

USE 1 ACTION TO:

MOVE

Move **1 space**

**PICK UP
/ DROP**

Perform one of the following:

- Pick up any number of **scrap**
- Pick up **1 item** in a room
- Drop **1 item**
- Drop any number of **scrap**

**USE /
CRAFT**

Perform one of the following:

- Use your special ability
- Use an item you have
- Craft an item

TRADE

Give or take any number of items with other crew in the same space as you

ICON KEY



SCRAP



CONCEAL




MOVE



ATTACK/MORALE




MOTION DETECTOR: Reveal a Concealed token in a room up to two spaces away. If it's the **ALIEN**, place the **ALIEN** figure in the room, and you gain an action. Shuffle the revealed token into the Concealed token stack. **Unlimited use** 



INCINERATOR: If the **ALIEN** is within 3 spaces send it to its nest. If you do, don't draw an encounter card this turn. **Flip after first use**  **2**. **Discard upon second use**  **1**.



FLASHLIGHT: Whenever you lose Morale, reduce the amount lost by 1. May be used when it's not your turn. (Does not stack with other Flashlights) **No action required to use.** **Unlimited use** 



GRAPPLE GUN: If the **ALIEN** is within 3 spaces move it up to 3 spaces. **Flip after first use**  **2**. **Discard upon second use**  **1**.



ELECTRIC PROD: Reduce the amount of Morale lost when encountering the **ALIEN** by 2. May be used when it's not your turn. **Flip after first use**  **2**. **Discard upon second use**  **1**. **No action required to use.**



CAT CARRIER: If you reveal Jonesy remove that token and place it under this item. **No action required to use.**

NA

COOLANT CANISTER: Discard this while you are in the Workshop to get 2 scrap. **Only 1 can be carried at a time.**