INTREPID
— APPENDIX —

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METEOR SHOWER — CHALLENGE LEVEL 2

They say even a pebble-sized meteor can hit like a grenade.

Hundreds smashed into the station, first tearing through the protective shielding, then the hull, and finally the life-support network.

We only had one hope for survival — out-think the shower of meteors slamming into our fragile, floating home.

— Additional Setup —

Place the Disaster die and Scenario tokens near the Game board.

— Disaster Die and Scenario Tokens —

Meteor Shower Disaster cards instruct you to "hit" certain station tiles. To hit a tile, place a Scenario token on it, to represent a small hole torn through the station module.

Many Disaster cards instruct you to roll the Disaster die to determine which sector of the station is hit. Each time the Disaster die is rolled, hit each Station tile in the corresponding sector.

There are 8 sectors on the Game board, each consisting of a row of 4 Station slots.

The sector number is indicated at the side of the corresponding row.


Sector Number
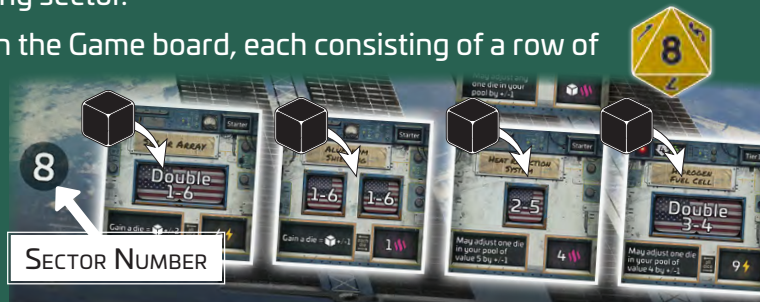
Each tile can hold a maximum of 3 Scenario tokens.

If a tile would receive a 4th Scenario token, instead, return its 3 Scenario tokens to the supply, then destroy the tile (removing it from the game).

Notes:

- Some cards indicate that multiple sectors may be hit.
- Disaster die values "wrap around"; i.e. increasing a die value beyond 8 becomes a 1.

COOLANT LEAK

Roll the disaster die.
Hit all tiles in the sectors equal to the disaster die, the disaster die + 1, and the disaster die + 2 (can wrap).
Drain Climate by 3.

EXAMPLE: You are resolving the effect of the Coolant Leak Disaster card. The Disaster die is rolled as a 7.

*You place a Scenario token in each Station tiles of the rolled sector **and** of the next two sectors (7, 8, and 1).*

You then Drain Climate by 3.
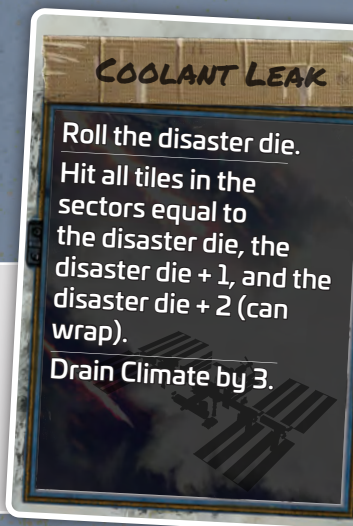
— SCENARIO TOKENS EFFECT —

In *Phase 2 - Calculate Results*, for each Scenario token on a Station tile, **subtract 1 from the total number of resources generated by that tile**.

Notes:

- Scenario tokens cannot reduce resources generated by a tile to below 0.
- Unlike Strain tokens, if a tile with a Scenario token does not have any dice placed on it, the total number of generated resources is not affected.

Tier 2

SUPPLY SYSTEM

Roll 1 new die into your storage

EXAMPLE: This tile would normally generate 2 Power. However, it has 3 Scenario tokens on it, so it generates 0 Power (not -1, as the Scenario tokens cannot reduce the resources below zero).
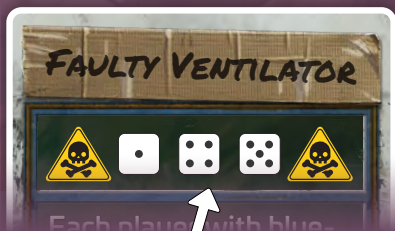
TOXIC LEAK — CHALLENGE LEVEL 2

Any number of deadly gases make their way through the miles of tubing throughout the station.

If one of those tubes springs a leak... well, you can't exactly open a window.

— Toxic Dice —

FAULTY VENTILATOR

TOXIC VALUES

During the Toxic Leak disaster, each Disaster card indicates specific die values that are considered Toxic during the upcoming round(s), representing an astronaut's difficulty to function while breathing polluted air.

All dice showing a Toxic value are known as Toxic dice.

Each time you place a Toxic die on a Station tile, Mission card, Disaster card, or the Habitation Module, you must discard any one other die (which may or may not be toxic) from your pool to the Toxic Leak Player aid.

>> Place Toxic dice here <<

Manipulating Toxic dice to different, safe numbers, is at the heart of overcoming the Toxic Leak disaster.

TOXIC LEAK PLAYER AID

STATION TILE
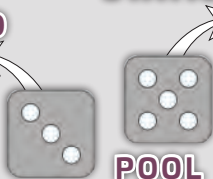
POOL

Example: The value 5 is currently considered Toxic. To place a die valued 5 on a Station tile, you have to discard any die from your pool to the Toxic Leak Player aid.

NOTES:

- If you place a Toxic die on a Docking Module, you do not need to discard another die. However, if you receive a Toxic die from a Docking Module, that die is still toxic.
- Dice on the Toxic Leak Player aid are moved back into their owner's supply at the end of the round.
- Until persistent Toxic Leak Disaster cards are removed, both their Toxic values and the written effects remain active and add to other Disaster cards.

Some Disaster cards have a variable impact depending on the total number of dice on the Toxic Leak Player aid (from all players).

FADING VISION

Destroy a number of tiles depending on the number of discarded dice as follows:

# Dice	Tiles
0-3	Destroy 2
4-5	Destroy 3
6-7	Destroy 4
8+	Destroy 5

EXAMPLE:
Players have collectively discarded 5 dice during the round. The "Fading Vision" Disaster card is then revealed, so the players must select 3 Station tiles to be removed from the game.

INFLAMED LUNGS

Disable all docking modules.

Destroy the most expensive tile in play.
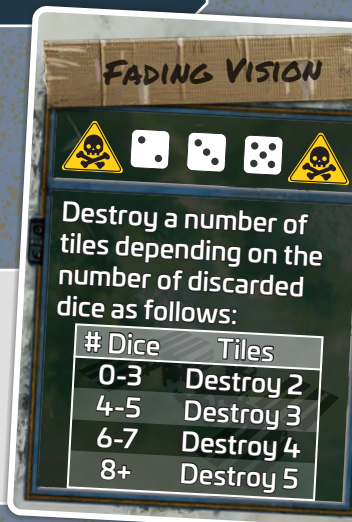
Some other Disaster cards instead have effects that are immediately and fully applied, regardless of the Players' previous actions.

EXAMPLE: *The moment the Inflamed Lungs card is revealed, you must place one Disable token on each Docking module. In addition, the most expensive Station tile on the Game board is destroyed (i.e. removed from the game).*

DISASTER CLARIFICATIONS

Players with "red-light" or "blue-light" tiles are those players whose Station tiles have a red or blue light in the top left-hand corner.

In the case of a solo game (where you have both red and blue light tiles), you are both a red-light and blue-light player.

Each player with blue-light tiles moves the marker on their dice track one slot to the left, if able.

Hit all tiles that produce Power.

When counting tiles that produce a certain resource, the Boost tiles (Photobioreactor Chamber and Thermoelectric Generator) should be included in either resource they produce. The Multipurpose Research Lab tile, however, should not be included, regardless of the resource it produced this round.

A player's "most expensive" tile is the tile with the highest Capacity cost.

Each player disables their most expensive tile. If tied, the player chooses.

Disable all starter and Tier 1 tiles hit.

Only disable the Starter and Tier-1 tiles that were just hit by the previous instructions.

A "hit" tile is any tile with 1 or more Scenario tokens on it.

Hit all tiles that have already been hit.

RUSSIA

COMPLEXITY ✳

As Russia, the abilities of your Station tiles allow you to roll and reroll many dice as you search for higher numbers.

This will allow you to maximize the amount of resources you produce.

You have several Station tiles that allow you to roll new dice into your pool and then remove dice from your pool.

Starter

ELECTROLYSIS CHAMBER

1-6

EXAMPLE: *You place a die on the Electrolysis Chamber.*

You then roll 2 new dice from your supply into your pool, and choose one die from your pool to discard (which could be one of the ones you just rolled).

Roll 2 new dice into, then discard any 1 die from your pool

1

Other Station tiles have the ability to re-roll one of your dice in the pool.

EXAMPLE:

This ability allows you to choose a die in your pool of value 1, 2, or 3 and then re-roll it.

May re-roll one die in your pool of value 3 or less

7

JAPAN

COMPLEXITY ∗ ∗ ∗

As Japan, the specific orientation of your dice are important and not just the value on top.

You have several Station tiles that tilt, flip, and rotate dice. You must use these abilities often to generate dice with a value 3, as many of your tiles require this specific number to operate.

— DICE ORIENTATION —

Whenever you roll a die, you must immediately lock its orientation into place.

This is done by rotating it the minimum amount required so that it is 'square' in front of you. If it is at 45 degrees to you, rotate it clockwise.

NOTE: Once locked, a die cannot be tilted or rotated without the use of Station tile abilities.

EXAMPLE: *The images below show three dice (4, 6, and 3) after you rolled them, and how to rotate them in order to have them square in front of you.*

a) The 4 is rotated slightly clockwise.

b) The 6 is rotated slightly counter clockwise.

c) The 3 rolled at exactly 45 degrees so is rotated clockwise.

TILT UP

TILT DOWN

Some of your Station tiles have the ability to tilt dice in your pool.

Tilt up means tilt the die away from you, while *tilt down* means to tilt the die towards you.

Tilt left means the top of the die should be on the left hand side after tilting, while *tilt right* means the top of the die should be on the right hand side after tilting.

TILT LEFT

TILT RIGHT

Other Station tiles have abilities that gain you a new die, oriented exactly to match the die that was just placed, and then tilted once in the direction indicated.

Example: *You place a die of value 1 with a 4 on the front on the Advanced Planet Habitat.*
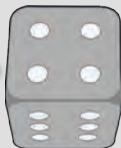
You take a new die from your supply, orient it exactly as the placed die, and then tilt that new die up, resulting in a die of value 4 with a 6 on the front.

ADVANCED PLANT HABITAT

1-6

Gain a die = tilted up

2

NOTE: If you receive a die from another player through a Docking Module, the new die must be oriented identically to how the transferred die was placed.

You may request the other player orient the die before it is transferred.

CANADA

COMPLEXITY * *

As Canada, when you roll your dice at the beginning of each round, all of your odd-numbered dice begin in an area called storage (see page *12*) instead of your pool.

While in the storage, dice cannot be used. You must use your Station tiles to take dice out of the storage and place them in your pool.

However, at the beginning of the round, you have the option to use one or more Converter tokens (*see below*) to modify the value of your dice, and prevent them from going into storage (by making then even instead of odd).

— ADDITIONAL SETUP —

Place 1 Converter token on your Country board and the remaining 3 to the side of your Resource board.

— USING CONVERTER TOKENS —

In *Phase 1 - Roll and Place Dice*, after rolling your dice, but before the odd-numbered dice are sent to storage, you may use any number of Converter tokens on your Country board by moving them to the side of your Resource board.

Each Converter token you use allows you to **increase** the value of any die in your pool **by 1 and** then **decrease** the value of **another** die in your pool **by 1**.

Notes:

- You may use multiple Converter tokens on the same die.
- Unused Converter tokens on your Country board are kept between rounds.
- When using a Converter token, you must increase a die **and** decrease a die - you may not do only one or the other.

Example: your initial roll is : 1, 3, 3, 5, 6.

The dice valued 1, 3, 3, and 5 would be placed into storage, leaving you with only one die in the pool.
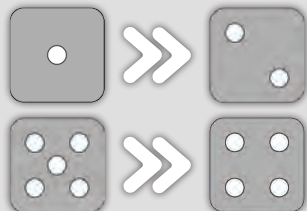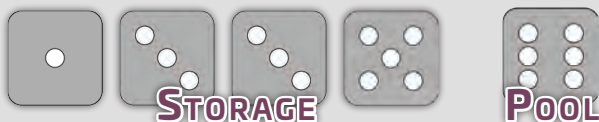
Storage **Pool**

You then decide to use a Converter token (moving it to the side of your Resource board) to:

*• Increase the 1 to a 2 **and***

• Decrease the 5 to a 4.

Your dice are now: 2, 3, 3, 4, 6. The two 3's are placed in storage, and the 2, 4, and 6 are placed in your pool.

Storage **Pool**

Reminder: Die values "wrap"; you can use a Converter token to increase a die from a 6 to a 1 and/or decrease a die from a 1 to a 6.

Gain 1 🔩 token

If an ability of a Station tile allows you to gain a Converter token, take one from the side of your Resource board and place it onto your Country board.

— STORAGE —

In *Phase 1 - Roll and Place Dice*, after rolling the dice and after having used any Converter tokens, all odd-numbered dice are placed aside in storage.

Dice in storage cannot be used.

Ensure that the storage is kept separate from your supply and your pool.

You may either use the areas around your Resource board, or your dice tray, which has labeled spots for both storage and supply.

POOL

STORAGE

SUPPLY

Some of your Station tiles allow you to take dice of any value from your storage and place them in your pool.

When taking a die from storage, ensure you keep its value; do not re-roll it.

Starte

FOOD LOCKERS

EXAMPLE: The ability of the Food Lockers allows you to take any 2 dice from storage and place them into your pool.

Take 2 dice from your storage

1 🍏

NOTES:

• Be careful taking dice from storage. Once removed, dice are much more difficult to adjust, as your tiles specialize in adjusting only the dice that are in storage.

• Any unplaced dice in storage at the end of the round are returned to your supply.
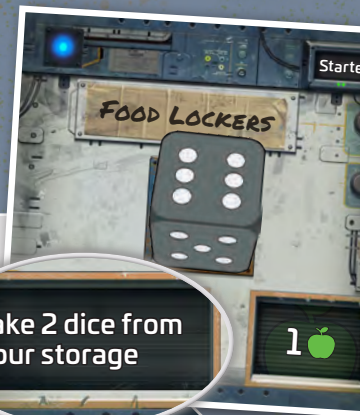
Other Station tiles instruct you to roll dice into storage.

These dice remain in storage regardless of whether they have an even or odd die value. The only time that even dice values are automatically excluded from storage is at the beginning of each round.

EXAMPLE: *The ability of the Oxygen Storage Tank allows you to take a die from your supply, roll it, and then place it in your storage.*
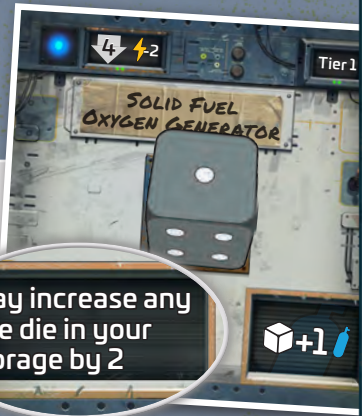
Roll 1 new die into your storage

Some other Station tiles allow you to increase or decrease dice currently in storage.

These abilities simply change the value of the die in storage (the die remains in storage).

EXAMPLE: *You activate the Solid Fuel Oxygen Generator.*
You then chose to increase a die of a value 3 to a value 5.

May increase any one die in your storage by 2

NOTE: If you receive a new die either due to the ability of the Medical Officer (*see page 16*), or through a Docking Module, the new die is placed in your pool (not into storage).

UNITED STATES

COMPLEXITY *

As the United States, your Station tiles allow you to increase or decrease the value of your dice.
This helps you meet the placement requirements on your Station tiles, which often need dice in pairs.

You have several Station tiles that provide new dice of a higher or lower value than the dice placed on these tiles.

EXAMPLE: You place a die of value 3 on the Aluminum Shielding.
You then immediately take a new die from your supply, place it in your pool, and set it to value 2 or 4 (your choice).

Gain a die = 📦 +/-1

Other Station tiles have the ability to adjust dice in your pool.

EXAMPLE: This ability allows you to change a die of value 4 in your pool (if you have one) to either a 5 or a 3 (your choice).

May adjust one die in your pool of value 4 by +/-1

REMINDER: Die values "wrap"; increasing a die value above 6 turns it into a 1 and reducing a die below 1 turns it into a 6.

CAREER BADGES

Career Badges give players special abilities they may use once per round during *phase 5 - Spend Capacity*.

— Payload Specialist —

You may move negative tokens (*see below*) from any Station tile to one of your own Station tiles.

To use this ability:

1. **Choose a Station tile owned by any player** (including yourself) that has one or more negative tokens on it, and
2. Move all of those tokens **to a Station tile that you own** that currently has no negative tokens on it.

CAREER BADGE

Payload Specialist

You may move negative tokens from any tile to one of your unaffected tiles

ID: #629570

Negative Tokens

Scenario Tokens

-3
Strain Tokens

Disable Tokens

EXAMPLE: During the Meteor Shower disaster, you may take all Scenario tokens and a Disable token from a Station tile you choose and move them onto a tile of your own.

CAREER BADGE

Spaceflight Pilot

You may place a Strain token on one of your tiles to give an Amplify token to another player

ID: #528160

— Spaceflight Pilot —

You may place a Strain token on one of your tiles in order to give an Amplify token to another player.

Note: Both the Strain and Amplify tokens should be taken from the supply. If there are not enough available tokens, you cannot use this ability.

— Medical Officer —

You may give a player a new dice to use in the next round.

To use this ability:

1. Spend 2 Capacity and choose any player (including yourself).
2. That player then takes a die from their supply and places it in their pool, set to any value they choose.

During the next round, other dice will be added to this pool as normal when new dice are rolled.

This die is not rolled in the next *Roll and Place Dice phase*; it maintains its current value (unless modified by another effect).

CAREER BADGE

Medical Officer

You may spend 2 Capacity to give any player an extra die of any value they choose, usable next round

ID: #932869
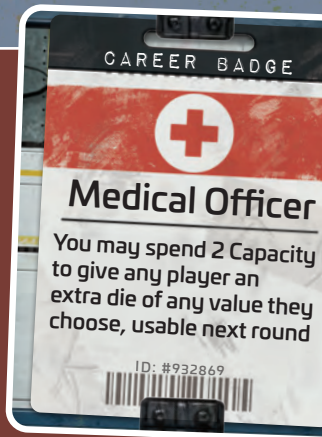
Note: For countries that roll their dice into storage (Canada for example), this new die is placed into their pool, regardless of the die's value.

— Mission Specialist —

You may destroy a tile in your Offer row to allow another player to increase their Capacity by 2.

Destroyed tiles are removed from the game.

CAREER BADGE

Mission Specialist

You may destroy a tile in your current offer row to give a player 2 Capacity

ID: #309831