



ENDURE™

THE STARS

RULEBOOK

VERSION 1.5

ENDURE

THE STARS

CONTENTS

Credits	2
Introduction	3
Game contents	4
Component breakdown	5
Setup	6
Game overview	6
Playing the game – the basics	7-12
Winning & losing	7
Line of sight	7
Movement	8
Noise	8
Survivor abilities	9
Inventory	10
Resolve	11
Resolve cards	12
Accomplishment cards	12
Phases of play	13-17
Survivor phase	13
Enemy phase	14
Passive movement	14
Active movement	14
Radar tokens	14
Radar token spawning	14
Enemy Resolution Order	15
Taking damage & injuries	16
Resolution phase	17
Event cards in detail	17
Combat	18-19
Weapon Jam die	18
Dual wielding	18
Ranged weapons	18
Ammunition	19
Melee weapons	19
Armour	19
Stunning	19
Advanced rules & increasing the difficulty	20-24
Blazes & Fires	20
Running out of room in a zone	20
Running out of tokens	20
The Exo Loader	21
Boss combat & movement	21
Boss behavior	22
Attack & Mood cards	22
Playing solo – Lone Survivor mode	23
Spawning Solomon GEPs	24
Scent of Blood mode	24
Constant Stress mode	24

Missions and campaigns overview	25-65
Playing individual missions	25
Playing a campaign	25
The Refuge	25-27
Refuge event deck	27
Missions and campaigns	28-65

The World of Endure the Stars	67-74
--------------------------------------	-------

Enemy Summary	75
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Rules Summary	76
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ENDURE™ THE STARS

OBJECT OF THE GAME



Endure the Stars is a co-operative action survival game for 1-6 players. Set aboard the planet-colonising ship the N.W.E. Hikari, players take on the roles of the last surviving members of the crew, who were almost completely wiped out when the GEPs, genetically engineered creatures designed to aid in the colonisation of the destination planet, escaped their confinement and massacred anything in their path. Now they search the ship for fellow Survivors, vital supplies and anything else that can help them to survive another day.

Players choose between a variety of character classes each with their own strengths, weaknesses and special abilities that can turn the tide during missions.

Searching the derelict and abandoned areas of the ship is a vital part of gameplay, and players must always be aware of the noise they are making. Many dangers await anyone brave enough to Endure the Stars...

GAME CONTENTS



1 rulebook



12 Game tiles



1 Refuge tile



1 Weapon Jam die
1 Solomon die



6 Survivor miniatures



21 Swarmer miniatures



14 Jaeger miniatures



14 Icarus miniatures



7 Solomon miniatures



1 Titan miniature



1 C.H.O. Exo Loader miniature



6 D6 dice



1 Injury die
1 Directional die



6 Survivor dashboards



6 Ability tokens



1 Titan dashboard



41 Item cards



50 Weapon cards



12 Event cards



8 Enemy Reference cards



26 Resolve cards



18 Accomplishment cards



13 Titan Boss Cards



18 Refuge cards



15 Fire tokens



5 Blaze tokens



12 Charge Cannon tokens



10 Objective tokens



15 3D Door tokens



1 Improvised Exit token



16 Door stand clips



2 Exit Door tokens



1 First Player token



13 Noise tokens



6 Crisis tokens



17 Radar tokens



18 Injury tokens

ENDURE THE STARS

COMPONENT BREAKDOWN

Game tiles

The Hikari is a massive ship and these game tiles represent its many levels, sections and areas. Use these to create the many different missions and scenarios of Endure the Stars.

Refuge tile

A haven for all who survived the event that has become known as 'The Fall', The Refuge is a place that Survivors may choose to visit in between missions to rest, recuperate and trade any items they've manage to collect.

Survivor dashboards

Each Survivor comes with a dashboard that keeps track of their Health and Resolve, as well as the items they are carrying.

Titan dashboard

Much like the Survivors, The Titan has a dashboard to keep track of its health, mood and attacks.

Event cards

These cards represent the unstable nature of the ship and are drawn in the Resolution Phase, read aloud and put into play immediately.

Item cards

Scattered around the ship are items that may prove useful to your fellow Survivors. These come in the form of armour, helmets, and a variety of useful gadgets.

Weapon cards

Weapons and special types of ammunition may also be found in selected areas of the ship, which will prove vital in your efforts to survive.

Resolve cards

Resolve cards represent each Survivor's anxieties and fears. Each player is dealt three of these cards at the start of a mission/campaign.

Accomplishment cards

Each Survivor receives an Accomplishment card at the start of each mission that represents a sub-objective specific to that Survivor. Completing these can grant powerful, single-use bonuses.

Titan Boss cards

The deadliest of the GEPs is known as The Titan and it fights in its own unique way. This deck represents its deadly arsenal of attacks. Cards are drawn from here to determine how the creature acts during combat.

Refuge Event cards

The Refuge is the safest place on the ship for Survivors, but that doesn't mean that it's safe. These cards are drawn at the end of each round that a Survivor spends at The Refuge and can both help and hinder their progress.

Ability tokens

These tokens list the abilities available to each Survivor and are placed on the Survivor dashboard.

Objective tokens

These tokens are used to mark the location of any mission objectives.

Exit token

This shows the exit that the players must leave by.

Radar tokens

These tokens represent the unknown enemies that wander the map.

Noise tokens

When a character makes a noise, whether accidental or on purpose, these tokens are used to mark the location and level of the noise.

Door tokens

These tokens represent open and closed doors.

Injury tokens

These tokens are placed on the head, body and leg dashboard locations when a character suffers an injury.

Crisis tokens

Each Survivor is given a crisis token to represent that their crisis ability has not yet been used. The token is discarded once the ability has been used.



ENDURE THE STARS

SETUP

Before playing the game, players must do the following:

1 Sort the pieces

Sort all card decks by their type and shuffle each one respectively. Separate all tokens and markers and place them into separate piles.

2 Choose a map

At the rear of this rulebook you will find the "Missions and Campaigns" section. Players must pick one, lay out the map tiles and place any doors, objectives, exits and Radar tokens according to the mission guidelines.

3 Choose your Survivors

Once you've selected a mission or campaign you must decide who you wish to play as. Most maps will specify the minimum amount of Survivors that may be used, or in some cases specific Survivor classes that must be present on the mission. Bear in mind that each Survivor has its own unique set of talents and abilities that excel in different situations, so choose wisely.

4 Claim character dashboards and arm yourself

Now that each player has chosen their Survivor, all players take their corresponding Survivor dashboard and Ability token. Players now build their starting loadout based on how many Survivors are playing. For each Survivor, players have 2 points to spend:

Melee weapons

- Medical blades 2 points
- Plasma cutter 2 points
- Medical laser 3 points
- Swarmer leg 1 point

Ranged weapons

- Pistol 2 points
- Void cannon 3 points
- Charge cannon 3 points
- Riot grenade 2 points

Ammo

- All Ammo 1 point/card

Purchased cards are placed down, shuffled and dealt to the Survivors, starting with the first player. Players do not need to purchase enough cards for each Survivor, and Survivors may begin the mission with an empty inventory.



5 Deal Resolve and Accomplishment cards

Deal 3 Resolve cards and 1 Accomplishment card to each Survivor. Without reading them, place the Resolve cards underneath each other to one side of your dashboard so that only the numbers at the bottom are showing, and finally place the Accomplishment card on top to conceal the text of the top Resolve card.

Game overview

Each game round consists of 3 phases, played out in the following order:

Survivor Phase

The player with the First Player token takes their turn performing actions such as moving, attacking and searching the ship. Once they have finished the next Survivor takes their turn and so forth, moving in a clockwise fashion around the board until all Survivors have had their turn. Then The Enemy Phase begins.

Enemy Phase

Next is the Enemy Phase. All enemies now move and/or attack, depending on their situation. Enemies are represented on the board by either Radar tokens or by miniatures. Radar tokens are revealed and are replaced by miniatures if a token enters a Survivor's line of sight or a special ability/condition reveals it. Players may take turns to resolve the enemy's actions or may elect one person to do so for the entire game.

Resolution Phase

Lastly is the Resolution phase. All Noise tokens are removed from the board and the current Event card expires. A new Event card is drawn and put into play immediately, and the First Player token is passed clockwise around the table so that a new Survivor acts first in the next round.



PLAYING THE GAME - THE BASICS

Winning and losing

To win the game, players must complete all mission objectives that are detailed on the mission page. Endure the Stars is a co-operative game, so work as a team if you want to survive!

The game is lost if all Survivors die before completing their objectives or a fail condition of the mission is triggered.

Death and Dying

When a Survivor's health dial is reduced to 0 during a mission, they are immediately killed and removed from the game. Shuffle the Survivor's Item and Weapon cards together and place 1 card at random face down in the zone they died in. This may be collected by other Survivors at the cost of 1 action. Lastly, all remaining Survivors immediately lose 2 Resolve.

Line of sight

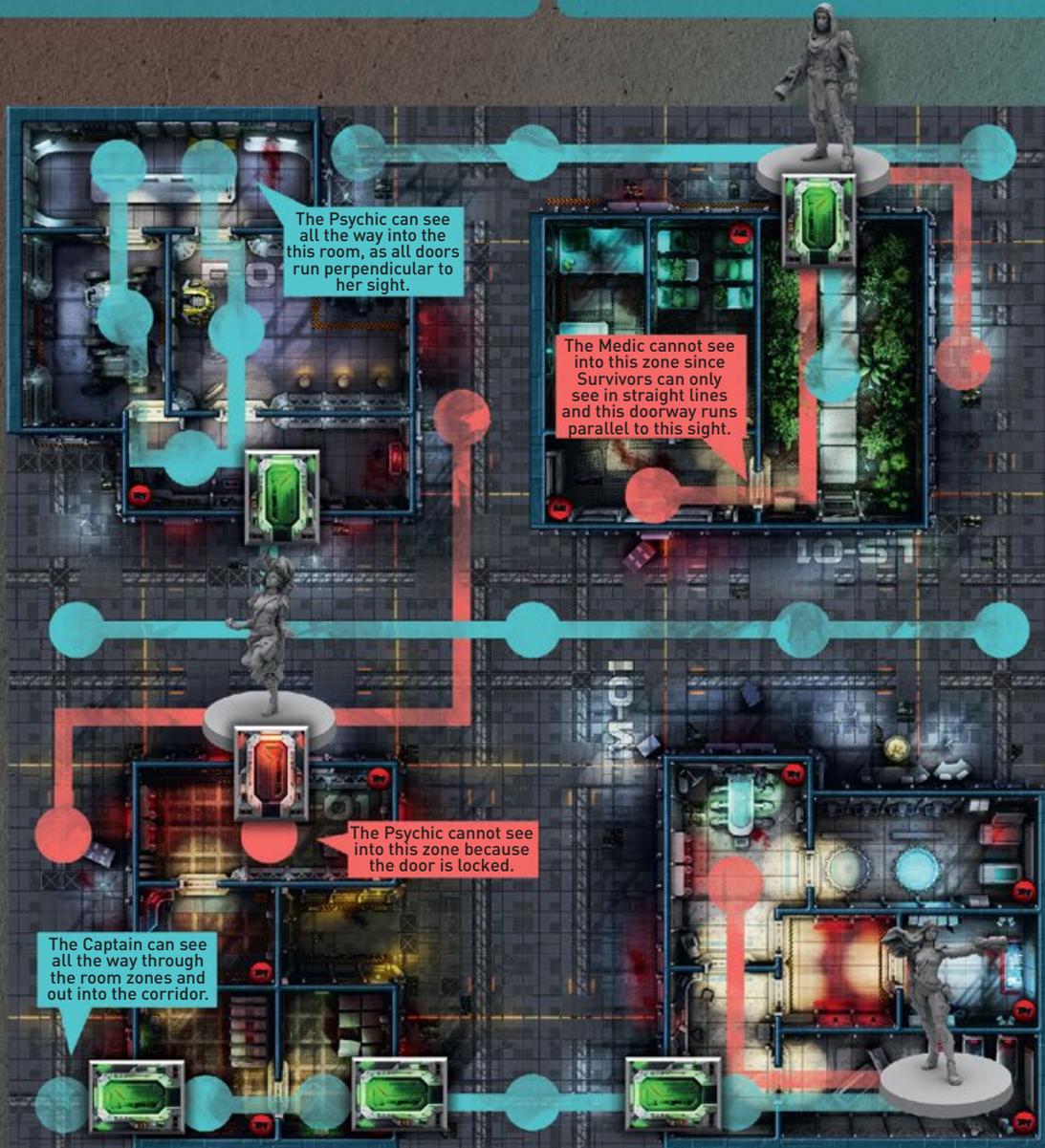
To reveal Radar tokens or to initiate an attack, you must first be able to see your intended target. The line of sight for all miniatures is straight lines that run parallel with the edges of the board, no matter the distance (unless abilities dictate otherwise). Miniatures cannot see diagonally. If you can see into part of a zone, it is assumed you can see into the whole zone. Walls and locked doors are the only things that interrupt line of sight.

In Rooms

Survivors see into all zones that share a door opening with their current zone, and any connecting doorways that run perpendicular to the Survivor. The placement of doorways between zones is arbitrary, if there is a doorway on a wall between zones then its location could be considered to be anywhere on that wall for line of sight purposes.

Seeing through doorways

Line of sight extends through doorways that run perpendicular to the viewer. Doorways that run parallel to the viewer cannot be seen through.



ENDURE THE STARS

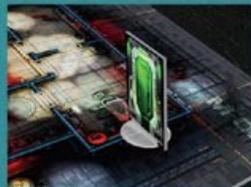
PLAYING THE GAME - THE BASICS

Zones

There are two types of zones; rooms and corridors. Rooms are defined as the interior spaces on the tiles. Each individual room is considered its own zone regardless of size. In corridors, a zone is an area between the yellow floor markings. When map tiles are pushed together, a single zone in a corridor can be formed over multiple tiles.

Doors

Doors can exist in 2 states; open or locked. A door is considered open when it stands parallel with the wall it is in. Open doors can be passed through by any miniature/token and line of sight is not obstructed by them. When a door becomes locked, it is rotated 90 degrees and stands perpendicular to the wall it is in. Locked doors block line of sight and may not be passed through, unless a specific ability or effect allows this.



Door Closed



Door Open

Movement

Survivors and enemies may move between zones on the board, so long as the way is clear for them. Doors that are locked or solid walls may not be passed through, unless a specific ability or effect allows this. Corridors may be traversed so long as their edges are touching, whereas rooms may only be moved between if there is a doorway to connect them. Moving between rooms connected by adjacent tiles require a Door token to be present to move between.

Leaving an occupied zone

If a Survivor wishes to leave a zone that is occupied by enemies, they must first make a Resolve check (p12).

Noise

Noise plays a key role in Endure the Stars and can be generated in a variety of ways, including, but not limited to:

- Weapons and items;
- Voluntarily making noise; and
- Story triggered events.

Once a noise has been made, place a Noise token with the corresponding value in the zone in which it originates. The number on the Noise token indicates how many zones the noise travels. Noise tokens are removed from the board at the end of the Resolution Phase, before the next round begins. If an enemy/Radar token is within the radius of the noise, they will head towards that zone as fast as they can. Attracting the attention of enemies can be very dangerous, so pay attention to how much noise you're making!

Key points to remember about noise are:

- 1) Only the loudest noise in a zone counts – Once noise has been made in a zone, any quieter noises also made in the same zone do not count or add to the total noise value.
- 2) Multiple noises - If an enemy is caught within the radius of two or more noises originating from different areas, it will be drawn towards the loudest noise. If an enemy can be drawn by two noises of equal volume, roll the directional die to determine which noise the enemy heads towards.

Noise token removal

Noise tokens are removed from play at the end of each game round.

Noise in the Resolution Phase

Although rare, sometimes noise is generated during the Resolution Phase. These noises are not removed from the board at the end of the current Resolution Phase and persist until the following Resolution Phase.

Noise example

The Marine has attacked the Jaeger in the adjacent zone with his shotgun, which has a noise rating of three. A level 3 noise token is now placed in the Marine's zone. Everything within a three zone radius is now drawn towards this zone, which means the Radar token north of the Marine will now head there! Zone radius is calculated by counting zones that share at least one connecting edge, so all blue areas in the image below are one zone away from the noise's origin, orange areas are two zones away and the yellow are three zones away. Had the Marine moved into the Jaeger's zone and used the Swarmer Leg, he would not have attracted the attention of the Radar token as it has a noise rating of only 1.



ENDURE THE STARS

PLAYING THE GAME - THE BASICS

Survivor abilities

All Survivors in Endure the Stars have three class-specific abilities at their disposal:

Passive ability - Remains in constant effect and does not require activation.

Active ability - Survivors may use one action to utilise this ability.

Crisis ability - An incredibly powerful ability that may only be used once per mission and requires one action to activate.

Abilities example

The Engineer's three unique abilities are listed on his Ability token, which is colour matched to his dashboard. The first is the Passive ability, Juggernaut, which allows the Engineer to move one zone for free as part of his melee attacks. Next is the Active ability, Tinkerer, which allows him to discard cards to increase the effectiveness of his attacks. Last of all is his Crisis ability, Improvised Exit, which allows the Engineer to create a doorway on any wall of his current zone, creating a handy shortcut or a quick escape.



ENDURE

THE STARS

PLAYING THE GAME - THE BASICS

Inventory

Each Survivor's inventory consists of four distinct places where equipment may be placed; three of which may only hold specific types of equipment. There are four types of equipment: armour, weapons, ammunition and items. The Body, Head and Ammo slots may each hold a single card and the Inventory section may hold up to three cards.

Armour and helmets

Armour, and only armour, may be equipped to the body slot. The same is true for helmets in the head slot. Survivors may carry several different armours and helmets in their inventory, but only receive the bonuses of the equipped pieces.

Ammo

A single ammunition card may be placed into the Ammo slot of the dashboard. Ammunition cards may not be placed into the Inventory slots of the dashboards.

Weapons

Weapons are placed in the general inventory and do not require any special placement to be used by a Survivor during their turn.

Items

Items are placed in the general inventory and can be used at any time during a Survivor's turn at the cost of 1 action. Most items are described as "single use" and are discarded immediately after use.

Note: Using Power Cells

Power Cells are the only items that do not require an action to use. They still take up a slot of inventory space as any other item does.



ENDURE THE STARS

PLAYING THE GAME - THE BASICS

Resolve

The events of 'The Fall' have left many of the Survivors on the brink of sanity and the Resolve track represents their current mental status. Certain events or actions that the Survivors witness will force them to test their Resolve.

You must take a Resolve test when the following occurs:

- Each time a Radar token is revealed in your line of sight;
- Any time a different type of enemy enters your line of sight;
- An Event/Boss card tells you to.

Each Survivor begins the game with 10 Resolve. To test your Resolve, roll 2 dice. If the combined total on the dice is equal to or higher than your current Resolve OR if both dice results are the same, then you fail the test and lose 1 Resolve.

Survivors do not take an individual Resolve test for each enemy miniature that enters their view, just each type of enemy that does. If enemies leave and re-enter a Survivor's line of sight, a new Resolve test is triggered. If enemies of the same type that are currently in view continue to enter a Survivor's line of sight then no new Resolve tests are triggered. The death of a Survivor causes an automatic loss of 2 Resolve to all Survivors.

Resolve Test example

A Radar token has moved into the Psychic's line of sight, which is revealed to be two Jaegers. The Psychic must now take a Resolve test. She rolls two dice and the result is 12, which is higher than her current Resolve of 10. This is a fail and her Resolve is reduced to 9.



ENDURE

THE STARS

PLAYING THE GAME - THE BASICS

Resolve cards

Each Survivor receives 3 Resolve cards during the setup of a mission, which represent each Survivor's unique fears and anxieties. When a Survivor's Resolve is equal to the value on any of their Resolve cards, the card activates and any instructions on the card are played out immediately. Once a Resolve card has been activated it stays in play, even if a Survivor regains Resolve.

Running out of Resolve

If a Survivor's Resolve reaches 0, their fragile mind is so close to breaking point that it begins to affect them physically. Each time a Survivor would test their Resolve, they instead take 1 damage.

Resolve checks

If a Survivor wishes to leave a zone that is occupied by enemies, then they must perform a Resolve check. Resolve checks are just like Resolve tests, the only difference being that a failure does not cause a loss of Resolve. If the check fails, then the Survivor is unable to leave their current zone of their own volition for the rest of the round. They can still be forced to leave the zone as a result of an enemy attack, Resolve card effect or by using items such as the Teleporter. Making a Resolve check does not consume any actions. Should a Survivor desperately need to leave the zone, they can still make a Vault action (p13).



Resolve card duration

There are two types of Resolve cards; isolated and persistent. Isolated Resolve cards force a single reaction and are discarded immediately, whereas the effects of persistent cards continue for the duration of the mission. Persistent cards are identifiable by their unique arrow symbol found encircling the number on the Resolve card.



Isolated



Persistent

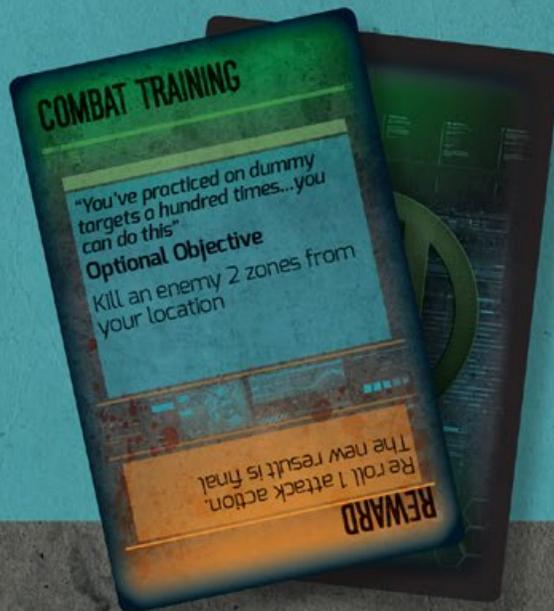
Accomplishment cards

Accomplishment cards represent a sub objective personal to each Survivor. These are entirely optional and successfully completing the objective described on the card will unlock the card's reward. Each Survivor may only have 1 Accomplishment card at a time, and once a reward has been spent a new Accomplishment card is dealt to that Survivor. Rewards are either:

A A single use bonus that executes a single action, such as moving a fellow Survivor;
OR

B A positive effect that lasts until the end of your turn. These bonuses may be activated at any time during that Survivor's turn.

These bonuses may be activated at any time during the respective Survivor's turn.



ENDURE

THE STARS

THE SURVIVOR PHASE

Endure the Stars is played in rounds, with each round consisting of 3 different phases:



1. Survivor phase
2. Enemy phase
3. Resolution phase

In the Survivor phase, each Survivor can perform three actions per turn. They may use these actions to do a combination of any of the following things:

Move

A Survivor may move across the board one zone at a time, unless an Event or ability dictates otherwise. Traversing 1 zone uses 1 action. Survivors may not cross through solid walls or doors that are locked, unless an ability or item dictates otherwise. If there are enemies in a zone a Survivor is trying to exit, then the Survivor must perform a Resolve check. Failing a Resolve check does not cause a loss of Resolve, it simply means they may not move freely and must make a Vault action to leave the zone. No actions are consumed by performing this check.

Vault

When a Survivor's courage fails them and they cannot leave a zone occupied by enemies, they can opt to make a last ditch leap out of harm's way. When a Survivor makes a Vault action, they may move 1 zone in any direction, regardless of whether they failed their Resolve check, but must immediately take 1 damage and roll the Injury die.

Attack

The Survivor may attack enemies using weapons and items in their inventory (see Combat).

Search

Survivors may search room zones for useful items that were left behind during 'The Fall'. A single Survivor may not search the same zone multiple times on the same turn, but multiple searches may still be carried out by searching a different zone. A single card is drawn from the Item or Weapon deck per search action.

Searching the weapon deck

The weapon deck contains vital weapons and ammunition that will be necessary to navigate the hostile environment of the Hikari. The weapon deck may only be searched in zones that display the  symbol. Survivors may choose to search either deck when in zones displaying the  symbol.

Noise in the Item & Weapon decks

Mixed into the Item and Weapon decks are noise cards. When a Noise card is drawn, immediately place a corresponding noise token of the same value into the zone that was searched, and then draw another card from the corresponding deck immediately. Only one additional card should ever be drawn, regardless of whether the next card is another Noise card.

Searching with a full inventory

You may discard items from your own inventory to make room for others at any time, for free. Single use items that you draw or are currently holding may be used to free up inventory space, at the normal cost of 1 action. Discarded, used and dropped items are removed from play and placed in a discard pile next to the deck it came from, face up.

Interact

Objective tokens are used to represent a wide array of mission specific items and Survivors may interact with them at the cost of 1 action.

Activate ability

Survivors may choose to use one of their actions to trigger their active or crisis abilities. Active abilities may only be triggered once per turn and crisis abilities once per mission. It is possible to trigger both on the same turn if the player wishes.

Reorganise inventory

A Survivor may reorganise their inventory at the cost of one action.

Trade

A Survivor may spend an action to trade weapons, items and objective tokens with another Survivor in the same zone. Survivors may exchange any number of cards with one other Survivor during this one action, and both Survivors may also reorganise their inventory for free. Survivors may not trade if there are enemies present in their zone.

Use items

A Survivor may spend an action to use the various items found around the ship. Items may only be used on the Survivor carrying it in their inventory, if another Survivor wishes to use it then the item must be traded to them. When activating items that have effects that last the duration of the round, their card should be rotated 90 degrees to show that they are in use.

THE ENEMY PHASE

Make noise

Survivors may choose to generate noise in the hopes of distracting enemies. This can be done by either;

Making an attack action with a ranged weapon

OR

Spending actions to generate noise

When making noise with a ranged weapon, an attack action must be made into a zone within the weapon's range and targeting rules apply (P18). When spending actions to generate noise, the number of actions spent doing this dictates the noise level i.e. 2 actions = level 2 noise token.

The Enemy Phase

Players can take turns to resolve the Enemy Phase or may elect one person to do so for the entire game. There are two states the enemies exist in, Passive and Active. Before moving any enemies, players must first establish whether that enemy is in an Active or Passive state. This is done at the beginning of the Enemy Phase, and once established enemies may not change from one state to another during their turn.

Radar tokens

Enemies in Endure the Stars are represented by Radar tokens until they have entered into a Survivor's line of sight. When a Radar token enters a Survivor's line of sight, flip over the token to reveal the number and type of enemy and place the corresponding number of miniatures into the zone. You should always finish the full movement of a Radar token before revealing it.

Unless stated by a mission, there must always be a Radar token or enemy on the board. If at any point there are no enemy miniatures or Radar tokens on the board, a new Radar token should be spawned immediately using the "Movement Detected" Event rules.

Radar token spawning

Event cards and special conditions will require you to spawn new Radar tokens during missions. When setting up any mission, all Radar tokens of the enemy type used for the mission (GEPs, Robotic Sentries or Redeemers) that were not used during setup should be placed face down in a pile to create the spawn pool. Boss tokens should be excluded, unless specified by the mission. When a Radar token spawn is triggered, select a Radar token at random from the pile and place it accordingly. Radar tokens cannot be placed in zones that are completely inaccessible (small areas that no Survivor could ever reach, which are usually a result of the specific map setup), but can be placed in zones that are only temporarily inaccessible, such as behind locked doors.

Enemy actions

Each enemy has a unique number of actions listed on its Enemy Reference card, which can be used to move around the map and attack Survivors. Enemies will attempt to use all of their actions to reach and attack Survivors and every standard enemy (not bosses) may only use a maximum of 1 of its actions as an attack action. An enemy does not have to use all of its actions during its turn. For example, if an enemy begins its turn in a zone occupied by a Survivor and uses 1 action to attack, then it has no use for the remaining action(s) and does nothing else that round.

Passive movement

If a Radar token or enemy miniature has not been alerted by a noise or seen a Survivor, it will wander the map in a random direction. Players roll the directional die for each token/miniature and move it 1 zone in that direction. If the directional die does not point in a direction an enemy can move in, rotate the die clockwise until a viable direction is found. Enemies must always move if able to.

An ever present threat

If a Radar token or enemy miniature is ever more than 4 zones from a Survivor, then the Directional die is not rolled to determine its movement. Instead, it moves 1 zone towards the closest Survivor.

Active movement

If something has drawn the attention of an enemy/Radar token then it will move towards whatever has caught its attention at a speed dependent upon the enemy type. Active Radar tokens always move 2 zones. Enemies have a priority list that denotes what draws their attention, from most to least important:

1. Distracting items;
2. Seeing a Survivor; and
3. Hearing a noise.

Being seen by an enemy

Should a Survivor both enter into and leave an enemy's line of sight during their turn, then they are considered to have been seen by that enemy and will be pursued by them in an Active state at the beginning of the Enemy Phase.

THE ENEMY PHASE

Enemy Activation Order

Many times during play there will be several different types of enemies in play, so enemies should always be activated in the following order:

1. Enemy Survivors (used in certain missions)
2. Bosses
3. Icarus GEPs
4. Jaeger GEPs, Sip Sentries or Zealots
5. Swarmer GEPs, Artemis Sentries or Fanatics
6. Radar tokens
7. Solomon GEPs

If in a zone containing other GEPs, Solomon GEPs move simultaneously with the largest group of any type of GEP in their zone. If moving without any enemies in their zone then they are the last to move.

Moving multiple passive enemies

When moving multiple passive enemy miniatures of the same type occupying the same zone, it is assumed that the enemy moves as a herd. The directional die is not rolled for each individual enemy in the same zone.

Multiple path options

If there is two or more possible routes of equal length that an enemy may travel, roll the directional die to decide which way the enemy will head.

Enemy movement example

A passive group of Swarmer is within range of a noise which came from another room, the origin of which they cannot see. The Swarmer head towards the zone, but see a Survivor before they reach the origin of the noise. The Swarmer begin to pursue their new target but cannot reach the Survivor this turn.



ENDURE THE STARS

THE ENEMY PHASE

Taking damage & injuries

Damage dealt by enemies is automatic, requires no dice rolls and can only be prevented with armour saves. When an enemy deals damage to a Survivor, they must reduce their health by the amount of damage the enemy deals and roll the Injury die for each attack that the Survivor receives, not for each point of damage. The Injury die is not rolled when damage is taken from other sources, such as Events. There are four possible results of rolling the injury die:



= Nothing happens.



= Combat range is reduced by 1 zone (cannot fall below 0).



= At the beginning of the Survivor's turn, roll a die:
1-3: Take 1 damage.
4-6: Nothing happens.



= Maximum movement range restricted to 2 zones per turn (doubled during an Artificial Gravity Failure).

If you receive an injury, place an injury token in the correct spot on your character dashboard and suffer any penalties as a result. Injuries persist until they are healed by a Medic or Med Kit. If the result of an Injury roll is an Injury that you are already suffering from, then the die result is ignored.

Choosing from multiple targets

If a zone is attacked that multiple Survivors occupy, then all Survivors in the zone roll a die and the Survivor with the lowest result takes the damage. This is done for each attack, not each point of damage. For example, if a Jaeger was to attack a zone that multiple Survivors occupy, then each Survivor would need to roll just once to see who takes the hit, despite the fact that a Jaeger deals 2 damage per attack. The Survivor with the lowest score would then take 2 damage.

Taking damage example

The Medic is attacked by a Swarmer. He's wearing the Bastion Armour, which has an armour rating of 3+. This means that he needs a score of three or more to deflect the blow. He rolls to see if he can deflect the attack and scores a 2. The armour save was unsuccessful and now he has to roll the Injury die. The result is a leg injury, so he takes 1 damage from the Swarmer attack and now has a leg injury, which means his movement is now restricted.



ENDURE

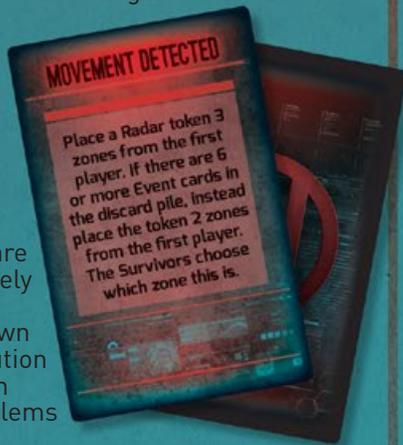
THE STARS

THE RESOLUTION PHASE

Lastly is the Resolution Phase. All Noise tokens are removed from play (unless generated during this phase, see p8), a new Event card is drawn and Blaze tokens move (see p20). The end of the Resolution Phase marks the end of a game round. The first player token is passed clockwise to the next Survivor and a new round begins.

Event cards

Without a crew to maintain the Hikari, the ship has begun to fall to ruin and the Event deck represents the unstable nature of the ship. When Event cards are drawn they are put into play immediately and their effects last until a new card is drawn during the next Resolution Phase. Event cards can cause a variety of problems such as blackouts, lockdowns and power failures.



Movement Detected Event card

A Movement Detected Event card indicates that a new enemy has appeared on the map. Select a Radar token at random and place it the indicated number of zones from the current first player. The players choose which zone this is. Radar tokens should always be placed the exact number of zones away as indicated on the card, not more or less. Once the closer spawning rules have been triggered by 6 or more cards being in the discard pile, they remain in effect for the rest of the mission, even if the Event deck is reshuffled. Radar tokens cannot be placed in zones that cannot be traversed.

Lockdown Event card

A Lockdown Event card causes all doors and exits to lock until the next Event card is drawn (see p8).

Blackout Event card

The Blackout Event card reduces the line of sight of all Survivors and enemies to 0 and restricts the maximum movement of Survivors to 2 zones for the duration of the round. This effect is not in addition to, and does not stack with leg injuries or other movement impairing effects. A Survivor suffering from a leg injury could still move 2 zones during a Blackout. Any enemies that are not in a Survivor's zone and have not been attracted by other means, such as noise, begin the Enemy Phase in a Passive state. Zones containing Blaze and Fire tokens are illuminated and so are still visible during Blackouts.

Life support failure Event card

In the event of a Life Support Failure, all Survivors and enemies suffer 1 damage. For enemies that only have 1 Health, such as Swarms and

Fanatics, the amount of these enemies is reduced by 50% in each zone, rounded up. All Blaze and Fire tokens are also removed from play.

Artificial gravity failure Event card

Should the artificial gravity fail, a number of modifiers are triggered:

- All Survivors and enemies may move up to 2 zones per movement action.
- Ranged attack actions cause the Survivor or enemy making the attack move in the opposite direction of the zone they fired upon. They will continue to move until a wall or the edge of the map obstructs their path.
- Targets of ranged attacks that are not powerful enough to kill them are moved in the opposite direction of the zone they were attacked from. They will continue to move until a wall or the edge of the map obstructs their path.
- If the Survivor or enemy is firing into the zone they occupy, roll the Directional die to determine the direction they are thrown in.

Fire Event cards

When a Fire Event is triggered, the first player rolls the Directional die and places a Blaze token in the corresponding adjacent zone. (see p20)

Gas leak Event cards

When a gas leak has been detected, Survivors must be extra cautious. Any zones containing Fire or Blaze tokens immediately ignite, dealing 2 damage to everything in the zone, and any ranged attacks made that roll results of 6 immediately cause explosions in their zone. Explosions deal 1 damage to every Survivor and enemy in the zone. For enemies that only have 1 Health, such as Swarms and Fanatics, the amount of these enemies in the zone is reduced by 50%, rounded up.

Listing Event cards

When a Listing Event is drawn, the Directional Die is rolled once and, if need be, is rotated clockwise until its direction runs parallel with the edges of the board. All Survivors and enemies are then moved one zone in that direction. If this would cause any Survivors to be moved into a wall or the edge of the map, they instead remain in the zone they are in and are **Stunned**. This movement does not separate Survivors from their objectives, if they are carrying any.

Running out of Event cards

Once all 12 Event cards have been played, each Survivor loses 1 Health and 1 Resolve, to represent the fatigue they are suffering. The Event deck is then reshuffled and played as normal.

COMBAT

When a Survivor elects to make an attack action, they must first choose the weapon they wish to attack with and announce the zone that they wish to target.

All weapon cards have four statistics:

- The weapon's range;
- The number of dice that you roll per attack made with the weapon;
- The score you need to roll to land a successful hit; and
- The level of noise that the weapon generates when used.



- 1 Weapon name
- 2 Dual wield symbol
- 3 Range
- 4 Dice rolled
- 5 Dice roll needed to hit
- 6 Noise



When using a weapon, roll the amount of dice under the and if the die roll is equal to or higher than the number under the , then the attack is a success and target takes one damage for each die with a successful score. Players may divide damage from a single attack amongst as many enemies as they wish, however if the damage dealt by the attack fails to kill the target, then it is assumed that the attack was not deadly and the enemy remains unharmed.

Weapon jam die

Whenever a Survivor makes an attack action with any weapon, the weapon jam die is rolled simultaneously with any dice used to make the attack. There are 3 possible results:



- Nothing happens



- If a ranged weapon has been used to make the attack, then it has become jammed and the weapon card is turned 180 degrees to represent this. The weapon can be unjammed for the cost of one action. This has no effect on melee weapons.



- The weapon breaks and is discarded immediately after resolving the current attack action.

Dual-wielding

Any weapons that have this symbol can be dual wielded. When dual wielding weapons, the following rules apply:

- Only 2 identical weapons may be dual wielded
- Both Weapon cards are placed on top of each other and occupy a single slot in the Survivor's inventory.
- When making an attack action with dual wielded weapons, the "dice rolled" value of both cards is added together, resulting in twice as many dice being rolled per attack action.
- Dual-wielding does not increase weapon range, improve your chance to hit the target or increase the amount of noise made.

Weapons card example

The Scout has an Assault Rifle which can attack up to two zones from her location. Each time the weapon is fired 4 dice are rolled and a result of 4 or more is needed to hit the target. She wishes to attack a zone within the weapon's range that contains two Jaegers and two Swarmers, so she rolls 4 dice and scores 3, 4, 4 and 5. The 3 is a miss, but the rest of the results are a success so she uses two of the dice to kill one of the Jaegers. She doesn't have enough dice to kill the second Jaeger, so she uses the remaining point to kill one of the Swarmers. Lastly, each die is considered a separate shot and the results do not stack up, so 2 results of a 2 and 3 do not add up to a result of 5.



Ranged weapons

Ranged weapons are defined as weapons with a range greater than 0. When using ranged weapons, Survivors may fire into zones within the weapon's range, so long as there is a clear line of sight to the target. Survivors may not fire through zones containing enemies in an attempt to target enemies in zones beyond. The closest zone must be cleared first before the further away zones may be targeted.

If a Survivor occupies a zone that another Survivor is firing into, then any dice results that fail or miss strike the Survivor! These attacks are treated exactly the same as attacks from enemies, so armour and injury rolls are also made if applicable. If there is more than one Survivor in the zone, then all Survivors in the target zone roll a die and the Survivor with the lowest score suffers the hit. Perform this for each missed attack action, not each individual dice result.

Ranged weapons example

The Captain wants to eliminate the Swarmers 2 zones away, but there's a Jaeger blocking her line of sight. Once the Jaeger has been eliminated she'll be able to attack the zones beyond, but be careful! Her failed shots would hurt the Psychic, because she's directly in the path of the attack.



Ammunition

Ammunition cards apply special effects and modifiers to ranged weapons. To use an Ammunition card, it must be loaded into a ranged weapon in the Survivor's inventory. This is done by placing the Ammunition card underneath the chosen Weapon card, so that the stat modifiers and text are still showing. Loading an Ammunition card does not cost an action and may be done at any point during a Survivor's turn. Once loaded, Ammunition cards cannot be removed from the weapon and the Ammunitions card's modifiers apply to all attacks made with that weapon for the rest of the round. Lastly:

- Any Ammunition cards loaded into weapons are discarded at the end of the round, regardless of whether the weapon was fired.
- Ammunition cards cannot be used with melee weapons or ranged weapons that can make use of Power Cells.
- Ammunition cards treat dual wielded weapons as if they were a single weapon and stack with the effects of dual wielding.

Ammunition example

The Medic has equipped the concussion ammunition to his pistol. The concussion ammunition adds an additional die to the attack and reduces the score needed to succeed by 1. The medic rolls two 3's, which are both successes due to the modifiers. This is enough to stun either the Jaeger or the Swarmer, but not both so the Medic stuns the more powerful Jaeger.



Melee weapons

Melee weapons are defined as weapons with a range of 0. Survivors equipped with melee weapons carry out attacks in the exact same way, except that failed dice results do not hit other Survivors in the zone.

Armour

Players may equip themselves with armour found when searching the ship, which gives the opportunity to deflect enemy attacks. To determine whether the armour deflects an attack, roll 1 die for each incoming attack. If the result equals or exceeds the armour value displayed on the card, the armour absorbs the damage and the Survivor ignores the attack. When defending against Boss attacks each Attack card is considered a single attack, requiring a single armour save roll. Only damage dealt by enemies can be negated by armour, unless otherwise stated.

Stunning

Both Survivors and enemies may become stunned in various ways, such as grenades, boss attacks and mission events. Lay a miniature on its side to indicate it is stunned. Stunning works slightly differently depending on whether it's a Survivor or enemy.

Survivor stunned

When a Survivor is stunned, lay them on their side and roll the Injury die. Spending 1 action on their turn allows them to get back up and continue as normal.

Enemy stunned

If an enemy is stunned during the Survivor Phase, then they are incapacitated for the rest of the game round and may not act in any way until they activate during the following game round's Enemy Phase.

Bosses cannot be stunned.



ADVANCED RULES

Blazes and Fires

Certain Events, Resolve cards and special conditions trigger the placement of Blaze tokens. Blaze tokens represent the spreading flames and move around the map each round, leaving Fire tokens in their wake.

Blaze movement and Fire spread

At the end of each Resolution Phase, the Directional die is rolled and any Blaze tokens in play are moved 1 zone in the corresponding direction. This is done for each individual Blaze token. A Fire token is then placed in the zone that the Blaze token moved from. If the Directional die would indicate for a Blaze token to enter a zone that already contains a Blaze or Fire token, then the Blaze token continues to traverse zones until it reaches a zone that does not contain any Blaze or Fire tokens.

Taking damage

Survivors and enemies suffer 1 damage when beginning their turn, or entering into, a zone containing a Blaze or Fire token. Nothing can prevent this damage from being dealt.

Enemies and fire

Fires may be dangerous, but they can also serve as effective barriers to hold off weaker enemies. Enemies will attempt to pass through zones that are on fire, but only if it would not kill them. Enemies with 2 Health, such as Jaegers, are able to pass through 1 zone affected by fire as it is not enough to kill them, but enemies with 1 Health, such as Swarmers, would not be able to pass through any zones that are affected by fire. Enemies are able to finish their activation in a zone containing a Blaze or Fire token, if it would not kill them. Radar tokens move through fire affected zones with no penalty. If an enemy is cut off by fire, then it will attempt to use an alternate route to its target if one is available. If there is no other route, then they remain in their current zone this round. Radar tokens are considered to have 2 Health, and can be killed by Fire before being revealed.

Fire & Blackouts

Any zones on fire when the Blackout Event is triggered are unaffected by it.

Fire example

Between the Psychic and the GEPs is a zone containing a Blaze token. The Jaeger, having 2 Health, is able to move through the zone to reach the Psychic, but the Swarmer, having 1 Health cannot and would have to take an alternative route.

Running out of room in a zone

A miniature is considered to be in a zone if more than 50% of its base can fit within the parameters of the zone. If a zone ever becomes so full that another miniature will not fit into it, then the zone is considered impassable to all miniatures until more room is available.

Moving into a full zone

If a zone ever becomes so full that another miniature will not fit into it, then the zone is considered impassable to all miniatures until more room is available.

Spawning into a full zone

If enemies are attempting to spawn into a zone that is currently full, instead distribute the enemies evenly between all connecting zones. Roll the directional die to decide which zone to spawn the first enemy and then work clockwise until all enemies have spawned.

Trapped

If Survivors ever find themselves in a situation where their zone is completely full and no other miniatures may enter, then they are considered to be Trapped. Any Survivor that occupies a Trapped zone at the end of a game round suffers 1 damage and loses 1 Resolve.

Impenetrable zones

Should a Shield Bubble item be used, then the current zone becomes impenetrable. No miniatures may enter or leave the zone and no ranged attacks may be made out of or into the zone. Ranged attacks within the zone are still allowed, and the Shield Bubble does not affect line of sight.

Running out of tokens

In the event that a token should spawn but no tokens are left, all Radar tokens on the map move one zone towards the closest Survivor to them.



ADVANCED RULES

Power Cells

Power Cells are unique items that whilst having no direct use, can be equipped to a variety of in game elements to augment them. Using a Power Cell does not cost an action; all that is required is for it to be in the Survivor's inventory. When a Survivor decides to use it, it is placed under the Item/Weapon to signify it is in use. Power Cells only occupy a single space in a Survivor's inventory, no matter how many the Survivor is carrying. Additional Power Cells are stacked on top of each other.

Exo Loaders

Exo Loaders are incredibly powerful tools in the right hands and may be discovered on any mission by drawing the requisite Item card, or are placed specially during mission setup. They may be piloted by any Survivor and require Power Cells to be activated.

Spawning the Loader

When the Loader card is drawn from the Item deck, immediately place the Exo Loader miniature in the Survivor's zone and place the card face up to one side. The Exo Loader card is purely used for spawning and reference, and does not take up space in a Survivor's inventory.

Entering & exiting the Loader

To enter the Loader, a Survivor must spend an action. Entering the Loader consumes all of the Survivor's remaining actions. Though unable to perform any actions in the Loader on the same turn in which a Survivor enters it, a Survivor may still choose to spend a charge of a Power Cell and benefit from its armour bonus (see below) for the duration of the current round.

A Survivor may exit the Loader at the beginning of their turn, before using any Power Cells. Leaving the Loader does not cost an action and the Survivor may take their turn as normal.

Activating & piloting the Loader

To activate the Loader, a Survivor must be in it at the start of their turn and spend a charge of a Power Cell in their inventory. This is done by rotating a Power Cell card in their inventory 90 degrees. A single Power Cell is able to activate the Loader for up to two game rounds. When using its second charge, the card is turned a further 90 degrees. Once a Power Cell has been rotated 180 degrees, both of its charges have been used and it is discarded at the end of that game round. Partially used Power Cells cannot be used for anything other than powering Loaders.

The Survivor now has 4 limited actions available to them. These actions may be used to:

- Move 1 zone per action
- Make an attack action with the following stats:



These actions cannot be used to:

- Trade with other Survivors
- Search for Weapons and Items
- Use any of their Items or Weapons in the Inventory, except for Power Cells to continue to power the Loader.
- Interact with objectives, unless specified in the mission's special conditions
- Activate the Survivor's Active or Crisis abilities, however passive abilities remain in effect.

Additional bonuses & rules

- Whilst in an Exo Loader that has power, the piloting Survivor has an armour save of 2+.
- Helmet bonuses are still in effect whilst piloting a loader, but armour bonuses are overridden by the Loader's armour.
- Survivors in a powered Loader are immune to the movement effects of the Listing Event and the Jaeger GEPs Slam ability.
- Resolve tests & checks are not made by a Survivor attempting to leave a zone containing enemies whilst piloting a Loader.
- The Weapon Jam die is not rolled when attacking with the Loader.
- Survivors in a powered Loader are immune Stunning.



INCREASING THE DIFFICULTY OF ENDURE THE STARS



For players looking for an even greater challenge, the following section details ways to increase the difficulty of every mission. Each mechanic may be used on its own or in conjunction with others to tailor your experience to suit.

Boss behaviour

Bosses are incredibly dangerous and powerful enemies that are unlike anything the Survivors have previously faced. They are agile, intelligent and capable of putting the most battle hardened group to the test!

Attack & Mood cards

Each Boss has its own unique deck of cards which dictates how it attacks and reacts to the Survivors. This is known as the Boss deck. Boss decks have 2 distinct types of cards; Attack cards and Mood cards (also known as Protocol cards for the Olympian and Rhetoric cards for the Preacher)



- 1 Boss & card name
- 2 Card type (Attack or Mood)
- 3 Target of the attack
- 4 Additional effects of the attack
- 5 Damage & range of the attack
- 6 Number of actions the Boss may make when they activate
- 7 How a Boss reacts to a specific action whilst in this Mood
- 8 Bonus Effect

Revealing & Activating a Boss

When a Radar token concealing a Boss is turned over and revealed, all Survivors in its line of sight immediately lose 1 Resolve. Then draw cards from the Boss deck until the first Attack & Mood card is drawn, these are put into play immediately and the Boss will now try to perform the drawn Attack card. This can and often will interrupt the Survivor Phase.

After the initial reveal, Bosses activate during the Enemy Phase in the usual order (p15)

When a Boss is in an Active state, a card is drawn from the top of the Boss deck and put into play, and will behave in 1 of 2 ways:

- If it's an Attack card, the Boss will attempt to get within range of the target. If it manages to do this, the damage listed on the card is dealt and any additional effects are played out.
- If it's a Mood card, it is placed over the current one and another card is drawn. This is done until an Attack card is drawn.

When a Boss is in a Passive state, it uses its actions to wander the same as all other enemies.

Mood Cards in detail

Mood cards govern the speed, agility and overall intelligence of Bosses.

Actions - When a Boss activates and an Attack card is drawn the number of actions they have are listed at the top of the card. Bosses use actions to move and to activate an Attack card if they enter the range of their target.

Reactions - Reactions are how Bosses behave when certain criteria are met. Reactions trigger immediately whenever the criteria are met, and do not cost Bosses any actions.

Bonus Effect - Bonus Effects trigger whenever appropriate. They also do not cost Bosses any actions.

Attack cards in detail

Target - If a Target is listed, this is who the Boss will attempt to inflict the attack upon. If a Boss fails to reach its target before all of its actions are spent, the attack is a failure and its turn is over. If a target is not specified, the Boss will move towards the closest Survivor.

Additional Effects - Boss cards will often have a devastating additional effect that trigger if the attack manages to inflict damage.

Damage - This is how much damage the attack deals. Damage is automatic, but can be prevented using Armour and abilities.

Range - This is how close the Boss needs to get to its target to activate the Attack card.

The Radial Symbol

If an Attack card has the Radial symbol then the effects of it travels through walls and doors in the exact same way that Noise does.



Boss turn example

It's the Titan's turn to activate. It currently has the Cautious Mood card active, giving it 3 actions, and the Slash attack card has been drawn. The Engineer is the closest Survivor, so the Titan uses 2 of its 3 actions to move into the Engineers zone and activate the Attack card. He has nothing to prevent this attack, so he takes 2 damage. To make matters worse, the Titan's Bonus Effect of the card will restore 2 Health to it at the end of the round!



INCREASING THE DIFFICULTY OF ENDURE THE STARS

PLAYING SOLO — LONE SURVIVOR MODE

Exploring the ruins of this once prosperous ship is a dangerous gambit at the best of times, but going it alone is close to complete madness! Players that wish to play Endure the Stars with just 1 Survivor can do so using the Lone Survivor rules.

Setup

Setup is exactly the same, except for Step 4. Lone Survivors are allocated 5 points when selecting starting equipment.

Actions

A Lone Survivor has an additional action available to them, making a total of 4 actions per round.

Crisis Abilities

A Lone Survivor is given 2 Crisis tokens during setup, and as a result may use this ability twice during a mission.

Enemy Spawns

Enemy tokens are selected using the 3 Survivor rules during the mission setup. When an enemy token is revealed, spawn half the amount of enemies shown on the Radar token. Before starting the mission, you should decide whether you wish to play an easier or harder game. If playing easier, then round down when spawning odd numbers of enemies. If hard, round up. Once this decision has been made it should be adhered to throughout the mission. Choose wisely.



INCREASING THE DIFFICULTY OF ENDURE THE STARS

Spawning Solomon GEPs

Solomon GEPs are a rare sight and do not behave like other GEPs, and as such spawn in a different way to other enemies. Whenever Radar tokens containing GEPs are revealed, roll the Solomon die:



- Nothing happens



- A Solomon GEP is spawned in the zone

If playing with more than 3 Survivors, the Solomon die is rolled an additional time for every additional Survivor playing the mission, increasing the chances of a Solomon spawning.

Solomons spawn in addition to the enemies revealed by the Radar token.

Scent of Blood

(by Paul Rose & Morgan John Rees)

Survivors with Injuries OR whose Health is 9 or less draw GEPs to them. Place an Injury token on the base of their miniature, this has the same effect as a level 2 Noise token. This token is removed if the Injury is healed and the health is returned to maximum.

Constant Stress

(by Jonathan Rowe)

The Constant Stress variant makes several fundamental changes to the Resolve mechanic:

- Survivors no longer make Resolve tests when enemies enter their line of sight. Instead Survivors automatically lose 1 Resolve at the start of their turn. Resolve tests are still made when a Radar token is revealed, or if a card causes a Resolve test.
- Survivors can perform a new action called "Pull Yourself Together". When no enemies are in the Survivor's line of sight, they may spend 1 action on their turn to do this, which restores 1 Resolve to that Survivor. This action also cannot be done during the Blackout event.
- When a Survivor's Resolve is reduced to 0, Constant Stress instead causes the loss of 1 Health.
- The Frightening Behaviour Resolve card is now Persistent, and gains the effect "Survivor's in your line of sight cannot perform the "Pull Yourself Together" action.



MISSIONS AND CAMPAIGNS

The following pages contain the missions and campaigns of Endure the Stars. All missions can be played as individual experiences or linked together as multiple mission campaigns, using the Refuge mechanics.

These missions are just the beginning of Endure the Stars! Head over to www.grimlordgames.com where you'll continually find new, free to download missions. Feel like creating your own? Download the Endure the Stars map editor and create your own scenarios! Better yet, share them with the community or send them to us and we'll upload them to the Grimlord Games website!

Playing individual missions

Setting up missions is fast and easy. All you need to do is:

1. Select and layout the map tiles.
2. Collect the relevant Radar, door, exit and objective tokens. Place all tokens according to the map setup. When placing Radar tokens, shuffle the tokens together and place them wherever the map dictates.
3. Select your Survivor and place them in the starting zone.

Be sure to read the 'win conditions' and 'special conditions' carefully as many missions have objectives that need to be completed in a certain order or events that can trigger once certain objectives have been collected.

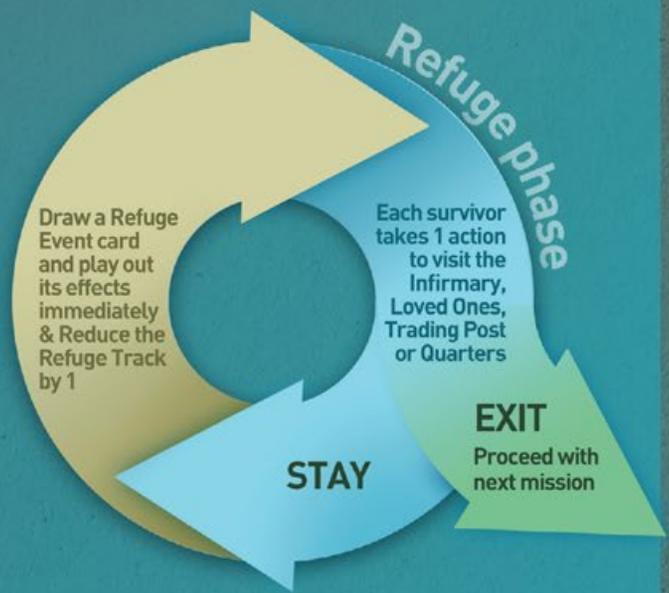
Exiting a map

Many maps require Survivors to leave the map to complete the mission. To leave a map, Survivors must enter the zone containing the Exit token and spend 1 action to remove themselves from the board. This is treated in the same way as moving between zones on the map, and all rules (such as Resolve checks) still apply.

Playing a campaign

Campaigns are a series of missions chained together to form an overarching story. Campaigns differ from individual missions in the following ways:

- Health, Resolve and Injuries carry over from mission to mission;
- Campaigns can have multiple paths which involve different missions depending on which path you take;
- Your actions on previous missions may have consequences in future missions;
- You may visit The Refuge in between missions;
- Survivors who die stay dead for the entire campaign. Players may choose another Survivor to join their team once back at The Refuge, but cannot choose Survivors who have died. That Survivor's abilities also die with them and cannot be used by another Survivor of the same class.



The Refuge

As more and more Survivors found each other and banded together, the need to settle in one place became apparent, and after much searching The Refuge was founded. Hidden away in one of the Hikari's many cargo holds, The Refuge is a haven away from the madness. Survivors may visit The Refuge in between missions and attempt to heal their wounds, restore their sanity and even trade with others for valuable items. However, danger is never too far away and long periods of time spent at the refuge can lead to unexpected and potentially dangerous events occurring.

How it works

At the end of each mission during a campaign, players may choose to visit The Refuge. When arriving at The Refuge, Survivors perform the following:

1. Any Survivors that died during the previous mission may now re-spawn as another Survivor. Players may not choose from Survivors or Ability tokens that have already been used in the current campaign, that specific Survivor and their knowledge is lost to you. However, players may re-spawn as gender variants of the same class with a different set of abilities.

ENDURE

THE STARS

MISSIONS AND CAMPAIGNS

2. Any Resolve cards activated during the previous mission are discarded and new cards are drawn, so that each Survivor has three Resolve cards. If a Survivor has drawn new Resolve cards that are of a greater value than their current Resolve, do not activate these cards. Instead, these cards remain hidden and are only activated when the Survivor fails their first Resolve test during the next mission.
3. Any Accomplishment cards with rewards that were not unlocked during the previous mission are discarded and a new card is drawn. Any Accomplishment cards with rewards that were unlocked but not used are held onto.
4. Each Survivor now has one action in which to visit one of the four places in The Refuge. Survivors may do this in any order. Survivors may trade freely amongst themselves whilst in the Refuge.
5. Players must then decide whether to stay at The Refuge for another round or head out onto the next mission. If they decide to stay:
 - Draw a Refuge Event card and play out its effects;
 - Reduce The Refuge track by 1; and
 - Repeat step 4.

When the Refuge track reaches 0, players must leave the Refuge and begin the next mission. Survivors may not use their abilities whilst at the Refuge, and the effects of Injuries and Resolve cards are not in effect until the next mission begins.

There are four different places to visit at The Refuge; The Infirmary, Loved Ones, the Trading Post and Quarters.

The Infirmary

Survivors may visit the infirmary to patch up their wounds. To regain Health, roll 2 dice and match the result with the outcome on the Infirmary table.

Loved Ones

Visiting loved ones can restore the sanity of Survivors and remind them what they're fighting for. To regain Resolve, roll 2 dice and match the result with the outcome on the Loved Ones table.

Trading Post

Small shops have begun to spring up around The Refuge, trading invaluable items that Survivors have brought back from their expeditions. At the end of a campaign mission, draw cards from the Weapon deck until a Weapon and Ammunition card has been drawn, and then draw the first 2 cards from the Item deck. Place these 4 cards face up in the Trading Post slots. Any Noise cards drawn are discarded and another card is drawn until there are 2 Item cards, 1 Weapons card and 1 Ammunition card available for trade. Survivors may use their action to trade any 2 of their cards from their inventory for a single card from the Trading Post. The Trading Post's stock is not replenished when items are purchased.



ENDURE

THE STARS

MISSIONS AND CAMPAIGNS

Quarters

If Survivors do not want to run the risk of potentially losing Health or Resolve they may instead return to their quarters and get some rest. Staying at your Quarters restores either one Health or two Resolve.



Refuge event deck

No one is ever truly safe aboard the Hikari, even in the makeshift home amongst the storage containers that the Survivors have made their own. If players decide to stay at the Refuge after each Survivor has taken an action, a Refuge Event card is drawn and its effects are played out immediately. Refuge events can have both positive and negative consequences, so choosing to stay longer in The Refuge carries risks.

It is possible to die in The Refuge. Whether through poor health or unfortunate Refuge events, Survivors whose Health is reduced to 0 whilst visiting The Refuge die in the exact same way as if they were on a mission. All items they are holding are discarded and removed from play. If a player wishes to continue with the campaign, they will have to re-spawn as another, as yet unused, Survivor.



#CG00 - Tutorial Mission – Noisy Neighbours

Story - Seems as though some GEPs have managed to lock themselves in a nearby laboratory. Ordinarily we'd just leave them to starve, but whatever is in there is making one hell of a racket and we don't want to draw too much attention this close to the Refuge. Be sure to keep your wits about you, the noise may have drawn other creatures. Use your motion trackers to pinpoint any movement and above all work together!

Objective

Kill the GEPs in the laboratory.

Tokens (3)

3 Survivors 3 Swarmer, 2 Jaeger, 2 Icarus

4 Survivors 4 Swarmer, 3 Jaeger, 3 Icarus

5+ Survivors 4 Swarmer, 3 Jaeger, 4 Icarus

Special conditions

- **I think that's enough** – During setup, remove all "Movement Detected" Event cards from the Event deck and place them to one side. They will not be used in this mission.
- **Open sesame** - The green objective is the switch that unlocks the laboratory door.



A-01 L-01
LS-01

Mission complete

(When all enemies are dead)

The noise had attracted a number of stray GEPs, but it was nothing that your party couldn't handle. You'll need to remain vigilant of these encroaches, the peace you've managed to forge in all this chaos sits on a knife edge.



Radar



Start



Objective



Objective Door



Door

#CG01 - Close the Door Behind You

Story - We've got a situation over in H29. GEPs are pouring into the sector at an alarming rate and we just don't know where they're all coming from. We do, however, know that they're entering the sector through the service hatches in the Primus cells. We must act swiftly and the only option available to us is to destroy the entrances to the cells, cutting off their point of entry. Fortunately there's an Exo Loader nearby; use its strength to seal those doors and clear up any stragglers roaming the area.

Objective

Close the doors to the Primus cells and kill any remaining enemies.

Tokens (4)

3 Survivors	3 Swarmer (x2), 2 Jaeger, 2 Icarus
4 Survivors	4 Swarmer (x2), 3 Jaeger, 3 Icarus
5+ Survivors	4 Swarmer, 2 Jaeger, 4 Jaeger, 4 Icarus

Special conditions

- **Mech, ah!** - During setup, remove the Exo Loader card from the Item deck and place it to one side. When a Survivor enters the Loader, collect this card for reference.
- **Loader SMASH!** - The Loader must be used to seal the doors to the Primus cells. To seal the doors, they must be attacked whilst in the Loader. The doors have 3 health.
- **Throw away the key** - Once a door has been sealed, remove the door and objective token from the map. Any enemies/Radar tokens or Survivors in the room zones are considered trapped and removed from the game.
- **Power up** - The blue objectives are power cells that can be collected. During mission setup, remove 2 Power Cell cards from the Item Deck and place them face up to one side. Collecting a blue objective awards you with one of these cards.
- **The Hive** - At the end of the Enemy Phase, roll a die:
 - 1-3: Spawn a Radar token from one of the green objectives.**
 - 4-6: Nothing happens.**



If both objectives are active, roll the directional die on the C-01 tile to determine which Primus cell the Radar token spawns from. Draw Event deck cards as usual.

• **Peace in our time** - Once both doors have been sealed, Radar tokens should no longer be spawned. Any "Movement Detected" Event cards drawn are ignored and another Event card should be drawn to replace it, and usual spawning rules that trigger when there are no Radar tokens or enemies on the board are ignored (p14).

M-01	A-01	P-01
LS-01	E-01	C-01
		P-02

Mission complete

(when the doors are sealed and all enemies are dead)

With the breaches sealed shut it should be peaceful, but you can still hear clawing, scratching and screaming coming from within the Primus cells. The creatures within almost seem angry that you've impeded their efforts, which is just as well considering how many it sounds like there are trapped within.



Radar



Start



Objective



Door



EXO Loader

#CG02 - The Brain By Richard Sherwood

Story - On our last run to the Labs we found a databank that suggests a lone scientist was well on their way to developing a new stage of the Solomon GEP. It's unclear exactly how far they progressed, but the mystery scientist seemed to have cracked the aggression problem that Solomons cause amongst GEPs in their vicinity. If there is a chance that this could lead to controlling the GEPs, then its recovery is worth the risk.

The laboratory in question still appears to be in lockdown, but one of our scouts has found a way in through the narrow service tunnels. If you manage to retrieve the specimen, returning through these tunnels may not be viable so you'll have to take the area out of lockdown.

Objective

Retrieve the experimental GEP specimen, disable the security lockdown & reach the exit.

Tokens (6)

- 3 Survivors** 3 Swarmer, 2 Jaeger, 3 Jaeger (x2), 2 Icarus, 3 Icarus
- 4 Survivors** 4 Swarmer, 2 Jaeger, 3 Jaeger (x2), 3 Icarus (x2)
- 5+ Survivors** 4 Swarmer, 3 Jaeger (x2), 4 Jaeger, 3 Icarus, 4 Icarus

Special conditions

- **Get those doors open!** – The blue objective represents the security console. Interacting with it unlocks the exit.

C-01	R-01	L-01
S-01	A-01	LS-01



- **What...the...hell** - Once you collect the green objective, read the following aloud: *"No wonder the journals never mentioned anything besides the brain. In the middle of the laboratory you find an exceptionally large mass of grey matter suspended in a translucent liquid. Multiple probes protrude from the brain and as you approach it begins to twitch and pulse. As you lay your hand on the tank, you feel an explosion of pain behind your eyes!"* The Survivor who collected the objective immediately loses 1 Health and 1 Resolve.

- **I knew this thing was trouble** - The Survivor carrying the green objective must roll a die every round at the start of their turn:

1-3: Other than a few pulsing lights and the odd twitch 'The Brain' remains dormant.

4: Immediately take a Resolve test and lose 1 action this turn.

5: Do not roll the directional die for Passive movement during the next Enemy phase; instead move all Radar tokens/miniatures 1 zone towards the Survivor carrying the objective.

6: Lose 1 health.

- **Hot potato** - The Survivors may trade the green objective amongst one another.
- **A handful** - You may not dual wield when carrying the green objective.
- **Lock & Load** - Remove 1 Shotgun and 1 Assault Rifle from the Weapon deck and place them to one side. Interacting with the red objective in A-01 allows a Survivor to collect one of these cards of their choosing. If there is more than one Survivor in the zone when the objective is collected, another Survivor may be given the other weapon.
- **Dropped the ball** - If the Survivor carrying the objective dies, the tank drops to the floor, smashes and the mission is failed.

Mission complete

(when the green objective and all Survivors have exited the map)

During the return journey, you find your party plagued by nightmarish visions and painful headaches. The specimen has been deemed too dangerous to keep at the Refuge, so it was decided that it should be kept in a laboratory in a nearby sector. A lone scientist has been making regular trips to the site to study the creature...but now that I think about it I can't remember the last time I saw her...



#CG03 - Gravity of the Situation By James Charlick

Story -So far we've managed to scavenge the majority of our supplies from the relatively uninhabited and functional parts of the ship, but it's been months since The Fall, and with new Survivors being found every day the population of the Refuge is ever growing. There's an area on O18 that should be packed with food and medicine, but the whole floor is without gravity; you'll need to repair the generator so that we can begin to clear out the area.

Objective

Fix the gravity generator in engineering, recover what supplies you can and reach the exit.

Tokens (7)

- 3 Survivors** 3 Swarmer (x2), 4 Swarmer, 2 Jaeger, 3 Jaeger, 2 Icarus, 1 Titan
- 4 Survivors** 4 Swarmer (x2), 2 Jaeger, 3 Jaeger, 3 Icarus (x2), 1 Titan
- 5+ Survivors** 4 Swarmer, 2 Jaeger (x2), 4 Jaeger, 3 Icarus, 4 Icarus, 1 Titan

Special conditions

- **Uh Oh** - Titan's spawn with 4 Health per Survivor playing the scenario.
- **You're up, genius** - An Engineer must be present on this mission.
- **Have you lost weight?** - Remove all Artificial Gravity Failure Event cards from the Event deck and place one face up next to the Event deck. This remains active until the objective is complete. Draw other Event cards during the Resolution phase as you would do normally.
- **Grounded** - The Artificial Gravity Failure Event is in effect until the generator in E-01 is fixed (green objective).
- **I can fix this** - Only an Engineer can interact with the green objective and requires 2 actions to do so.
- **Hidden treasure** - Remove 1 Assault Rifle from the Weapon deck, and 1 Safeguard Armour and 2 Med Kits +3 from the Item deck and place them to one side. Interacting with the red objectives in A-01 or A-02 allows a Survivor to collect either the Assault Rifle or the Safeguard Armour (the player chooses which). Interacting with the blue objectives in M-01 or M-02 allows a Survivor to collect a Med Kit +3.

Mission complete (when all Survivors have exited the map)

The area seems abundant with the supplies you're looking for, and with the gravity back on we'll soon be able to dispatch some scavenging parties to plunder this newly accessible cache. The Titan sighting in the area needs to be taken very seriously; we have no idea how many of those things were created and just one can cause untold havoc.

E-01	M-01	M-02
A-01	C-01	L-01
A-02	N-01	S-01



Radar
 Start
 Objective
 Door
 Exit

#CG27 – Time for a Tune Up

Story - Getting the Refuge off the ground was nothing short of a miracle, but it was just the beginning and without careful planning all could be easily lost. Many things are needed to help this place survive, and salvaging missions are being run day and night to meet the needs of the ever growing populace. On one such mission, one of your party remembers fleeing the area you're exploring, and knows of a partially functioning Exo Loader that's in the vicinity. There's also a repair bay not too far from here, if you could get the Loader to the repair station and return it to its former glory, it would make a valuable addition to the Refuge.

Objective

Retrieve the Exo Loader and bring it to Engineering for repairs

Tokens (6)

3 Survivors 4 Swarmer (x2), 2 Jaeger, 3 Jaeger (x2), 2 Icarus

4 Survivors 4 Swarmer, 3 Jaeger (x2), 4 Jaeger, 3 Icarus (x2)

5+ Survivors 4 Swarmer, 3 Jaeger, 4 Jaeger, 2 Icarus, 3 Icarus, 4 Icarus

Special conditions

- **Mech, ah!** - During setup, remove the Exo Loader card from the Item deck and place it to one side. When a Survivor enters the Loader, collect this card for reference.

- **Hold it together, girl** - The Loader is in a state of disrepair and as such has a variable amount of functionality. Each time a Survivor piloting the Loader begins their turn, roll to see how many actions they have at their disposal this turn:

1-3: 2 actions.

4-5: 3 actions.

6: 4 actions.

- **Power up** - The red objectives are Power Cells. During setup, remove 2 Power Cell cards from the Item deck and set them to one side. Interacting with these objectives allows a Survivor to collect one of these cards.

- **Sliding doors** - The green objectives are terminals that operate the door to E-02. This door begins the mission in the locked position, will only open/close through use of these terminals and is unaffected by the Lockdown Event card.

- **Clean sweep** - The mission can only end when the Loader and all Survivors have entered any room zone on E-02, the door has been closed behind them and there are no enemies present in E-02's room zones.

S-02	A-01	E-02
M-01	LS-01	L-02



Mission complete

(Once the Loader and all Survivors have entered E-02 and the door has been closed)

The repairs take a couple of days, but with the door sealed and enough supplies to see you through you're able to hole up long enough to see the Loader restored to its former glory. When you finally emerge only a few stray GEPs roam the area, and they're quickly dispatched by the full strength of your new "toy".



Radar



Start



Objective



Door



EXO Loader

#CG28 – Downfall

Story -You feel that? It started with just a few sporadic tremors, just a few things falling over here and there. We thought it was just some anomalous turbulence, but over the past few days things have gotten much worse, and it's getting dangerous. You'll need to get to the two navigation terminals and stabilise the ship before this gets out of control, people are beginning to lose balance and it won't be long before things start flying round the cargo hold we're holed up in.

Objective

Stabilise the ship and reach the exit.

Tokens (4)

3 Survivors	3 Swarmer, 4 Swarmer, 2 Jaeger, 2 Icarus
4 Survivors	4 Swarmer, 4 Swarmer, 3 Jaeger, 3 Icarus
5+ Survivors	4 Swarmer, 3 Jaeger, 4 Jaeger, 4 Icarus

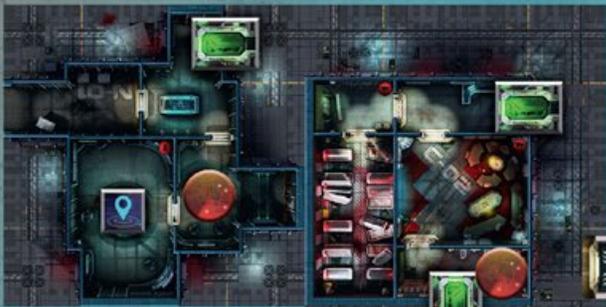
Special conditions

- **Recalibrating...** - The blue objectives are terminals that allow access to the navigation operational systems. Once a Survivor has interacted with it, remove it from the map.
- **Turbulence** - At the end of each round before a new Event card is drawn, roll the Directional die and move all Survivors, Radar tokens and enemy miniatures 1 zone in that direction. If this would move them into a wall, then do not move them. Stunned Survivors/enemies are also moved.
- **Steady as she goes** - Interacting with the first objective causes the ship to become more stable. From now on, roll a D6 die before rolling the Directional die at the end of the round:
 - 1-3: The ship is stable and nothing happens
 - 4-6: Roll the Directional die and move all Survivors, Radar tokens and enemy miniatures 1 zone in that direction.

Mission complete

(When both objectives have been interacted with and all Survivors have exited the map)

The Refuge looks even more shambolic than it ever has and there's a fair share of bumps and bruises among the residents, but it looks like we caught the problem before any lasting damage was done. The ship is struggling to survive just as much as we are, and it's occurrences like this that reminds us that the Hikari can't always be our home. Sooner or later, there will be an incident that we won't be able to rectify, and we need to have a plan for when that day comes.



N-01 C-02
M-01 S-01 N-02



 Radar
  Start
  Objective
  Door
  Exit

#CG29 – What to Expect

Story - An expectant mother was taken to a nearby med bay to have her baby. We would only take someone in her state out there if it was absolutely necessary, but the Refuge was ill equipped for the complicated pregnancy. She's delivered the baby safe and sound, but the people that were guarding her have been killed and she's stranded and alone. We need you to get to her and bring her home safe, before something or someone else does.

Objective

Retrieve the mother and child and guide them to safety

Tokens (5)

3 Survivors	3 Swarmer (x2), 4 Swarmer, 2 Jaeger, 2 Icarus
4 Survivors	4 Swarmer (x2), 2 Jaeger, 3 Jaeger, 3 Icarus
5+ Survivors	4 Swarmer (x2), 3 Jaeger, 4 Jaeger, 4 Icarus

Special conditions

- **New life** – The red objective is the mother and baby. Survivors must reach the objective and interact with it to take her to safety. Once interacted with, place the objective token onto the Survivor's dashboard to show who is escorting them.
- **Cry baby** – At the beginning of each round, roll a die to see how much noise the baby's crying is generating:
1-2: 1 Noise 3-4: 2 Noise 5-6: 3 Noise
 Place a corresponding noise token in the red objective's zone. Once a Survivor has collected the objective, the noise token is now generated in that Survivor's zone and moves with them.
- **For her own safety** – The green objectives in S-02 and L-02 are security terminals that control the door protecting the mother in the Med Bay. This door begins the mission in the unlocked position, and Survivors may lock/ unlock this to protect the mother and child. This door is unaffected by the Lockdown Event card.
- **Gurney** – The mother is on a medical stretcher and does not cause any movement impairing effects when travelling with her, however weapons may not be dual wielded by the Survivor carrying the objective.
- **Fragile** – If a Radar token or enemy enters into the mother's zone before a Survivor has interacted with her, then the mission is failed. Also, if the Survivor carrying the objective dies, the mission is failed.



Mission complete (When all Survivors and the objective have reached the exit)

Rescuing that mother and child is a bittersweet victory. Though you're pleased you were able to make it in time to save their lives, part of you wonders about what a life that poor innocent child has been brought into.



#CG30 – Inside the Room By Paul Rose

Story - We've detected an increasing amount of GEP activity on H deck. We're not sure what's drawing them there, but the place is crawling with them. Ordinarily, we wouldn't risk disturbing such a large gathering, but the network of air ducts run directly over the Refuge, and there's a risk of them getting in, so we need to do something fast. There are some automated turrets in the area that were set up but never activated. Sadly we know this because a previous party were the ones to set them up, but we lost contact with them some time ago. Activating those turrets is the key to getting H deck under control again...good luck.

Objective

Bring the automated turrets online, kill the Titan and escape through the service tunnels.

Tokens (4)

3 Survivors	3 Swarmer, 3 Jaeger, 3 Icarus, 1 Titan
4 Survivors	4 Swarmer, 4 Jaeger, 4 Icarus, 1 Titan
5+ Survivors	4 Jaeger, 3 Icarus, 4 Icarus, 1 Titan

L-02	E-01	M-01
S-02	P-01	R-01
A-01	C-02	LS-01



Special conditions

- **Uh Oh** – Titan's spawn with 6 Health per Survivor playing the scenario.
- **Lock & load** – During setup Remove 1 Shotgun and 1 Assault Rifle card from the Weapon deck and place them to one side. Interacting with the blue objective in A-02 allows a Survivor to collect one of these cards. If there is more than one Survivor in the zone when the objective is collected another Survivor may be given the other weapon, otherwise it is discarded.
- **Good for what ails you** – During setup remove 2 "+3 Health" Medkit cards from the Item deck and place them to one side. Interacting with the blue objective in M-01 allows a Survivor to collect one of these cards. The second may be collected at the cost of another action.
- **Heavy metal** – The red objectives represent the turrets to be brought online. Once a Survivor has interacted with the red objective, replace it with a green one. Activated turrets:
 - Can make 1 attack action at the end of each Survivor Phase with the following stats:
 
 - Will attack any enemies within range and cannot harm Survivors.
 - Target zone is chosen by the Survivors and the Weapon Jam die is rolled whenever they fire. Jam results are ignored but Break results destroy the turret.
 - Do not have a health value. Instead, if attacked by an enemy, roll the Weapon Jam die for each attack and destroy the turret if a Break result is rolled.
 - Are equal to Noise in the enemies' targeting priority order [p14].
- **Mobile ordinance** – The Turrets may be picked up at the cost of one action, and placed back down in the Survivor's zone for another action. When placing a turret, roll a die and on a result of 1, the turret is destroyed and removed from play.
- **To the shadows we run** – Survivors must not be seen leaving the map, and can only do so when not in any enemies line of sight.

Mission complete

(Once the turrets have been activated, the Titan has been killed and all remaining Survivors have exited the map)

Whether it's the death of the Titan or those turrets you brought online, something you did seems to have scattered the infestation. You've done good work here, but we'll need to organise frequent visits to the area so to avoid any further concentrations of GEP activity this close to the Refuge. It's a miracle we haven't been discovered so far, but it's one we need to keep happening, for all our sakes.



Radar



Start



Objective



Door



Exit

#CG31 – Not Alone in the Dark By Massimiliano Fraulini

Story - The Refuge is running out of energy. At first, no solution seemed viable, but the word of our plight has spread around the Refuge, and it's not long before someone steps forward with a possible solution. A geneticist tells of a facility with a dedicated power generator they had worked in before the Fall. Retrieving this generator seems like our best options for now, so they mark it on your map for you, but leave you with a warning "That generator did just power the facility, it powered the entire area, so who knows what'll happen when you disconnect it." Be on your guard.

Objective

Power off the generator and leave the area with it as fast as you can.

Tokens (5)

3 Survivors	3 Swarmer (x2), 4 Swarmer, 2 Jaeger, 3 Jaeger
4 Survivors	3 Swarmer, 4 Swarmer (x2), 3 Jaeger, 3 Icarus
5+ Survivors	4 Swarmer (x2), 3 Jaeger, 4 Jaeger, 4 Icarus

Special conditions

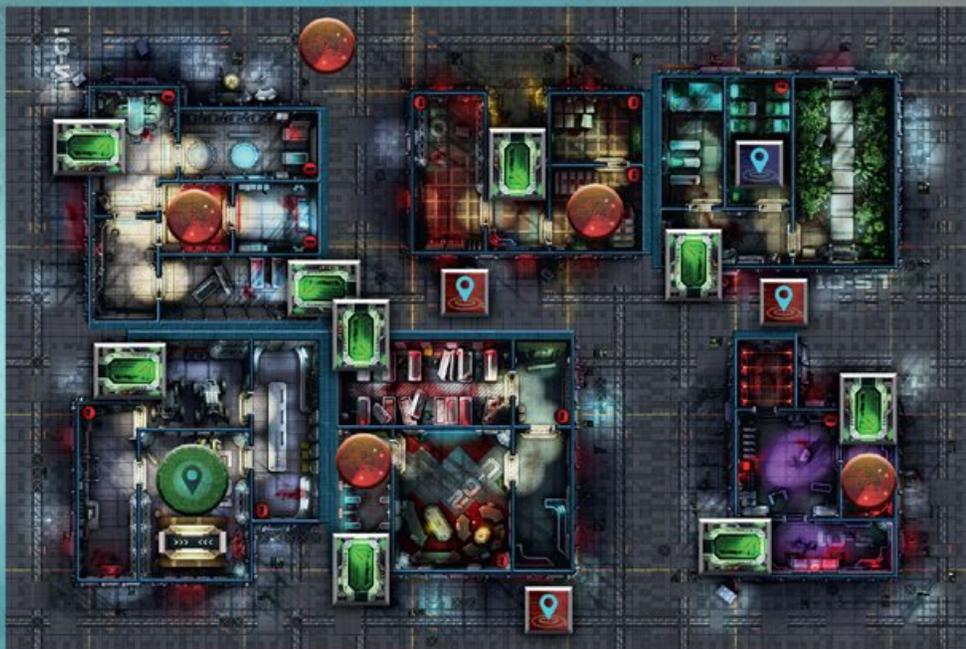
- **What could go wrong?** – During setup, remove the Blackout Event card from the Event deck and place it facedown next to the Event deck.
- **Lights out, words gone** – The blue objective is the power generator you need to recover. Once a Survivor interacts with the objective, place the objective on the Survivor's dashboard and turn the Blackout Event card face up. This now remains active until the end of the scenario. The Event deck is still drawn as usual, and any affects are in addition to the Blackout.
- **It's a damn maze!** – A second effect is triggered by the blue objective being collected; the red objectives represent quarantine bulkheads designed to lockdown the area in case of contamination. Survivors cannot move between the zones that the red objectives are on and are forced to take the only route back to the exit. Anything in these zones when the blue objective is collected is killed instantly.
- **Careful with that!** – The Survivor carrying the objective may not dual wield weapons. The objective may not be passed between Survivors. If the Survivor carrying the objective is killed, it is placed in the zone in which they were killed and may be collected by another Survivor.
- **Moths to the flame** – Once the blue objective has been collected, do not roll the Directional die to move enemies. Instead, they now move towards the Exit in a Passive state.

M-01 A-01 LS-01

E-01 C-02 S-01

Mission complete (when all remaining Survivors have exited the map with the blue objective)

As you fumble into the elevator and prepare to leave, a symphony of unnerving noises echo from the dark. With the power generator retrieved and the area plunged into darkness, maybe it would be better to lockdown the elevator and forget about this part of the ship...at least for now...



Radar



Start



Objective



Door



Exit

#CG32 – Escape By Richard Sherwood

Story -Your makeshift shelter has been overrun. With the perimeter breached, GEPs have flooded in swarming through the corridors killing indiscriminately. Scattered and scared, your last chance is to escape this section of the ship and try to re-group with anyone else that made it out alive. There is a service shaft in the engineering section which leads to the deck above and can be sealed behind you to stop the GEPs from following you through. All you have to do is get there and hope that no one has sealed the hatch before you.

Objective

Escape the area before it's too late!

Tokens (5)

3 Survivors	3 Swarmer (x3), 2 Jaeger, 2 Icarus
4 Survivors	4 Swarmer (x3), 3 Jaeger, 3 Icarus
5+ Survivors	4 Swarmer (x3), 4 Jaeger, 4 Icarus

C-02	LS-01	S-02
R-01	P-01	A-01
E-01	M-01	L-01



Special conditions

- **Scattered to the wind** – During setup, each Survivor must roll a D6 and place their miniature in the matching zone as indicated on the map. Only one Survivor should occupy a starting zone, and other Survivors should re roll if their result matches a zone already occupied.
- **Retrieve it from WHERE?!** – The way to the exit is blocked by a security bulkhead that requires biometric authorisation from the administrator who was running the shelter. The only problem is that they were killed in the massacre, so you'll have to find the GEPs that killed her and retrieve her fingerprints and retina for the scanners. Each time a GEP is killed, roll a die to see whether you've found some of the administrator's remains:

1-2: Nothing happens

3-4: You've found a finger! Collect a blue objective

5-6: You've found an eye! Collect a red objective

Whenever an objective is collected, all Survivors in that zone lose 1 Resolve.

- **I have the....ergh...keys** – Once both the blue and red objectives have been collected, the bulkhead to the exit can be opened. The objective doors will not operate independently and require both objectives to be opened.

- **A grisly souvenir** – If a Survivor is carrying an objective, they must take a Resolve test at the start of their turn. The objectives may be passed between Survivors. If the Survivor carrying an objective is killed, it is lost and must be found again by killing GEPs.

- **Mental ordeal** – All Survivors begin the mission with -1 Resolve.

- **Until the very last person** – Survivors that reach the exit zone cannot leave the map. They must remain in that zone until all Survivors have joined them, or until the end of round 8.

Mission complete

(When all remaining Survivors reach the exit zone or it is the end of round 8)

As the last Survivor scrambles into the service shaft, everyone rushes to help close the hatch. Just as it is about to close, several sharp and grotesque limbs force their way through the opening, but the hatch already has such momentum that the force of it closing severs anything caught in its wake! As you all take a moment to gather your thoughts and try to take a measure of how many survived, the relentless pounding on the hatch serves as a stark reminder that you are never too far away from danger on this ship.



Radar



Objective



Objective Door



Door



Exit

#CG/P20 – Messing with the Bull

Story -The story of the G.E.P.E.C programs’ origins is beginning to become clear. It seems that the entire program started with just one GEP that was born on Earth. Its body acted as a living databank, containing all of the genetic information they would ever need to create creatures suited to almost any environment. The fate of this “Primus” GEP was unknown up until now, but a team of Survivors recently stumbled upon the research facility that should contain the creature. You’ve been sent to explore the facility and it’s not long before you discover what you’ve been searching for. A huge creature floats suspended in a vast tank in the middle of a room that appears to be ever so slowly flooding, and upon closer inspection you realise that the tank has cracked and is slowly leaking. Suddenly the creature begins to stir from its long hibernation, and the mere sight of you angers it beyond comprehension. It takes just a few colossal blows for the creature to free itself! This foe seems beyond you, your only choice now is to run!

Objective

RUN! (reach the exit)

Tokens (5)

3 Survivors	3 Swarmer (x2) 2 Jaeger, 3 Jaeger, 2 Icarus, Primus health: 15
4 Survivors	4 Swarmer (x2), 3 Jaeger (x2), 3 Icarus, Primus health: 20
5+ Survivors	4 Swarmer, 2 Jaeger, 4 Jaeger, 3 Icarus (x2), Primus health: 25

Special conditions

- **Primal rage** – The Primus begins the mission with 6 Health per Survivor playing the scenario.
- **Locked and Loaded** – During setup, take 1 Assault Rifle card from the Weapon deck and add this to your starting load out.
- **Got the scent** – The Primus is always in an Active state and is aware of the location of all Survivors at all times.
- **Immortal** – The Primus cannot be killed! Whenever the Primus’ health is reduced to 0, it is instead stunned for the rest of the current game round. At the beginning of the following round, the stun wears off and the Primus’ regains 50% of its total health, rounded up.
- **Stock up** – During setup take 1 Riot Grenade card from the Weapon deck and 1 Shield Bubble card from the Item deck, and place them to one side. Interacting with the red objective in A-01 claims both of these items.

Mission complete

(when all Survivors reach the exit)

As you sprint through the exit and heavy door locks engage, the full weight of the Primus slams against the other side, the sheer force of impact taking everyone off their feet. It continues to pound and thrash against the door, but it manages not to buckle under the tremendous might assailing it. The creature will need dealing with, but just how exactly remains a complete mystery. You threw everything you had against it, and each time it arose with renewed purpose to end your life. Such power, such anger...the Primus could well be the single most dangerous foe to your survival.



Radar



Start



Objective



Door



Exit



Primus

ENDURE

THE STARS

CAMPAIGN - Best of a Terrible Situation

Survivors needed - Medic

**When Prescription Pickup is complete you may choose Bug Hunt or Signs of Life for your next mission.*

Prescription Pickup

Bug Hunt



Signs of Life

Ever at our Heels



 50 MINUTES

ENDURE

THE STARS

DIFFICULTY – MEDIUM

#CG04 – Prescription Pickup

Story -Medical supplies have been running low for some time now, but we've always managed to get by. That was until yesterday, when a viral infection began to sweep through the Refuge. It's not life threatening, but it's leaving us vulnerable and it's something that's easy to treat with the right medication. The cache needs restocking and E04 has the closest nearby medical facility that we haven't searched yet. You'll need to take a Medic with you, as no one else knows what they're looking for.

Objective

Collect the medical supplies from the Med Bay then leave the map from any exit.

Tokens (5)

3 Survivors	3 Swarmer (x2), 4 Swarmer, 2 Jaeger, 3 Jaeger
4 Survivors	4 Swarmer (x2), 2 Jaeger, 3 Jaeger, 4 Jaeger
5+ Survivors	4 Swarmer (x2), 3 Jaeger (x2), 4 Jaeger

Special conditions

- **Medic!** - A Medic must be present on this mission.
- **Know what you're looking for** - Only the Medic can collect the objective.
- **Bad atmosphere** - Life Support Failure Event cards deal 2 damage instead of 1.

M-01 S-01
L-01 N-01

Mission complete (when all Survivors leave the map from the same exit)

With the proper medication safe in hand, treating the infection should be easy. That Med Bay was well stocked; it would be worth revisiting to collect the rest of the supplies. Finding such a bounty gives you hope that you may just survive this yet.



Radar



Start



Objective



Door



Exit

 60 MINUTES

ENDURE

THE STARS

DIFFICULTY – MEDIUM

#CG05 – Signs of Life

Story -We thought that this part of the ship was abandoned, but that's the unmistakable noise of someone sobbing. We have to look for Survivors; this area is crawling with GEPs and if just one person is alive down here then they won't last much longer.

Objective

Escort the 3 crew members to the exit.

Tokens (6)

3 Survivors	3 Swarmer (x2), 2 Jaeger, 3 Jaeger, 2 Icarus, 3 Icarus
4 Survivors	4 Swarmer (x2), 3 Jaeger, 4 Jaeger, 3 Icarus, 4 Icarus
5+ Survivors	4 Swarmer, 3 Jaeger, 4 Jaeger, 3 Icarus (x2), 4 Icarus

Special conditions

- **Rescue the crew!** – The objective tokens represent surviving crew members in need of rescue.
- **Lean on me** - The crew will need escorting to the exit. Any Survivor that collects an objective can only move a maximum of 2 zones per turn whilst carrying the objective (doubled during an Artificial Gravity Failure Event). Survivors may only carry 1 objective at a time
- **A real handful** - Survivors carrying crew members may not dual wield.
- **You're safe now** - Upon reaching an exit with an objective token, the crew member is now safe and the token may be removed from the Survivor carrying it.
- **Calming influence** - Delivering an objective token to the exit gives +1 Resolve to the Survivor who delivered them.



Mission complete (when all 3 crew have been rescued)

The crew members can barely believe their luck; had you not stumbled across them when you did there's no way that they'd be alive. As you depart for the Refuge, one of the people you saved explains that he used to work maintenance for this section of the ship, "The life support systems up ahead are malfunctioning, but I know how to get them back online." He hands you a bundle of notes and wishes you luck.



LS-01	
E-01	S-01
A-01	R-01
	C-01



Radar



Start



Objective



Door



Exit

#CG06 – Bug Hunt

Story -There's an awful lot of GEP activity down here and we're a little too close for comfort to the Refuge. We best thin out their numbers; otherwise the GEPs might start making house calls.

Objective

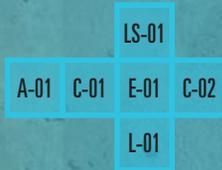
Kill all GEPS.

Tokens (7)

- 3 Survivors** 4 Swarmer (x2), 2 Jaeger (x2), 3 Jaeger, 3 Icarus (x2)
- 4 Survivors** 4 Swarmer, 2 Jaeger (x2), 3 Jaeger (x2), 3 Icarus, 4 Icarus
- 5+ Survivors** 4 Swarmer, 2 Jaeger, 3 Jaeger, 4 Jaeger, 2 Icarus, 3 Icarus, 4 Icarus

Special conditions

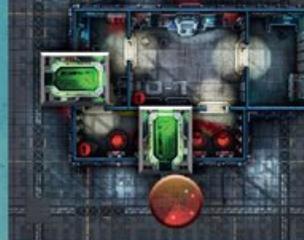
- **I think that's enough** – During setup, remove all "Movement Detected" Event cards from the Event deck and place them to one side. They will not be used in this mission.
- **A little help** – During setup, remove 1 Assault Rifle, 1 Shotgun and 1 Pistol from the Weapon deck and place them to one side, face down. Interacting with the red objective in A-01 allows a Survivor to collect one of these Weapon cards, at random. The remaining cards are placed at the bottom of the Weapon deck.
- **Yeah, that's definitely enough** – The usual spawning rules that trigger when there are no Radar tokens or enemies on the board are ignored (p14).



Mission complete

(when all enemies have been eliminated)

Surviving in a ship filled with GEPs is one thing but actively hunting them felt like a suicide mission when it was first suggested, but as the final creature falls lifeless to the floor a feeling of hope washes over you. Today's mission was a success; and if it can be done once, it can be done again.



Radar



Start



Objective



Door

#CG07 – Ever at Our Heels

Story - This is not good. The Radar is picking up a LOT of signals. We need to get out of here fast.

Objective

Reach the exit.

Tokens (9)

3 Survivors 3 Swarmer (x2), 4 Swarmer, 2 Jaeger, 3 Jaeger, 2 Icarus, 3 Icarus (x2), 1 Titan

4 Survivors 4 Swarmer (x2), 2 Jaeger (x2), 3 Jaeger, 2 Icarus, 3 Icarus, 4 Icarus, 1 Titan

5+ Survivors 4 Swarmer (x2), 2 Jaeger, 3 Jaeger, 4 Jaeger, 3 Icarus (x2), 4 Icarus, 1 Titan

Special conditions

- **Uh Oh** - Titan's spawn with 3 Health per Survivor playing the scenario.
- **It's been a long road** - One of you is badly hurt. They're holding together for now, but you can't stop the bleeding until you get back to the Refuge. Choose a Survivor at random and place a red objective token on their Chest Injury space. This Injury cannot be healed and persists for the duration of the mission.

- **Picking up the scent** - If at the start of the Enemy phase any Survivor has suffered damage as the result of a Chest Injury this round, the directional die is not rolled for passive enemies/tokens. Instead, all enemies within 4 zones of the bleeding Survivor move 1 zone towards them, and all enemies more than 4 zones away move 2 zones towards them.

>> Campaign consequence <<

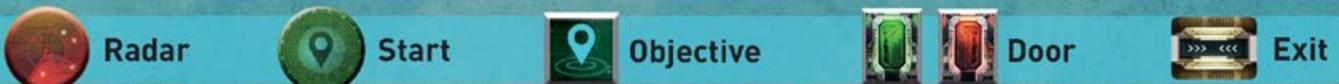
If your previous mission was Bug Hunt - It seems that you've managed to thin their numbers by a noticeable amount. Remove the Radar tokens marked 1 & 2 from the map.

If your previous mission was Signs of Life - Whilst escorting the rescued crew back to the Refuge, one of them explains to you that they used to work maintenance in this sector. They give you a handful of notes along with a hand drawn map; "The environmental systems up ahead are on the fritz, but if you can reach this terminal you should be able to stabilise them temporarily." Place the red objective token on the map, which represents the terminal. If you interact with the objective remove 1 Movement Detected, the Gas Leak and the Life Support Failure Event cards from the Event deck and then reshuffle the deck.



Mission complete (when all remaining Survivors exit map)

It's a difficult journey back to the Refuge, but you manage to avoid attracting the attention of anything hostile. Anyone else would be elated to have survived such an ordeal, but sleep doesn't come easy, and when it does all you can see when you close your eyes is gnashing teeth and savage claws. You always knew there were a lot of GEPs roaming the ship, but actually seeing them in such great numbers has brought just how dire your situation is into sharp focus.



#CG08 - Bagging a Trophy

Story - A geneticist that worked on the G.E.P.E.C program has set up a rudimentary lab at the Refuge. She claims that before The Fall, she was on the verge of solving the problem of hyper aggression that the Solomons cause in nearby GEPs. "A live subject is the key. I believe solving this problem could have some very practical real world applications. Why fight the GEPs, when we could pacify them entirely?" After asking around the camp for some time, eventually you discover that a fellow Survivor locked a Solomon in a Med Bay over in A19 just a short while ago. After gathering some capture nets and salvaging a functioning exo suit with the strength to pull the creature, you're as ready as you'll ever be.

Objective

Capture the Solomon GEP and bring it to the exit.

Tokens (6)

3 Survivors 3 Swarmer, 4 Swarmer, 2 Jaeger, 3 Jaeger, 2 Icarus, 3 Icarus

4 Survivors 4 Swarmer (x2), 3 Jaeger (x2), 3 Icarus (x2)

5+ Survivors 4 Swarmer, 2 Jaeger, 3 Jaeger, 4 Jaeger, 3 Icarus, 4 Icarus

Special conditions

- **You're up, genius** - An Engineer must be present on this mission.
- **A rare breed** - Solomon spawning rules should not be used in this mission.
- **No touching** - Only an Engineer may interact with the Solomon. An Engineer must spend 1 action to prepare the Solomon for transportation. The Solomon now moves with the Engineer transporting it.
- **Pulling power** - The Solomon's innate drive to wander means that you'll need to expend extra effort to drag the creature. Once the Solomon has been collected, the Engineer pulling the Solomon must roll a die at the beginning of each of their turns to determine how many actions they have this turn;
 - 1-2: 1 action.
 - 3-4: 2 actions.
 - 5-6: 3 actions.
- **Cry for help** - The Solomon doesn't want to go quietly and begins to cry for help as soon as you have collected it. Place a level 4 noise token in same zone as the Engineer transporting the Solomon. This noise token is permanent and must stay in the same zone as the Solomon for the rest of the mission.



S-01	M-01
R-01	LS-01
C-01	A-01

Mission complete (when the Engineer transporting the Solomon leaves the map)

As you approach the doors of the Refuge, you can see the geneticist eagerly awaiting your return, "you actually did it....marvellous. This may not mean a lot to you, but what you've achieved here today could save more lives than you realise!"



Radar



Start



Door



Exit



Solomon GEP

#CG09 - Left at the Office

Story - A geneticist at the Refuge has requested that you retrieve her unfinished work from her lab in C50, specifically her DNA samples of Jaeger GEPS. She tells you that her work was focused on GEP countermeasures on a molecular level. She won't explain exactly what it is she was doing but she's confident that, if allowed to continue her work, she'll be able to produce some very interesting and beneficial results.

Objective

Retrieve the GEP DNA samples and exit the map.

Tokens (7)

- 3 Survivors** 3 Swarmer (x2), 2 Jaeger, 3 Jaeger (x2), 3 Icarus (x2)
- 4 Survivors** 4 Swarmer (x2), 3 Jaeger, 4 Jaeger, 3 Icarus (x2), 4 Icarus
- 5+ Survivors** 4 Swarmer, 3 Jaeger (x2), 4 Jaeger, 3 Icarus (x2), 4 Icarus

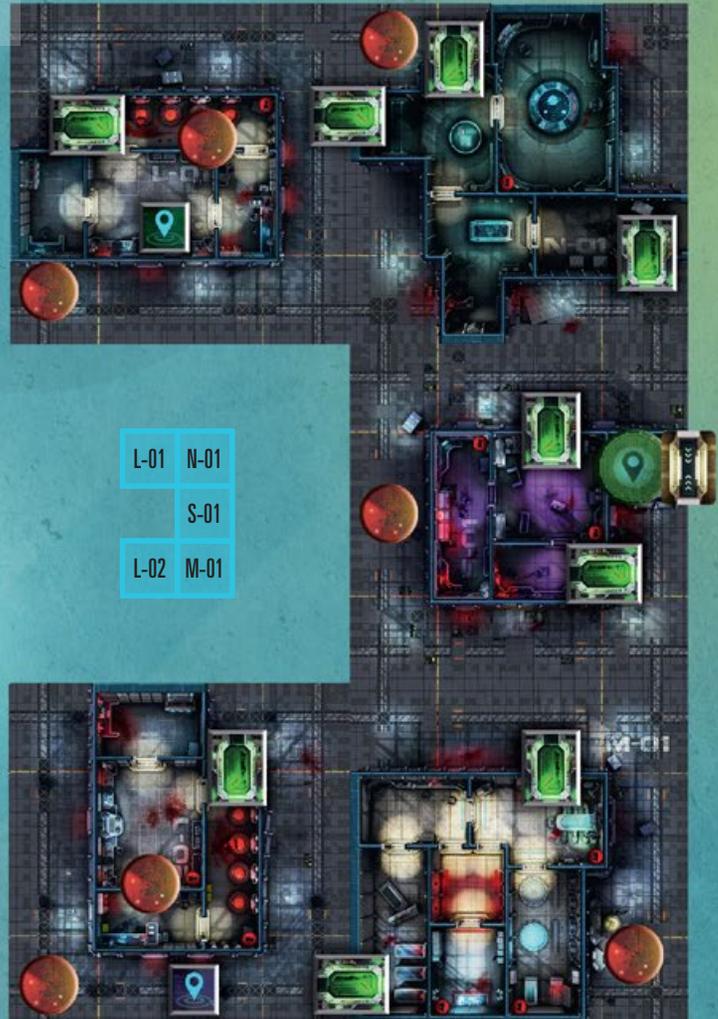
Special conditions

- **Careful with those** - The objective tokens are the GEP DNA that must be collected.
- **Not enough hands** - A Survivor may not carry more than 1 objective.
- **Catch!** - If a Survivor carrying an objective dies, then the objective automatically transfers to any other Survivor in the same zone. If there are no other Survivors in the zone, the vial of DNA falls to the floor, smashes and the mission is failed.



Mission complete (when all Survivors and objectives have exited the map)

"Brilliant! I thought that I would have to start all over again, but retrieving these samples will greatly accelerate my research! Come and visit me before you next leave the Refuge, I may have something of great use to you."



Radar
 Start
 Objective
 Door
 Exit

#CG10 - Break Stuff

Story -The geneticist at the Refuge has proposed a bold plan; capture a live Titan. "I know it seems risky, but with the right equipment you should be able to best the creature." You're going to need to retrieve a working Exo Loader if you really want to go through with this and you remember seeing one in an Engineering Bay on E04, but it's locked down tight and you'll need to destroy several key terminals to trip the door locks.

Objective

Destroy the terminals to gain access to the Exo Loader.

Tokens (6)

3 Survivors 3 Swarmer (x2), 3 Jaeger (x2), 3 Icarus (x2)

4 Survivors 4 Swarmer (x2), 4 Jaeger, 2 Icarus, 3 Icarus, 4 Icarus

5+ Survivors 4 Swarmer, 2 Jaeger, 4 Jaeger, 3 Icarus (x2), 4 Icarus

Special conditions

- **Let's get this open** - All red objectives must be destroyed to open the door to E-01. To destroy the terminals, attack them as you would an enemy. Terminals have 2 health.
- **Is the coast clear?** - Survivors cannot complete the mission until there are no enemies within 1 zone of the Loader.

>> Campaign consequence <<

If your previous mission was Bagging a Trophy -

"That live subject did wonders for my research! It's very rudimentary, but I've managed to create a jammer of sorts that interferes with the GEP's ability to communicate. Have I tested it? Well no, but that's where I was hoping you would come in." The Ever Present Threat rule is ignored for this mission (p14)."

If your previous mission was Left at the Office -

"I'm not quite sure whether this will work, but after studying the DNA you brought me I think I've found a way to mask your presence from the GEPs, albeit temporarily. Before you head out, just spray yourself with this and they shouldn't be able to detect you." Each time that a Survivor enters into the line of sight of a zone containing passive enemies, roll a die:

1-4: No effect.

5-6: All enemies within the zone fail to notice you. Making noise can cancel out this effect.



Mission complete

(when all Survivors reach the Exo Loader)

As the door slides open and you enter the room, you quickly dash to the Loader and begin to inspect it. It appears to be in excellent condition, and it dawns on you that this bay must have been sealed shut since before The Fall. Seeing such a pristine place devoid of the scars of recent tragedies floods you with peaceful memories of a time before all of this misery. After giving the Loader a quick test drive, you feel much more confident about your chances.



Radar



Start



Objective



Door



EXO Loader

#CG11 – Gotta Catch ‘em All

Story -You’ve been helping a geneticist at the Refuge by bringing her live GEPs and pieces of her research found scattered across the ship. So far her results have proved most helpful and her latest plan is by far the most ambitious to date; she’s requested that you use a recently scavenged Exo Loader to capture a live Titan. “All the preparations have been made for its arrival; just bring it to containment cell I’ve set up in the Loading Bay and I can take it from there.”

Objective

Subdue and capture the Titan GEP.

Tokens (6)

3 Survivors 4 Swarmer (x2), 3 Jaeger (x2),
2 Icarus, 1 Titan

4 Survivors 4 Swarmer, 3 Jaeger (x2),
3 Icarus (x2), 1 Titan

5+ Survivors 4 Swarmer, 3 Jaeger, 4 Jaeger,
3 Icarus, 4 Icarus, 1 Titan

Special conditions

- **Uh Oh** - Titan’s spawn with 6 Health per Survivor playing the scenario.
- **Lock and Loader** - During setup, remove the Exo Loader card from the Item deck and place it to one side. Players now choose which Survivor will begin the mission inside the Exo Loader.

Mission complete (when the Titan has been subdued)

The Titan howls and cries as you wrestle it to the floor, and before long you find yourself alone, with not a sound to be heard but the labored breathing of the fallen beast. The journey home feels long, but as you approach the Loading Bay you see that every last resident of the Refuge has turned out to see you return. You hear gasps of awe escape from the crowd, and before long a deafening roar of applause and cheering envelopes you. To these people, who have all but lost hope, seeing with their own eyes what you’ve managed to achieve means everything.

A-01	C-01	L-01
E-01	R-01	M-01
LS-01	N-01	S-01

- **Power up** - The green objectives are Power Cells, needed for the Loader to function. During setup, remove 4 Power Cell cards from the Item deck, place 3 in a separate pile face up and place 1 in the inventory of the Survivor piloting the Exo Loader. Interacting with these objectives allows a Survivor to collect one of these cards.

- **It’s here...I think** - The Titan is somewhere in the area but you’re not sure of its exact location. During setup when placing Radar tokens, select the Titan token and 2 others at random. Shuffle these 3 together, then place them in their locations on the L-01, LS-01 and S-01 tiles.

- **Win by pin** - To subdue the Titan the Survivors must reduce its health by at least 50%, and then the Survivor piloting the Exo Loader must finish the game round in the same zone as the Titan, with the Loader powered.

- **Erm...a little help?** - Once the Titan’s health has dropped below 50%, place a level 4 noise token in the Titan’s zone. This noise token is permanent and must stay in the same zone as the Titan for the rest of the mission.

>> Campaign consequence <<

If playing a campaign, the mission specific bonus you received in the previous mission “Break Stuff” carries over into this mission.



Radar



Start



Objective



Door

ENDURE

THE STARS

CAMPAIGN - Rescuing the Refuge

Walking Wounded

Mysterious Spores



#CG33 – Walking Wounded

Story -A few hours ago, the Hikari took a sudden and devastating impact from an unknown source. Our best guess is some debris or a meteoroid orbiting the planet, but regardless of the source the results are the same. The flames are spreading, people are dying and the damage to the bulkheads has allowed GEPs access to the living quarters where our crew are holed up. Assemble a team, get to the affected area and save as many lives as you can!

Objective

Save the wounded and frightened crew

Tokens (2)

3 Survivors	4 Swarmer (x2)
4 Survivors	3 Jaeger (x2)
5+ Survivors	3 Icarus (x2)

C-02	R-01	LS-02
R-02	P-02	M-02

Special conditions

- **They're getting in!** – The two Door tokens on the north edge of the map are damaged bulkheads through which GEPs may enter. At the end of the Resolution Phase after drawing an Event card, roll a die:

- **1-3: Nothing happens.**

- **4-6: Spawn a Radar token from one of the Doors.**

If both Doors are still unsealed, roll the directional die on the R-01 tile to determine which Door the Radar token spawns from.

- **Seal the bulkheads!** – The Loader must be used to seal the breaches in the bulkheads through which the GEPs are pouring through. To seal the doors, they must be attacked whilst in the Loader. The doors have 3 health. Once a door has been sealed, remove the door token from the map.

- **Baby's got some juice!** – A Survivor's first turn in the Loader does not consume any Power Cell charges. This effect only happens once, the first time that the Loader is used in the mission.



Radar
 Start
 Objective
 Door
 Exit

ENDURE

THE STARS

Special conditions (continued)

- **Repair the lift and escape!** – All room zones in P-01 represent an elevator, which can be operated using the green objective also in P-01. The green objective is a control panel with a damaged power coupling that needs to be repaired for the elevator to work. To repair the green objective, a Survivor must roll 4 dice and score 5+ on at least 2 results in a single attempt. Each time a Survivor interacts with the objective, 4 dice are rolled. The Engineer only requires results of 4+ for it to be a success. Once repaired, a Survivor can interact with the green objective to activate the elevator and trigger the end of the mission. Anyone in the elevator is saved.

- **We need more power!** – The blue objectives are Power Cells. During setup, remove 2 Power Cell cards from the Item deck and set them to one side. Interacting with these objectives allows a Survivor to collect one of these cards.

- **The afraid and the hurt** – There are 2 types of crew that need to be rescued, Frightened Crew (green objectives in C-02 and LS-02) and Wounded Crew (red objectives) and they have the following rules:
 - When escorting any type of crew, the objective token stays in your zone and follows you wherever you move, including any movement affects as the results of attacks or Events.
 - It does not cost any actions to interact with a crew member and get them to follow you.
 - Crew have 2 Health and are attacked last by enemies.
 - If a Radar token ever enters a zone containing a crew member without a Survivor present, the crew member is instantly killed and the objective token removed from play.

- **Scent of blood!** – The Wounded Crew are bleeding, and moving them is only going to agitate their wounds further! This could attract some unwanted attention... During setup place a level 3 Noise token under each red objective, this represents the scent of blood that the GEPs will detect. This effect is inactive until a Survivor moves them for the first time. When this happens, place the Noise token on top of the objective token to show that the effect has been triggered. The Scent of Blood is last on the GEPs targeting priority order (p14).

- **Terrified** - When interacting with a Frightened Crew objective you are attempting to escort, make a Resolve test. If you pass, the Frightened Crew will move with you on your turn. This costs 1 action, regardless of whether the test is a success, and this test must be made at the start of each turn you attempt to escort them.

- **Be quiet!** - The Frightened Crew won't stop nervously chattering! During setup place a level 1 Noise token under each green objective, this represents their nervous rambling. This effect is inactive until a Survivor moves them for the first time. When this happens, place the Noise token on top of the objective token to show that the effect has been triggered.

- **Lean on me** - Each Survivor may only escort 1 objective at a time.

- **You're safe now** - Upon reaching the room zone containing the blue objective, the crew member is now safe and the token is removed from the Survivor carrying it and placed in the zone.

- **Too much heat!** - The Survivors may activate the repaired control panel (green objective) at any time. This ends the mission and any remaining crew objectives left behind are considered killed.

- **No one left to save** - The mission is failed if all crew objectives are killed.

Win Conditions

- If you saved 1 or 2 crew, Survivors are so demoralised that they couldn't save more lives that each Survivor loses 2 Resolve.
- If you saved 3 or 4 crew, all Achievement card objectives are considered complete and may be kept for use in the next mission.
- If you saved 5 or 6 crew you may, in addition to unlocking Achievement cards as above, sort through the item deck and collect a Shield Bubble, a Medkit +2 and a Teleporter or Power Cell card and add them to your Survivor's inventories as you see fit.

Mission complete

(When both breaches have been sealed and the repaired control panel has been interacted with)

All hell is breaking loose down there and we are still gauging the extent of the damage! Let's hope the ship doesn't take more hits like that!

#CG34 – Mysterious Spores

Story -Your efforts in rescuing the stranded crew were greatly appreciated, but the crew you rescued are all suffering from some mysterious malady and we have reason to believe it has something to do with the meteor shower that caused the breaches in the bulkhead. The sickness is spreading throughout the Refuge and we have many in isolation under quarantine. We need you to head to the region of the ship that took considerable damage during the meteor shower and collect samples of the meteoroid fragments. Bring them back in containment for us to analyse, and hopefully we can get to the bottom of this. Take some zero-g suits and air tanks, they'll protect you from any further contamination.

Objective

Collect a meteor sample and bring it back to the Refuge.

Tokens (3)

3 Survivors	3 Jaeger (x2), 3 Icarus
4 Survivors	3 Jaeger, 4 Jaeger, 3 Icarus
5+ Survivors	4 Jaeger, 3 Icarus, 4 Icarus

Special conditions

- **Uh oh** - When creating the Radar token Spawn pool, remove all Swarmer tokens and add the Titan token into the pool. Titan's spawn with 4 Health per Survivor playing the scenario.
- **If these walls could talk, they'd say "Ow"** - During setup, place the Artificial Gravity Failure and Life Support Failure Event cards face up next to the Event deck. These are in effect for the duration of the mission. Event cards are still drawn as normal, and their effects are played out in addition to these cards.
- **We just didn't have that spark** - During setup, remove the Fire Event card and Pyromaniac Resolve cards from their decks and place them to one side. If a Survivor draws the Pyromaniac Resolve card during play, remove it and deal them a new Resolve card.
- **What a piece of junk!** - The Spiritum helmet has no effect on this mission.
- **Air tanks** - Place a dashboard you are not using to one side and set the Health dial to 10 (use two dice set to show a total of 10 if no spare dashboards are available). At the end of each round, reduce this by 1. So long as the dial has not reached 0, all Survivors are immune to the effects of the Life Support Failure Event. However once this reaches 0, the tanks have run out of air and Survivors take damage from the Life Support Failure Event at the end of each round.
- **Collect the Sample** - The green objectives are meteor samples. When interacting with the objectives, make a Resolve check.

Success: You manage to remove a spore from the rock fragment. Collect the objective token.

Failure: You clumsily fumble the sample and it is lost. Remove the objective token from play. If there are no more samples to collect, the mission is failed.

- **There's a Hole in my Suit!** - Each time that a Survivor would sustain an Injury, instead place the Injury token next to their Ability token. At the start of a Survivor's turn, they take 1 damage for each Injury token on their dashboard. These tokens cannot be removed, but are discarded at the end of the mission if playing a campaign.

- **Single file, please** - Only 1 Survivor may exit the map per round.

Mission complete

(When a sample has been collected & all remaining Survivors have reached the exit)

With the spores safely collected, and brought safely back to the Refuge, it doesn't take long to discover that these spores are indeed the source of the sickness. Though we have had no fatalities to date, some of those afflicted have begun to exhibit unusual behaviour and this does not bode well...



Radar



Start



Objective



Door



Exit

#CG35 – Mixing up the Medicines

Story -The research team have worked night and day to fight this infection, but all their hard work has paid off and they have managed to develop a serum to fight the virus. Though this is great news, we don't have the supplies or the facilities at the Refuge to produce enough to inoculate the entire populace, so we'll need you to head down to the medical research facility, gather the necessary chemicals and create enough serum to put this to bed once and for all. Follow the instructions carefully; all our lives depend on it!

Objective

Gather the chemicals, make the serum and head back to the Refuge.

Tokens (2)

3 Survivors	3 Swarmer (x2), 3 Jaeger, 3 Icarus
4 Survivors	4 Swarmer (x2), 3 Jaeger, 3 Icarus
5+ Survivors	4 Swarmer (x2), 4 Jaeger, 4 Icarus

Special conditions

- **Uh oh** – When creating the Radar token Spawn pool, add the Titan token into the pool. Titan's spawn with 4 Health per Survivor playing the scenario.



- **Gallium, Thorium, Erbium** - The green and red objectives represent the chemicals required for the serum. Survivors must collect 2 of each colour and bring them to the highlighted zone in L-02. Once collected, they are placed on a Survivor's dashboard and may be traded between Survivors. If the Survivor carrying an objective is killed, it is placed in the zone in which they were killed and may be collected by another Survivor.

- **We need more power!** - The blue objectives are Power Cells. During setup, remove 2 Power Cell cards from the Item deck and set them to one side. Interacting with these objectives allows a Survivor to collect one of these cards.

- **Decontamination chamber** - During setup, place the red objective Door token in the locked position and the green objective Door token in the unlocked position. These doors are linked and locking one of these doors unlocks the other. They can only be locked/unlocked by entering the zone they are both connected to and spending 1 action. These doors are unaffected by the Lockdown Event card or any Survivor abilities or effects.

- **Clicking into place** - During setup, place the blue objective Door token in the locked position. This door is unaffected by the Lockdown Event card or any Survivor abilities or effects, and will only open once the cure has been synthesised (see **Cocktail**)

- **Cocktail** - When a Survivor carrying a green or red objective enters the highlighted zone on L-02, it is automatically removed from their Inventory and placed in the zone. Once all 4 objectives have been placed in the highlighted zone, they should be stacked on top of one another and a Survivor can spend an action to synthesise the serums! Once they have been synthesised the blue Door token now unlocks and the cures may be transported to the exit in one of 2 ways:

- The Exo Loader may carry all 4 objectives together. These are very heavy, and may be picked up and set down by spending an action.
- A single Survivor may carry 2 of the objectives. Doing so causes a penalty of -1 action during their turn and may not dual wield weapons.

Once synthesised, the objectives cannot be carried individually.

Mission complete

(Once the Exo Loader carrying the serums and all remaining Survivors have entered a room zone in E-02)

The lift descends, and you begin your journey toward the Refuge, hoping that the affected crew are not dead, and that the virus has not spread further in your wake. With dread horror influencing your thoughts, visions of what may be going on with the afflicted cloud your minds. Everyone's survival is at stake!

#CG36 - Shoot 'em Up

Story -The serum has been distributed to the infected and the worst is behind us, but we have another problem. The research facility we setup to work on the cure has been overrun. Four of our brightest minds began exhibiting symptoms and were quarantined as a precaution, but now they're trapped in the facility with the virus slowly taking hold. We need that facility and the brilliant minds trapped there, losing that place and their expertise would catastrophically set us back!

Objective

Inoculate the patients in their cells, close the breaches in the bulkheads and clear the deck of GEPS.

Tokens (4)

- 3 Survivors** 3 Swarmer (x2) , 2 Jaeger, 2 Icarus
- 4 Survivors** 4 Swarmer (x2) , 3 Jaeger, 3 Icarus
- 5+ Survivors** 4 Swarmer (x2), 4 Jaeger, 4 Icarus

Special conditions

- **Uh oh** - When creating the Radar token Spawn pool, add the Titan token into the pool. Titan's spawn with 4 Health per Survivor playing the scenario.
- **Peace in our time** - Usual spawning rules that trigger when there are no Radar tokens or enemies on the board are ignored (p14).
- **We Need More Power!** - The blue objectives are Power Cells. During setup, remove 2 Power Cell cards from the Item deck and set them to one side. Interacting with these objectives allows a Survivor to collect one of these cards.
- **They're getting in!** - The 2 green objective tokens are damaged bulkheads through which GEPS may enter. At the end of the Resolution Phase after drawing an Event card, roll a die:

1-3: Nothing happens.

4-6: Spawn a Radar token from one of the Doors.

If both bulkheads are still unsealed, roll the directional die on the M-02 tile to determine which objective the Radar token spawns from."



ENDURE

THE STARS

Special conditions (continued)

- **Seal the bulkheads!** - The Exo Loader must be used to close the breaches in the bulkheads. To seal the breaches, they must be attacked using the Loader, and 3 results of a single attack action must be successful. If successful remove that objective token from the board. Radar tokens that spawn as a result of **They're Getting in!** now spawn at the other unsealed bulkhead, until that too is sealed. If both are sealed,

They're Getting in! is no longer active.

- **For your own safety** - During setup, place all Door tokens adjacent to zones containing red objectives in the locked position. These doors stay locked until a Survivor interacts with them at the cost of an action. These doors are unaffected by the Lockdown Event card.

- **Just one more shot** - The red objectives are the quarantined infected scientists. Survivors must open the door to their cells (1 action), administer the cure (1 action), and lock the door to give the cure time to take hold (1 action). Once the door is once again locked, they are safe and that objective token can be removed from play.

- **Impregnable** - Radar tokens cannot be spawned in locked rooms containing the red objectives.

- **The Plague Takes Hold** - Place a dashboard you are not using and set the Health dial to 1 and Resolve dial to 0 (use dice if no spare dashboards are available). This is used to keep track of the game rounds as they pass, and should be advanced by 1 at the beginning of each round. When curing a scientist (red objective), players must check which round it is:

Rounds 0-4: No effect and the scientist can be saved without issue.

Round 4 - 7: Roll a die. A result of 1 means they have become *Feral*.

Round 8 - 11: Roll a die. A result of 1-3 means they have become *Feral*.

Round 12 - 15: Roll a die. A result of 1-4 means they have become *Feral*.

Round 16+: Roll a die. A result of 1-5 means they have become *Feral*.

- **Feral** - *"As you lean in to administer the injection, the scientist's eyes turn hard and mean. They let out an unholy cry, and spiked protrusions burst forth from their extremities, staggering you backward."* The Scientist has become a Feral Scientist (place an Injury token on the objective token to show this) with the following stats:

HEALTH	RANGE	ACTIONS	DAMAGE
3	0	2	3

The Survivor that interacted with the objective must immediately discard a Weapon card at random. This discarded card is placed face up on the Survivor's zone, and may be picked up at the cost of one action when there are no enemies in the zone. Killing a Feral Scientist is a last resort, and causes a loss of 2 Resolve to a Survivor that kills one. Feral Scientists have the same targeting priority as enemies (p14).

- **There's still time!** - If a Feral Scientist is Stunned then the cure can still be administered. When Stunned, place a Charge Cannon token on the objective token to show this. Feral Scientists only need to be Stunned once and the effect persists for the rest of the mission.

- **Kicking and screaming** - If a Feral Scientist has left the zone they started the mission in, they will need to be taken back to their starting zone before the cure can be administered so that they can be safely locked in. A Survivor may carry/set down a Stunned Feral Scientist by interacting with them and may only make a maximum of two move actions per turn whilst carrying an objective. Survivors may only carry 1 objective at a time.

- **Strange tastes** - Enemies ignore Scientists, but treat Feral Scientists as Survivors.

- **We have to try!** - All red objectives must be interacted with to complete the mission, regardless of the outcome of the interaction. The mission is failed if all the Scientists are killed.

Mission complete

(When all scientists that can be cured are cured, both breaches have been sealed and all enemies are dead)

With the facility once again ours and at least some of the scientists saved, their invaluable work can continue. Even the small victories are cause for celebration nowadays, but this was no small victory. We've survived a terrible crisis, and at least for now we can take comfort in that fact.

ENDURE

THE STARS

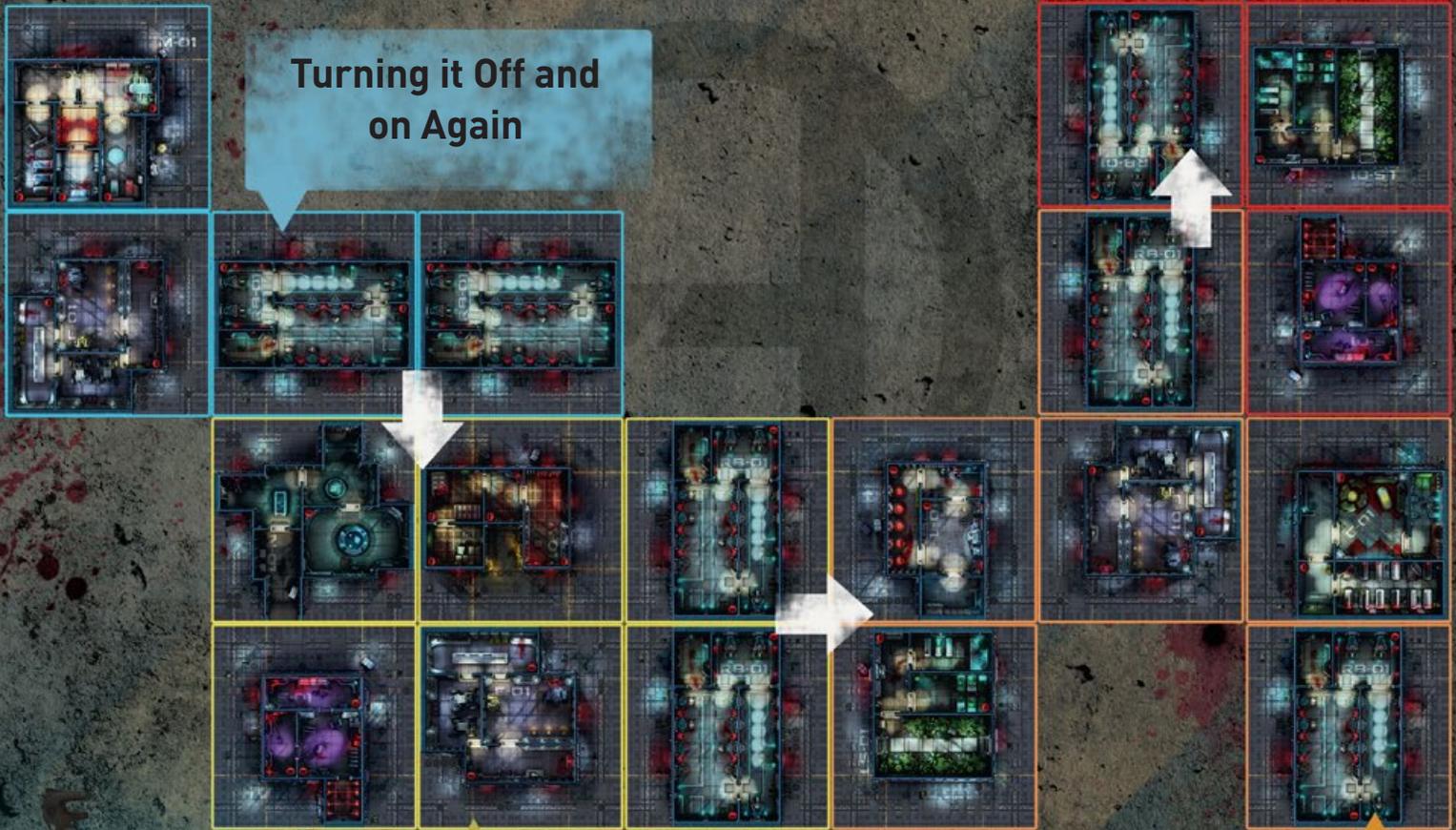
CAMPAIGN - Fight of the Sentry
Survivors Needed - Technician

The Big Prize

Turning it Off and
on Again

Time for Walkies

Spares, Change



#CG/C012 – Turning It Off and On Again

Story -The Refuge you've built is nothing short of a marvel, but the ever present feeling of vulnerability to the horrors roaming the ship continually drives you to look for greater ways to protect this haven amongst the madness. It's recently become common knowledge that the Hikari was once equipped with an automated defence system that was decommissioned due to irreconcilable problems. As you ask around to gather more knowledge on the subject, you eventually get chatting to a maintenance engineer who actually worked on the Sentries; "They were a good idea in theory, but the damn things never quite worked properly, so the whole program was canned. I suppose that if you could get a few units back here, I could take a look at them and see if I can work out the bugs." She marks on your map a Robotics Bay on H41 and explains the best way to bring the Sentries back to the Refuge. "Be careful though" she says, "the electrical interference from the planet used to cause Sentries to spontaneously come online. We had a proximity based kill switch so they could never wander too far, but who knows how many may have woken up since it all went to hell."

Objective

Get to the Robotics Bay and engage the kill switch.

Tokens (4)

3 Survivors 2 Artemis (x2), 2 Sip (x2)

4 Survivors 3 Artemis (x2), 2 Sip (x2)

5+ Survivors 3 Artemis (x2), 3 Sip (x2)

Special conditions

- **Engage the kill switch** – The blue objective represents the kill switch that will shut down all nearby Sentries.

- **A little rusty** - The Sentries haven't been serviced in some time and are prone to malfunction. At the beginning of each Enemy phase, roll a die for each token/Sentry. **A result of 1 means the Sentry shuts down and does not activate this round. Place the Sentry on its side as though it was stunned until the beginning of the next round.**

Mission complete

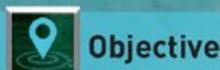
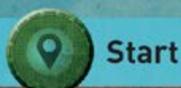
(when the kill switch is activated)

As you enter the Robotics Bay, you almost immediately notice a faint glow emanating from a large, shielded button with the word "SHUTDOWN" written directly under it. Within moments you engage the kill switch and breathe a sigh of relief as the sound of Sentry units tumbling to the floor echoes through the halls.



M-01

E-02 RB-01 RB-02



#CG/C013 – Time for Walkies

Story -A mechanic that worked on the Sentry program is confident that she can repurpose the Sentries to aid in the protection of our small but growing band of Survivors, but she needs them in good condition if she is to have a chance at making this work. You'll need to carefully shutdown any hostile Sentries to allow for the Technician to perform a system reboot and program them to return to the Refuge.

Objective

Escort 4 Robotic Sentries to the exit and leave the map.

Tokens (6)

3 Survivors 2 Artemis (x2), 3 Artemis, 2 Sip (x2), ignore token placement in E-02

4 Survivors 2 Artemis (x2), 3 Artemis, 2 Sip (x2), 3 Sip

5+ Survivors 2 Artemis, 3 Artemis (x2), 2 Sip, 3 Sip (x2)

Special conditions

- **Tech support** - A Technician must be present on this mission.
- **Hard reset** - You'll need to temporarily disable the Sentries to reprogram them. To shut down a Sentry, it must be defeated using melee attacks only. Shut down Sentries are laid on their side and are treated as if they are stunned. If a ranged weapon is used against a Sentry then it is considered to be damaged beyond repair and removed from the board once defeated. Stunned Sentries recover at the end of the round as usual.

- **Here for the reboot?** – Once a Sentry has been stunned, a Technician may then use 1 action to interface with the Sentry and safely bring it back online. The Sentry is then stood up and an objective token is placed under its base indicating that it is under your control. Once a Sentry is reactivated, it has the following attributes:

	ARTEMIS	SIP
HEALTH	1	2
MOVEMENT	1 zone towards exit per turn. Must move if able to.	
ACTIONS	2	2
ATTACK	1 die, 3+ to hit	2 die, 4+ to hit

- **Traitor!** – Reactivated Sentries are treated as though they are Survivors. Sentries always act first at the beginning of the Survivor phase. They are also treated as a Survivor when rolling to see who takes damage from attacks.
- **Under control** – A maximum of 5 Sentries may be reactivated at any given time. Survivors may not choose to deactivate Sentries already under their control to activate new ones.
- **Calibrating** - A friendly Sentry may not move or act on the same turn on which it was reactivated.
- **Get a move on!** – If there are no enemies within 3 zones of a reactivated Sentry at the start of their turn, they move +1 zone.
- **All is lost** – The mission is failed if there are not enough Sentries left to fulfil the objective.



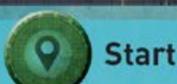
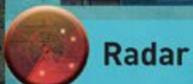
Mission complete

(when 4 Robotic Sentries and all Survivors have exited the map)

The mechanic at the Refuge doesn't even acknowledge you as you enter her workshop; she's far too excited by what you've brought her, "I never thought I'd see these again...spectacular! I'll need to run some tests to see if they're fit for purpose, but the fact that they walked back here is a pretty good sign already."

RB-01 E-02 S-01

RB-02 A-01 N-02



#CG/C014 – Spares, Change

Story -More and more robotic Sentries have been sighted actively roaming the ship. You managed to bring some of these Sentries back to the Refuge at the request of a mechanic who serviced them before the Fall and now she has another request for you, "I can definitely get these bots working, but they've been roughed up pretty good, so unless you get me the parts on this list the only thing they'll be good for is hanging my coat on."

Objective

Collect 4 Sentry spare parts and exit the map.

Tokens (6)

3 Survivors 2 Artemis (x2), 3 Artemis (x2), 2 Sip (x2)

4 Survivors 2 Artemis, 3 Artemis (x2), 2 Sip, 3 Sip (x2)

5+ Survivors 3 Artemis (x2), 2 Sip (x2), 3 Sip (x2)

Special conditions

- **Hold this, will ya?** - The objectives are the Sentry spare parts. Survivors may carry more than 1 objective. If the Survivor carrying an objective(s) is killed, it is placed in the zone in which they were killed and may be collected by another Survivor.

Mission complete (when all Survivors have exited the map with at least 4 objectives)

"This is all you found? I suppose I can make it work.....did you punch these parts straight out of the robots or something?!" At first the mechanic doesn't seem particularly grateful, "Sorry...I know it's not easy out there. Give me a few days; I should be able to get the Sentries fully functional by then." If she can do what she says she can, this could be a turning point in protecting the Refuge.

- **Trust me, I'm an Engineer** - An Engineer may spend actions to attempt to salvage parts from robots that are temporarily disabled by Stunning. Multiple actions may be spent on a single attempt to salvage, which reduces the score needed for a success. An Engineer must announce how many actions they wish to dedicate to the attempt before rolling and to make the salvage attempt they must roll a die and score equal to or higher than the number listed below:

1 action: 5+

2 actions: 4+

3 actions: 3+

If successful, the Sentry is considered defeated, removed from the game board and a spare objective token not used in the mission is placed in the Engineer's inventory.

- **A little rusty** - The Sentries haven't been serviced in some time and are prone to malfunction. At the beginning of each Enemy phase, roll a die for each token/Sentry. **A result of 1 means the Sentry shuts down and does not activate this round. Place the Sentry on its side as though it was stunned until the beginning of the next round.**



Radar



Start



Objective



Door



Exit

#CG/C015 – The Big Prize

Story -A mechanic at the Refuge has finally managed to get some Sentries you salvaged patrolling the camp, “They work like a beaut! I even managed to put in a couple of modifications of my own.” She pauses for a moment, looking you up and down with a sceptical glance, “I wasn’t sure this would work, so I hesitated to tell you this....but there was another Sentry prototype that I haven’t mentioned. This thing was HUGE, designed to take down the biggest monsters that the G.E.P.E.C program could churn out. I haven’t a clue what happened to it, but I last saw it in a Robotics Bay on E deck. If I could do to that what I did with the smaller Sentries, we’d have a truly powerful weapon in our arsenal.....if you do decide to go looking, you better just hope that it hasn’t woken up.”

Objective

Find and activate the Olympian Sentry.

Tokens (4)

3 Survivors	2 Artemis (x2), 2 Sip (x2), Olympian health:20
4 Survivors	2 Artemis, 3 Artemis, 2 Sip, 3 Sip, Olympian health: 25
5+ Survivors	3 Artemis (x2), 3 Sip (x2), Olympian health: 30

Mission complete (when the Olympian Sentry is destroyed or all Survivors have exited the map)

It seems that this trip was for nothing. The Olympian proved too powerful to be subdued and you’ll carry the scars to remind you of that till your dying day. When you explain this to the mechanic, she doesn’t seem fazed, “I suppose that it was always a risk, but there must be more Olympian’s scattered around the ship. We’ll get our chance eventually, for now just continue to bring back what you can of the smaller Sentries. Every single one that we get patrolling our home improves the chances of us waking up tomorrow.”

Special conditions

- **Should it be flashing like that?** - When the Olympian activates it spawns with 6 Health per Survivor playing the scenario.
- **Sleeping giant** - The Olympian Sentry is currently offline; a Survivor must interact with it to reactivate it.
- **Premature activation** – If 8 or more Sentries are destroyed or a level 4 noise token has been generated before reaching the Olympian then two things must happen immediately:
 1. All Survivors lose 2 Resolve.
 2. Search the boss deck for the “Overdrive” protocol and place it on the Olympian’s dashboard. The Olympian is still considered offline and may not be attacked until activated, but will activate with this protocol already in play.
- **We’ve made a huge mistake** – When the Olympian is reactivated, it instantly becomes clear that it is extremely powerful and you have two options; fight for your lives or run for your lives! Your new objective is to either destroy the Olympian Sentry or escape from it.



RB-02 A-01
RB-01 LS-01
S-01

 Radar
  Start
  Door
  Exit
  Olympian Sentry

ENDURE

THE STARS

CAMPAIGN - A House Divided

Survivors Needed - Medic



Lone Survivor

Drinking the
Kool-Aid

The Head of the
Snake

It's a Trap!



#CG/ROP16 – Lone Survivor

Story -Whilst exploring a remote part of the ship thought long abandoned, the faint sound of footsteps catches your attention. Suddenly, as if from nowhere, a woman sprints around the corner and almost sends you flying! Before you get the chance to talk, she springs to her feet and runs off. She seems pretty shaken up, so you decide to try to catch up with her and see if you can help.

Objective

Chase down and sedate the hysterical woman, then get her to the exit.

Tokens (5)

- 3 Survivors** 2 Fanatic (x2), 2 Zealot (x2), 3 Zealot
- 4 Survivors** 2 Fanatic (x2), 2 Zealot, 3 Zealot (x2)
- 5+ Survivors** 2 Fanatic, 3 Fanatic (x2), 3 Zealot (x2)

Special conditions

- **Medic!** - A Medic must be present on this mission.
- **Nervous energy** - The objective token represents the frightened woman, and she won't calm down. At the beginning of the Survivor phase, roll the directional die and move the objective 1 zone in that direction.

- **It's just a sedative** - The woman is hysterical and requires a sedative, which can be found in any Med Kit. Only the Medic may attempt to sedate the woman. To attempt to sedate the woman the Medic must be in the same zone as the objective, spend 1 action to roll a die and score 5+ to be successful. Attempting to sedate the woman consumes the Med Kit, whether successful or not.
- **Hold her down!** - The other Survivors may help by attempting to restrain the woman. For each Survivor in the zone when the test is made (not including the Medic), reduce the score needed for success by 1 e.g. 4+ with 1 Survivor in the zone, 3+ with 2 Survivors, etc.
- **Dead weight** - Once the woman has been sedated, place the objective token on the Medic's dashboard. The objective may be passed between Survivors, but the Survivor carrying the objective suffers from -1 action during their turn and may not dual wield weapons.
- **She's not waking up anytime soon** - If the Survivor carrying the objective dies, place the objective in the zone. It may be collected by any other Survivor.
- **They look right through** - Enemies ignore the frightened woman and cannot attack or hurt her.

Mission complete

(When all Survivors and the objective have exited the map)

You manage to sedate the woman safely and decide to bring her back to the Refuge. Sometime later when the woman regains consciousness, she explains to you that she was running from those crazed people that you fought earlier. "They believe that this whole mess is our fault somehow, and that by killing us they can put it right. How does that even make sense?!" Without knowing how many of them are out there it's impossible to tell how much of a threat they pose, but you need to discover more about this new enemy.



E-01	C-01
S-01	R-01 LS-01

 Radar
  Start
  Objective
  Door
  Exit

#CG/ROP17 – Drinking the Kool-Aid

Story -Whilst scavenging for supplies, you found a lone Survivor wandering the halls of the ship, panic-stricken and running from something. You managed to sedate her and bring her back to the Refuge, and after some rest she's ready to talk. When you ask her what she was running from, the colour drains from her face and she says, "There's a group of Survivors calling themselves the Redeemers of Purpose. They kept telling me it was all my fault; all of what's happened....how does that even make sense?! I managed to get away, but they're imprisoning anyone they find...I think they're going to kill them. I can show you where they are, but the way is blocked by a security door that's in lockdown. You'll have to find a way through that door if you want to save the others."

Objective

Destroy the 4 terminals and exit the map.

Tokens (6)

- 3 Survivors** 2 Fanatic (x2), 3 Fanatic, 2 Zealot (x2), ignore token placement in RS-01
- 4 Survivors** 2 Fanatic (x2), 3 Fanatic, 2 Zealot (x2), 3 Zealot
- 5+ Survivors** 3 Fanatic (x2), 2 Zealot (x2), 3 Zealot (x2)

Special conditions

- **Time to smash!** – The red objectives represent the terminals you need to destroy. To destroy the terminals, attack them as you would an enemy. Terminals have 2 health.
- **Bang!** – If an objective is destroyed by a melee attack, roll a die:
 - 1-3: Every Survivor in the zone takes 2 damage.**
 - 4-6: Nothing happens.**
- **Just begging to be taken (optional)** – If the green objective in the Redeemer Shrine is collected, read the following aloud: "As you enter the dimly lit room you notice what appears to be a shrine at the far end. You approach the shrine and find what looks to be offerings scattered at its base." Each Survivor in the zone when the objective is collected is dealt 1 card each from the Weapon and Item decks. They may choose to keep 1 card and must discard the other. If you draw a noise card, ignore it and draw another card.



Mission complete
(when all 4 terminals have been destroyed and all Survivors have exited the map)

As you smash the last terminal, you hear in the distance the doors' locks disengage and retract. Heading deeper into the Redeemers territory is a huge risk, but we need to understand exactly what we're up against, and if what the Survivor told you is true, there's innocent people imprisoned that will die unless you act. Ignoring this threat is not an option.

#CG/ROP18 – It’s a Trap!

Story -A security door to a previously inaccessible part of the ship has been opened, which is home to a group calling themselves the Redeemers of Purpose. At first nothing appears out of the ordinary, but as you head deeper into the area you begin to notice strange symbols and writings etched on the walls. You pause for a moment to study these markings, but as if from nowhere cultists appear from all sides! It’s an ambush!

Objective

Free the prisoners.

Tokens (4)

3 Survivors	2 Fanatic (x2), 2 Zealot (x2)
4 Survivors	2 Fanatic, 3 Fanatic, 2 Zealot, 3 Zealot
5+ Survivors	3 Fanatic (x2), 3 Zealot (x2)

Special conditions

- **Surrounded** - You’ve been ambushed! Place 4 Zealots and 2 Fanatics on the board at the designated locations.

- **Open Sesame** - During setup, place the green objective Door token in the locked position. The green objective is a terminal that controls the door to the room that the prisoners are held in. Interacting with this objective will unlock the door. It is unaffected by the Lockdown Event card.

- **Jailer** - A Survivor you rescued earlier had escaped from this area and said that one of the cultists might be carrying a key card. Each time you kill a Zealot or Fanatic, roll a die:

1-4: Nothing happens.

5-6: You find a key card on their body and can now unlock the door without needing to reach the terminal (take the green objective and give it to the Survivor who found the key card to remind you).

The Survivor carrying the key card needs to interact with the door to unlock it. If the Survivor carrying the objective is killed, it is placed in the zone in which they were killed and may be collected by another Survivor.

- **Lock and Load** - If you are not playing a campaign, search the Weapon deck for a Shotgun card and add this to your starting load out.



	R-01	A-01
S-01	M-01	L-01
	P-01	

Mission complete (when all Survivors reach the red objective)

You find a number of people in the cell and all of them look in bad shape. They retreat to the back of the cell as soon as you enter, but after explaining that you’re here to help they seem to relax somewhat. “You’ve come to free us? But...I thought this was the end...” They’ve clearly been through some awful trauma, so you decide not to question them too hard and escort them back to the Refuge.

 Radar
  Start
  Objective
  Objective Door
  Door
  Fanatic
  Zealot

#CG/ROP19 – The Head of the Snake

Story -After freeing a group of people being held captive by the Redeemers of Purpose, they explain to you that the leader of the group is a man clad in golden armour. "This won't stop until they're dead. ALL of them." You decide the safest thing for everyone is to kill this Preacher and put a stop to this madness for good.

Objective

Kill the Preacher.

Tokens (5)

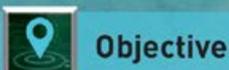
3 Survivors	2 Fanatic (x2), 2 Zealot (x2), 3 Zealot, Preacher health: 20
4 Survivors	2 Fanatic (x2), 2 Zealot, 3 Zealot (x2), Preacher health: 25
5+ Survivors	2 Fanatic, 3 Fanatic (x2), 3 Zealot (x2), Preacher health: 30

Special conditions

- **He's behind me, isn't he?** – The Preacher spawns with 6 Health per Survivor playing the scenario.
- **Hammer time** – If you are not playing a campaign, search the Weapon deck for a Persuader card and add this to your starting load out.
- **Hide & Seek** - The Preacher is located in one of the Redeemer shrines....you're just not sure which one. When you enter the first shrine you reach, roll a die:
 - 1-3: The Preacher is not here and is hiding at the other shrine.**
 - 4-6: The Preacher is here!**
 Wherever you find the Preacher, he is ready for you! When you enter into the line of sight of the objective, immediately place the Preacher on the board and draw the first card in his attack deck (this can interrupt a Survivor's turn).
- **Coward** - The Preacher hasn't stayed alive this long by putting himself in the line of fire. When the Preacher spawns, he does so with 2 Zealots. If there are any Zealots or Fanatics in his zone, they must be killed before the Preacher may be targeted.

Mission complete (when the Preacher is dead)

As the Preacher lies dying in a pool of his own blood, his last words are as twisted as ever, "I may die here, but there are many more of us who believe. You shall never know peace, not until each and every one of you has been struck down. The abominations you've created have brought such misery upon us all...and we will not rest until you suffer for your sins." Since that day, not a single Redeemer has been seen, which leads you to believe that you really did wipe them out...but those last words. The ship is a big place...could there really be more of those lunatics out there?



ENDURE

THE STARS



THE WORLD OF

ENDURE

THE STARS

ENDURE THE STARS

THE WORLD OF ENDURE THE STARS

THE SURVIVORS

With a crew of nearly 4000 on board, the Hikari was home to a myriad of different people. Since the GEPs escaped in an event that has widely become known as “The Fall”, the remnants of the crew have banded together into small groups of Survivors, fighting to stay alive...

CAPTAIN

Successful expeditions throughout history have always had strong and inspiring captains to lead their people and space exploration was no different. Candidates for captaincy were put through some of the most rigorous testing of all crew members, but the chosen few who passed were the absolute best.



MARINE

On the face of things, the Marines were brought on the expedition as a peace-keeping force in case of civil unrest. Their actual primary function was as a containment team should any of the experiments escape quarantine, but the G.E.P.E.C program was highly classified and before The Fall the vast majority of the crew were completely unaware of its existence.



ENDURE THE STARS

THE WORLD OF ENDURE THE STARS

PSYCHIC

Humans do indeed have a degree of latent psychic ability, and those among us that showed promise at a young age were drafted into programs to maximise their potential. Psychics are able to read the emotional states of living creatures

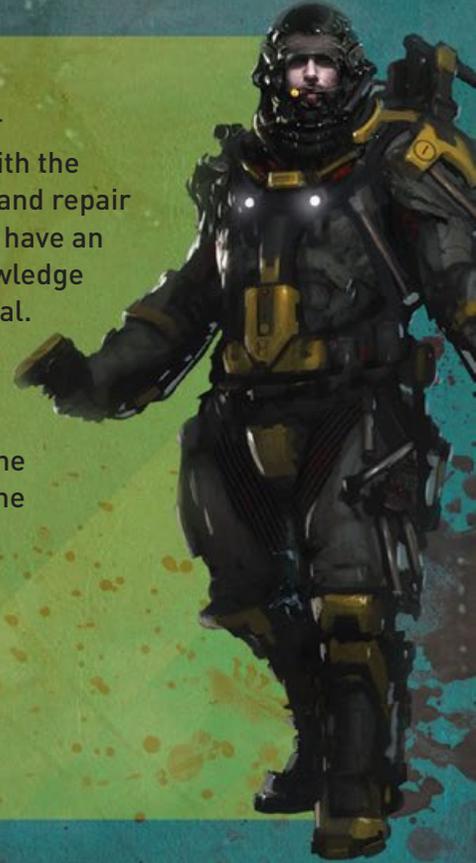
exceptionally well, and so were recruited as consultants on the G.E.P.E.C. program.

Most Psychics also possess a degree of telekinetic abilities, some even able to generate enough force to move large objects.



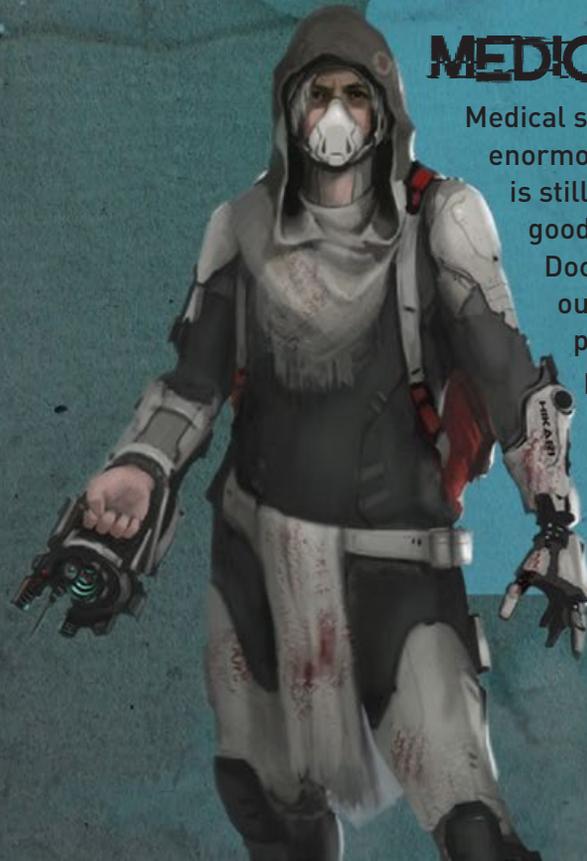
ENGINEER

Having been tasked with the general maintenance and repair of the ship, Engineers have an intricate working knowledge of all things mechanical. With the ship in such a state of disrepair, Engineers are proving to be vital to the continual survival of the crew.



MEDIC

Medical science has advanced enormously, but for the most part there is still something to be said for a good old fashioned bedside manner. Doctors and nurses are still sent out on expeditions to carry out patient treatment and as a precautionary measure in case technology fails.



ENDURE THE STARS

THE WORLD OF ENDURE THE STARS

SCOUT

A person of no particular interest before The Fall, Scouts have learned to thrive in the new harsh environment they find themselves in. An expert in stealth, the Scout's ability to move around the ship with an incredible amount of discretion has proven invaluable time and time again.



TECHNICIAN++

An artificial intelligence considered to possess a level of sentience on par with humanity, the Technician is considered a valuable member of any space faring crew. Given the recent unpredictable nature of the ship, their ability to communicate with the ship's systems on an advanced and incredibly efficient level is an invaluable resource that has saved many lives.

ENDURE

THE STARS

GEPS

THE GEPS

The products of months of genetic experimentation, the G.E.P.E.C.s (Genetically Engineered Planetary Explorer Candidates, or GEPs for short) were bred to aid in the mass exploration, study and eventual colonisation of the planet below. There are currently six known types of GEPs.

SWARMER

Originally designed for the mass excavation and tunnelling of the planet's surface, Swarmers are individually weak, but due to their nature are almost always seen in large numbers. The fastest of the GEPs, these creatures should be exterminated as quickly as possible or you risk being rapidly overrun.



ICARUS

Designed as an alternate reconnaissance option to the Jaeger. Given its flight capabilities, it was to be deployed in the upper atmosphere and is able to cover much more ground than the Jaegers. However, an unforeseen mutation developed in the Icarus that allowed them to create an acidic projectile. After several deaths of the research team the project was marked for extermination. The GEPs were freed before the Icarus were terminated and now they stalk the ship along with the other monstrous creations.



JAEGER

Bred for long range reconnaissance, Jaegers are strong, enduring creatures with large, powerful claws. Jaegers were to be sent out for months at a time to aid in the mapping of the new planet, and as such can go long periods of time without eating. This was realised early on when a group of Survivors attempted to starve a captured Jaeger.

After watching it for one month without seeing any signs of malnourishment or weakening they put the creature down.



ENDURE

THE STARS

THE WORLD OF ENDURE THE STARS

SOLOMON

The Solomon program was an attempt to create an "Overseer" that could help coordinate small groups of GEPs planet side. The task would be given to the Solomon and in turn it would delegate others to complete its goal. Initial results were promising, until live testing began. When introduced to other candidates, the Solomon seemed culpable of sending them into a hyper aggressive state. This wasn't seen as much more than a setback, but 'The Fall' occurred before the problem was rectified.

THE PRIMUS (BOSS)++

It's a little known fact that the very first GEP was actually born on Earth, before the Hikari set out on its voyage. Known as The Primus, it acted as the starting genetic code for all of the G.E.P.E.C. programs. It was kept in a constant state of unconsciousness and was never meant to wake up, but frequent power failures since 'The Fall' have broken its stasis and now The Primus whereabouts are completely unknown.

THE TITAN (BOSS)

Created primarily for the extraction and transportation of research samples from the planet, The Titan is by far one of the most fearsome creatures aboard the Hikari. It was a Titan that brought the G.E.P.E.C. program to the attention of the entire population of the ship and set into motion the events that led to 'The Fall'. Just over eight months into the program a Titan escaped from containment and massacred 37 of the civilian population. The resulting civil unrest and rioting culminated in a raid on the laboratories that set all of the GEPs free.

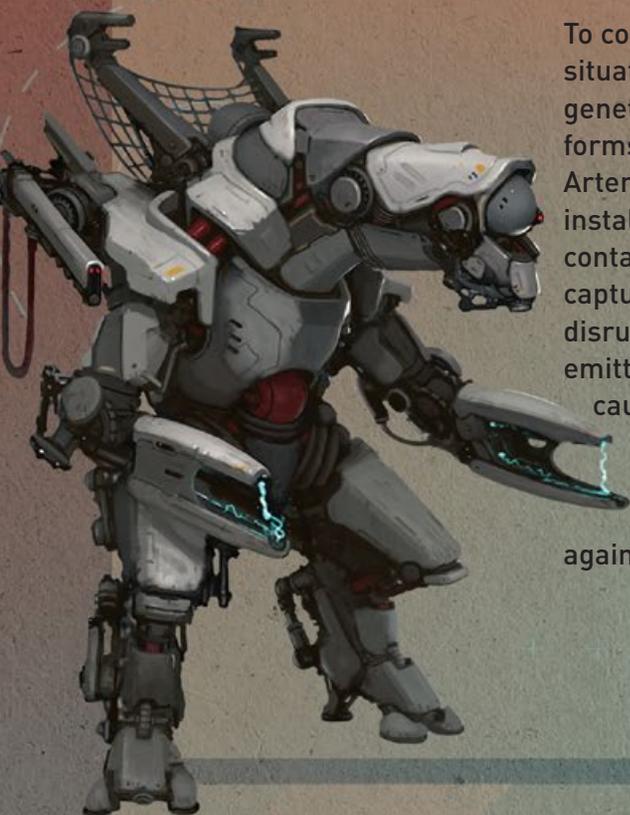
ENDURE

THE STARS

ROBOTIC SENTRIES

SIP & ARTEMIS⁺⁺

To combat the potentially dangerous situations that may arise from genetically engineering new life forms with unpredictable behaviour, the Artemis and Sip robotic Sentry systems were designed and installed upon the Hikari. Had any of the experiments escaped containment, the Sentries would activate and pacify the subjects, capturing them alive so that testing could resume with only minor disruption. But the planet that the Hikari was tasked with colonising emitted an abnormal level electromagnetic interference, which caused, among many other failings both minor and major, the Sentries to fail on several occasions. The safest alternative was to deactivate the Sentries and instead rely on containment teams made up of military personnel to act as watchdogs against wayward test subjects.



THE OLYMPIAN (BOSS)⁺⁺

Some of the more dangerous experiments would have been too much for the Artemis and Sip Sentries to handle, so a larger Sentry was developed to specifically handle any extreme cases that may arise. The Olympian Sentry is a hulking droid of immense power, armed with numerous weapons both lethal and non-lethal that can take down just about anything thrown at it.



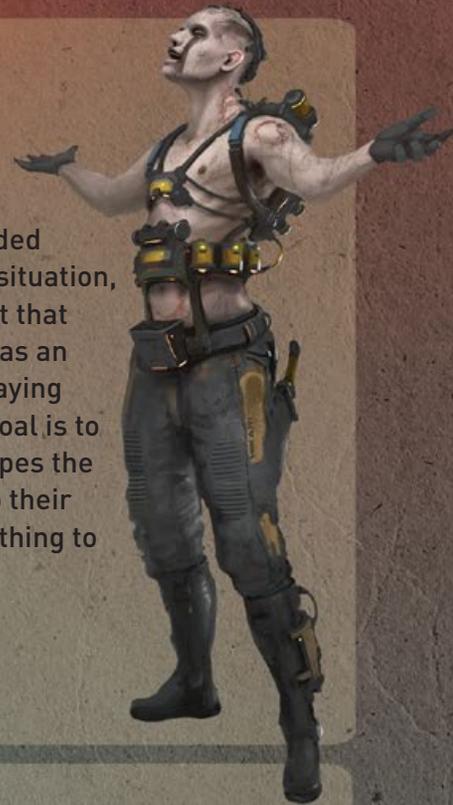
ENDURE

THE STARS

REDEEMERS OF PURPOSE

ZEALOT & FANATIC++

Not everyone was comfortable with the way the human race was colonising the stars. Some of the crew found the genetic experimentation unsettling, but kept their opinions to idle gossip amongst like-minded individuals. But after the events that led to the current situation, a small band of sceptics has evolved into a fanatical cult that believes that the outbreak and subsequent slaughter was an act of an angry deity, punishing human's attempts at playing God. Known as The Redeemers of Purpose, their only goal is to kill all those who do not follow their mad God, in the hopes the sacrifices will prove their devotion and restore peace to their lives. The Fanatics and Zealots of this group will do anything to achieve this goal and value their lives little.



THE PREACHER

(BOSS)++

The instigators of this insane coven are the Preachers who scream their rhetoric at anyone close enough to hear them. They constantly urge others to stop at nothing and give everything to restore what they believe to be balance to the universe, which usually ends in someone sacrificing their life. Not quite as willing to enter battle as unprepared as their brothers and sisters, Preachers are clad in the heaviest of armours and carry extremely powerful weaponry, making them both incredibly dangerous and difficult to silence for good.



ENDURE

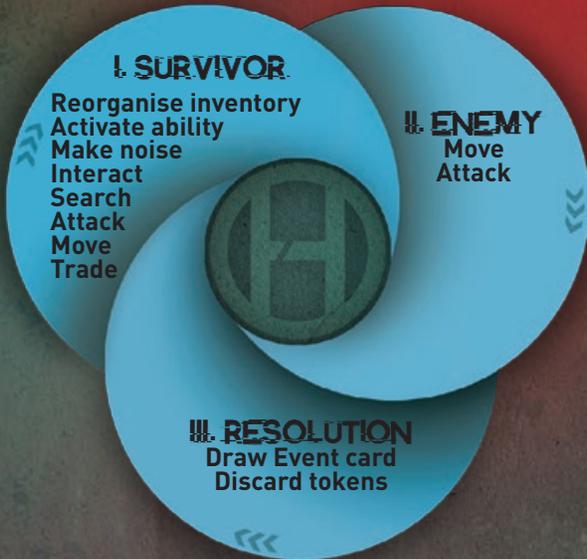
THE STARS

ENEMIES SUMMARY

	Health	Range	Actions	Damage	Special conditions
GEPs					
Swarmer	1	0	3	---	Frenzy: Swarmer's attacks deal damage equal to the number of actions they have left when making the attack. This is considered a single attack
Jaeger	2	0	2	2	Slam: When a Jaeger deals damage to a Survivor, roll the Directional Die & move them 1 zone in that direction. If moved into a wall, the Survivor is Stunned.
Icarus	2	0-1	2	2	Corrosive Bile: Armour saves cannot be made against Icarus attacks
Solomon	2	---	3	---	Hyper Aggression: Attacks made by GEPs in a zone containing a Solomon deal +1 damage Herd Mentality: Solomon's cannot make any attacks & if alone, will always move towards the closest zone containing GEPs
ROBOTIC SENTRIES					
Artemis	1	0	3	1	Reinforced Shielding: Attacks made against Sentries are +1 to hit Inorganic: Sentries are not damaged by the Life Support Failure Event
Sip	2	0	2	2	Reinforced Shielding: Attacks made against Sentries are +1 to hit Inorganic: Sentries are not damaged by the Life Support Failure Event
REDEEMERS OF PURPOSE					
Zealot	2	0-1	2	2	Hack & Slash: Zealot's attacks deal 1 damage to every Survivor in a zone
Fanatic	1	0	3	1-3	Suicide Pact: Whenever a Fanatic attacks or is killed, roll a die. A result of 5-6 detonates their vest, killing them and dealing 3 damage to everything in the zone. A Blaze token is then placed in the zone.

Rules Summary

1. The phases of each round



2. Resolve tests

Take a Resolve test when:

- A new type of enemy enters your line of sight.
- An Event/Boss card requires you to.

Roll 2 dice and if the result is equal to or higher than your current Resolve, or 2 of the same result is rolled, lose 1 Resolve. If a Survivor has no Resolve, take 1 damage whenever they would take a Resolve test.

If a Survivor wishes to leave a zone that is occupied by enemies, then they must perform a Resolve check. Resolve checks are just like Resolve tests, the only difference being that a failure does not cause a loss of Resolve. If the check fails, then the Survivor is unable to leave their current zone without the use of items or Vaulting. Making a Resolve check does not consume any actions.

A Survivor dying causes an automatic loss of 2 Resolve to all Survivors in their line of sight.

3. Injuries

Roll the Injury die for each attack that damages a Survivor.



= Nothing happens.



= Combat range is reduced by 1 zone (cannot fall below 0).



= At the beginning of Survivor turn roll a die:
1-3 Lose 1 health.
4-6 Nothing happens.



= Maximum movement range restricted to 2 zones per turn (doubled during an Artificial Gravity Failure)

4. Exo Loader

- 1 action to enter/exit the Loader. Entering the Loader consumes any remaining actions.
- 1 power cell = 2 turns in the Loader.

Whilst piloting the Loader:

- 4 actions per turn
- Attack with the following stats:



- Survivors have an armour save of 2+, but only if the Loader has power.
- Survivors may not search.
- Resolve checks are not taken.

5. Weapon jam die

Rolled simultaneously with any dice used to make an attack action:



– Nothing happens



– Ranged weapon becomes jammed and the card is turned 180 degrees. Unjamming costs one action. No effect on melee weapons.



– The weapon breaks and is discarded immediately.

6. Enemy Activation Order

1. Enemy Survivors (used in certain missions)
2. Bosses
3. Icarus GEPs
4. Jaeger GEPs, Sip Sentries or Zealots
5. Swarmer GEPs, Artemis Sentries or Fanatics
6. Radar tokens
7. Solomon GEPs

7. Boss control

- Passive Bosses are controlled exactly the same as all other enemies.
- When a Boss is revealed, draw a Mood and Attack card and play both immediately. All Survivors in line of sight lose 1 Resolve.
- Active Bosses draw a card when they activate and use their actions to attempt to perform that attack.
- Any Reactions are performed immediately when they are triggered.