ISS VANGUARD

COMPLETE RULES SUMMARY [V. 2.5.0 – 12 / 2022]

*Abbreviations used in this summary: **Ateam** - Away Team; **Crewm** - Crewmembers; **CTray** - Card Tray; **[A] [B]** - Card Trays A and B; **POI** - Point of Interest; **p1..p28** – page 1.. page 28; **SB** – Ship Book*

CAMPAIGN SETUP

The following procedure explains how to start a new campaign from scratch.

1. **Prepare Card Tray A** (white) **and B** (black) with dividers and cards [p6-7]:
   - Tray A: POI, Missions, Global Conditions, Discoveries (grouped by type), Unique Discoveries, Rank- Ups, Injuries, Events.
   - Tray B: Armory, Unavailable Equipment (Equipment cards), Resting Crew, Recruits, Landing Cards, Recorded Planets, Facility Upgrades, Possible Situations (S01-S10), Future Situations (S11+), Research Projects, Production Projects, Gathered Discoveries, Lander Mods, <u>Bridge Cards</u> (Objective, Secondary Objective, Bridge Upgrade, Tech Level), Removed from the Game (separate slot without a divider).
   - Check that cards from Tutorial decks are in card trays [p27].

   Prepare the Ship book [p7]. *Pag3*: objective O01, tech level 1, Medium Morale. *Pag9*: Research Project R04. *Pag13*: Production Project C01, C02, C03, C06 *Pag19*: Space Ranger Lander card

2. **Place Game Components on the table:** 4 Crew boards, 4 Section Compartments or Boxes, Planetopedia, 1 Start token, all Turn/Success/Time tokens, all markers; 12 Injury dice, 2 Danger dice, 5 Tutorial Event cards, 1 Tutorial Rank-Up card; place all 20 Lead tokens into the Lead bag.

3. **Read the Starting Log** (the very first Log) on your Logbook or App. [p28]

4. Players now **choose Sections:** all 4 sections must have a controlling "Section" player. In a 2 player game, two players control 2 Sections each; in a solo game, the player must control all 4 sections. [p28]

5. **Draw initial Crewmembers**: for each Section, the controlling player draws 3 random cards from "Recruits" [B], chooses 2 of them to keep, and inserts both into rank 1 sleeves. Return all the remaining cards in "Recruits"[B] and shuffle all cards there. [p28]

6. **Choose the Away Team:** players select which Crewmembers and Sections will be in the ATeam, one Crewm for each Section chosen.

1 or 2 players:	2 Sections	3 players: 3 Sections	4 players: 4 Sections

   Place the Crew boards for the Sections included in the ATeam in front of their controlling player, return the other boards in the box.

   Place the Crewm cards (in their Rank sleeve) onto the matching Crew boards and place the remaining Crewm cards in "Resting Crew" [B].

7. **Prepare Section Dice:** place dice into slots of Crew boards, *exactly* as shown.

8. **Prepare Section Cards:** each Section player takes the 10 Rank 1 section cards marked with a white bar , shuffles and places them face down to the left of the matching section Crew board.

9. **Set up the Planet Board** [p28]

   A) Open Planetopedia at pages **02-03**

   B) Place the Tutorial Rank-Up card **"Incomplete"** side up in the indicated slot along the top edge of the Planet board.

   C) Take Mission card **M01** from "Missions" [A] and place it face up in the Mission space below the "Unique Discovery" space.

   D) Place **Unique Discovery 1** in the designated space face down.

   E) Shuffle **5 Tutorial Event cards** and place them next to the Planet board.

   F) For each ATeam Crewm, players choose a **mini**, put them in colored rings representing their Section and place these minis in Sectors 1 and 2 any way they wish – at least one mini per Sector.

   G) Place a **Turn token** next to each Crew board, "Turn Available" side. Give the **Start token** to the Recon Section player (even if not in ATeam).

   H) Leave the **Charges** slot empty for this exploration.

   I) Read the **Mission card** aloud.

   J) Each Section's player draws 2 cards from their Section deck.

10. **Begin your Exploration!** Go to Log 1.

PLANETARY EXPLORATION [p29]

- Each player takes **1 Turn token** for each Crewmember on the Planet and places it on their Crew board, showing "Turn Available."

The Round

- At the start of the first round of the Planetary Exploration, the **Recon Section player** chooses which Crewmember receives the Start token.
- At the start of subsequent rounds, the Crewm with the Start token chooses any Crewmember (including themselves) to receive the Start token.
- Crewmembers, starting with the one with the Start token, take turns in clockwise order, each performing two Actions.
- At the end of a Crewmember's turn, they flip their Turn token to the other side.
- Once all Crewmembers have taken a turn, the round ends and you can begin a new round. Each Crewmember flips their Turn tokens back to "Turn Available".

Planetary Exploration End

The round sequence repeats until any of the following happens:

- A Crewmember performs the Lift-Off Action (with agreement from all other Crewmembers). Resolve the **Lift-Off Log** shown on the Planet board
- A Crewmember receives a **fourth Injury card.** This triggers an **Emergency Evac**. Resolve the Evac Log shown on the Planet board.

   > Emergency Evac saves everyone on the Planet board, and it results in failing the Planetary Exploration! All non-Unique Discoveries are lost.

- A Log or a Mission card tells you to end Planetary Exploration.

   > Lifting off without all Crewmembers in the Lander Sector will cause the abandoned Crewmembers to die!

   Go to **"LEAVING THE PLANET"** on SB p25 or Ship Management Summary.

The Turn

- When it's your turn, choose one of the available Actions and resolve it fully.
- Then choose a second Actions and resolve it fully. You may perform the same action twice (exception: Special Actions)
- Using an effect on your Crew board, Lander board, Crewmember card, Equipment, Section card, etc. does not count as an Action unless it is identified as a Special Action, or its text states that using it counts as an Action.

End of Turn

- Flip your Turn token face down , so that the "Turn Ended" side is visible.
- Draw and resolve an **Event card**

ACTIONS

Possible actions are: **Special Actions, Travel, Prepare, Rest, Lift-Off**

SPECIAL ACTIONS ➔ [p29]

- On your turn, you may perform **one** Special Action that is visible:
   - On the Planet board, depicted in your Sector.
   - On a POI card in your Sector.
   - On the Global Condition card.
   - On a card that represents any **Threats** in your Sector.
   - On a revealed Mission card.
   - On a Lander Mod or Rank-Up card
- Most Special Actions involve making a **Dice Check** [p31]. You must choose which Special Action you are performing <u>before</u> starting the Dice Check [p21]
-   **Immediate Special Effect**: it ends the Dice Check immediately. Move all rolled dice to their owner's Spent Pools and resolve depicted Outcome.

TRAVEL [p30]

If a icon is on your sector, you can't Travel.

Whenever you perform the Travel Action, follow these steps:

1) Choose a Path (a line connecting the Sector you are currently in with the Sector you want to Travel to) and check if it has a arrowhead pointing to the other Sector. Some Paths are one way; you can only move in the direction indicated by a *arrowhead*. The *no-travel icon* prevents Travel action from a sector.

2) Resolve each icon depicted on the Path. To resolve a *Travel icon* , skip step 3 of this Action and resolve the effect of the Travel Action listed on the **Global Condition card** (lower-right corner of the Planet board).

3) After each path icon is resolved, place your Crewm mini on the Sector on the other end of the Path. If you arrive in a Sector that contains a Log number, immediately read this Log.

Connected sectors are all Sectors you can Travel to, from your Sector.

Lander Sector: it has a lander icon: ⛳. A possible Sector where you can land.

> Until the Travel Action is completed (all Path icons have been resolved), your Crewm is considered to be in the Sector you started your Travel from.
>
> This means Crewmembers in your starting sector can Assist you, but those in your destination Sector cannot.

PREPARE [p30]

Do one or both of the following (in any order):

- **Draw 1 Section card** from your deck to your hand. If you now have more cards than your *Section card limit* (2 cards for Rank 1, 3 cards for Rank 2, and 4 cards for Rank 3), immediately discard down to your limit.
- **Perform a Dice Check** to try to match the rolled dice with a *Dice Combination* of a Section card in your hand or on the current Global Condition card.

  > You *must* include any *Injury dice*, other players may Assist you, and you may play the top effects of Section cards to modify its results.

REST [p30]

Resting is the main way in which Crewm *Refresh* their Section dice (move them from their Spent Pool to Available dice slots on the left side of their Crew board).

1. **Reduce your Supplies by 1.** Move the marker on the Supplies track of your Lander. *If track is already at zero, you cannot Rest.*
2. **Refresh half of your total number of Section dice, <u>rounding up</u>.** To do this, count both the Available Section dice, and the dice in your Spent Pool. *Ex.: with 7 total dice, you refresh up to 4 dice.* Place dice with the side with the brackets in the four corners facing up.
3. **Draw 1 Section card** from your deck to your hand. If you now have more cards than your **Section card limit** (2 cards for Rank 1, 3 cards for Rank 2, and 4 cards for Rank 3), immediately discard down to your limit.

LIFT-OFF [p30]

This Action may only be performed by a Crewm in the Lander Sector, and only if all other Crewmembers unanimously agree. Performing this Action ends Planetary Exploration immediately.

> Lifting off without all Crewmembers in the Lander Sector will cause the abandoned Crewmembers to die. Lifting off with an incomplete mission will apply Mission Failed penalties in the Ship Book.

EXERTION [p31]

You may Exert your Crewmember **at any time** (this includes Landings). *Exerting does not count as an Action.*

Exerting is not an Action and can be done during any player's turn. It can be done in response to an effect, or even *after drawing an Event but before resolving it*.

To Exert your Crewm, **Sacrifice 1 die**, (from Available Section dice or Spent Pool to the Section compartment), **to Refresh 5** of your Section dice.

If you have a total of *3 or fewer Section dice in play* (Available + Spent Pool + Roll Pool), you must gain an **"Exhausted" Injury** instead of Sacrificing a die.

DICE CHECKS [p31]

Making a test rolling your Section dice is called Dice Check and is identified by the icon 🎲. If this icon is NOT present, the following rules do not apply; that is not a "Dice Check. To perform a Dice Check, follow these steps:

1. **Choose dice:** take any number of Available Section dice from your Crew board (not your Spent Pool) and place them into your hand. It is not required to choose any of your own dice. Each other Crewmember *in the same Sector* may choose to **Assist** you by choosing and taking *one* Available Section die from their Crew board into their hand.
2. **Add Injury & Danger dice:** if you have any Injury dice on your Crew board, also take them into your hand. Crewmembers who **Assist** you do not add their Injury dice to the Dice Check. *Also take the number of Danger dice depicted to the left of the Action's name, if any.*
3. **Roll all the dice:** once rolled, they now form a **Roll Pool.** Any Crewmember who Assisted you also roll the die they Assisted with. *Dice from other Crewmembers should be kept separate but count as being in the Roll Pool.* The Crewmember making a Dice Check is known as the **Active Crewmember**.

4. Modify the results: [p32]

- ○ **You may use 1 or more Equipment cards** that you are carrying that have a "During a Dice Check" effect. Follow the text on the card. Assisting Crewmembers *may not* use their Eq. cards unless their effect says otherwise.
- ○ **You may play 1 or more Section cards from your hand** that have a "During a Dice Check" effect (printed at the top of a card). After the effect of a Section card is resolved, discard it to its owner's discard pile.
- ○ **Other Crewmembers in the same Sector** *may* **Assist** by playing 1 of their Section cards to affect the roll. Resolve the effect of the card as if the active Crewmember played it.

5. Check for Dice Combinations: you *may* activate any Dice Combination effects of **cards in your hand** and/or of the current **Global Condition card**.

- ○ **Section card Dice Combinations.** If you have icons in the Roll Pool that match the Dice Combination requirement of a Section card in your hand, you may *immediately* move the dice with these icons to their owner's Spent Pool to apply the Dice Combination effect of the card. After doing so, discard the card. *You may apply the effect of more than 1 Section card in this way, but must use different dice for each one. You may use Convert Abilities (FAQ).* Dice added to the Roll Pool by Assisting Crewmembers may be used, but Assisting Crewm. cannot use Dice Combination effects of their own cards.
- ○ **Global Condition Dice Combinations.** If you have icons in the Roll Pool that match the Dice Combination requirement on the current Global Condition card, you may move the required dice to their owner's Spent Pool to apply the effect. *This may be done multiple times, using different dice for each time you apply the effect.*

> **Any Symbols icon** [p31] 🅐 means that any icon may be used. If there is more than one of these symbols in the requirement, the same icon must be used for each. For example: 🅐 + 🅐. Vanguard icons count as any icon. *Accident results cannot be used for Dice Combinations*

> **Dice with multiple icons** [p33]: if a result depicts two icons on the same die face, each icon is treated separately. *Examples: if the Dice Combination requires 2 of the same icon, these two dice ⛏⛏ could be Spent to apply the effect. Or even just one die with two of the same icons on it.* 🗡️ *If the Dice Combination requires these two icons, this one die could be Spent to apply the effect.*

> **Convert Abilities** [p32]
> - Each Crewmember has a Convert Ability depicted in the top left of their Crewm card. Some Equipment cards also have Convert Abilities. During a Dice Check, the player making the check may use their own Convert Ability and that of any Equipment they are carrying whenever they Spend any dice.
> - A Convert Ability allows you to treat Basic results of a certain color as if they were another icon, specified by the Convert Ability. *The conversion only applies as the die is being spent; you cannot use a Convert Ability to simply "change" a die in your Roll Pool. OK for Dice Combinations (FAQ).*
> - If more than one Convert Ability can convert the same die, you may choose to use only one of them (or not use any). *Assisting Crewmembers* may not use their Convert Abilities. However, the player performing the Dice Check may use their Convert Abilities on dice from Assisting Crewmembers.

6. Resolve Injury & Danger dice [p33]: If you have no Injury or Danger dice in your Roll Pool, skip this step. **Otherwise, choose one of your rolled Injury dice.**

If the result of the die matches an icon on one of your Injury cards, place the Injury die on the card and apply the effect of that icon. Check your Injury cards in order, from the leftmost one and proceeding right. **Repeat this process for each rolled Injury die.**

If the result of the die does not match an icon on any of your empty Injury cards, move the die to your Spent Pool.

Each Injury card may only have one die placed on it during this step.

After resolving your Injury dice, look up the result of any Danger die rolled on the corresponding table of the Danger Die Reference card, and apply that result. <u>Then, return the Danger die to the supply.</u>

At the end of step 6, move any Injury dice from Injury cards and your Spent Pool to Available Section dice slots **on your Crew board.** Place the die in the top slot of any column and push all other dice down. Injury dice don't need to return to same column they came from, but *there can only be 1 Injury die per column.*

7. Resolve Special Effects:
Special Effects can be located: **a)** on Global Condition card. **b)** in a black frame below the name of a Special Action and above the Outcomes.

If there are icons in the Roll Pool that match the requirement of a Special Effect:
1) you **must** move ALL the dice with the matching icons to the Spent Pool
2) apply the effect once for each time the requirement is met.

Each Special Effect *must* be resolved as many times as it is possible to do with the dice rolled. Dice moved to a Spent Pool when resolving one Special Effect cannot be used to resolve another Special Effect (even if not all the icons on the dice were used). See the Icon Glossary for all the Special Effects icons.

a) If the current Global Condition card depicts a Special Effect, **that Special Effect applies to all Dice Checks in the game, and must be resolved before any other Special Effect**

b) Resolve the effects on each row from top to bottom.
If a row has more than one effect, resolve them from left to right.

Outcome requirements / + [p33]

For example: here, you need to have either a icon or have both a red and a blue dice in your Roll Pool

Dice with two icons
When resolving a Special Effect, each icon on a die is treated separately. It is therefore possible that one die resolves a Special Effect more than once.

Remember: you must resolve the first special effect as many times it is possible, "consuming" all the required icons on dice rolled, then you spend these used dice

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8. Mark Outcomes [p34]:
this step is skipped if the Special Action has one or more tracks. Starting from the top row and proceeding down, check to see if you meet the requirement for that row. If you do, **1)** move those dice to their owner's Spent Pool and **2)** place a marker on the Outcome space.

Otherwise, proceed to the next row and check to see if the requirement is met.

A maximum of one marker can be placed on one row; once a marker is placed, skip to the next step.

The red row always has no requirement. Therefore, mark that Outcome if you haven't marked any of the other rows

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Track progression – TIME TRACKS

All tracks on cards (both POI tracks and Time Tracks) start with no marker on them. The first time you make progress on a track, place a marker in the leftmost slot.

Each time you make progress, move the marker 1 space to the right. When the marker moves to the Outcome space, its effect is applied in step 10.

If you are instructed to *reduce a Time Track*, move a Time token one space to the left (or discard it, if it's already on the leftmost space). If there are *several Time Tracks in play*, you can resolve them in any chosen order.
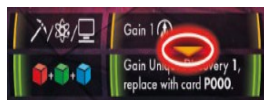
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9. Spend dice:
move all Section dice from all players' Roll Pools to Spent Pools.

10. Resolve Outcomes:
first you resolve tracks, then resolve from top to bottom.

- If your Action has one or more **tracks,** starting from the top track and proceeding down, if the marker has reached the Outcome space, remove that marker and apply the effect of that Outcome.
- If your Action has no tracks, remove the marker from the marked Outcome space and then apply the effect of that Outcome
- Unless stated otherwise, the effects of an Outcome space only apply to the Crewmember performing the Action.
- **Connected Outcomes:** after you apply the effect of an Outcome, also apply the effect of any other Outcome that is connected to it with an arrow.
  Example: after resolving the yellow Outcome in Step 10, you also apply the green Outcome. Note: Outcomes are only connected in the direction of the arrow.

SECTION CARDS [p36]

Section card deck: players build Section card decks for their Crewmembers during the *Mission Launch Procedure* step of the Ship Management. Each deck must contain a minimum of 10 cards. It also cannot include any cards with a Rank higher than the rank of the Crewmember.

Section card limit: if a Crewm. ever has more cards in their hand than their Section card limit, they must immediately discard down to their limit. They may not play any cards while above the card limit. *The limit is 2 cards for Rank 1 Crewm, 3 cards for Rank 2 Crewm, and 4 cards for Rank 3 Crewmember.*

Playing Section cards:
- Dice Combinations in the lower part of Section cards may only be used during Step 5 of a Dice Check.
- Discarded or played Section cards are placed face up on your discard pile.
- Whenever you have to draw a Section card and your Section card deck is empty, shuffle your discard pile to create your new Section card deck.

SECTION DICE [p36]

- On each die, the sides that depict the most common result are indicated by *brackets* in the corners.
- *Refreshing a die* moves it from your Spent Pool back to a slot on the left side of your Crew board.
- Each die still counts as a die of its color, no matter what icons are showing

> If you have to resolve a Spend effect and you don't have enough Available dice, you must Sacrifice a die instead.

- *Dice that do not fit in slots available on the board, go to the Spent Pool (FAQ).*

Vanguard – This icon may be treated as if it were any one other Section dice icon, even one not present on the die rolled.

Basic – This icon most often has no effect on its own, but may be Converted to another icon using your Crewmember's *Convert Ability* (if the color of the die matches your ability).

Accident – This icon represents an unpredicted outcome. Sometimes, there might be no negative effect of rolling an Accident, but other times, it could be a disaster! *Accidents can never be used to trigger Dice Combinations.*

Universal dice: less chance to unlock a specific icon but they have no Accident icon. Unavailable at the start of the Campaign.

Expert dice: they have all the icons from their color on a single die, with some sides depicting two icons. They have no Accident icon. Unavailable at the start of the Campaign.

Wild dice: these dice contain only Vanguard icons and Accident icons.

CREWMEMBER ABILITY & SKILL [p37]

- **Convert Ability:** the top left of each Crewm card. Spend a die to treat a Basic icon of the color shown as if it were the icon depicted. See page 2 of this doc.
- **Crewmember Skill:** each Crewm has one Skill described in the lower section of the Crewm card. The card also lists the *starting number of Charges* for the Skill. Usually, a Skill can be used at any time by discarding 1 Charge from the Crew board. When used, follow the instructions for the Skill. *Usually its effect doesn't apply to other Crewm. (FAQ).*

EVENTS [p37]

1. **Reveal the top Event card** from the Event deck. If the Event deck is empty, shuffle the Events discard pile to form a new deck before revealing the top card.
2. If none of the *Biome icons* on the card match any Biome icons in your Sector (including icons on a POI card), follow the **secondary effect** of the card, printed at the top of the card.
3. If any of the *Biome icons* on the card match any Biome icons in your Sector, resolve the **main effect** of the card, printed in the lower part of the card. Unless specified otherwise, this effect only applies to the player who revealed the card.
4. **Discard the card** face up to the Event cards discard pile.

If there is a choice, you may not choose an option that you cannot pay for in full.

LANDERS AND LANDER MODS [p38]

- **Lander Statistics: Armor** , **Sensors** , and **Agility** . Some or all of these will be tested during the Landing procedure.
- **Landing Track:** Lander starting space is depicted

- **Capacity:** storage for Supplies, Equipment – the number of Personal and Mission Equipment cards you can take from the Armory, Discoveries – the combined number of Discoveries/Unique Discoveries you can bring back to ISS:V

EQUIPMENT [p38]

- There are **four types** of Equipment cards
- **Small:** does not take any space in the Lander.
- Each Crewmember may carry any number of Equipment cards.

  - Small Equipment
  - Personal Equipment
  - Mission Equipment
  - Mission Equipment Upgrades

- If an Equipment card depicts a *Section icon* in the upper-right corner, only Crewmembers from that Section may carry and use it
- Crewmembers in the same Sector may freely **exchange Equipment cards** without a Section icon..
- If a card lists "*this counts as an Action*," using the card counts toward the limit of 2 Actions per turn, and it may be used only when you can perform an Action.
- The effect of an Equipment card can only be used by the Crewm. carrying it.
- Some *Mission Equipment cards* place a **token** on the Planet board: once a Mission Equipment token is placed on the Planet board, any Crewm may benefit from its effects, including Crewm from Sections that could not carry the card. *Once placed, Equipm. can't be relocated by simply "placing it again" (FAQ).*
- If you are instructed to *discard an Equipment card*, return it to the "Armory" [B]

DISCOVERIES [p39]

- They represent interesting objects, samples, and specimens gathered by the ATeam on alien worlds. **They are divided into 5 decks** and placed above the Planet board when preparing the Planet board (page 24 SB).
- **Gain a Discovery:** take the top card from the corresponding deck and place it in the indicated space below the Lander board. During Planetary Exploration, there is **no limit to the number of Discoveries** that can be on the Lander. However, at the end of the Planetary Exploration, you must discard any Discoveries in excess of the limit shown on the Lander board. Discarded Discoveries are placed on the bottom of the corresponding deck.
- Whenever you gain a Discovery card (in any way), if there are any **Lead tokens** on that deck, place those Lead tokens next to the bag (or back in the bag if they have the icon) before drawing the card.
- If a Discovery has a "Planetary Exploration" ability, that ability may be used at any time during Planetary Exploration, unless stated otherwise by the card.
- If a Discovery has a "Ship Management" ability, its effect is resolved when it is unloaded, during Unloading procedure of Ship Management (pag 28 SB).
- Once unloaded, Discoveries are stored in "Gathered Discoveries" [B].
- Many Research Projects require Discoveries to be paid as a cost. **To pay a Discovery**, move it from "Gathered Discoveries" [B] back to its Discovery deck.
- **Unique Discoveries:**
  Numbered **1-32** are slotted into the Ship Book during *Unloading* and should never be discarded or removed from the game!
  Numbered **33+** are discarded during Planetary Exploration.
  If the Planetary Exploration tells you to **gain a Unique Discovery** without specifying its number, take the top Unique Discovery from the Unique Discoveries slot on the Planet board.

LEADS [p39]

- They represent **clues** that guide Crewmembers toward Discoveries.
- At the beginning of Planetary Exploration, all 20 Lead tokens are placed in the Lead bag.
- Whenever instructed to gain 1 or more Lead tokens, randomly draw them out of the bag and place them one by one in an order of your choice *on top* of the corresponding Discoveries deck. If there are no Leads available in the bag, you cannot gain any more Leads at this moment.
- Lead tokens have a value between 0 and 3.
- **Gain Discoveries:** when the total value of Lead tokens on a Discovery deck is **3 or more**, place all Lead tokens on the deck by the side of the bag and then gain the top Discovery card. If a Lead token has a icon ↻ on it, place it back in the Lead bag instead of placing it next to the bag.
- This could mean that you place one token, gain a Discovery, then place another token and gain another Discovery.
- Additional instructions written on Leads:
  - **+1 Card** – When this Lead token is placed on a Discovery deck, a Crewm. *chosen by the Science Section player* draws 1 Section card.

  - **+1 Charge** – When this Lead token is placed on a Discovery deck, a Crewm. *chosen by the Science Section player* adds 1 Charge to their Crew board. No limit to the number of Charges a Crewm. can have.

THREATS [p40]

- **Threat standees** are placed on the Planet board, while *Threat cards* are placed in the designated space next to the Planet board.
- The *Time Track* on a Threat card shows how the Threat behaves: when a Time token progresses, resolve the effect printed above the space the token moves into
- Crewmembers may perform the *Special Action* ➔ shown on a Threat card if they are in the same Sector as the Threat's standee. Performing this Special Action often leads to neutralizing the Threat.
- Some Threats are represented by more than one standee. Unless the card states otherwise, any Crewmember in a Sector with any of the *secondary Standees* may not perform the Special Action on the Threat card, and is not considered to be in the same Sector as the Threat.
- When **moving**, Threats ignore the icon, but they still only move to connected Sector, unless their card states otherwise.

INJURIES [p40]

- **Gaining an Injury:** whenever you gain an Injury, place its **card** in the leftmost empty Injury slot on the bottom of your Crew board. Then, take **1 Injury die** and place it in the top dice slot of any column of your Crew board that currently does not have an Injury die in it. If you place a die in a slot containing a Section die, move that die (and any dice below it) one slot down.
  Any dice that are moved to a slot that your Crewmember cannot use (due to their rank) are moved to your Spent Pool. You may rearrange the dice below an Injury die, before they are pushed down.
- If you gain an Injury and there are **no more Injury cards of that type** available (they are already all in play), gain the "Wounded" Injury instead.
- **Removing an Injury:** some game effects allow you to remove an Injury die and also sometimes an Injury card. They are separate things.
  If you **remove an Injury die**, take it from its dice slot and place it back in the supply. If you **remove an Injury card**, take it from its Injury slot and place it back in the Injuries deck.
- **Flipping an Injury:** some effects may allow you to flip an Injury card face down. A face down Injury card is inactive; Injury dice cannot be placed on this card. However, it still counts as an Injury for all rules that count the number of Injury cards you have, such as Emergency Evac and Medbay.

GLOBAL CONDITIONS, MISSIONS, POI [p41]

Whenever you are instructed to take any numbered Global Condition, Mission, or POI card, if there are multiple copies of that card available, take one at random.

- **Dice Combinations** on the current Global Condition card can be triggered any number of times during a Dice Check. Any **Special Effect** on the current Global Condition card is added to every Dice Check and must be resolved *before* other Special Effects.
- **Completing Missions:** most missions complete automatically; you will be instructed to discard the card when you reach a certain point in the game (a Logbook entry, or as the effect of another card). Other missions require you to trigger their Completion text once you have met the requirements. This can be done before or after any Action.
- **Replacing POI cards:** simply discard all POI cards from the Sector (return them to "Points of Interest" in [A]) and place the new POI card in their place.
- Whenever a **new POI card** is placed in a Sector, discard all Time tokens and markers from the previous POI card in that Sector. Do not remove markers or tokens placed directly on the Sector!
- **Completing the Rank-Up card:** as soon as you meet the requirements listed on the current Rank-Up card, flip the card over to the Completed side. You will gain the benefits provided by this card during the Debriefing of Ship Management.

ISS VANGUARD
SHIP MANAGEMENT SUMMARY

AFTER PLANETARY EXPLORATION

Leaving the Planet → Docking → Debriefing → Unloading →
Medbay → Memorial Wall → (Save Point)

LEAVING THE PLANET   (SB p25)

- **Clean Up Components**
  - Return **Section cards and dice** to their Section Compartments
  - **Equipment cards** to the "Armory" [B]
  - ⊠ **POI cards** to "Point of Interest" [A], ⊠ **Threat cards** to the box.
  - **Optional Missions** to "Missions" [A] and **Global Condition** cards to [A]
  - **Lead tokens** to the Lead Bag, *Unique Discoveries numbered 33+ to [A] (FAQ)*
  - Return to the box all remaining tokens, markers, minis, dice and standee.
- **Components Check:** <u>leave on the table</u> only the following components
  - **Planet board** with revealed POI cards, Threat cards, unclaimed Unique Discoveries, non-Optional Missions
  - **Decks of cards**: Discovery, Event and Injury deck.
  - **Crew boards**, ATeam Crewmember cards and any **Injury cards**
  - **Lander board** with Mods, gathered Discoveries and Unique Discoveries 1-32 .
  - **Success tokens**, Rank-Up card

DOCKING   (SB p26)

- **Mission Failure:** if at least one Mission card on the Planet board or Mission Failed token on the Lander, return Rank-Up card, lower Morale. Discard the Mission Failed token and return any Mission cards left on Planet board.
- **Discard Excess Discoveries:** if **Discoveries + Unique Discoveries** exceed your *Lander capacity*, then discard *non-Unique* Discoveries to stay inside the limit. Unique Discoveries cannot be discarded.
- **Assemble *Available Crewmembers*:** each Section player takes their Crewm from "Resting Crew" [B] *into their hand*: they are the Available Crewmembers. ATeam Crewm cards still stay on the Crew boards on the table.

> During Ship Management, Available Crewm (those in players' hands) can be assigned to various ⚓ tasks. Whenever you assign a Crewm, immediately return them to "Resting Crew" [A]. *You can't assign the last Available Crewm of a Section, as you need them for the next Planetary Exploration.*

DEBRIEFING   (SB p27)

- **Promote:** if Rank-Up card was Completed, check criteria shown on the card and promote all ATeam Crewmembers that meet the criteria (number of Success tokens based on their current Rank). Do not "consume" any Success token during this process.
  - To promote, replace current Rank sleeve with sleeve of 1 Rank higher and return the Crewm on their Crew board.
  - *If there are no Rank sleeves available for the new Rank, they can't be promot.*
  - If no Crewm ranked up return the Rank-Up card to "Rank-Ups" [A]
  - If at least 1 Crewm ranked up, <u>remove the Rank-Up card from the game.</u>
- **Create the *Success Pool*:** add together all the Success tokens from the Lander, the Planet board slot and the Token bag.
- **Sell Dice:** <u>once per Ship Management</u>, you may sell 1 die from each Section, providing that each Section remains with at least 4 dice. Each Section player chooses any 1 Section die from their Compartment and returns it to the box.
  Add 4 Success tokens to the Success Pool.
- **Buy Dice:** *discard* Success tokens equal to the number of dice owned by each Section to buy a die for each Section. Each Section player then chooses any 1 Section die from the box and adds to their Compartment.
  You can repeat and buy more dice, providing you have enough tokens to pay for.
  For example: if each Section has 6 dice, discard 6 Success tokens to add 1 die to each Section or 6+7=13 tokens to buy 2 dice for each Section.

> ⚓ Each time you buy a die, you may assign 1 Available Crewm <u>of Rank 2 or 3</u> to be an **Instructor**. Each Instructor reduces the cost to buy a new die by 1 (Rank 2 Instructor) or by 2 (Rank 3 Instructor).

- Buying and selling dice can be done in any order.
  Each Section must always have the same number of dice.

UNLOADING   (SB p28)

- **Unload Unique Discoveries (U.D.):** in any order, **resolve the "When unloaded" effect** of any U.D. on the Lander or in the "Found Discoveries" slot of the Planet board. <u>Move U.D. 1-32 to corresponding slot at SB p29-30 and U.D. 33+ to [A]</u>
- **Gain Bonus Bridge Upgrades:** when you fill a complete row of slots at SB p29 then gain the card listed next to the row and place it in "Awaiting..." envelope.
- **Unload other Discoveries:** in any order, **resolve the "When unloaded" effect** of any non-Unique Discoveries on the Lander or in the "Found Discoveries" slot of the Planet board. Move these cards to "Gathered Discoveries" [B].
- *Discoveries gained during Ship Phase don't trigger "When Unloaded" eff. (FAQ)*
- **Store the Lander:** return the Lander board to the box, move Lander Mod cards to the "Awaiting..." envelope.

MEDBAY   (SB p32)

- **Install Upgrades:** take Medbay Upgrade cards out of the "Awaiting..." envelope and insert into appropriate slots at SB p33.
- **Release non-injured crewmembers:** move ATeam crewm with no injuries to "Resting Crew" [B]
- **Crewmembers in Medbay recover:** move each Crewm currently in Medbay one slot to the right. Crewmembers who would move from "Light Injuries" slot instead move to the Available Crewmembers (hand) of the corresponding Section player.

> ⚓ You may assign any number of Available Crewmembers as **Therapists**. Each Therapist allows you to move one crewm in Medbay one slot to the right. The slot they move to must be empty or they don't move.

- **Injured Crewmembers go to Medbay.** Injured (but alive) Crewm from ATeam <u>go into an empty Medbay slot at p32-33</u>, depending on the number of Injuries:
  1 Injury → Light Injuries   **2 Injuries** → Moderate   **3 Injuries** → Critical
  If all slots of required type are occupied, insert Crewm into a higher injury slot. If there is no such empty slot , **Crewm dies**: remove their Rank sleeve, return Rank sleeve in Section comp. and <u>place Crewm card back on their Crew board</u>.
  Return all Injury cards back to the Injury deck
- **Make Survival Checks: Crewm in a Critical slot must make a Survival Check. Roll 3 Injury dice:** if you roll 1 🩸 and 1 ⬤ OR 2 🩸 results, the **Crewm dies**: remove their Rank sleeve, return Rank sleeve in Section compartment and <u>place Crewm card back on their Crew board</u>.

MEMORIAL WALL   (SB p36)

- **Memorialize Dead Crew:** insert each dead Crewm (those unsleeved on Crew boards) into the <u>Section specific lowest numbered empty slot at p37-38</u>.
  If there are no more slots available for the Section, insert them into the first available <u>non-Section specific slot at p38.</u>
  If there are no more slots available, remove Crewm from the game instead.
  Apply the bonus printed on any slot you fill.
- **Store Crew boards.** They should be empty now: return them in the box.

SAVE POINT   (SB p39)

This is the most convenient time to end your session & save your game.
If you want to continue playing, skip this and go to SB p2 BRIDGE instead.

1- Record your current Planet board: if the *Landing card* with the name of your current planet was removed from the game, skip this step and proceed to step 2
  If a **Planet Record sheet** for your current planet is in "Recorded Planets" [B], dispose of it. Take a blank Planet Record sheet and fill it as follows:
  1.1 Name of the current Planet; Number of the Landing card in Planetary Scanner;
  1.2 Number and name of all POI cards in each Sector. Mark if Sector was Finished.
  1.3 Name and Sector number of any Threat on Planet board.
  1.4 Number of each Unique Discovery still on Planet board.
  1.5 Place the Planet Record sheet in "Recorded Planets" [B]

2- Save other cards and trays:
  2.1 **To the box:** Threat cards & standees
  2.2 **To "Points of Interest" [A]:** POI cards on Planet board or not.
  2.3 **To "Unique Discoveries" [A]:** Unique Discoveries on Planet board.
  2.4 **To the "Awaiting..." envelope:** Available Crewmembers, Planetary Scanner, tokens from Success, Command and Energy Pools in the *Token bag*.
  2.5 Close and store the Planetopedia
  2.6 **Shuffle** Event discards back into Event deck, then return Discoveries, Event and Injury decks to [A]. Finally, Close and Store the Ship Book.

BEFORE PLANETARY EXPLORATION

(Resuming a Saved Game) → **Bridge** → **Ship Facilities** (Research Laboratory, Production Complex, Barracks, Situation Room, Add-On Facility) → **Hangar** → **Mission Launch Procedure** → **Begin Planetary Exploration**

RESUMING A SAVED GAME (SB p1)

- Take the **"Awaiting…" envelope** and from it take out the **"Planetary Scanner"**.

- From the Token bag: take out Energy ⚡, Command ✦ and Success 🔥 tokens and place them on the indicated pools on the left of the Ship Book. If the Penalty token is in the Token bag, add it to the Command Pool.

- From the "Awaiting…" envelope, each player takes the Crewm for the Sections they control into their hand: they are **the Available Crewmembers**.

> During Ship Management, Available Crewm (those in players' hands) can be assigned to various ⬇ tasks. Whenever you assign a Crewm, immediately return them to "Resting Crew" [A]. *You can't assign the last Available Crewm of a Section, as you need them for the next Planetary Exploration.*

BRIDGE (SB p2)

- **Install Bridge Cards:** take all Bridge cards out of the "Awaiting…" envelope, and insert them in underlined appropriate slots at p3. "Bridge Upgrade (Travel)" cards goes to p4. If the slot is occupied, return existing card to the "Bridge" [B] and insert the new. If the existing card has a Tech Level lower then your current Tech level, remove it from the game instead.

- **Generate Command and Energy Pools:** place the Command tokens ✦ indicated by the *Objective card,* in the Command pool on the left of the Ship Book. If the *Penalty token* is in the Command pool, discard the Penalty token and all but one Command token.
  Place the Energy tokens ⚡ indicated by the *Tech Level card,* in the Energy pool on the left of the Ship Book.
  Check Morale and Bridge Upgrade cards for effects that modify the above pools.

- **Check Situations:** take all Situation cards out of the "Awaiting…" envelope, resolve all the "EFFECT:" texts in any order. Do not discard the cards.

- **Reveal new Situations:** from the "Possible Situations" [B] draw the Situation cards indicated by the current Objective card. Place them face up on the table. Read their text but do not resolve their effects.
  If Morale is "Very Low", draw 1 additional Situation card.

- **Prepare the Planetary Scanner:** return the Landing card in the Planetary Scanner to "Landing Cards" [B]

STARMAP (SB p5)

- **Fly ISS Vanguard to new places:** Open the System Maps book on the page indicated by the Current System bookmark.
  You may perform any of the following task, in any order, as many times you want:

  a) **Fly to a new System**: choose one Outbound System from those listed, pay the listed Energy cost. Read the Log listed next to the system (if any). If there is no Log, open the new System Map on the page listed and mark the page with the Current System bookmark.
  Log 999 can be used to to track which systems and planets you have visited.

  b) **Visit a destination within the system:** choose a destination listed in the lower half of the page, pay the listed Energy cost and follow the instructions next to that destination.

  If the destination ha a 🔺 icon, take the listed Landing card and place it on the Planetary Scanner so the information about the planet is hidden. End this step.
  If the Landing card listed is no longer in the game, you cannot land there.

  This step ends when you place a Landing card in the Planetary Scanner, you are unable to perform any other task, or you choose to end the step.

  *WARNING: if you end this step without a Landing card in the Planetary Scanner, immediately read the **Adrift** section.*

- **Scan Planet:** take the Scanner, flip it to the side with the Energy cost, and follow instructions on it to scan the Landing card.

> ⬇ You may assign 1 or more Available Crewmembers to a **Scouting Mission**. Each of them reduces the Energy cost of revealing the next part of the Landing card by 1.

- **Close and store System Maps book**

> **ADRIFT**
> Lower Morale, place Penalty token in the Command Pool, then go to SB p39 (Save Point) and continue from there.

MORALE SB p3

Morale cannot be raised above "High". If Morale is "Very Low" and you are instructed to lower Morale, instead *each Section player must choose 1 Section die for each Section and return it to the box.* Morale remains "Very Low".

SHIP FACILITIES (SB p6-17)

- You can visit any number of facilities, as many times you want, at the cost of **one Command token per visit.**

- At the bottom of this summary, you can find Ship Facility rules.

- When you have finished visiting facilities:
  a) *discard* all remaining **Energy and Command tokens** from the token pools,
  b) place all remaining **Success tokens** in the Token bag,
 c) place all remaining **Situation cards** in the "Awaiting…" envelope.

HANGAR (SB p18)

- **Install New Landers**: take all Lander cards out of the "Awaiting…" envelope, and insert each into an empty slot at p19. If all slots are occupied, you remove from the game an existing Lander (not the Basic Lander) or the new Lander.

- **Install Lander Mods**: take all Lander Mod cards out of the "Awaiting…" envelope, and insert each into an empty slot at p21. If all slots are occupied, you may remove existing Mods from the game.

- **Repair Landers**: if any Lander cards on p19 are placed face down, you may pay the Repair cost to flip them face up.

- **Choose a Lander**: choose *a face-up Lander card* on p19 and take the corresponding Lander board form the box, placing it on the table.

- **Customize the Lander:** Choose Mods from p21, place them in empty slots on the Lander board (max 1 per slot). Pay attention to the Mod type (Structural / Utility).

MISSION LAUNCH (SB p23)

Before you land on a new planet now you get another opportunity to record the current planet.

- **Skip steps 1 & 2 and go directly to step 3** (*Prepare the Away Team*) **if** Planetopedia is not open OR it is open and the Landing card in Planetary Scanner matches the current Planet board.

- **Skip step 1 and go directly to step 2** (*Clean up*) **if** Planetopedia is open and the Landing card that matches the current Planet board has previously been removed from the game.

1. **Record your current Planet Board:** same as "Save Point", SB p39, step 1.

2. **Clean up the Planet Board:** return POI, Unique Discoveries and Threats to box.

3. **Prepare the Away Team:** each player select 1 of the Available Crewmembers; if playing solo, you must select at least 2 Crewm from 2 different Sections.

   a) If there are not enough Avail. Crewm, each Section may **draw 1 random Crewm from "Recruits"**, insert this card into a Rank 1 sleeve and add it to Avail. Crewm then **check Log 991** and mark the first unmarked box here. If more than 1 box is marked, each Section returns 1 chosen die to the box. Each player then select 1 Avail Crewm for the Away Team.

   b) Return any remaining Avail. Crewm to "Resting Crew" [B]

   c) Each player places each Crewm in the ATeam in a **Crew board**, place **dice** from Section compartment into color-matching slots, respecting Rank depicted, returning excess dice to Section compartment.

   d) Each player creates a **Section deck** with at least **10 Section cards**, each with rank <= Crewm rank. Shuffle the deck.

   e) Place the indicated # of **markers in the Charges slot** of each Crew board.

4. **Load the Lander:** each ATeam Crewm may choose **1 Small Equipment** 🎒 from "Armory" [B]. Then, as a group, choose a number of **Personal** 🛡 and **Mission** 🚙 Equipment up to the limit indicated on the Lander board.

   f) Take any number of **Mission** 🚙 **Equipment Upgrades** for the Mission Equipment cards you have just chosen.

   g) Equipment that depicts a Section icon, can be used only by that Section Crew.

   h) Place a marker on the **Supplies track**: highlighted space is the "base" number

   i) Supplies and Lander Equipments limits can be modified by **Lander Mod** cards on the Lander.

5. **Strap in!** Check the **Landing card.** It contains the number of a Log with a Briefing. Go to this Log number and perform the Landing sequence indicated.

BEGIN PLANETARY EXPLORATION (SB p24)

1. **Prepare the Planet Board**: if there is a *Planet Record sheet* for your current planet in "Recorded Planets" [B], start at **step 1a**, otherwise at **step 1b.**

   a) Use the Planet Record sheet for your current planet to restore all saved POI cards, Unique Discoveries and Threats. Go to **step c**.

   b) Place indicated Unique Discoveries on the Planet board, as they are written, stacking them from bottom to top.

   c) Place Mission and Global Condition cards and follow any other instructions printed in their slots.

   d) Check that 20 tokens are inside the Lead bag. Place it next the Planet board.

   e) Shuffle all 5 Discoveries decks separately. Place them above Planet board.

   f) Shuffle the Event deck. Place it to the left of the Planet board. Place Injuries deck to the right.

2. **Disembark:**

   a) if Lander hasn't yet been placed by the Briefing Log, place the Lander in any Sector with a Lander ⛏ icon

   b) if ATeam minis hasn't yet been placed, place ATeam minis in the Lander sector.

   c) Draw 2 random Rank-Up cards from [A]. Choose one and place its Incomplete side up in the indicated space next to the Lander board. Return the remaining Rank-Up cards to [A]. *If players cannot agree, Science player decide.*
   If there are no more Rank-Up cards in [A], take all removed-from-game Rank-Up cards, shuffle and add them to "Rank-Ups" [A]

   d) Divide Personal 💬and Mission 🚗 Equipment cards between players. Crewmembers can't carry Equipment cards of another Section.
   If players cannot agree, Recon player decide.

   e) Each Crewm places a Turn token on the Crew board, "Turn Available" side up.

   f) Each Crewm draws a number of Section cards indicated on their Crew board

   g) The Recon player chooses a Crewm to receive the Start token.

3. **Planetary Exploration**
   Follow the rules of chapter III of the Rulebook to perform a Planetary Exploration. Store the Ship Book.

SHIP FACILITIES (SB p6-17)

• You can visit any number of facilities, as many times you want, at the cost of one Command token per visit.

• When you have finished visiting facilities:

   a) *discard* all remaining Energy and Command tokens from the token pools,

   b) place all remaining Success tokens in the Token bag,

   c) place all remaining Situation cards in the "Awaiting..." envelope.

RESEARCH LABORATORY (SB p8)

Develop new Technologies, using Discoveries taken from "Gathered Discoveries" [B] For each visit at the lab, you may complete 1 or more Research Projects with the same keyword (your choice).

1. **Install Research Projects (RP).** Take all RP cards out of the "Awaiting..." envelope and underline insert each into an empty slot on p9.
   If all slots are occupied, return any remaining RP card to the envelope.

2. **Complete a Research Project (RP).** Pay the Discoveries cost of any one RP on p9 and take the card from its slot. Other RPs *with same keyword* shown in top-right corner, can be payed and taken from the slot too.

   To pay a Discovery, move it from "Gathered Discoveries" [B] back to its deck.

   Discoveries spent must match *requirements* like Rare or Ultra-rare, but you can spend an Ultra-Rare Discovery to pay for a Rare Discovery.

   Finally, flip all RPs you took from slots, resolve their text in any order, and remove them from the game.

3. ⬇You may assign Available Crewmembers to do Lab Work. Choose a slot on p9, assign Avail. Crewmembers with matching Convert icons, pay the Discovery cost, flip the RP card, *resolve it and remove it from the game*.
   You can repeat this (no limit).

PRODUCTION COMPLEX (SB p12)

Complete Projects through 3 stages of production. Speed up production by assigning Crewmembers to the Assembly line.

1. **Gain new Production Projects (PP).** Move all PP from "Awaiting..." envelope to empty slots on p13. If there aren't enough empty slots, return any remaining PP to the envelope.

2. **Install Production Upgrades.** Move all Production Upgrades from "Awaiting..." envelope to empty "Production Upgrade" slots (first row) on p14.

3. **Progress Current Projects.** Move all PP in "Production Queue" slots on page 14 one slot to the right. When a PP moves right from a "Stage 3" slot, production is complete: flip the card, resolve its text and remove it from the game.
   Only Queue 1 (second row on p4) is available at start of the campaign.

4. **Start New Projects.** Choose any number of PP on p3 and place them in their listed Starting slots of any available Production Queue on p4. If listed starting slot is occupied, you may place a PP to the left of the Starting slot. If there is no empty valid slot, return the PP to "Ready for Production" slot.

5. ⬇ **Boost Production.** You may assign Available Crewmembers to **work in Assembly**. Choose 1 PP on p4 and assign Available Crewmembers with matching Convert icons to progress the PP one slot to the right (it must be empty). *Flip, resolve and remove from game if production is completed.*
   You can repeat this (no limit).

BARRACKS (SB p16)

Trade Crewm between Sections, Dismiss Crewm, Train Crewm (= get new Crewm).

1. **Transfer or Dismiss Crewmembers.** Players may transfer their Avail. Crewms between Sections, losing 1 Rank during the process (only for Rank 2 or 3 Crewm). To do this, exchange the Rank sleeves. The trade cannot be completed if a Rank sleeve of the appropriate level is not available.

   Resting Crewmembers may also be traded. Place the Crewm (in their new Rank sleeve) to "Resting Crew" [B].

   Players may also Dismiss any Available or Resting Crewmembers: just remove their sleeve, return the sleeve to Section compartment and return Crewm to "Recruits" [B]

2. ⬇ **Train Recruits.** You may assign Available Crewmembers of Rank 3 to **train Recruits**. For each assigned Crewm, you may promote one Rank 1 Crewm of the same Section to Rank 2. Place both the assigned and the promoted Crewm to "Resting Crew" [B].

3. **Draft New Crewmembers.** Take 5 random cards from "Recruits" [B]. If Morale is "High", take 6 cards instead; if Morale is "Low" or "Very Low", take only 4 cards. If there are not enough cards, take as many as you can.

   Then in any order chosen by Security player, each Section player chooses one of those Crewm cards, insert into a Rank 1 sleeve and add to their hand. Not chosen Crewmembers return to "Recruits" [B].

   If a Section has no Rank 1 sleeves remaining, that Section player may remove an Avail. Rank 1 Crewmember from their sleeve, return the sleeve to the Section compartment, the Crewm to "Recruits" [B] and then use the sleeve for the new Crewmember.

SITUATION ROOM (SB p17)

Solve 1 Active Situation. More, if you assign Crewmembers to be Supervisors.

1. **Solve a Situation.** Apply the "When Solved" effect of 1 Situation card above the SB *or in the "Awaiting..." envelope (FAQ)*. If an effect requires a choice, the Security Section Player chooses.

2. ⬇ **Solve Additional Situations.** You may assign Available Crewmembers to be **Supervisors**. After assigning Crewmembers, apply the "When Solved" effect of 1 Situation card above the SB where the icons printed next to "When Solved" match the Convert icons of the assigned Crewmembers. You may repeat this any number of times.

ADD-ON FACILITY (SB p40)

Requires campaign progress.

Or... just use the UNLOCKED rules version of this summary.