

23 rounds

50-70 min

Co-op

Crew's Testimony

Level description


Médea refuses to share any information and seems to be blocking the signal you want to use to send an echo to the control base. You agreed that it was vital to find out what happened on the ship, where the crew is and why Médea is behaving so strangely.

You have decided to descend to a level lower into the officers' living quarters and find the crew's personal records there. Hopefully they will give you information about what happened on Argó.

Task 1

Find all four memory discs hidden in the crates.

Special rules and equipment

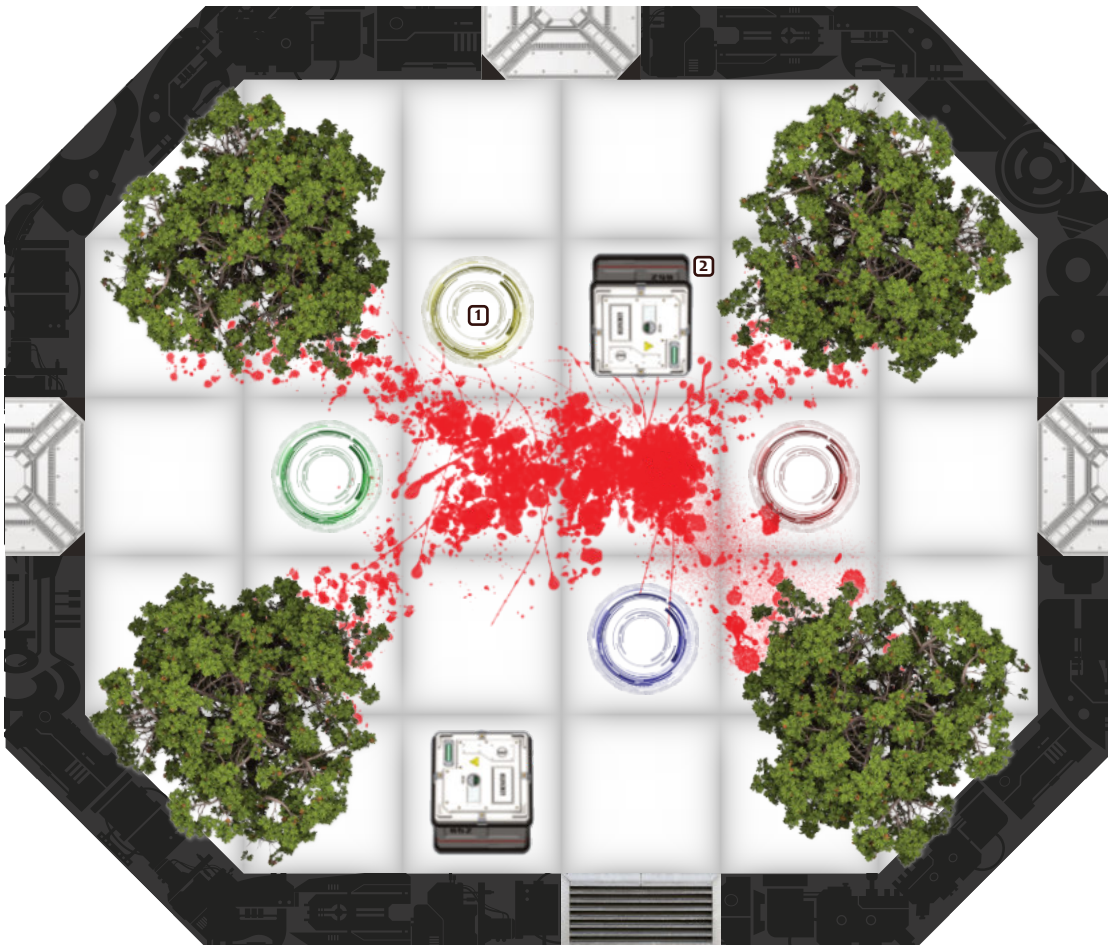
Build segments as normally. Each player can discard as many  as there are players on their turn at any time, turning any crate token token face up.

Each turn after the Crew's turn, make a Médea turn by turning over one Médeay card and evaluating its effect. Use her action token as a reminder. Keep the drone card close to the playing area, if necessary, add drone tokens right in front of the Médeay terminal (also in future games). Unless otherwise stated, these two rules applies to every other game.

1 Each level has a different task.
2 In the special rules description, in each level, a different use for clue tokens is presented.

On the other side of the card, 4 QR codes are printed. When a crate with a memory disc is found, via the QR code, you can play a snippet of the former crew's diaries, further developing the lore of the game.

Level



There are 12 segments in a standard level, connected by doors.

1 In each, there are 4 portals for the corresponding Crew to appear from.
2 There are crates in most segments, usually containing 3 symbols. For each, you roll the loot die of the corresponding colour and receive the resulting loot or items.

Jane Shepard

Training 1
Training 2
Training 3

Melee
Gun

Attack 1: The target must be at a distance of 1. Aim as if the target were at a distance of 2.

Attack 2

Kapacita

1 It means for one action and one ammo (green tokens, the maximum capacity is shown by the number of the green symbols on the right side of the image) you can attempt an attack, if successful, the target loses 2 health.
 2 The storage for health, clues, and ammo.
 3 The card is hollow, here you insert the trainings.
 4 The capacity to carry items.

Heavy

Stamina
Your capacity of is increased by 5.

Stoic
If you do not move by the end of your turn, you get one extra action (it can be movement).

Ammunition belt
A capacity of all fo your weapons is increased by 3.

Once you have two defeated Crew cards, you can gain one segment of any one of your trainings.

Dart

1

2

A chosen target loses 1.

1 This is the amount of capacity this item occupies.
 2 This is the number of charges tokens this card enters the play with.

Rougher

1

2

1 in a distance to the nearest player.
 All players adjacent to Rougher lose 2.

1 The first part is a movement, the second one an attack. If the Crew has not reached the destination of its movement (in this case the nearest player) it moves and then tries to attack.
 2 This is the number of Crew's health points.