

EPIDEMIC

DIAGNOSIS TRACK

1 INTRODUCTION

HUB [12:21:34]

We have some health problems here. No need to panic yet, but it doesn't look good.

MCEI [12:29:45]

What sort of problems? Tell us more. We need more information. A lack of data always creates panic. What's happening?

HUB [12:35:12]

Talk to you soon. It must be something in the water. Don't have time to explain. I have patients to take care of. Be in touch.

MCEI [12:43:15]

Talk to us now. What's happening? What health problems? Who is sick?

MCEI [12:45:43]

We need more information. What's with the water? Report now.

2 MISSION OBJECTIVES

There are epidemic symptoms in the HUB. All team members feel sick, and with each day, there are more symptoms of a serious disease. You suspect the water must have been polluted. The team becomes weaker and weaker and you must examine what's going on before it is too late. You win the mission when you achieve 100% on the Diagnosis track of each astronaut.

Threshold level: 5

3 GAMEPLAY CHANGES

Samples

Each sample represents an Unpolluted Water unit.

Symptoms: condition tokens

In this mission astronauts can gain face down Condition tokens. They have no effect on a player unless revealed. A face down Condition token may be discarded as if it was a regular Condition token (using the Med Lab action).

Production phase changes

In addition to the standard steps of the Production Phase, add the following steps:

1. Intoxication

Discard 1 Unpolluted Water unit or each astronaut decreases their Diagnosis marker on the Diagnosis track by 10%.

2. Deterioration

Each astronaut shuffles the Direction deck, draws 1 card and resolves its effect according to the table:

- **Easy** - no effect
- **Medium** - gain 1 face down Condition token
- **Heavy** - reveal 1 face down Condition token. If the player does not have any face down tokens, draw one face up Condition token.

3. Isolation ward

Players decide which astronaut is using the Isolation Ward this round. One astronaut can use the Isolation Ward at a time. Put a cube of the astronaut color (see setup) on the Isolation Ward card to mark that this astronaut is using it.

4. Epidemic

If, at the end of the Production Phase, any astronaut has a face up Condition token and is not in the Isolation Ward, the Condition token affects each astronaut in the game.


SOL COUNTER

Roll **YELLOW** die.



For 1-3 players only.

5 SPECIAL POI

All special POI represent ice. Gain 1 .

4 SPECIAL ACTIONS



Symptoms diagnosis

Take the Research action and spend a face down Condition token of one astronaut to draw 1 Research card. Adjust the diagnosis marker on this astronaut's diagnosis track by the % value of the card.




Patient diagnosis

Take the Research action to draw 1 Research card and adjust the diagnosis marker on this astronaut's diagnosis track by half of its % value (rounded down).



Building the Isolation Ward

Take the Build action to add the Multipurpose Station room to the Living Block. Fill the Isolation Ward with 3 green status markers and 1 red status marker. Choose randomly which system in the Isolation Ward has a red status marker. Players can build 1 Isolation Ward per astronaut.

0%	In the Production phase, draw 1 Direction card.
5%	
10%	
15%	
20%	
25%	
30%	
35%	
40%	In the Production phase, may spend 1  to draw 2 Direction cards and choose 1.
45%	
50%	
55%	
60%	
65%	
70%	
75%	
80%	
85%	
90%	
95%	
100%	Diagnosis: Mission goal achieved

This astronaut discards all face down Condition tokens and ignores that Epidemic step of Production phase.