Standard quality

Panic Station

Winning Conditions

The Humans win when an uninfected Trooper plays 3 gas cans in the Hive room (burning the Hive costs 1AP only).

The Host and the other infected win if any of these conditions is met

- All team members are infected as proven by a heat scan. But the last player infected does NOT win.
- 1 Human remains (proven by a Heat Scan) but has no gas cans in his hand or the search deck
- All troopers are eliminated

The First Turn

During the first turn all players MUST perform a Search action if possible
In the first turn, the active player places both character tokens in the Reactor Room

Total action points available to spend = Trooper AP + Android AP

Hand size requirement = a player must have at least 5 cards, items cannot be used if the player only has 5 cards as it will bring it to 4



Parasite Phase

(the person with the Parasite Marker fulfils these actions)

- (1) Security doors are now closed
- (2) Move all parasites if possible – Roll 1d4 and move ALL parasites in the direction according to the Reactor Room e.g. 2 = move all parasites to the left
(if there is no room in the direction rolled, the Parasite remains where it is)
- (3) Parasites attack ANY & ALL characters in the same room
- (4) Pass the Parasite Marker to the player on the left

Grey parasites : have 1 life point & deals 1 point of damage when attacking

Black parasites : have 2 life points & deals 2 points of damage when attacking (replace the Black parasite with a Grey parasite from the supply to indicate 1 wound taken, if there are no more Grey parasites available, Flip the Black parasite over)

2



Team Phase

(Starting from the player who passed the Parasite marker on.
All players have their turn after the Parasite's turn)

Action Points (AP) can be used to :

- **Explore** – 1AP
Add a new room from the Exploration Deck adjacent to room where one of the current player character's are located (black icon face up)
(see rules for the restrictions)
- **Move** – 1AP
Move the player token to the next room
When entering a room with another player's character, the current player must decide whether to Attack or Trade
Follow the Icon instructions on the room card
- **Fire Gun**: (requires a weapon & ammunition) – 1 AP
Deal damage to a player or Parasite in the same room
- **Use an item** – 1AP
See the Rules for more information on the items
- **Search** (take a card from the Search Deck) – 1AP
Take a card from the Search Deck & resolve Parasite Alerts immediately
In a Black Room: turn the room over to the Red side
In a Red Room: add a Parasite – roll 1d4 and place accordingly
- **Heal 2 points** in the Sick Bay – 1AP
APs recovered cannot be used in the current turn
2 players in the Sick Bay MAY heal 1 point each
- **Use the Computer Terminal** (choose only 1 of these actions) – 1AP
 - o Perform a Heat Scan – check how many players are infected
 - o Open all Security Doors – these reclose during the Parasites Phase
 - o Reveal a Location – add a new room to anywhere on the board

Trading

Each player in the trade passes a card. Infected players can pass an infection card of their OWN colour to try to infect others. If the Host runs out of infection cards he may trade the Host card as a last resort. Uninfected players can avoid infection by passing a gas can.

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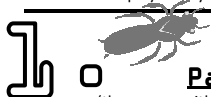
- All team members are infected as proven by a heat scan. But the last player infected does NOT win.
- 1 Human remains (proven by a Heat Scan) but has no gas cans in his hand or the search deck
- All troopers are eliminated

The First Turn

During the first turn all players MUST perform a Search action if possible. In the first turn, the active player places both character tokens in the Reactor Room

Total action points available to spend = Trooper AP + Android AP

Hand size requirement = a player must have at least 5 cards, items cannot be used if the player only has 5 cards as it will bring it to 4



Parasite Phase

(the person with the Parasite Marker fulfils these actions)

- (5) Security doors are now closed
- (6) Move all parasites if possible – Roll 1d4 and move ALL parasites in the direction according to the Reactor Room e.g. 2 = move all parasites to the left
(if there is no room in the direction rolled, the Parasite remains where it is)
- (7) Parasites attack ANY & ALL characters in the same room
- (8) Pass the Parasite Marker to the player on the left

Grey parasites : have 1 life point & deals 1 point of damage when attacking
Black parasites : have 2 life points & deals 2 points of damage when attacking (replace the Black parasite with a Grey parasite from the supply to indicate 1 wound taken, if there are no more Grey parasites available, Flip the Black parasite over)

2



Team Phase

(Starting from the player who passed the Parasite marker on.
All players have their turn after the Parasite's turn)

Action Points (AP) can be used to :

- **Explore** – 1AP
Add a new room from the Exploration Deck adjacent to room where one of the current player character's are located (black icon face up) (see rules for the restrictions)
- **Move** – 1AP
Move the player token to the next room
When entering a room with another player's character, the current player must decide whether to Attack or Trade
Follow the Icon instructions on the room card
- **Fire Gun**: (requires a weapon & ammunition) – 1 AP
Deal damage to a player or Parasite in the same room
- **Use an item** – 1AP
See the Rules for more information on the items
- **Search** (take a card from the Search Deck) – 1AP
Take a card from the Search Deck & resolve Parasite Alerts immediately
In a Black Room: turn the room over to the Red side
In a Red Room: add a Parasite – roll 1d4 and place accordingly
- **Heal 2 points** in the Sick Bay – 1AP
APs recovered cannot be used in the current turn
2 players in the Sick Bay MAY heal 1 point each
- **Use the Computer Terminal** (choose only 1 of these actions) – 1AP
 - o Perform a Heat Scan – check how many players are infected
 - o Open all Security Doors – these reclose during the Parasites Phase
 - o Reveal a Location – add a new room to anywhere on the board

Trading

Each player in the trade passes a card. Infected players can pass an infection card of their OWN colour to try to infect others. If the Host runs out of infection cards he may trade the Host card as a last resort. Uninfected players can avoid infection by passing a gas can.

Panic Station

Winning Conditions

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The First Turn

During the first turn all players MUST perform a Search action if possible
In the first turn, the active player places both character tokens in the Reactor Room

Total action points available to spend = Trooper AP + Android AP

Hand size requirement = a player must have at least 5 cards, items cannot be used if the player only has 5 cards as it will bring it to 4



Parasite Phase

(the person with the Parasite Marker fulfils these actions)

- (9) Security doors are now closed
- (10) Move all parasites if possible – Roll 1d4 and move ALL parasites in the direction according to the Reactor Room e.g. 2 = move all parasites to the left
(if there is no room in the direction rolled, the Parasite remains where it is)
- (11) Parasites attack ANY & ALL characters in the same room
- (12) Pass the Parasite Marker to the player on the left

Grey parasites : have 1 life point & deals 1 point of damage when attacking
Black parasites : have 2 life points & deals 2 points of damage when attacking (replace the Black parasite with a Grey parasite from the supply to indicate 1 wound taken, if there are no more Grey parasites available, Flip the Black parasite over)

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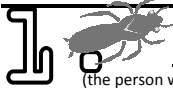
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The First Turn

During the first turn all players MUST perform a Search action if possible
In the first turn, the active player places both character tokens in the Reactor Room

Total action points available to spend = Trooper AP + Android AP

Hand size requirement = a player must have at least 5 cards, items cannot be used if the player only has 5 cards as it will bring it to 4



Parasite Phase

(the person with the Parasite Marker fulfils these actions)

- (13) Security doors are now closed
- (14) Move all parasites if possible – Roll 1d4 and move ALL parasites in the direction according to the Reactor Room e.g. 2 = move all parasites to the left
(if there is no room in the direction rolled, the Parasite remains where it is)
- (15) Parasites attack ANY & ALL characters in the same room
- (16) Pass the Parasite Marker to the player on the left

Grey parasites : have 1 life point & deals 1 point of damage when attacking
Black parasites : have 2 life points & deals 2 points of damage when attacking (replace the Black parasite with a Grey parasite from the supply to indicate 1 wound taken, if there are no more Grey parasites available, Flip the Black parasite over)

2.



Team Phase

(Starting from the player who passed the Parasite marker on.
All players have their turn after the Parasite's turn)

Action Points (AP) can be used to :

- **Explore** – 1AP
Add a new room from the Exploration Deck adjacent to room where one of the current player character's are located (black icon face up) (see rules for the restrictions)
- **Move** – 1AP
Move the player token to the next room
When entering a room with another player's character, the current player must decide whether to Attack or Trade
Follow the Icon instructions on the room card
- **Fire Gun**: (requires a weapon & ammunition) – 1 AP
Deal damage to a player or Parasite in the same room
- **Use an item** – 1AP
See the Rules for more information on the items
- **Search** (take a card from the Search Deck) – 1AP
Take a card from the Search Deck & resolve Parasite Alerts immediately
In a Black Room: turn the room over to the Red side
In a Red Room: add a Parasite – roll 1d4 and place accordingly
- **Heal 2 points** in the Sick Bay – 1AP
APs recovered cannot be used in the current turn
2 players in the Sick Bay MAY heal 1 point each
- **Use the Computer Terminal** (choose only 1 of these actions) – 1AP
 - o Perform a Heat Scan – check how many players are infected
 - o Open all Security Doors – these reclose during the Parasites Phase
 - o Reveal a Location – add a new room to anywhere on the board

Trading

Each player in the trade passes a card. Infected players can pass an infection card of their OWN colour to try to infect others. If the Host runs out of infection cards he may trade the Host card as a last resort. Uninfected players can avoid infection by passing a gas can.

2.



Team Phase

(Starting from the player who passed the Parasite marker on.
All players have their turn after the Parasite's turn)

Action Points (AP) can be used to :

- **Explore** – 1AP
Add a new room from the Exploration Deck adjacent to room where one of the current player character's are located (black icon face up) (see rules for the restrictions)
- **Move** – 1AP
Move the player token to the next room
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Take a card from the Search Deck & resolve Parasite Alerts immediately
In a Black Room: turn the room over to the Red side
In a Red Room: add a Parasite – roll 1d4 and place accordingly
- **Heal 2 points** in the Sick Bay – 1AP
APs recovered cannot be used in the current turn
2 players in the Sick Bay MAY heal 1 point each
- **Use the Computer Terminal** (choose only 1 of these actions) – 1AP
 - o Perform a Heat Scan – check how many players are infected
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The First Turn

During the first turn all players MUST perform a Search action if possible
In the first turn, the active player places both character tokens in the Reactor Room

Total action points available to spend = Trooper AP + Android AP
Hand size requirement = a player must have at least 5 cards, items cannot be used if the player only has 5 cards as it will bring it to 4



Parasite Phase

(the person with the Parasite Marker fulfils these actions)

- (17) Security doors are now closed
- (18) Move all parasites if possible – Roll 1d4 and move ALL parasites in the direction according to the Reactor Room e.g. 2 = move all parasites to the left
(if there is no room in the direction rolled, the Parasite remains where it is)
- (19) Parasites attack ANY & ALL characters in the same room
- (20) Pass the Parasite Marker to the player on the left

Grey parasites : have 1 life point & deals 1 point of damage when attacking
Black parasites : have 2 life points & deals 2 points of damage when attacking (replace the Black parasite with a Grey parasite from the supply to indicate 1 wound taken, if there are no more Grey parasites available, Flip the Black parasite over)

2.



Team Phase

(Starting from the player who passed the Parasite marker on.
All players have their turn after the Parasite's turn)

Action Points (AP) can be used to :

- **Explore** – 1AP
Add a new room from the Exploration Deck adjacent to room where one of the current player character's are located (black icon face up) (see rules for the restrictions)
- **Move** – 1AP
Move the player token to the next room
When entering a room with another player's character, the current player must decide whether to Attack or Trade
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- **Use an item** – 1AP
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Take a card from the Search Deck & resolve Parasite Alerts immediately
In a Black Room: turn the room over to the Red side
In a Red Room: add a Parasite – roll 1d4 and place accordingly
- **Heal 2 points** in the Sick Bay – 1AP
APs recovered cannot be used in the current turn
2 players in the Sick Bay MAY heal 1 point each
- **Use the Computer Terminal** (choose only 1 of these actions) – 1AP
 - o Perform a Heat Scan – check how many players are infected
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Winning Conditions

The Humans win when an uninfected Trooper plays 3 gas in the Hive room(burning the Hive costs 1AP only).

- The Parasites win if either of these conditions are met
- All team members are infected as proven by a heat scan. But the last player infected does NOT win.
 - 1 Human remains(proven by a Heat Scan) but has no gas cans in his hand or the search deck
 - All troopers are eliminated

The first turn

During the first turn all players MUST perform a Search action if possible
In the first turn, the active player places both character tokens in the Reactor Room

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Hand size requirement = a player must have at least 5 cards, items cannot be used if the player only has 5 cards as it will bring it to 4



Parasite Phase

(the person with the Parasite Marker fulfils these actions)

- (21) Security doors are now closed
- (22) Move all parasites if possible – Roll 1d4 and move ALL parasites in the direction according to the Reactor Room e.g. 2 = move all parasites to the left
(if there is no room in the direction rolled, the Parasite remains where it is)
- (23) Parasites attack ANY & ALL characters in the same room
- (24) Pass the Parasite Marker to the player on the left

Grey parasites : have 1 life point & deals 1 point of damage when attacking
Black parasites : have 2 life points & deals 2 points of damage when attacking (flip them to the grey side to indicate 1 wound taken)

2.



Team Phase

(Starting from the player who passed the Parasite marker on.
All players have their turn after the Parasite's turn)

Action Points (AP) can be used to :

- **Explore** – 1AP
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