



# ENCOUNTERS



In the event of contact with alien life,  
use extreme caution.

► WEYLAN-YUTANI DIRECTIVE 2382.7



## QUIET GARAGE





**QUIET**

**AIRLOCK**





**QUIET**

**HYPERSLEEP**





**QUIET  
MED BAY**





**QUIET  
GALLEY**





**QUIET  
DOCKING BAY**

2

1



**QUIET**

**EQUIPMENT STORAGE**





**QUIET**

**SUIT STORAGE**





**QUIET**

**MU-TH-UR**





# QUIET WORKSHOP





**QUIET**

**BRIDGE**





# ALIEN

## STALK

Use caution while navigating an M-Class Starfreighter. Dark passages can hide obstacles and hazards.

► WEYLAN-YUTANI DIRECTIVE 233.2



# ALIEN

## HUNT

Should an officer expire during active deployment, refer to MU-TH-UR for task distribution.

► WEYLAN-YUTANI DIRECTIVE 471.7



## ALIEN

### LOST THE SIGNAL

- Return the ALIEN to the NEST.
- Place a CONCEALED TOKEN in each room where no Crew members or Concealed tokens are present.
- Shuffle all ALIEN Encounter cards back into the Encounter deck.



## ORDER 937

### MEET ME IN THE INFIRmary

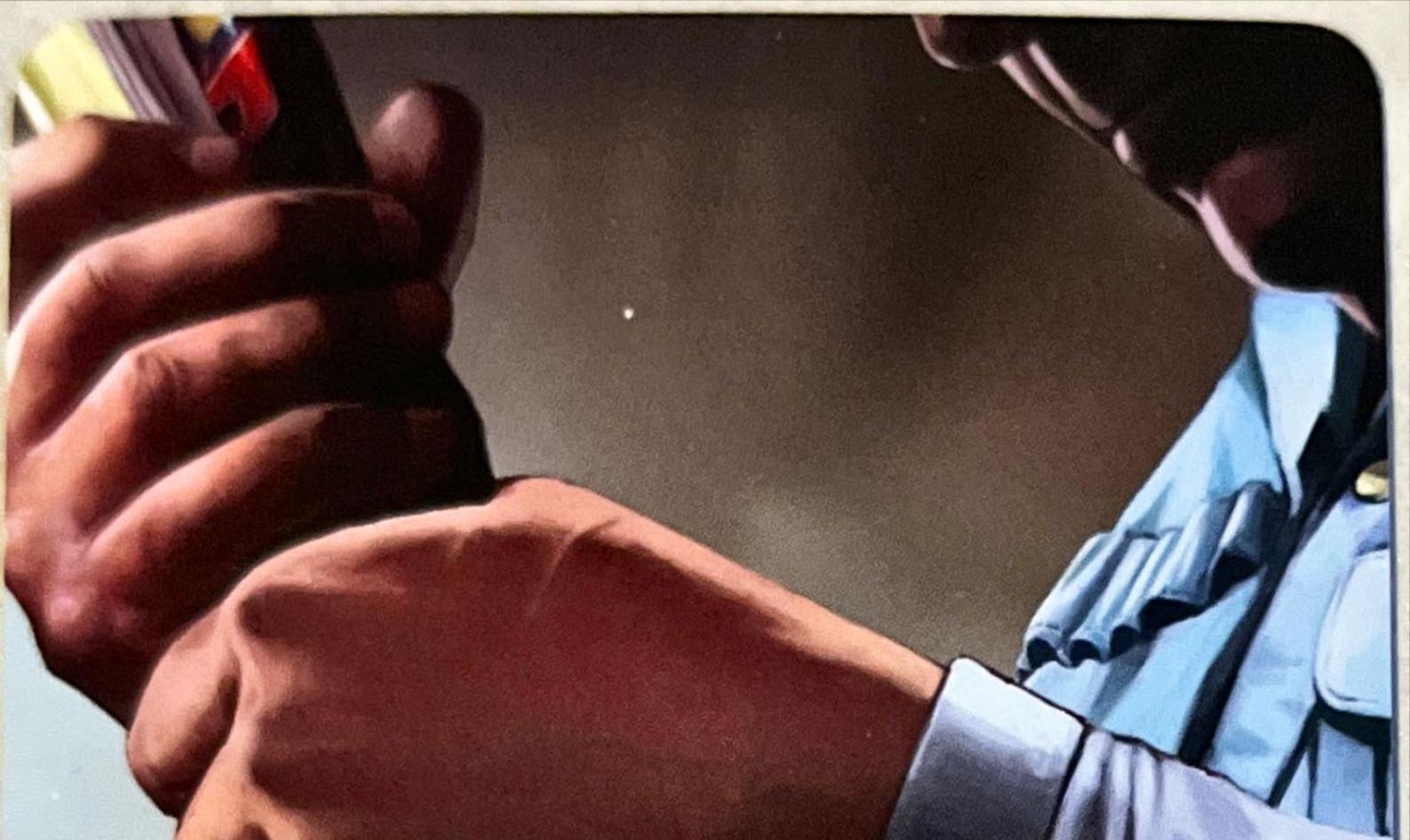
- The active Crew member moves to the Med Bay.
- If Ash is in the ship, and no Crew member is with him, move him 2 spaces.



**ORDER 937**

**COLLATING DATA**

- Each Crew Loses 1 SCRAP.
- If Ash is in the ship, move him 2 SPACES.



## **ORDER 937**

### **CREW EXPENDABLE**

- The active Crew member loses all SCRAP tokens.
- Shuffle all ORDER 937 Encounter cards back into the Encounter deck.
- If Ash is in the ship, and no crew member is with him, move him 2 spaces.