Can be fixed by any two crew members in the room at the same	Place a red hazard token on Engineering.	The beast has damaged part of the engine.		Can be fixed by any two crew members in the room at the same time, or individually by the engineer (green) or the captain (black).	Place a red hazard token on Engineering.	The beast has damaged part of the engine.	Engine Failure
Can be fixed by any two crew members in the room at the same	Place a red hazard token on Engineering.	The beast has damaged part of the engine.	Engine Failure	Can be fixed by any two crew members in the room at the same time, or individually by the engineer (green) or the captain (black).	Place a red hazard token on Engineering.	The beast has damaged part of the engine.	Engine Failure
Can be fixed by any two crew members in the room at the same	Place a red hazard token on Engineering.	The beast has damaged part of the engine.	Engine Failure	Can be fixed by any two crew members in the room at the same time, or individually by the engineer (green) or the captain (black).	Place a red hazard token on Engineering.	The beast has damaged part of the engine.	Engine Failure
Can be fixed by any two crew members in the room at the same	Place a red hazard token on Engineering.	The beast has damaged part of the engine.	Engine Failure	Can be fixed by any two crew members in the room at the same time, or individually by the engineer (green) or the captain (black).	Place a red hazard token on Engineering.	The beast has damaged part of the engine.	Engine Failure
Can be fixed by any two crew members in the room at the same	Place a red hazard token on Engineering.	The beast has damaged part of the engine.	Engine Failure	Can be fixed by any two crew members in the room at the same time, or individually by the engineer (green) or the captain (black).	Place a red hazard token on Engineering.	The beast has damaged part of the engine.	Engine Failure

time, or individually by the engineer (green) or the captain (black).

time, or individually by the engineer (green) or the captain (black).

time, or individually by the engineer (green) or the captain (black).

time, or individually by the engineer (green) or the captain (black).

time, or individually by the engineer (green) or the captain (black).

Galley. Can be fixed by any two crew members in the room at the same time, or individually by the doctor (yellow) or the chef (white).	The beast got into the food supplies and poisoned almost everything. Place a red hazard token on the		Can be fixed by any two crew members in the room at the same time, or individually by the doctor (yellow) or the chef (white).	Place a red hazard token on the Galley.	The beast got into the food supplies and poisoned almost everything.	Poisoned Food
Galley. Can be fixed by any two crew members in the room at the same time, or individually by the doctor (yellow) or the chef (white).	The beast got into the food supplies and poisoned almost everything.	Poisoned Food	Can be fixed by any two crew members in the room at the same time, or individually by the doctor (yellow) or the chef (white).	Place a red hazard token on the Galley.	The beast got into the food supplies and poisoned almost everything.	Poisoned Food
Galley. Can be fixed by any two crew members in the room at the same time, or individually by the doctor (yellow) or the chef (white).	The beast got into the food supplies and poisoned almost everything. Place a red hazard token on the	Poisoned Food	Can be fixed by any two crew members in the room at the same time, or individually by the doctor (yellow) or the chef (white).	Place a red hazard token on the Galley.	The beast got into the food supplies and poisoned almost everything.	Poisoned Food
Galley. Can be fixed by any two crew members in the room at the same time, or individually by the doctor (yellow) or the chef (white).	The beast got into the food supplies and poisoned almost everything. Place a red hazard token on the	Poisoned Food	Can be fixed by any two crew members in the room at the same time, or individually by the doctor (yellow) or the chef (white).	Place a red hazard token on the Galley.	The beast got into the food supplies and poisoned almost everything.	Poisoned Food
Galley. Can be fixed by any two crew members in the room at the same time, or individually by the doctor (yellow) or the chef (white).	The beast got into the food supplies and poisoned almost everything. Place a red hazard token on the	Poisoned Food	Can be fixed by any two crew members in the room at the same time, or individually by the doctor (yellow) or the chef (white).	Place a red hazard token on the Galley.	The beast got into the food supplies and poisoned almost everything.	Poisoned Food

Place a red nazard token on the Server Room. Can be fixed by any two crew members in the room at the same time, or individually by the techie (purple) or the lieutenant (orange).	The server which controls the life-support systems has failed.	Can be fixed by any two crew members in the room at the same time, or individually by the techie (purple) or the lieutenant (orange).	Place a red hazard token on the Server Room.	The server which controls the life-support systems has failed.	Server Failure
Place a red nazard token on the Server Room. Can be fixed by any two crew members in the room at the same time, or individually by the techie (purple) or the lieutenant (orange).	Server Failure The server which controls the life-support systems has failed.	Can be fixed by any two crew members in the room at the same time, or individually by the techie (purple) or the lieutenant (orange).	Place a red hazard token on the Server Room.	The server which controls the life-support systems has failed.	Server Failure
Place a red nazard token on the Server Room. Can be fixed by any two crew members in the room at the same time, or individually by the techie (purple) or the lieutenant (orange).	Server Failure The server which controls the life-support systems has failed.	Can be fixed by any two crew members in the room at the same time, or individually by the techie (purple) or the lieutenant (orange).	Place a red hazard token on the Server Room.	The server which controls the life-support systems has failed.	Server Failure
Place a red nazard token on the Server Room. Can be fixed by any two crew members in the room at the same time, or individually by the techie (purple) or the lieutenant (orange).	Server Failure The server which controls the life-support systems has failed.	Can be fixed by any two crew members in the room at the same time, or individually by the techie (purple) or the lieutenant (orange).	Place a red hazard token on the Server Room.	The server which controls the life-support systems has failed.	Server Failure
Place a red nazard token on the Server Room. Can be fixed by any two crew members in the room at the same time, or individually by the techie (purple) or the lieutenant (orange).	Server Failure The server which controls the life-support systems has failed.	Can be fixed by any two crew members in the room at the same time, or individually by the techie (purple) or the lieutenant (orange).	Place a red hazard token on the Server Room.	The server which controls the life-support systems has failed.	Server Failure

Can be fixed by any two crew members in the room at the same time, or individually by the captain (black) or the lieutenant (orange).	Place a red hazard token on the Cockpit.	With all the chaos on the ship, no one noticed it was heading into an asteroid field.		Can be fixed by any two crew members in the room at the same time, or individually by the captain (black) or the lieutenant (orange).	Place a red hazard token on the Cockpit.	With all the chaos on the ship, no one noticed it was heading into an asteroid field.	Asteroid Field
Can be fixed by any two crew members in the room at the same time, or individually by the captain (black) or the lieutenant (orange).	Place a red hazard token on the Cockpit.	With all the chaos on the ship, no one noticed it was heading into an asteroid field.	Asteroid Field	Can be fixed by any two crew members in the room at the same time, or individually by the captain (black) or the lieutenant (orange).	Place a red hazard token on the Cockpit.	With all the chaos on the ship, no one noticed it was heading into an asteroid field.	Asteroid Field
Can be fixed by any two crew members in the room at the same time, or individually by the captain (black) or the lieutenant (orange).	Place a red hazard token on the Cockpit.	With all the chaos on the ship, no one noticed it was heading into an asteroid field.	Asteroid Field	Can be fixed by any two crew members in the room at the same time, or individually by the captain (black) or the lieutenant (orange).	Place a red hazard token on the Cockpit.	With all the chaos on the ship, no one noticed it was heading into an asteroid field.	Asteroid Field
Can be fixed by any two crew members in the room at the same time, or individually by the captain (black) or the lieutenant (orange).	Place a red hazard token on the Cockpit.	With all the chaos on the ship, no one noticed it was heading into an asteroid field.	Asteroid Field	Can be fixed by any two crew members in the room at the same time, or individually by the captain (black) or the lieutenant (orange).	Place a red hazard token on the Cockpit.	With all the chaos on the ship, no one noticed it was heading into an asteroid field.	Asteroid Field
Can be fixed by any two crew members in the room at the same time, or individually by the captain (black) or the lieutenant (orange).	Place a red hazard token on the Cockpit.	With all the chaos on the ship, no one noticed it was heading into an asteroid field.	Asteroid Field	Can be fixed by any two crew members in the room at the same time, or individually by the captain (black) or the lieutenant (orange).	Place a red hazard token on the Cockpit.	With all the chaos on the ship, no one noticed it was heading into an asteroid field.	Asteroid Field

Can be fixed by any two crew members in the room at the same time, or individually by the scientist (yellow) or the engineer (green).	A severe chemical fire has broken out in the Science Lab. Place a red hazard token on the Science Lab.		Can be fixed by any two crew members in the room at the same time, or individually by the scientist (yellow) or the engineer (green).	Place a red hazard token on the Science Lab.	A severe chemical fire has broken out in the Science Lab.	Chemical Fire
Can be fixed by any two crew members in the room at the same time, or individually by the scientist (yellow) or the engineer (green).	A severe chemical fire has broken out in the Science Lab. Place a red hazard token on the Science Lab.	Chemical Fire	Can be fixed by any two crew members in the room at the same time, or individually by the scientist (yellow) or the engineer (green).	Place a red hazard token on the Science Lab.	A severe chemical fire has broken out in the Science Lab.	Chemical Fire
Can be fixed by any two crew members in the room at the same time, or individually by the scientist (yellow) or the engineer (green).	A severe chemical fire has broken out in the Science Lab. Place a red hazard token on the Science Lab.	Chemical Fire	Can be fixed by any two crew members in the room at the same time, or individually by the scientist (yellow) or the engineer (green).	Place a red hazard token on the Science Lab.	A severe chemical fire has broken out in the Science Lab.	Chemical Fire
Can be fixed by any two crew members in the room at the same time, or individually by the scientist (yellow) or the engineer (green).	A severe chemical fire has broken out in the Science Lab. Place a red hazard token on the Science Lab.	Chemical Fire	Can be fixed by any two crew members in the room at the same time, or individually by the scientist (yellow) or the engineer (green).	Place a red hazard token on the Science Lab.	A severe chemical fire has broken out in the Science Lab.	Chemical Fire
Can be fixed by any two crew members in the room at the same time, or individually by the scientist (yellow) or the engineer (green).	A severe chemical fire has broken out in the Science Lab. Place a red hazard token on the Science Lab.	Chemical Fire	Can be fixed by any two crew members in the room at the same time, or individually by the scientist (yellow) or the engineer (green).	Place a red hazard token on the Science Lab.	A severe chemical fire has broken out in the Science Lab.	Chemical Fire

members in the room at the same time, or individually by the muscle (red) or the chef (white).	Airlock. Can be fixed by any two crew	airlock has fallen, weakening the seal on the airlock, which will breach if not repaired soon. Place a red hazard token on the	A support beam in the		Can be fixed by any two crew members in the room at the same time, or individually by the muscle (red) or the chef (white).	Place a red hazard token on the Airlock.	A support beam in the airlock has fallen, weakening the seal on the airlock, which will breach if not repaired soon.	Airlock Seal Failure
Can be fixed by any two crew members in the room at the same time, or individually by the muscle (red) or the chef (white).	Place a red hazard token on the Airlock.	A support beam in the airlock has fallen, weakening the seal on the airlock, which will breach if not repaired soon.	Failure	Airlock Seal	Can be fixed by any two crew members in the room at the same time, or individually by the muscle (red) or the chef (white).	Place a red hazard token on the Airlock.	A support beam in the airlock has fallen, weakening the seal on the airlock, which will breach if not repaired soon.	Airlock Seal Failure
Can be fixed by any two crew members in the room at the same time, or individually by the muscle (red) or the chef (white).	Place a red hazard token on the Airlock.	A support beam in the airlock has fallen, weakening the seal on the airlock, which will breach if not repaired soon.	Failure	Airlock Seal	Can be fixed by any two crew members in the room at the same time, or individually by the muscle (red) or the chef (white).	Place a red hazard token on the Airlock.	A support beam in the airlock has fallen, weakening the seal on the airlock, which will breach if not repaired soon.	Airlock Seal Failure
Can be fixed by any two crew members in the room at the same time, or individually by the muscle (red) or the chef (white).	Place a red hazard token on the Airlock.	A support beam in the airlock has fallen, weakening the seal on the airlock, which will breach if not repaired soon.	Failure	Airlock Seal	Can be fixed by any two crew members in the room at the same time, or individually by the muscle (red) or the chef (white).	Place a red hazard token on the Airlock.	A support beam in the airlock has fallen, weakening the seal on the airlock, which will breach if not repaired soon.	Airlock Seal Failure
Can be fixed by any two crew members in the room at the same time, or individually by the muscle (red) or the chef (white).	Place a red hazard token on the Airlock.	A support beam in the airlock has fallen, weakening the seal on the airlock, which will breach if not repaired soon.	Failure	Airlock Seal	Can be fixed by any two crew members in the room at the same time, or individually by the muscle (red) or the chef (white).	Place a red hazard token on the Airlock.	A support beam in the airlock has fallen, weakening the seal on the airlock, which will breach if not repaired soon.	Airlock Seal Failure

The navigation systems have failed and must be repaired or we could fly right into a planet, star, or moon. Place a red hazard token on Navigation. Can be fixed by any two crew members in the room at the same time, or individually by the lieutenant (orange) or the engineer (green).	FailureFailureThe navigation systemshave failed and must berepaired or we could flyright into a planet, star, ormoon.Place a red hazard token onNavigation.Can be fixed by any two crewmembers in the room at the sametime, or individually by thelieutenant (orange) or theengineer (green).	Navigation
Navigation Failure The navigation systems have failed and must be repaired or we could fly right into a planet, star, or moon. Place a red hazard token on Navigation. Can be fixed by any two crew members in the room at the same time, or individually by the lieutenant (orange) or the engineer (green).	Failure The navigation systems have failed and must be repaired or we could fly right into a planet, star, or moon. Place a red hazard token on Navigation. Can be fixed by any two crew members in the room at the same time, or individually by the lieutenant (orange) or the engineer (green).	Navigation
Navigation Failure The navigation systems have failed and must be repaired or we could fly right into a planet, star, or moon. Place a red hazard token on Navigation. Can be fixed by any two crew members in the room at the same time, or individually by the lieutenant (orange) or the engineer (green).	Failure The navigation systems have failed and must be repaired or we could fly right into a planet, star, or moon. Place a red hazard token on Navigation. Can be fixed by any two crew members in the room at the same time, or individually by the lieutenant (orange) or the engineer (green).	Navigation
Navigation Failure The navigation systems have failed and must be repaired or we could fly right into a planet, star, or moon. Place a red hazard token on Navigation. Can be fixed by any two crew members in the room at the same time, or individually by the lieutenant (orange) or the engineer (green).	FailureThe navigation systems have failed and must be repaired or we could fly right into a planet, star, or moon.Place a red hazard token on Navigation.Place a red hazard token on Navigation.Can be fixed by any two crew members in the room at the same time, or individually by the lieutenant (orange) or the engineer (green).	Navigation
Navigation Failure The navigation systems have failed and must be repaired or we could fly right into a planet, star, or moon. Place a red hazard token on Navigation. Can be fixed by any two crew members in the room at the same time, or individually by the lieutenant (orange) or the engineer (green).	FailureFailureThe navigation systemshave failed and must berepaired or we could flyright into a planet, star, or moon.moon.Place a red hazard token on Navigation.Navigation.Can be fixed by any two crew members in the room at the same time, or individually by the lieutenant (orange) or the engineer (green).	Navigation

Can be fixed by any two crew members in the room at the same time, or individually by .	Draw 4 room cards and attack those rooms. A flamethrower charge will repel the beast as usual.	The monster goes on a rampage, storming through rooms, attacking everything in sight.		time, or individually by.	Can be fixed by any two crew	those rooms. A flamethrower charge will repel the beast as usual.	everything in sight.	The monster goes on a rampage, storming through rooms, attacking	Rampage
Can be fixed by any two crew members in the room at the same time, or individually by .	Draw 4 room cards and attack those rooms. A flamethrower charge will repel the beast as usual.	The monster goes on a rampage, storming through rooms, attacking everything in sight.	Rampage	time, or individually by.	Can be fixed by any two crew	those rooms. A flamethrower charge will repel the beast as usual.	everything in sight.	The monster goes on a rampage, storming through rooms, attacking	Rampage
Can be fixed by any two crew members in the room at the same time, or individually by .	Draw 4 room cards and attack those rooms. A flamethrower charge will repel the beast as usual.	The monster goes on a rampage, storming through rooms, attacking everything in sight.	Rampage	time, or individually by .	Can be fixed by any two crew	those rooms. A flamethrower charge will repel the beast as usual.	everything in sight.	The monster goes on a rampage, storming through rooms, attacking	Rampage
Can be fixed by any two crew members in the room at the same time, or individually by .	Draw 4 room cards and attack those rooms. A flamethrower charge will repel the beast as usual.	The monster goes on a rampage, storming through rooms, attacking everything in sight.	Rampage	time, or individually by.	Can be fixed by any two crew	those rooms. A flamethrower charge will repel the beast as usual.	everything in sight.	The monster goes on a rampage, storming through rooms, attacking	Rampage
Can be fixed by any two crew members in the room at the same time, or individually by .	Draw 4 room cards and attack those rooms. A flamethrower charge will repel the beast as usual.	The monster goes on a rampage, storming through rooms, attacking everything in sight.	Rampage	time, or individually by.	Can be fixed by any two crew	those rooms. A flamethrower charge will repel the beast as usual.	everything in sight.	The monster goes on a rampage, storming through rooms, attacking	Rampage

Can be fixed by any two crew members in the room at the same time, or individually by .	Draw 4 room cards and attack those rooms. A flamethrower charge will repel the beast as usual.	The monster goes on a rampage, storming through rooms, attacking everything in sight.		time, or individually by.	Can be fixed by any two crew	those rooms. A flamethrower charge will repel the beast as usual.	everything in sight.	The monster goes on a rampage, storming through rooms, attacking	Rampage
Can be fixed by any two crew members in the room at the same time, or individually by .	Draw 4 room cards and attack those rooms. A flamethrower charge will repel the beast as usual.	The monster goes on a rampage, storming through rooms, attacking everything in sight.	Rampage	time, or individually by.	Can be fixed by any two crew	those rooms. A flamethrower charge will repel the beast as usual.	everything in sight.	The monster goes on a rampage, storming through rooms, attacking	Rampage
Can be fixed by any two crew members in the room at the same time, or individually by .	Draw 4 room cards and attack those rooms. A flamethrower charge will repel the beast as usual.	The monster goes on a rampage, storming through rooms, attacking everything in sight.	Rampage	time, or individually by .	Can be fixed by any two crew	those rooms. A flamethrower charge will repel the beast as usual.	everything in sight.	The monster goes on a rampage, storming through rooms, attacking	Rampage
Can be fixed by any two crew members in the room at the same time, or individually by .	Draw 4 room cards and attack those rooms. A flamethrower charge will repel the beast as usual.	The monster goes on a rampage, storming through rooms, attacking everything in sight.	Rampage	time, or individually by.	Can be fixed by any two crew	those rooms. A flamethrower charge will repel the beast as usual.	everything in sight.	The monster goes on a rampage, storming through rooms, attacking	Rampage
Can be fixed by any two crew members in the room at the same time, or individually by .	Draw 4 room cards and attack those rooms. A flamethrower charge will repel the beast as usual.	The monster goes on a rampage, storming through rooms, attacking everything in sight.	Rampage	time, or individually by.	Can be fixed by any two crew	those rooms. A flamethrower charge will repel the beast as usual.	everything in sight.	The monster goes on a rampage, storming through rooms, attacking	Rampage

 Draw 4 room cards and place one fire cube in each (spreading fire as necessary) Can be fixed by any two crew members in the room at the same time, or individually by . 	The beast runs all over the ship, setting fires to many rooms.		Can be fixed by any two crew members in the room at the same time, or individually by .	Draw 4 room cards and place one fire cube in each (spreading fire as necessary)	The beast runs all over the ship, setting fires to many rooms.	Fire Bug
 Draw 4 room cards and place one fire cube in each (spreading fire as necessary) Can be fixed by any two crew members in the room at the same time, or individually by . 	The beast runs all over the ship, setting fires to many rooms.	Fire Bug	Can be fixed by any two crew members in the room at the same time, or individually by .	Draw 4 room cards and place one fire cube in each (spreading fire as necessary)	The beast runs all over the ship, setting fires to many rooms.	Fire Bug
 Draw 4 room cards and place one fire cube in each (spreading fire as necessary) <i>Can be fixed by any two crew members in the room at the same time, or individually by</i>. 	The beast runs all over the ship, setting fires to many rooms.	Fire Bug	Can be fixed by any two crew members in the room at the same time, or individually by .	Draw 4 room cards and place one fire cube in each (spreading fire as necessary)	The beast runs all over the ship, setting fires to many rooms.	Fire Bug
 Draw 4 room cards and place one fire cube in each (spreading fire as necessary) Can be fixed by any two crew members in the room at the same time, or individually by . 	The beast runs all over the ship, setting fires to many rooms.	Fire Bug	Can be fixed by any two crew members in the room at the same time, or individually by .	Draw 4 room cards and place one fire cube in each (spreading fire as necessary)	The beast runs all over the ship, setting fires to many rooms.	Fire Bug
 Draw 4 room cards and place one fire cube in each (spreading fire as necessary) <i>Can be fixed by any two crew members in the room at the same time, or individually by</i>. 	The beast runs all over the ship, setting fires to many rooms.	Fire Bug	Can be fixed by any two crew members in the room at the same time, or individually by .	Draw 4 room cards and place one fire cube in each (spreading fire as necessary)	The beast runs all over the ship, setting fires to many rooms.	Fire Bug

 Draw 4 room cards and place one fire cube in each (spreading fire as necessary) Can be fixed by any two crew members in the room at the same time, or individually by . 	The beast runs all over the ship, setting fires to many rooms.		Can be fixed by any two crew members in the room at the same time, or individually by .	Draw 4 room cards and place one fire cube in each (spreading fire as necessary)	The beast runs all over the ship, setting fires to many rooms.	Fire Bug
 Draw 4 room cards and place one fire cube in each (spreading fire as necessary) Can be fixed by any two crew members in the room at the same time, or individually by . 	The beast runs all over the ship, setting fires to many rooms.	Fire Bug	Can be fixed by any two crew members in the room at the same time, or individually by .	Draw 4 room cards and place one fire cube in each (spreading fire as necessary)	The beast runs all over the ship, setting fires to many rooms.	Fire Bug
 Draw 4 room cards and place one fire cube in each (spreading fire as necessary) <i>Can be fixed by any two crew members in the room at the same time, or individually by</i>. 	The beast runs all over the ship, setting fires to many rooms.	Fire Bug	Can be fixed by any two crew members in the room at the same time, or individually by .	Draw 4 room cards and place one fire cube in each (spreading fire as necessary)	The beast runs all over the ship, setting fires to many rooms.	Fire Bug
 Draw 4 room cards and place one fire cube in each (spreading fire as necessary) Can be fixed by any two crew members in the room at the same time, or individually by . 	The beast runs all over the ship, setting fires to many rooms.	Fire Bug	Can be fixed by any two crew members in the room at the same time, or individually by .	Draw 4 room cards and place one fire cube in each (spreading fire as necessary)	The beast runs all over the ship, setting fires to many rooms.	Fire Bug
 Draw 4 room cards and place one fire cube in each (spreading fire as necessary) <i>Can be fixed by any two crew members in the room at the same time, or individually by</i>. 	The beast runs all over the ship, setting fires to many rooms.	Fire Bug	Can be fixed by any two crew members in the room at the same time, or individually by .	Draw 4 room cards and place one fire cube in each (spreading fire as necessary)	The beast runs all over the ship, setting fires to many rooms.	Fire Bug

Advance the aggression marker to the next level again. <i>Can be fixed by any two crew</i> <i>members in the room at the same</i> <i>time, or individually by</i> .	The monster grows even bolder and more aggressive.		Can be fixed by any two crew members in the room at the same time, or individually by .	Advance the aggression marker to the next level again.	The monster grows even bolder and more aggressive.	Enrage
Advance the aggression marker to the next level again. <i>Can be fixed by any two crew</i> <i>members in the room at the same</i> <i>time, or individually by</i> .	The monster grows even bolder and more aggressive.	Enrage	Can be fixed by any two crew members in the room at the same time, or individually by .	Advance the aggression marker to the next level again.	The monster grows even bolder and more aggressive.	Enrage
Advance the aggression marker to the next level again. <i>Can be fixed by any two crew</i> <i>members in the room at the same</i> <i>time, or individually by</i> .	The monster grows even bolder and more aggressive.	Enrage	Can be fixed by any two crew members in the room at the same time, or individually by .	Advance the aggression marker to the next level again.	The monster grows even bolder and more aggressive.	Enrage
Advance the aggression marker to the next level again. <i>Can be fixed by any two crew</i> <i>members in the room at the same</i> <i>time, or individually by</i> .	The monster grows even bolder and more aggressive.	Enrage	Can be fixed by any two crew members in the room at the same time, or individually by .	Advance the aggression marker to the next level again.	The monster grows even bolder and more aggressive.	Enrage
Advance the aggression marker to the next level again. <i>Can be fixed by any two crew</i> <i>members in the room at the same</i> <i>time, or individually by</i> .	The monster grows even bolder and more aggressive.	Enrage	Can be fixed by any two crew members in the room at the same time, or individually by .	Advance the aggression marker to the next level again.	The monster grows even bolder and more aggressive.	Enrage

Advance the aggression marker Advance the aggression marker		The monster grows even The monster grows even bolder and more bolder and more	Enrage	ie m	rew Car	Advance the aggression marker Advance the aggression marker to the next level again.	bolder and more bolder and more aggressive. aggressive.	The monster grows even The monster grows even	Enrage Enrage
to the next level again. Can be fixed by any two crew	ve. sion marker	ows even more	je		y two crew	sion marker l again.	more /e.	ows even	je
to the next level again.	aggressive. Advance the aggression marker	The monster grows even bolder and more	Enrage	members in the room at the same time, or individually by .	Can be fixed by any two crew	Advance the aggression marker to the next level again.	bolder and more aggressive.	The monster grows even	Enrage
to the next level again.	aggressive. Advance the aggression marker	The monster grows even bolder and more	Enrage	members in the room at the same time, or individually by .	Can be fixed by any two crew	Advance the aggression marker to the next level again.	bolder and more aggressive.	The monster grows even	Enrage
to the next level again.	aggressive. Advance the aggression marker	The monster grows even bolder and more	Enrage	members in the room at the same time, or individually by .	Can be fixed by any two crew	Advance the aggression marker to the next level again.	bolder and more aggressive.	The monster grows even	Enrage

time, or individually by .

Can be fixed by any two crew members in the room at the same time, or individually by .	Do nothing.	The beast is feeling temporarily complacent and doesn't feel the need for additional chaos.		Can be fixed by any two crew members in the room at the same time, or individually by .	Do nothing.	The beast is feeling temporarily complacent and doesn't feel the need for additional chaos.	Complacency
Can be fixed by any two crew members in the room at the same time, or individually by .	Do nothing.	The beast is feeling temporarily complacent and doesn't feel the need for additional chaos.	Complacency	Can be fixed by any two crew members in the room at the same time, or individually by .	Do nothing.	The beast is feeling temporarily complacent and doesn't feel the need for additional chaos.	Complacency
Can be fixed by any two crew members in the room at the same time, or individually by .	Do nothing.	The beast is feeling temporarily complacent and doesn't feel the need for additional chaos.	Complacency	Can be fixed by any two crew members in the room at the same time, or individually by .	Do nothing.	The beast is feeling temporarily complacent and doesn't feel the need for additional chaos.	Complacency
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