





Choose 1 ⓐ die from this round's pool.

Do not roll it this round.



Roll the yellow die.
On a 3, automatically repair a broken HUB part in the Malfunction phase.





When you draw a POI token, draw 2 more. Keep one, shuffle the others back into their stack.



Heal 1 and 1 (of the same astronaut) when you take the Heal action.



You may reroll any blue die (once per action).



If possible: Gather 2 (from the same ROI) when you take the Gather action.

