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). If this has not been resolved by the end of the round, you lose.

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.

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). If this has not been resolved by the end of the round, you lose.

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). If this has not been resolved by the end of the round, you lose.

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.

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)

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). If this has not been resolved by the end of the round, you lose.

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). If this has not been resolved by the end of the round, you lose.

Chemical Fire

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). If this has not been resolved by the end of the round, you lose.

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). If this has not been resolved by the end of the round, you lose.

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.

Enrage

The monster grows even bolder and more aggressive.

Advance the aggression marker to the next level again.

Complacency

The beast is feeling temporarily complacent and doesn't feel the need for additional chaos.

Do nothing.

Quarantine

The lurker released a poisonous gas into a room of the ship.

Draw a Room card. Place a yellow Quarantine token on that room. That room cannot be entered for this round. If anyone is in that room, they are dead. A flamethrower will not save them.

Quarantine

The lurker released a poisonous gas into a room of the ship.

Draw a Room card. Place a yellow Quarantine token on that room. That room cannot be entered for this round. If anyone is in that room, they are dead. A flamethrower will not save them.

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)

Enrage

The monster grows even bolder and more aggressive.

Advance the aggression marker to the next level again.

Complacency

The beast is feeling temporarily complacent and doesn't feel the need for additional chaos.

Do nothing.

Quarantine

The lurker released a poisonous gas into a room of the ship.

Draw a Room card. Place a yellow Quarantine token on that room. That room cannot be entered for this round. If anyone is in that room, they are dead. A flamethrower will not save them.