**Threat Monitor**
Choose 1 die from this round's pool when you take the Manage action. Do not roll it this round.

**AutoFixer**
You may choose a broken HUB part in a Maintenance phase. Roll the yellow die. If you rolled a 3, repair that part automatically.

**Hi-Fi Stereo System**
-1 in each round's Production phase.

**Anomaly Detector**
When you draw a Discovery token, draw 2 more. Keep one, shuffle the others back into their stack.

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

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

**Cargo Trailer**
If possible: gather 2 (from the same ROI) when you take the Gather action.
Choose 1 die from this round’s pool. Do not roll it this round.

**THREAT MONITOR**

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

**AUTOFIXER**

-1 in each round’s Production phase.

**HI-FI STEREO SYSTEM**

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

**ANOMALY DETECTOR**

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

**MEDICAL COMPLEX**

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

**PARALLEL SAMPLER**

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

**CARGO TRAILER**