

Engine Failure

The beast has damaged part of the engine.

Place a red hazard token on Engineering.

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).

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Poisoned Food

The beast got into the food supplies and poisoned almost everything.

Place a red hazard token on the 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).

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Server Failure

The server which controls the life-support systems has failed.

Place a red hazard 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).

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Asteroid Field

With all the chaos on the ship, no one noticed it was heading into an asteroid field.

Place a red hazard token on the Cockpit.

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Chemical Fire

A severe chemical fire has broken out in the Science Lab.

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Airlock Seal Failure

A support beam in the airlock has fallen, weakening the seal on the airlock, which will breach if not repaired soon.

Place a red hazard token on the Airlock.

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).

Airlock Seal Failure

A support beam in the airlock has fallen, weakening the seal on the airlock, which will breach if not repaired soon.

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Navigation Failure

The navigation systems have failed and must be repaired or we could fly right into a planet, star, or moon.

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Rampage

The monster goes on a rampage, storming through rooms, attacking everything in sight.

Draw 4 room cards and attack those rooms. A Flamethrower charge will repel the beast as usual.

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Fire Bug

The beast runs all over the ship, setting fires to many rooms.

Draw 4 room cards and place one fire cube in each (spreading fire as necessary)

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Enrage

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Advance the aggression marker
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