

TROUBLE ON THE TEMPUS

WELCOME NEW
RECRUIT

USER GUIDE TO THE TEMPUS



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WELCOME

Welcome to a life of adventure aboard our flagship time travelling vessel The Tempus! We hope you have a grand time on its maiden voyage, because testing in a lab can only get you so far, eventually you've got to get out there and break through the space time continuum.

Unfortunately said maiden voyage has not gone smoothly. The ship is in a catastrophic state and cannot be piloted home due to the broken engine. Your science team has gotten you to a limping state but there is simply not enough time to fix everything that needs fixing. Fortunately time is something we know a lot about.

A quick, probably not too crazy, reprogramming of the ship's time drive has allowed you to create a time loop, position the ship outside of the normal flow of time and allow the crew to move themselves backwards through their own timeline to avoid disaster.

PLAYING THE GAME

The game is played over a series of rounds each consisting of an Action Phase wherein the players strategise, move their characters about the board, and perform the actions available to them in the hopes of winning the game. This is followed by a Consequences Phase where any unresolved disasters will cause further problems, and then a Disaster Phase where new disasters are added to the board.

GAME COMPONENTS

TOKENS

-  30 Damage tokens
-  48 Fire tokens
-  12 Electrical Fault tokens
-  23 Wound tokens
-  19 Locked Doors
-  9 Numbers (1 to 9)
-  1 Shields tokens
-  2 Completion tokens

CARDS

-  23 Growing Disaster cards
-  10 Major Disaster cards
-  5 Hyperdrive cards
-  8 Character cards
-  11 Paradox cards
-  1 Lost In The Void card
-  32 Item cards (4 of each + 4 additional Fire Extinguishers)

SETUP

1. Place the board in the middle of the gaming space.

2. Seed the item spaces on the board with item cards as follows;

- 1 Body Armour in the Security Room
- 1 Space Suit in the Airlock
- 1 Tool Kit in Engineering
- 1 Exo-Skeleton in Maintenance
- 1 Electro-Tool in the Shield Generator
- 1 Med-Kit in Sick Bay

2 Fire Extinguishers in the central corridor, one on each empty card space

Place the leftover item cards near the board, you'll need them later

3. Shuffle the number tokens (1 to 9) and deal one randomly into each named location on the ship that has a spot for them attached to its name.

4. Place the Shields token on the right most space of the Shields Track, a Locked Door over the exterior Airlock door, and the Completion tokens near the board for later use. Place all other tokens (Damage, Fire, Electrical Fault, Wounds, and Locked Doors) in separate easily accessible piles.

5. Separate the Major Disasters cards from the Growing Disaster cards and shuffle both decks.



7. Find the "Lost in the Void" card amongst the Paradox cards and place it face down on the Paradox Deck space on the board.

8. Shuffle the remaining Paradox Cards and deal two of them face down on top of the "Lost in the Void" card to form the Paradox Deck. Place the remaining Paradox Cards nearby in case they are needed.

9. Shuffle and randomly draw 1 Hyperdrive card. Place it face up on the card space in the Hyperdrive space and place the amount of tokens listed on the Hyperdrive, then enact any other effects written on it.

10. Give each player a character card by your preferred method, either choose, deal randomly, or draft from a selection. Players should introduce their characters abilities and enact any starting effects they may have then place their character standee on the bridge in the Time Drive space.

11. Begin the first round...



DIFFICULTY SETTING

Difficulty	Cards	Set Up	During a Time Jump	Disaster Phase
Trainee (ideal for first game)	9 Growing, 3 Major	Deal the Growing Disasters into 3 equal piles and shuffle 1 Major Disaster into each. Pile them up to create the Disaster Deck	All players retain equipment and wounds	No additional rules
Recruit	8 Growing, 4 Major	Deal the Growing Disasters into 4 equal piles and shuffle 1 Major Disaster into each. Pile them up to create the Disaster Deck	All players retain equipment and wounds	No additional rules
Officer	8 Growing, 6 Major	Deal the Growing Disasters into 2 equal piles and shuffle 3 Major Disaster into each. Pile them up to create the Disaster Deck	Only players at the Time Drive retain equipment and wounds	If a Growing Disaster has no effect draw a random leftover card and enact the 2 player effect
Legend	8 Growing, 6 Major	Shuffle the Recurring and Major Disasters together to form one deck and place it into the Disaster Deck space	Only the player who activates the Time Drive retains their equipment and wounds. Items dropped at the Time Drive also remain	If a Growing Disaster has no effect draw a random leftover card and enact the 2 player effect

6. Create the Disaster Deck according to the difficulty setting and place it on the Disaster Deck space. Place the unused Disaster Cards nearby in case they are needed later.

ABOUT THE GAME

HOW TO WIN

Winning is simple, that is to say there's only one way to do it so there's less to remember. At the start of the game players will draw a random Hyperdrive card that is placed on the board at the back of the ship, which determines the damage to be placed in the Hyperdrive space as well as any knock on effect for the rest of the game.

The first time that the Hyperdrive has no tokens in it players should flip the Hyperdrive Card face down to indicate the engines are fixed.

When the Hyperdrive card is face down players must do the following to win;

In either order;

- Reinforce the Shields; any player at the Shield Control spends an Action to place a Completion token there (cannot be done remotely)
- Send a Distress Call; any player at the Security Controls spends an Action to place a Completion token there (cannot be done remotely)

When the Hyperdrive card is face down and both the above Completion tokens are on the board a player at the Flight Controls may spend an Action to win the game by flying the Tempus safely home.

One small caveat, all players must be alive to win the game otherwise it will break the space time continuum. Basically if a player dies you have no choice but to perform a time jump to go back to the beginning of the game when they were still alive.

HOW TO LOSE

This is a much bigger answer. What you're about to read will make more sense as you absorb the rules but here's a handy list of things that end the game immediately;

1. If you run out of Damage tokens the ship implodes
2. If you run out of Electrical Fault tokens the ships computers fry
3. If the Fuel Cells have 3 Damage on them at the start of the Consequences Phase the ship explodes
4. If the Shields ever hit the leftmost spot (red) of the Shields track the ship explodes
5. If it becomes impossible for the players to get back to the bridge you cannot win and must accept defeat
6. If the Disaster Deck is empty when you need to draw a card the ship explodes
7. If you turn over the "Lost In The Void" paradox card you blink out of existence
8. If all player characters are dead ... well ... you're dead

So yeah, a few options for failure, no need to panic.

TIME TRAVEL

The one super power you have over the disasters threatening you is your ability to time travel away from them, potentially taking equipment and knowledge you have acquired back with you, as well as bringing dead players back to life. During a Time Jump the board resets to how it was at the start of the game, so any progress the players have made will be undone but it's likely you are time travelling because your problems outweigh your triumphs.

Using the Time Drive to time travel back to the beginning of the game will be key to your success. You can attempt to win the game in one run but unless you really like a challenge it's probably not going to be possible. Don't worry, the specifics of how to do a Time Jump is explained on page 9, but a free bit of advice is don't overestimate how many rounds you can go without performing a Time Jump. Trust us, the game will look very different on a second, third, or forth run.

PARADOXES

Paradox cards are added to the top of the Disaster Deck during a Time Jump and are drawn when they show up during a later time loop. As standard the Paradox Deck is made of 3 cards with the "Lost in the Void" card at the bottom. This means that the third time you time travel you know that the paradox it causes will result in you losing the game. However, if this is proving a little too punishing you should feel free to increase the size of this deck. Alternatively if you wish to make things more challenging you can always shuffle the "Lost in the Void" card into the deck so you have no way of knowing which paradox will cause you to lose. This could cause a sudden game end so make sure you are aware of that.

Paradox Cards are always discarded to the Paradox Discard Pile not the Disaster Discard Pile, they will only occur once, they do not repeat on future loops.



ROUND STRUCTURE

CHOOSE THE FIRST PLAYER

Players may choose who goes first each round and turn order proceeds clockwise. They may change the first player every round or keep it the same, the choice each round is not affected or determined by the previous round in any way.

ACTION PHASE

In turn order players may perform up to 2 movements and 1 action, either in the order of movement then action or action then movement, but they may not move-action-move unless told otherwise.

Movement must obey a few rules;

- It costs 1 movement to cross a dotted line or go through an open doorway
- It costs 1 additional movement to enter a space that contains any amount of Damage
- It costs 1 movement to stand from being knocked down
- You cannot move through Locked Doors
- If the exterior Airlock door is open any player entering the Airlock space at any time is immediately killed unless you are wearing a space suit

Actions include;

- Picking up an item card from your space and place it on your character sheet
- Using an item you are carrying or wearing for an Action listed on the card
- Trade any number of item cards between yourself and the other players in your space
- Place or remove 1 Locked Door at a door connected to your space
- Take an Action available in your current space (see Board Actions on pages 8 - 9)
- Take an Action available on your character card

There are four caveats to taking actions;

- No actions may be taken in a space that has any number of Fire unless it removes the Fire
- Board Actions cannot be taken if there are any Electrical Faults in the space they are in
- Being "knocked down" does not prevent you from taking an action
- Players may drop item cards they are carrying into their current space for free on their turn

Once all players have performed their movement and action you must move on to the Consequences Phase, though you may take your time to discuss your plans for the next turn.

CONSEQUENCES PHASE

In this order, check;

1. If the Fuel Cells has 3+ Damage on it the ship explodes, the game is over
2. If the Life Support has 3+ Damage on it every player takes a wound
3. If the Shield Generator has 3+ Damage on it lower the Shields by 1
4. If the Airlock has 3+ Damage on it remove the exterior door

If the game has not ended do the following;

- Place 1 Damage in every space that has any number of Fires in it
- If there are more than 3 Electrical Faults on the board lower the Shields by 1

If the game is still not over then congratulations! Now you get to go to the Disaster Phase.

DISASTER PHASE

In order, do the following;

1. If there is a Paradox Card on top of the Disaster Deck draw it and enact its effect in full before discarding it to the Paradox Discard Pile (NOT the Disaster Discard Pile)
2. Once any Paradox Cards have been dealt with, or if there was no Paradox at all, draw the top card of the Disaster Deck and enact its effects
3. If you have drawn a Growing Disaster you should start at the top most disaster effect and enact each effect on the card one at a time up to and including the effect next to the current player count
 - If playing at Officer or Hero difficulty any time one of the Growing Disaster effects would have no effect, for example you are instructed to spread Fire but there is no Fire on the board, you must draw a Growing Disaster from the leftover cards and enact the 2 player effect before shuffling that card back into the leftover cards
4. If you have drawn a Major Disaster (that is any card that is not a Growing Disaster) you must enact all effects on the card in full as instructed
5. Unless instructed otherwise by the card discard the Disaster Card drawn face up to the Disaster Discard Pile
6. If the exterior Airlock door is open enact an Airlock Opening (see Airlock Opening)

QUICK REFERENCE



As a quick and easy prompt, there are markers on the board in various locations. At the beginning of the **Consequences Phase** check every red marker that looks like the above example to see if any outcome is triggered.

PLEASE NOTE

Any time that a Fire, Electrical Fault, or Damage token is placed on the board any player characters in the space that it is placed receive 1 wound for every token placed.

ON BOARD ACTIONS

There are some actions available to the players on the board, actions they may take in certain places, either on the bridge or in certain numbered locations. However, these actions are not available if the space has any number of Electrical Faults on it, not to mention that players are not allowed to take actions when they are in a space that have any number of Fire tokens unless it is to remove the fire.

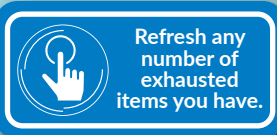
SICK BAY

1 Action to remove all Wounds from your character sheet or the character sheet of another player in Sick Bay

MAINTENANCE

1 Action to refresh any number of exhausted items you are carrying or wearing

QUICK REFERENCE



As a quick and easy prompt, there are markers on the board in every location that has an activated ability. Each marker has a brief explanation of the action.

SECURITY ROOM

1 Action to place and/or remove up to 3 Locked Doors on any interior doors anywhere on the board (the exterior Airlock door cannot be opened or closed this way)

SECURITY CONTROLS

1 Action to place or remove Locked Doors on all interior ship doors attached to 1 space anywhere on the board (the exterior Airlock door cannot be opened or closed this way)

TIME DRIVE

1 Action to perform a Time Jump

AIRLOCK OPENING

The Airlock is considered open if there is no Locked Door token on the exterior door of the Airlock space. This may be as a result of too much damage in the space or deliberate action taken by the players.

When enacting an Airlock Opening do the following;

- Remove all Fires on the board that can trace a direct route to the Airlock across dotted lines and open doorways, so not blocked by walls and Locked Doors
- If any Fire is removed place 1 Damage on the Airlock and 1 Damage on the Short Corridor
- All players not wearing a Space Suit who have a direct path to the Airlock not blocked by Locked Doors are moved 5 spaces closer to the Airlock on the shortest path. Any player who would move beyond the Airlock is immediately killed.
- All players are "knocked down"

The Airlock will remain open, enacting its effect every Disaster Phase, until a player takes an action to close the exterior door, placing a Locked Door back on it.

TIME JUMP

When a player at the Time Drive takes an action to enact a Time Jump do the following;

1. Move all players standees to the Time Drive (including dead player characters, who come back to life), players characters retaining items and wounds according to the difficulty setting selected during set up
2. Remove all Fire, Electrical Fault, Damage, and Locked Door tokens on the board
3. Increase the Shields back to their start position and place a Locked Door over the exterior Airlock door
4. Remove all item cards not in their starting positions from the board
5. Refill all item slots on the board with the items listed in game set up
6. Flip the Hyperdrive Card face up if it is face down
7. Re-enact the Hyperdrive card in full
8. Place the top Paradox Card from the Paradox Deck on top of the Disaster Deck
9. Pick up the Disaster Discard Pile and without looking at or rearranging it place it face down on top of the Disaster Deck (on top of the Paradox Card you just placed there)
10. Begin a new round immediately, any players who did not take their turn the round in which the Time Jump was enacted do not get that turn but players may now take a full round of actions as if the game had just started

AIRLOCK

1 Action to open or close the exterior Airlock door and enact an Airlock Opening. This can only be done from the Airlock and cannot be remotely opened using the Security Controls or Security Room. If the exterior Airlock door is open an Airlock Opening will also trigger during the Disaster Phase

DAMAGE REPORT

1 Action to look through the Disaster Discard Pile being sure to return it before the end of the Action Phase in the same order it was when you picked it up

SHIELD CONTROLS

1 Action to lower the Shields by 1 to remove 1 Electrical Fault from any space on the board

OR

1 Action to increase the Shields by 1 by placing 1 Electrical Fault in any space on the board

ON BOARD CONSEQUENCES/DISASTERS

FUEL CELLS

If during the Consequences Phase there are 3 or more Damage tokens on this space, the ship explodes and the game is over.

SHIELD GENERATOR

If during the Consequences Phase there are 3 or more Damage tokens on this space, reduce the Shields Track by 1.

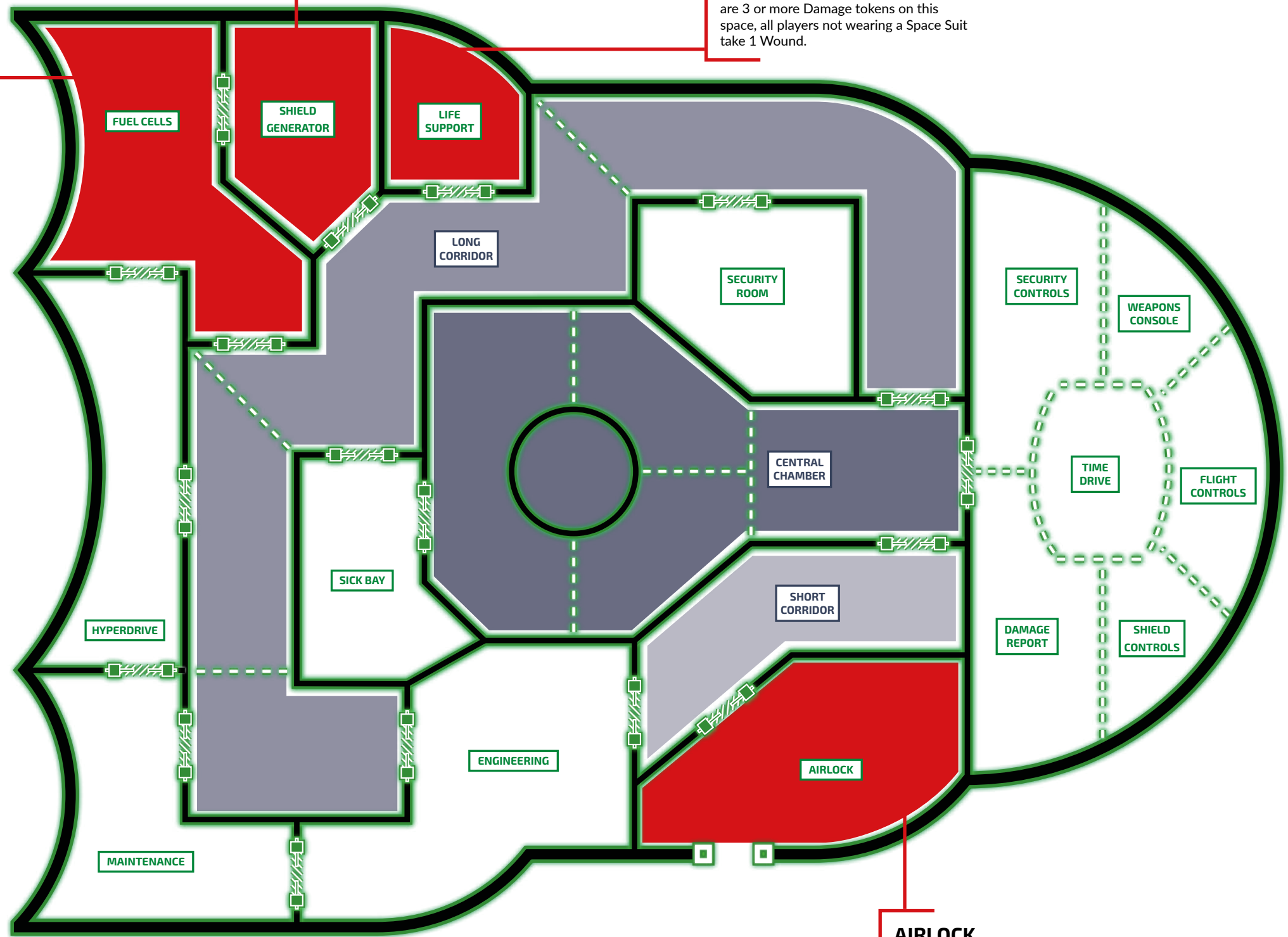
LIFE SUPPORT

If during the Consequences Phase there are 3 or more Damage tokens on this space, all players not wearing a Space Suit take 1 Wound.

QUICK REFERENCE



As a quick and easy prompt, there are markers on the board in various locations. At the beginning of the Consequences Phase check every red marker that looks like the above example to see if any outcome is triggered.

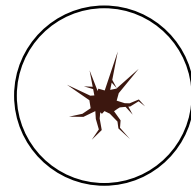


AIRLOCK

If during the Consequences Phase there are 3 or more Damage tokens on this space, remove the external Airlock Door.

CARDS AND TOKENS

TOKENS



DAMAGE

Placed on the board during the Disaster Phase or by Fires during the Consequences Phase, this represents the ship collapsing and has the following effects;

- A space can contain any amount of Damage, there is no limit
- Any time Damage is placed in a space all player characters in the space take 1 wound
- It costs 1 additional movement to enter a space that contains any amount of Damage
- 3 Damage in a space can cause knock on effects during the Consequences phase as it will cause parts of the ship to shut down
- If you ever have to place Damage and you have run out of tokens the ship implodes and you lose the game
- Damage can be removed by the Tool Kit or Exo-Skeleton item cards



FIRE

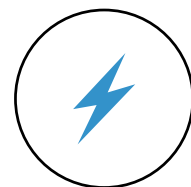
Placed during the Disaster Phase as dictated by the Disaster Card or when a 2nd Electrical Fault is placed in a space and has the following effects;

- A space can contain a maximum of 2 Fires, if instructed to place Fire in a space that has 2 Fires there is no effect
- Any time Fire is placed in a space all player characters in the space take 1 wound
- Players cannot take actions in spaces that contain Fire unless the action taken removes the Fire
- If you ever place a 2nd Fire into a space it spreads immediately (see below)
- Fires place Damage during the Consequences Phase
- If you run out of Fire tokens there is no effect other than the entire ship is likely on Fire
- Fire can be removed by the Fire Extinguisher item card or when the Airlock opens



FIRE SPREADING

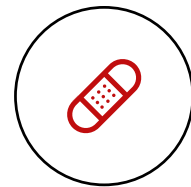
If a Disaster Card displays this symbol, or refers to "Fires spread", or a 2nd Fire is placed into a space, you must spread the Fire it is referring to, placing new Fires on the board. When you spread a Fire place 1 Fire in all adjacent spaces (adjacency is blocked by walls and Locked Doors) that do not already have 2 Fire in them. If as a result of doing this you place a 2nd Fire into one of those spaces that space will also spread, though you should finish the first spread before enacting further ones. This can cascade for as long as necessary and can indeed set the entire ship on fire in the worst case scenario.



ELECTRICAL FAULT

Placed during the Disaster Phase as dictated by the Disaster Card or when players take action at the Shield Controls and has the following effects;

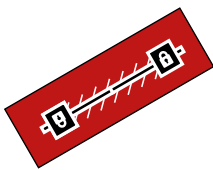
- A space can contain any number of Electrical Faults, there is no limit
- Any time an Electrical Fault is placed in a space all player characters in the space take 1 wound
- If you ever place a 2nd Electrical Fault in a space you must place a Fire as well. 3rd, 4th, and further Electrical Faults do not enact this effect
- Spaces with Electrical Faults cannot be used for their board actions
- If there are more than 3 Electrical Faults on the board during the Consequences Phase lower the Shields by 1
- If you ever have to place an Electrical Fault and find you have run out of tokens the ships computers fry and you lose the game
- Electrical Faults are removed by the Electro-Tool item card or by players taking action at the Shield Controls



WOUNDS

Every player character can take a number of wounds as dictated by their character card and obey the following rules;

- As explained above any time a Damage, Fire, or Electrical Fault is placed into the same space as a player character all player characters in that space take 1 Wound. If multiple tokens are placed at the same time or by the same effect players take 1 Wound per token placed
- As soon as a player character has all of their wound spaces filled they are killed. They drop all of their items into the space they died and remove their character from the board
- Dead player characters come back to life during a Time Jump, and as all player characters must be alive to win the game players have no choice but to Time Jump when a player character dies
- Wounds can be removed by a Med Kit or by using the board action in the Sick Bay



LOCKED DOORS

Every door on the board can have a Locked Door placed over it under the following rules;

- As an Action players can place a Locked Door over any door connected to their current space
- Actions at the Security Controls and Security Room can place Locked Doors on the board
- Locked Doors block adjacency for all game purposes but do not block "connect to" effects (see adjacency rules)
- Cards may tell players to place or remove Locked Doors
- Cards may tell players to "switch doors", meaning to remove any Locked Doors already on the board and place Locked Doors over the doors that did not already have them



NUMBER TOKENS

You will have noticed during set up that every named location outside of the bridge was given a number. These numbers are referenced by the Disaster Deck for when new disasters appear on the board and allow for an extra layer of unpredictability. A location on the board is always both its name and number for game purposes, and any effects that refer to the highest or lowest number are referring to the highest or lowest number relevant to the circumstances listed.

CARDS

CHARACTER SHEETS

Your character sheet contains several pieces of information including how many wounds you can take, how many items you can carry and wear, and any unique abilities your character has. You can carry 1 item in each of your "Equipment" spots and 1 wearable item in your "Wearing" spot.

Equipment spaces where you store **Equipment Items**. Players may have a maximum of 2 **Equipment Items**.



Wound spaces that will fill as players receive wounds. Once all slots are filled the character will die.

A **unique ability** only available to their character.


One **Wearing space** where players may have a maximum of 1 **Wearing Item**.

CARDS AND TOKENS CONTINUED

DISASTER CARDS

The Disaster Cards are split into Growing and Major Disasters, they share a back design but are distinctive as Growing Disasters all have the same layout whilst Major Disasters have a unique effect, usually a single effect with far reaching consequences. Basically anything that doesn't match the Growing Disaster layout is a Major Disaster.

A Growing disaster has multiple effects on it to represent the player count. When enacted you start at the first effect (the 2 player effect) and enact every effect on the card going down until you reach the effect listed next to your player count, regardless of whether everyone's characters are alive or not.

A lot of Growing Disasters will tell players to place disaster tokens (Fires, Electrical Faults, and Damage) in the locations on the board according to their number, for example  In 1 & 8 means place 1 Fire on the board in the locations numbered 1 and 8.

Major Disasters tend to have one single effect on them but that effect will likely have multiple levels and be far reaching. When a Major Disaster is drawn every part of the card must be enacted in the order listed on the card, it is one single effect with many parts to it.

Growing Disaster Card



Major Disaster Card



DISASTER CARD KEY

-  Place 1 Fire token in the specified locations
-  Place 1 Electrical Fault token in the specified location
-  Knock down each player, unless a special ability prevents this.
-  1 player must discard an equipment item if possible.
-  Close every open door and open every closed door connected to the mentioned space.
-  Place 1 Fire token in every adjacent space to the specified location
-  Place 1 Damage token in n the specified locations

ADJACENT / CONNECTED TO

All spaces next to each other through a dotted line or doorway are considered "connected to" each other, however, Locked Doors block adjacency for all game purposes. When a game effected uses the word "adjacent" it refers to spaces that are connected in the above way as long as there is nothing in the doorway (such as a Locked Door) or blocking the dotted line.

When something uses the term"connected to" it ignores this prerequisite. Connected to spaces are still only connected via a dotted line or doorways but the effect is not blocked by Locked Doors or other effects / tokens on the board.

KNOCKED DOWN

Disaster Cards and some other effects will refer to players being "knocked down". When a player character is "knocked down" you should lie their standee on it's side to indicate the effect. Whilst "knocked down" player characters cannot move and must spend 1 movement on their turn to stand back up. Being "knocked down" does not hinder their ability to take actions. If you are "knocked down" whilst you are already "knocked down" there is no additional effect.

ITEM CARDS

Item cards have a few important details, indication of whether they go in the "equipment" or "wearing" spot on their character sheet, any actions or free actions they afford the player carrying them, any ongoing abilities they grant the character using them, and where they go on the board during setup. It's important to familiarise yourself with the items before starting the game as they are all unique.

When picking up an item players must place it on their character sheet in one of their "equipment" or "wearing" slots. Players cannot have more items than they have space on their character sheet to hold, usually two "equipment" and one "wearing", and they cannot carry extra items. Item cards with the equipment symbol cannot be put in the wearing slot and item cards with the wearing symbol cannot be put in an equipment slot . All items on a player's character sheet are considered to be equipped and grant the player all the abilities and actions listed on the card at all times as long as they are not exhausted.

The important thing about item cards is that players get to keep the items they have on their character sheet during a time jump (with some caveats depending on the difficulty setting). Figuring out what items you need and properly distributing them between the players after a Time Jump will be key to success.

Players may drop items for free at any point during their turn, placing the card in the space they dropped it.

EXHAUSTING ITEMS

Some items have an ability that requires them to be exhausted. To use these abilities players must flip or rotate the card to indicate it can no longer be used for any purposes. Item cards can be unexhausted, turned back around to indicate they can be used again, by taking an action in Maintenance.

If not instructed to exhaust or discard an item card by the card itself or another game affect you may use an item an unlimited number of times.

PARADOX CARDS

At the start of the game you will have created a Paradox deck consisting of the "Lost In The Void" card with two random Paradox cards on top. These are added to the Disaster Deck during a Time Jump, so that after that deck is reset the players will encounter a Paradox when they reach the point in the game that they time travelled.

Paradoxes are above all else random. They may change your understanding of the game or even add a new rule. They may end up being inconsequential or even helpful, but they will be unpredictable, and they happen in addition to a Disaster Card in the round they are to be drawn.

However, somewhere in the Paradox Deck there will be the Lost in the Void card, a card which when drawn will end the game immediately with the players blinking out of existence due to their messing with the time space continuum. There is no harm in adding the Lost in the Void card to the Disaster Deck, but once it is in there the players must win the game before it is drawn.

Equipment Item



Wearing Item



Item Symbol



Action

Free Action

Starting Location

PHASE SHIFT

LOST IN THE VOID

The Tempus blinks out of existence, the game is over.

QUICK REFERENCE

ROUND STRUCTURE

Start of round

Choose a starting player and continue from them in a clockwise order.

Action Phase

Each player performs up to 2 movement and 1 action in either order (movement then action or action then movement).

You can move to a space connected by an open door or dotted line. It costs 1 additional movement to move into a space with any amount ⚡ tokens in it. If you are "knocked down" it costs 1 movement to stand.

Possible actions include:

- Activating an ability of the space you're currently in, provided there are no ⚡ in that space.
- Picking up an item in your space.
- Using the action of an item you're currently carrying.
- Placing or removing a Locked Door token connected to your space.
- Trade items between players in your space.
- Take a special action available on your character sheet.
- As a free action you may drop an item you're carrying.

Consequences Phase

After the Action Phase, enact the Consequences Phase.

Check the following in order;

1. If the Fuel Cells has 3+ ⚡ the ship explodes & you lose.
2. If the Life Support has 3+ ⚡ every player takes 1 ⚡.
3. If the Airlock has 3+ ⚡ remove the exterior Locked Door to show the Airlock is open.
4. If the Shield Generator has 3+ ⚡ on it lower the Shields by 1.
5. Place 1 ⚡ in every space with any 🔥.
6. If there are more than 3 ⚡ on the board lower the Shields by 1.

PLEASE NOTE: you cannot take actions in spaces with 🔥, unless that action removes the 🔥

Disaster Phase

After the Consequences Phase, enact the Disaster Phase.

If there is a Paradox Card on top of the Disaster Deck draw it and enact its effect.

Then draw a Disaster Card and enact its effect/s starting at the top and continue up to and including the effect next to the player character count (alive or dead).

If the exterior Airlock door is open enact an Airlock Opening (see Airlock Opening)

PLEASE NOTE: if you ever place a token in a space where a player character is, that player character must take a ⚡.

BIG EFFECTS

Time Jumping

When a player at the Time Drive take an action to enact a Time Jump do the following;

- Move all players standees to the Time Drive (including dead player characters, who come back to life), players characters retaining items and wounds according to the difficulty setting selected during set up
- Remove all Fire, Electrical Fault, Damage, and Locked Door tokens on the board
- Increase the Shields back to their start position and place a Locked Door over the exterior Airlock door
- Remove all item cards not in their starting positions from the board
- Refill all item slots on the board with the items listed in game set up
- Flip the Hyperdrive Card face up if it is face down
- Re-enact the Hyperdrive card in full
- Place the top Paradox Card from the Paradox Deck on top of the Disaster Deck
- Pick up the Disaster Discard Pile and without looking at or rearranging it place it face down on top of the Disaster Deck (on top of the Paradox Card you just placed there)
- Begin a new round immediately, any players who did not take their turn the round in which the Time Jump was enacted do not get that turn but players may now take a full round of actions as if the game had just started

Airlock Opens

When enacting an Airlock Opening for any reason immediately do the following;

- Remove all Fires on the board that can trace a direct route to the Airlock across dotted lines and open doorways, so not blocked by walls and Locked Doors
- If any Fire is removed place 1 Damage on the Airlock and 1 Damage on the Short Corridor
- All players not wearing a Space Suit who have a direct path to the Airlock not blocked by Locked Doors are moved 5 spaces closer to the Airlock on the shortest path. Any player who would move beyond the Airlock is immediately killed.
- All players are "knocked down"

The Airlock will remain open, enacting its effect every Consequence Phase, until a player takes an action to close the exterior door, placing a Locked Door back on it.