INTREPID

MISSION CRITICAL
EXPANSION

OVERVIEW

Warning lights blare, breaking the calm aboard the International Space Station - a massive solar storm is hurling a million tons of deadly protons into space, leaving you mere moments before the station's delicate life-support modules completely shut down.

INTREPID: MISSION CRITICAL is the first expansion for Intrepid: the cooperative and asymmetric survival game. It includes four new characters, with astronauts from Brazil, Germany, Malaysia, and the United Kingdom. Also included are 4 new Career Badges, giving you more variability. Test your skill against the Solar Storm, our most devastating disaster yet.
Only the bravest crews will survive.

When playing *Intrepid*, players may select from the original and/or the additional astronauts and Career Badges as they see fit, following the same setup rules as the core game.

Any specific setup rules, and gameplay changes are listed in the appropriate sections of this rulebook (*see "Contents" below*).

— CONTENTS —

COMPONENTS

An exploding sunspot hurls a billion tons of protons into space, creating a massive cloud of electrified gases capable of scorching the delicate station life-support system.

During the Solar Storm disa... cards often instruct you Sc... tile. Select the unscorched t... the highest die value and pl... Scenario tokens on it. A tile... ...okens ...ched.

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...les c... ...y pl... ...ed ti... ...d to...

Solar Storm
Irregularities

SOLAR STORM

- 22 Solar Storm Disaster cards
- 4 Disaster Irregularity cards
- 1 Disaster player aid

- 4 Country boards (Germany, Malaysia, Brazil, UK)
- 4 Country player aids
- 76 Station tiles (19 per country)

FOOD LOCKERS

May set any one die in your pool =

> ... +1

1-3

+-6

...ble

... +4

... +4 ⚡

ROUND REFERENCE

GERMAN...
6 4 6 10 8 12 10 14
Complexity

MALAYSIA...
4 4 5 6 8 7 10 8
Complexity

BRAZIL
5 4 7 6 9 8 11 10 13
Complexity

UNITED KINGDO...
2 4 3 6 4 8 5 10 6
Complexity

UNITED KINGDOM

- 6 double-sided Lock tokens (only used by Brazil)

- 4 Career Badges (Flight Engineer, Technical Officer, Crew Commander, and Science Officer)

CAREER BADGE
Flight Engineer
You may drain this resource by 2 to reduce the drain of another resource by 2

CAREER BADGE
Technical Officer
You may place a disable token on one of your tiles to give any player 2 Capacity

CAREER BADGE
Crew Commander
You may lose up to 3 Capacity to give another player the same amount of Capacity

CAREER BADGE
Science Officer
You may drain this resource by 2 to immediately allow a player to purchase a tile from a tier one higher than the currently available tier

SOLAR STORM

CHALLENGE LEVEL 3

A single flare from a giant sunspot can hurl over a billion tons of electrified gas into space.

While astronauts aboard the International Space Station are generally protected by the station radiation shields, their equipment may not fare so well, cooking the delicate modules necessary to keep crew members alive.

— Scenario Tokens —

When playing with this disaster, Scenario tokens on tiles represent the **remaining structural integrity** of that tile. Therefore, unlike other disasters, having **more** Scenario tokens on a tile is a good thing!

— Scorching Tiles —

Many Disaster cards will instruct players to Scorch one or more of their tiles. **To Scorch a tile, place 3 Scenario tokens on it**.

A tile that has 1 or more Scenario tokens on it is said to be Scorched. A tile with no Scenario tokens on it is Unscorched.

Scorched tiles cannot be used unless there is a Strain token on them (*see next page*).

It is recommended to place the Scenario tokens on the die slot(s) of the tile to help remind you that the tile is not available for use.

When Scorching a tile, you must Scorch one of your **Unscorched tiles that has the highest die value on it.**

If there are multiple Unscorched tiles with dice of the highest value, you may choose which of those tiles to Scorch.

EXAMPLE: Here, you must Scorch the tile with the die of value 4 on it as the one with the 5 on it is already Scorched. However, if that 4 was a 3 instead, you could choose either of the tiles with dice of value 3 on to Scorch.

If you are unable to Scorch a tile because all of your tiles are already Scorched, remove 2 Scenario tokens from your Scorched tiles (either 2 tokens from one tile or 1 token from two tiles).

At the end of the *Calculate Results phase*, remove 1 Scenario token from each Scorched tile. When the last Scenario token is removed from a tile, that tile is destroyed (removed from the game).

— Strain Tokens —

At the beginning of each round, before rolling dice, each player may place 1 Strain token onto one or more of their Scorched tiles.

A Scorched tile containing a Strain token **can** be used; move the Scenario tokens elsewhere on the tile to uncover the die slots. Strain tokens work according to the normal rules (see page 20 of the core rulebook).

Each tile can only have 1 Strain token on it at any time.

GERMANY

COMPLEXITY ✱✱

As Germany, when you roll your dice, they do not go into your pool. Instead, they are all placed into an area called storage.

While in storage, dice cannot be used.

To ensure that the storage is kept separated from your supply and your pool, you may use your dice tray, which has labeled spots for storage and supply.

—MOVE DICE INTO YOUR POOL —

To move dice from your storage to your pool (so they can be used), you must either use the abilities of your Station tiles (*see next page*), or **spend dice from storage** with **at least the same total value of the dice you want to move into your pool.** Spent dice are immediately returned to your supply.

EXAMPLE: (a) You spend two dice of values 4 and 2 from your storage, to move a die of value 6 into your pool.

Alternatively, (b) you could have spent the die of value 6 to move two dice (value 4 and 2) into your pool.

SUPPLY ⓐ POOL

STORAGE

SUPPLY ⓑ POOL

STORAGE

When you spend dice with a greater total value than the dice you want to move from storage, **any excess is lost.**

EXAMPLE: You spend a die of value 6 to move a die of value 5 to your pool. If you have a die of value 1 in storage, you may additionally move that die into your pool. If not, the extra 1 point is wasted.

Some of your Station tiles have the ability to **move** dice out of your storage and place them into your pool without having to spend any additional dice from storage.

Note: These abilities only allow you to change the location of the dice, but not their values; i.e. do not re-roll/adjust any of them.

Example: *You have two dice left in your pool (of values 2 and 3), and one die left in storage (of value 6).*

You would like to place a die on the Elektron Subsystem (in order to generate more Oxygen).

However, it only accepts dice of values 4, 5, or 6.

You therefore first place the two dice from your pool on the Electrolysis Chamber to move the 6 from your storage to your pool, and then you place the 6 on the Elektron Subsystem.

You also have Station tiles that give you the ability to **roll new dice into storage**, and tiles that allow you to **manipulate** dice in storage (for example by re-rolling them). After being manipulated, dice remain in storage.

Notes:

- If you receive a die either due to the ability of the Medical Officer, or through a Docking Module, the new die is placed in your pool (not in the storage).
- Any dice still in storage at the end of the round are returned to your supply.
- Be careful when moving dice out of the storage. Once they are in your pool, you will no longer be able to adjust them!

MALAYSIA

COMPLEXITY ✳ ✳ ✳

As Malaysia, some of your tiles require high numbers and others require low numbers; this constant pull between low and high can make Malaysia a challenge to master.

Some of your Station tiles have the ability to increase or decrease **all** of your dice in your pool by a certain amount.

REMEMBER: Abilities that do not include the word "may" **must** be carried out.

IMPORTANT: Unlike other countries, Malaysia's dice **do not** "wrap around".

If one of your dice were ever to increase above 6 or decrease below 1, that die is instead **destroyed** and returned to your supply.

EXAMPLE: *You have three dice of values 2, 5, and 6. You place the die of value 6 on the Biomass Production System.*

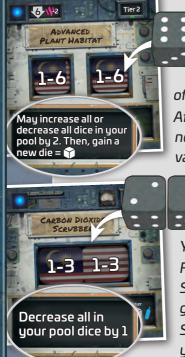*You must now increase all of the dice in your pool by 2. You increase your die of value 2 to a 4.*

However, your die of value 5 can not be increased past 6, and is destroyed.
Probably not the best move.

SUPPLY

BIOMASS PRODUCTION SYSTEM

Increase all dice in your pool by 2

May increase all or decrease all dice in your pool by 2. Then, gain a new die = 🏠

Some tile abilities allow you to choose between increasing or decreasing dice in your pool.

When doing so, you must use the same choice for **all** dice in your pool (you cannot increase some and decrease others, nor can you manipulate some dice while ignoring others).

After manipulating your dice, these tiles also allow you to take a new die from your supply and place it into your pool, set to the value of the die you placed on the tile.

Example: You have three dice of values 3, 4, and 6. For your tiles, you need:

- *a couple of low-valued dice, as you would like to activate the Carbon Dioxide Scrubber (the lower the dice, the more Oxygen it will generate), and*
- *one high-valued die, as you would also like to activate the Sabatier System (the higher the die, the more Nutrition it will generate).*

ADVANCED PLANT HABITAT

Tier 2

1-6   1-6

May increase all or decrease all dice in your pool by 2. Then, gain a new die = 🏠

You first place your 6 on the Advanced Plant Habitat.

You choose to decrease all of the dice in your pool, changing the dice of values 3 and 4 into 1 and 2.

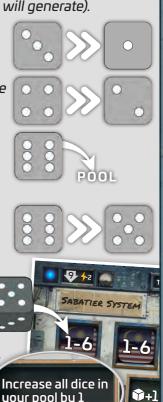*After manipulating the dice, you take a new die from the supply and set it to a value of 6.*

CARBON DIOXIDE SCRUBBER

1-3   1-3

Decrease all in your pool dice by 1

Then, you place the 1 and the 2 on the Carbon Dioxide Scrubber (which will generate 5 Oxygen).

POOL

You then decrease the 6 to a 5. Finally, you place the 5 on the Sabatier System. It will then generate 6 Nutrition.

Since you no longer have any dice in your pool, you can ignore the ability of the Sabatier System tile.

SABATIER SYSTEM

1-6   1-6

Increase all dice in your pool by 1

🎁+1

9

BRAZIL

COMPLEXITY ✳✳✳✳

— ADDITIONAL SETUP —

Place the 6 Lock tokens orange-side up on your Country board.

— TILES WITH A PADLOCK —

In *Phase 1 - Roll and Place Dice*, before you roll your dice, place a Lock token, orange-side up, on each of your Station tiles that depict a padlock icon.

For example, in the **first round** *of the game, you must place 1 Lock token on two of your tiles.*

Each Lock token shows a different combination. You are free to choose which one to place (as long you keep the orange-side up).

PADLOCK

Starter

S LI-ION BATTERY

May set one die in your pool =

In **future rounds**, you are allowed to rearrange your Lock tokens, or exchange them with any on your Country board, provided each tile with a padlock has a Lock token orange-side up on it before you roll your dice.
If you do not have enough Lock tokens, place as many Lock tokens as you can.

— LOCKED TILES —

A Lock token orange-side up indicates the Station tile is locked. Locked tiles cannot have dice placed on them until they are unlocked (*see next page*).

Station tiles with a padlock and no Lock token are also considered locked. They cannot be used until a Lock token is placed on them and then unlocked during a future round.

— Matching Dice Values to Lock Tokens —

If the value of a die is equal to any of the numbers depicted on the Lock token currently placed on a Station tile, that die is considered to be a *Match* to that token.

For example, the die of value 5 is a Match for this Lock token (as the number 5 is on the token), while the dice of value 2 is not (as the number 2 in not on the token).

Match

Not a Match

— Unlocking Tiles —

If **every single die in your pool is a** *Match* to a specific Lock token, you can flip that token to its blue side. The corresponding Station tile is now **unlocked** (i.e. it can be used following the usual rules).

Note: Multiple dice may be a *Match* to the same number on the same Lock token.

Also, it is not necessary that all the numbers on the Lock token are matched for the tile to be unlocked; in fact, you can even have 3 identical dice and still flip a Lock token!

Example: You have three remaining dice: 1, 1, 4.

You can unlock a tile with the 1-4-5 Lock token on it, since all three of your dice are a Match.

However, you cannot unlock a tile that has the 1-2-3 Lock token on it, since the die of value 4 is not a Match (as the number 4 is not one of the numbers on the Lock token).

Some of your Station tiles have the ability to "flip" all unplaced dice of the same value. Flipping a die means to turn it to the opposite side, so the number that was on the bottom is now on top. When using this ability, you must flip all dice of the chosen value.

Example: *if you place a die on a tile with this ability, you may decide to flip all of your dice of value 2, resulting in those dice becoming 5's. However, you cannot choose to only flip some of your 2's - it's all or nothing.*

May flip all dice in your pool of a single value

Other Station tiles have the ability to set one of your dice in your pool to any of the numbers found on the Lock token on that tile.
Similarly, some of your Station tiles allow you to take a new die from your supply and place it in your pool, set to any of the numbers on that tile's Lock token.

Example: *Placing a die on the EPS Li-Ion Battery tile, with a Lock token on it, blue side up showing 1, 2, and 4, allows you to change one of your dice in your pool to either a 1, 2, or 4.*

May set one die in your pool =

LI-ION BATTERY

1-4

Notes:

- Lock tokens are limited to the ones provided in the game. If, at the beginning of the round, you have more Station tiles with padlocks than Lock tokens, you must choose which tiles do not get a Lock token.
- Tiles remain unlocked until the end of the round, even if the dice in your pool change values.
- At the end of each round, any Lock tokens that are blue-side up should be flipped back over to their orange side.

UNITED KINGDOM

COMPLEXITY ✳✳✳✳

Unlike other nations, the United Kingdom must consider how its decisions in the current round will affect their resource production in future rounds.

— COUNTER DIE SLOTS —

Some of your Station tiles have a special die slot, called a Counter die slot.

— ADDITIONAL SETUP —

After placing your starting tiles, place a die from your supply onto each of your tiles with a Counter die slot, setting the die to a 3.

ACTIVE THERMAL CONTROL

May set any one die in your pool = ☼

— INSTALLING NEW STATION TILES —

In *Phase 5 - Spend Capacity*, if you install a new Station tile that has a Counter die slot, immediately place a dice from your supply on the Counter die slot, setting its value to a 3.

3D FOOD PRINTER

Tier 1

— COUNTER DIE —

A die on a Counter die slot is known as a Counter die. Whenever you place a die on a slot next to a Counter die, the die you place must be of a greater value than the Counter die.

OR

COUNTER DIE

13

During *Phase 1 - Roll and Place Dice*, if you have a Counter die with a value 2 or greater, **before placing another die on the tile**, you may remove that Counter die from the tile and place it in your pool (keeping the same value).
If you do this, you must then immediately **take a new die from your supply, set it to 1, and place it on the Counter die slot.**

NOTE: When the Counter die is a 6, you cannot use the tile because there is no die value above 6. Therefore, in order to use the tile, you should use the option to return the 6 to your pool and place a new Counter die of value 1.

EXAMPLE: The Capillary Structures tile has a Counter die of value 6.
You return that die to your pool, and place a new Counter die of value 1 (taken from your supply) on the tile.
You then place a dice of value 3 from your pool to activate the tile.

POOL

Tier 2

SUPPLY

POOL

Tiles with Counter dice only trigger their abilities and generate resources when a non-Counter die is placed on them during the round.
So, having only a Counter die on a Station tile does **not** activate the tile or generate resources.

Tiles with Counter dice **do not** generate resources based on the value of the placed die. Instead, they **generate resources based on the value of the Counter die** (*in this example, the Food Lockers would generate 3 Nutrition (Counter die + 1) irrespective of the value of the other die*).

Starte

FOOD LOCKERS

May set any one die in your pool = ☼

+1 🍎

During the *Reset the Round* phase, if a tile with a Counter die has no other dice on it, leave the Counter die in place.

However, if there is another die placed on the tile, instead of removing that die, remove the Counter die back to your supply and replace it with the other die, maintaining its value (*in this example, the 5 becomes the Counter die for the next round*).

SUPPLY

You have some tiles that allow you to exchange a die in your pool with a Counter die.

You can use this ability even if the tile with the Counter die already has another die on it, and even if that die would be too small to be legally placed with the new Counter die.

POOL

POOL

NOTE: Exchanging a die is not the same thing as placing a die. When playing with the Toxic Leak disaster, for example, you can replace a Counter die with a Toxic die without suffering the usual penalty.

May set any one die in your pool = ☢

+1 🍎

Some of your tiles have the ability to set a die in your pool to a value that matches the Counter die on the tile (*in this example, you can set a die to 4*).

ADJACENT TILES: Some of your tiles allow you to set a die in your pool to a value equal to the Counter die on an adjacent tile.
Adjacent in this case means orthogonally adjacent (directly above, below, to the left, or right - not diagonally). If there are no adjacent tiles with Counter dice on them, this ability has no effect.

CAREER BADGES

CAREER BADGE

— FLIGHT ENGINEER—

You may Drain the resource of the Resource board this badge is on by 2 in order to reduce the Drain of another resource by 2.

Flight Engineer

You may drain this resource by 2 to reduce the drain of another resource by 2

ID: #268411

CAREER BADGE

Technical Officer

You may place a disable token on one of your tiles to give any player 2 Capacity

ID: #429582

— TECHNICAL OFFICER —

You may place a Disable token on any of your Station tiles (following the usual rules), to give 2 Capacity to any player (your choice).

To use this ability, choose one of your Station tiles that has no negative effect tokens on it and add 1 Disable token to that tile. Then, choose any player (including yourself); that player gains 2 Capacity.

— SCIENCE OFFICER —

You may Drain the resource of the Resource board this badge is on by 2 in order to allow another player to purchase, in the current round, 1 tile from one tier higher than the currently available tier.

CAREER BADGE

Science Officer

You may drain this resource by 2 to immediately allow a player to purchase a tile from a tier one higher than the currently available tier

ID: #181493

CAREER BADGE

Crew Commander

You may lose up to 3 Capacity to give another player the same amount of Capacity

ID: #751983

—CREW COMMANDER —

You may transfer some of your Capacity to another player. To use this ability, first lose up to 3 Capacity (moving your marker down on your Capacity track). Then choose another player, who gains the same amount of Capacity as you lost.