

## Engine Failure

The beast has damaged part of the engine.

Place a red hazard token on Engineering.

*Can be fixed by any two crew members in the room at the same time, or individually by the engineer (green) or the captain (black).*

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## Poisoned Food

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

Place a red hazard token on the Galley.

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## Server Failure

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

Place a red hazard token on the Server Room.

Can be fixed by any two crew members in the room at the same time, or individually by the *techie* (purple) or the lieutenant (orange).

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## Asteroid Field

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

Place a red hazard token on the Cockpit.

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## Chemical Fire

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

Place a red hazard token on the  
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**Airlock Seal Failure**

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

Place a red hazard token on the Airlock.

*Can be fixed by any two crew members in the room at the same time, or individually by the muscle (red) or the chef (white).*

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

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## Navigation Failure

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

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## Rampage

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

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

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## Fire Bug

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

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

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The monster grows even bolder and more aggressive.

Advance the aggression marker to the next level again.

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The monster grows even bolder and more aggressive.

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## Complacency

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