

### Occupations:

- Executive Officer (XO) – expends an oxygen to give another character an extra turn
- Master Engineer – extra roll on repair checks
- Navigator – can view and choose to re-draw upcoming events
- Security Officer – chance to block alien encounters
- Cargo Master – add additional 1 to max fuel capacity (7total) and 2 to supply capacity (14 total)
- Robot – Choose one of the other characters to play as before each turn

### Resources:

- Fuel
- Oxygen
- Supplies

### Narrative

After embarking on a resupply delivery from Mars to the new colony on Titan, you and your crew aboard a Wayfarer class supply ship. As your ship is coming through the Asteroid Belt when the ship is struck with an asteroid and takes serious damage. None of the crew is injured, but the ship on the other hand is in need of substantial repairs. Luckily, the supplies you are carrying will be plenty for the repairs necessary to fix up the ship and get you the rest of the way to Titan. Space travel is fraught with dangers, and the cold emptiness won't be easy. You will face road blocks along the way but there are also perks that will make you more successful. Good luck traveler!

### How to play:

#### Internal

During the Internal Phase of each round, each player starts with 4 Oxygen, which are used to execute actions on board the ship. Players may expend Oxygen for actions in any order, working as a team is key. ((Moving across the ship, or interacting with ship systems for repairs))

Actions cost 1 Oxygen each:

Moving between numbered sections of the ship that are connected via hallways

Repairing doors between sections or ship modules (ie Turrets, Cockpit etc.)

To repair a Door or Ship module, Spend one Oxygen and then Roll d6.

On a 1 or 2 – the repair roll fails.

On a 3 or 4 – the repair is incomplete (gives a +1 bonus to next repair roll).

On a 5 or 6 – the repair is complete.

Use Section bonuses (1 Oxygen spent in certain zones will give a repeatable benefit)

Turret: Gives +1 to rolls for Security Officer in External Phase

Cockpit: Allows Navigator to discard/redraw Normal encounter card 1x per turn

Medical Bay: Gives d6 Oxygen to Ship Oxygen

Cargo Bay 1: Gives d6 Supplies to Ship Supplies

Cargo Bay 2: Gives d3 Fuel to Ship Fuel

Dormitories: Gives d3 Supplies to Ship Supplies (not repeatable)

Lounge: Additional Bonus to XO leadership rolls

Exit Ramp: Spacewalk to repair Hull roll d6

1 – repair fails

2-4 – repair 1 hull for 2 supplies

5 – repair 1 Hull for 1 Supply

6 – repair 2 Hull for 1 Supply

## **External**

During the External Phase of the round, the players navigate the ship towards Titan. During each round, the team will roll one six-sided die to determine movement. The ship then moves the number of spaces shown on the die. Some spaces will stop movement regardless of how many spaces are rolled. After movement, the team will reveal an event card. The event card will present the players with an opportunity/hazard. Following the instructions on the card, the players will resolve the event, and then progress into the next round's Internal Phase.

## **Phase Sequence**

1. Roll a d6 for movement, moving the ship forward the number of spaces shown on the die. Some spaces will stop movement regardless of remaining moves on the die.
2. Draw an event card.

## Rules

One round - the completion of both the internal phase and external phase.

### Fuel

- 1 Fuel moves the ship one die roll. Ex. Roll a 3 move 3 spaces

### Oxygen Points

- 4 Oxygen per player per Round (Exception: See Executive Officer)
- No max storage
- You do not need to use all oxygen points, but the maximum number of actions per turn is 4.
- Team collectively shares oxygen, refilling from the Oxygen Storage of the ship. ((If you only use 1, you only need to refill 1))

### Supplies

- Max storage is 12 units
- At the end of each round, 1 Supply is removed from supply storage. ((This represents feeding and maintaining the crew and baseline systems.

### Hull Points

- Represents the structural integrity of the ship
- Max is 10 points
- Can be repair via spacewalk (see above)
- If Hull Points reach 0, the ship is destroyed, and the game ends