ARK 02

THE LOSTS

TACTICAL EDITION



PLAYER'S MANUAL

Controls · Exploration · Combat · Wounds · The Crew · Equipment · Crafting · Creatures of the Ark

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Four dreamers. One machine. One dying ship.

This manual describes every system of the game: controls, exploration, combat, wounds, the crew, equipment, crafting and the creatures of the ark.
For level-by-level help and the full story, see the companion *Hint Book*.

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CHAPTER 1

WELCOME ABOARD

THE ARK

Ark 02 is a generation ship. A yard crew cut it out of an asteroid, fitted it with engines, gardens, reactors and berths beyond counting, left their good wishes on plaques, and stayed behind. It has been crawling between the stars for about a million years.

Nobody aboard sleeps through the trip. Each berth is a life pod: a tank of warm red gel with feeding lines, muscle stimulation and a neural link into the dream, a shared simulated world. People are grown in the pods from the ship's genetic stock. They live a whole life in the dream, as children, as workers, as old men and women, and they die in the pod. The pod is cleaned and someone new is grown in it. Machines keep the ship: the maintenance colonies, the MEND drones, the minds that run the air and the spin.

When the machines could not fix something on their own, the ship decanted people: pulled adults out of the gel and into the dark to do the work by hand. Those cohorts lived the rest of their lives awake and died awake. Their logs, notices, chalk marks and carved names are everywhere you will go. The last of them wrote in a hurry.

THE FOUR

Four pods in Pod Bay Red are failing. The ship's Shepherd protocol has started to decant their occupants, and a battered maintenance drone has been sent to see them through it. It is their first time awake. Their bodies have never been used, and everything they remember happened in the dream.

- **Marcus Rivera**, scout and navigator. In the dream he mended nets in a fishing village. He reads seams and tactile glyphs better than anyone.
- **Elena Vázquez**, medic. In the dream she worked a night clinic in a city with no name. She heals more with every kit and sets what needs setting.
- **Yuki Tanaka**, engineer. In the dream she fixed ferry engines, radios and a kettle that sang. She builds gadgets and rewires what talks back.
- **James Wright**, security. In the dream he guarded a harbour that had no ships. He is the strongest of the four, and the most shaken.
- **MEND-317**, maintenance and medical drone, protocol SHEPHERD. It speaks in a nursery voice, crawls the ducts, opens doors, carries the fallen, and does not fight.

Other sleepers are still in the dream. Some of them can be woken later, at a price.

WHAT KIND OF GAME THIS IS

The Losts: Tactical Edition is a squad game of survival horror, seen from above at an angle. You command the four and MEND through 28 sectors of the ark, deck by deck, from the pod bay toward wherever the ship is going.

While nothing is hunting you, the ark runs in real time. You click where you want to go and the team follows its leader. The moment something hostile comes into sight, or is hunting someone close by, the game switches to turns. On your turn the world holds still and every crew member has 20 action points to spend. Then you end the turn and the ark moves.

Most fights are short, costly and avoidable. The things that live aboard hear, smell heat, feel footsteps and learn from the way you kill them. The tools you will lean on are quiet feet, closed doors, cold, light and knowing when to leave.

HOW TO READ THIS MANUAL

The chapters in this part explain the systems: setting up a game, the controls, the screen, moving and exploring, combat, wounds and recovery, and the bases between sectors. The crew, their equipment, crafting and the creatures have chapters of their own (see The Crew, Equipment and Creatures chapters).

Numbers in this manual come from the game itself. Time is counted in ticks: the ark runs at 50 ticks a second, and in turn-based combat 5 ticks are one action point. A cell is one square of deck. Keys are written like `Space`, mouse buttons like `Left click`. Most keys can be rebound (see Controls); the keys inside windows, the mouse modifiers and the gamepad are fixed.

> **NOTE:** The manual stays clear of story spoilers. Where it names a place or a later system, it says only what you need in order to use it.



CHAPTER 2

GETTING STARTED

THE TITLE SCREEN

ITEM	WHAT IT DOES
NEW GAME	Choose a difficulty and start in Pod Bay Red.
CONTINUE	Load your quick save if there is one, otherwise the last checkpoint. Greyed out with no save. On Ironman it resumes a run you left; a run whose party has fallen has no save left.
OPTIONS	The options list (below).
CONTROLS	Every key binding, with rebinding.
ART LAB / MAP EDITOR	Opens the art lab and level editor in a new browser tab (browser version only).
QUIT	Closes the game (desktop version only, in place of ART LAB).

Use Up / Down (or W / S) and Enter or Space, or click.

STARTING A NEW GAME

NEW GAME asks how hard the ark should be. Each choice shows its description at the bottom of the screen. With Options > Comic interludes on, a short illustrated story plays before the first sector and before many of the sectors after it (each one once per run); Space, Enter, Right or F turns the page, Left or Backspace goes back a page, Esc skips the rest. Most sectors then open with a title card; any key closes it.

DIFFICULTY

The difficulty is fixed for the run and shown in the pause menu.

EFFECT	STORY	NORMAL	HARD	IRONMAN
Creature damage	x0.6	x1	x1.3	x1.3
Creature toughness (hit points)	x0.75	x1.15	x1.35	x1.35
Creature hearing	x0.8	x1.25	x1.45	x1.45
Creature senses (heat, sight, vibration)	x0.9	x1.3	x1.55	x1.55
Noticed at close range, whatever their senses	never	2.5 cells	3.5 cells	3.5 cells
What the crew see	all round	all round	view cone	view cone
A dead crew member	pulls through at the next sector	dead	dead	dead
Quick save / quick load (F5 / F9)	yes	yes	no	no
Load checkpoint	yes	yes	yes	no

Some details behind the table:

- **Hearing** multiplies the loudness of every noise as the creatures hear it. A creature reacts to a noise when its loudness at the creature, times this number, reaches the creature's own hearing threshold.
- **Senses** stretch the range of heat, sight and vibration and lower the threshold at which a faint trace counts. Above x1 a creature that notices you also cries out to its own kind that can see it, and they come at once. Above x1.1 a creature that hunts by sight sees almost side-on instead of only in a forward cone.
- **Close-range notice** works in the open, in line of sight, whatever the creature senses with (blind creatures excepted). Sneaking halves the distance: 1.25 cells on Normal, 1.75 on Hard and Ironman.
- **View cone.** On Hard and Ironman each crew member (and MEND) sees 120 degrees ahead plus the cells right round them. A small tick on the ring under each of them shows which way they face. Turning is free, also in combat, so turn before you step into a doorway.
- **Pulling through.** On Story, anyone who died is back on their feet at half their hit points when the next sector starts. On the other levels death is permanent, though a woken reserve sleeper can take the empty place (see Bases, Stash and the Ship Map).

SAVING AND LOADING

The ark keeps two saves: the **checkpoint** and the **quick save**. Both live in your browser's storage on this computer.

- **Checkpoint.** Every time a sector starts (after its comic), the game writes the checkpoint. Bases are sectors too, so arriving at a base is a checkpoint as well.
- **Quick save.** On Story and Normal, F5 saves anywhere and F9 loads that save. The pause menu has QUICK SAVE and QUICK LOAD too. On Hard and Ironman F5 only reminds you that the ark

saves at checkpoints.

- **Load checkpoint.** On Story, Normal and Hard the pause menu can reload the last checkpoint.
- **When the party falls.** If every crew member is dead, the screen reads THE ARK KEEPS ITS SLEEPERS. L loads the last checkpoint (not on Ironman); Esc returns to the title.
- **Ironman** is Hard with one life: no quick saves, no checkpoint reloads from the pause menu or after the party falls. You can quit and come back (CONTINUE resumes from the checkpoint at the start of the sector), but when the whole party falls the checkpoint is erased with it.

> **WARNING:** There is one quick save slot and one checkpoint slot. A new game overwrites the checkpoint when its first sector starts.

THE PAUSE MENU

Esc (or the MENU key in the top bar) stops the game and opens the menu. It shows the difficulty and:

ITEM	SHOWN ON	WHAT IT DOES
RESUME	all	Back to the game (also Esc).
QUICK SAVE / QUICK LOAD	Story, Normal	As F5 / F9.
LOAD CHECKPOINT	Story, Normal, Hard	Reload the start of this sector (or the base).
JOURNAL	all	Open the journal.
OPTIONS	all	The options list; BACK returns here.
QUIT TO TITLE	all	Leave the game without saving.

The **tactical pause** is something else: P (or PAUSE in the top bar) freezes the ark where it stands, with TACTICAL PAUSE written over the view. P again resumes.

OPTIONS

Options are kept between sessions and apply at once unless the list says otherwise. Click an option or press Enter to step through its values; options with a slider also take Left / Right or a click on the bar. The mouse wheel scrolls the list.

OPTION	VALUES (DEFAULT FIRST)	WHAT IT DOES
Renderer	auto, webgpu, webgl2, cpu	The drawing back end. The one in use is shown in brackets. Applies after reloading the game.
256-colour requantise + dither	smooth, dither, flat	How the lit view is reduced to the game's palette.
Gamma	1.0 (0.8 to 2.0)	Brightens the dark areas.
Turn-based	in combat (real time exploring), always	*Always* keeps the game in turns even with nothing hostile about.
Move speed (crew actions)	1x (0.5x to 4x)	How fast the crew's moves and attacks play out: in combat all their actions, out of combat a clicked walk. Rules and costs do not change.
Enemy turn speed	fast, very fast, normal	How fast the enemy turn plays back.

OPTION	VALUES (DEFAULT FIRST)	WHAT IT DOES
Walls	cut away around the crew, full height, all low	How walls are drawn (also Y).
View from the	south-east, south-west, north-west, north-east	Which corner the camera looks from (also [and]).
Decks seen through holes	3 (1 to 4)	How many decks below show through holes and wells.
Sight overlay (K)	in combat only, off, on	Darkens what nobody can see right now and draws the edge of sight.
Decks below: depth cue	D: darker + haze, A: light shading, B: darker, C: haze	How lower decks are told apart from yours.
View pixels	high (HD pack), fine, retro (Hired Guns)	High draws the view from the HD pack (included in the desktop version; in the browser it needs the separate pack and a reload) and scales it to fill the window, at any size. Retro draws the view in coarse 2x2 pixels.
Crew animation	smooth (10 frames), standard	
Wound marks when hit	on, off	Claw gashes across the view when a crew member is hit.
Monster animation	smooth (10 frames), standard	
CRT filter	off, on	A curved picture tube over the whole screen.
Fog, haze and lamp glow	on, off	Atmosphere, lamp beams in the haze, steam, sparks and drips.
Comic interludes between levels	on, off	The illustrated story before each sector.
Enemy turn: camera follows what moves	on, off	In the enemy turn the view follows the creature in sight that moved last.
Pause when a new enemy is spotted	on, off	In real time, the first sight of a creature pauses the game.
Mark what attacks you	on, off	A red pulse and a ! where a blow came from, seen or not; an arrow on the edge of the view if it is off screen.
Outline people behind walls	on, off	Crew (green), MEND (blue) and creatures (red) hidden behind walls are outlined through them.
Noise ripples	on, off	Sounds the crew hear that none of yours made ring where they came from, through walls too.
Noise preview on hover (stealth)	on, off	Shows where a walk or attack would be heard (see The Screen).
Hit chance breakdown on hover	on, off	Lists the terms behind a hit chance.
Enemy intent marks	on, off	In turns, what each creature in sight is about to do.
Creature stinger on first sighting	on, off	A short sting of music the first time each kind of creature is seen.
Dialogue scenes	on, off	Big story moments as talking-head scenes; off plays the lines as subtitles.
Anti-aliasing	FXAA, off	Smooths silhouettes and creases. Not on the CPU renderer.

OPTION	VALUES (DEFAULT FIRST)	WHAT IT DOES
Ambient occlusion and grime	on, off	Soft contact shading and dirt; also the crew's lamp shadows.
Ambient occlusion strength	100% (50% to 300%)	
Vignette	on, off	Darkens the corners of the view.
Reduced flashes (strobes)	off, on	Softens flashes, strobes and screen jolts.
Large text	off, on	Doubles the size of messages, subtitles and banners.
Colour-blind palette	none, deuteranopia, protanopia, tritanopia	
Spoken voices (TTS) + subtitles	subtitles only, on	Speaks the lines aloud as well as subtitling them.
Music volume	35%	
Effects volume (crew, creatures, actions)	90%	
Ambience volume (room sound, steam, sparks, drips)	80%	
Pixel scale	auto, 1, 2, 3, 4	How many screen pixels make one game pixel. With high view pixels, *auto* fills the window at a fractional scale; otherwise it picks the largest whole number that fits.
Story viewer	play	Plays every comic, or only their title cards.

CHAPTER 3

CONTROLS

All keys below are the defaults. CONTROLS on the title screen lists every action with its keys: click an action, then press the new key (Esc cancels). Most actions apply to the **selected** unit: the crew member whose card is lit, or MEND when its card is lit.



Exploring Core Hall in real time: the crew follows the leader, MEND follows the crew.

THE MOUSE IN THE VIEW

INPUT	WHAT IT DOES
Left click floor	Walk there. In combat the path shows how far the action points reach.
Shift+Left click floor	Run there (fast, loud); the character goes back to their usual pace afterwards.
Ctrl+Left click floor	Sneak there (slow, quiet).
Left click creature	Attack it with what is in hand. The character first walks into reach: next to it for a melee weapon, to a clear line within range for harpoons and the pipe double, the flamer and throws.
Left click door	Walk to it and open or close it.
Left click item	Walk to it and pick it up.
Left click crewmate	Select them. With a medical item in hand: walk over and treat them.
Left click prop, machine, terminal, body, wall	Walk next to it and use, search or read it. The label names the thing (Breaker A, Valve V2).
Left click ladder	Climb it. A ladder seen down through its hole: climb down.

INPUT	WHAT IT DOES
Left click hole	With a ladder: climb down. Without: drop down to the deck below.
Left click crate or trolley	Walk to its near side and shove it one cell away. Click again to keep pushing.
Left click across a gap	In low gravity: walk to the take-off, jump, walk on from the landing.
Right click yourself	The status window.
Right click anything else	Inspect it (walks next to it). A wall: search it with the fingertips. A creature further off: a free look at its state. A crewmate: treat them with the hand item.
Right click floor, with something throwable in hand	Throw it there. Light junk (scrap, salts, cable and other parts) works as a lure.
Mouse wheel	Zoom in and out (over a panel: scroll it).
Middle drag	Scroll the view.

Hovering shows what a click would do before you commit (see The Screen).

SELECTING UNITS

KEY	ACTION
1 2 3 4	Select Marcus, Elena, Yuki, James (the four party slots).
5 or G	Select MEND.
`	Next crew member.
L	Make the selected crew member the leader (the team follows them).
T	Team / alone. Someone alone stays where they are while the team walks on.

Selecting a crew member always takes the hand off MEND.

MOVING BY KEYBOARD

Steps and turns are relative to the way the character faces, not to the screen.

KEY	ACTION
W	Step forward.
S	Step back (a little slower than a forward step).
A / D	Sidestep left / right.
Q / E	Turn left / right (free in combat).
Shift (hold)	Run while held.
N	Sneak on / off.
C	Climb a ladder (up or down, whichever there is).
V	Jump the gap straight ahead (low gravity only).
H	Headlamp on / off.

Held movement keys repeat at the character's own pace, in real time and in combat alike; in combat each step costs its AP.

ACTING

KEY	ACTION
Space	Use the item in hand on the cell in front: strike, fire, throw, spray, treat, eat, put on, switch on. With nothing in hand: a punch.
F	Interact with what is in front: open, talk, pick up, use, read.
R	Inspect what is in front: search a wall, look at a body, a prop, the way ahead.
X	Paint a mark on the wall in front (or the floor). Each press picks the next mark in turn: Arrow, Safe, Danger!, Warning X.

TURNS AND COMBAT

KEY	ACTION
Enter or Backspace	Out of combat: go turn-based now. In combat: END TURN.
Shift+Enter	Back to real time from turns (refused with something hostile in sight).
U	Overwatch: spend the rest of the turn on one reaction in the enemy turn. Again to stand down.
M	Defend: spend the rest of the turn bracing.
/	Combat log on / off.
P	Tactical pause.

THE VIEW

KEY	ACTION
Arrow keys	Scroll the view.
Z	Centre the view on the selected unit again.
= / - (also keypad + / -)	Zoom in / out: 100, 80, 64, 50, 40.
[] or , / [] or .	Turn the view a quarter turn left / right.
Y	Walls: cut away, full height, all low.
K	Sight overlay: off, on, in combat only.

WINDOWS

KEY	ACTION
I	Inventory window.
B	Status window (body, attributes, condition).
Tab	Automap.
J	Journal.
O	SAROS panel, once SAROS is awake.
Esc	Close the open window; with none open, the pause menu.

KEY	ACTION
F5 / F9	Quick save / quick load (Story and Normal).

Inside some windows the keys change:

WINDOW	KEYS
Inventory	1 to 8 swap the hand with that pack slot. E puts on the item in hand. Backspace drops the item in hand. V hands it to the crewmate in front. I or Esc closes.
Journal	Left / Right (or A / D) change tab. Up / Down (or W / S) and the wheel scroll. J or Esc closes.
Workbench	W / S scroll the recipes; click one to craft it. Esc closes.
SAROS	1 to 6 use a power. - / = trim the spin (once you have that authority). O or Esc closes.
Choice	1 to 9 pick an answer, or Up / Down and Enter. Esc means "not now" where the choice allows it.
Dialogue scene	Space, Enter, E, Right or Left click shows the whole line, then the next. Esc or Right click skips the rest of the scene (what follows still happens).
Terminal or written page	Any key or click closes it.
Ship map	B goes back to base (when one is open to you). Any other key or a click continues.

THE ON-SCREEN CONTROLS

Everything has a mouse equivalent. Hover over any key for its tooltip.

CONTROL	WHERE	WHAT IT DOES
MENU	top bar, right	Pause menu (Esc).
PAUSE / RESUME	top bar	Tactical pause (P).
SAROS	top bar	SAROS powers and spin trim (O); appears once SAROS is awake.
Portrait	side column, top	Make this crew member the leader (L).
Side keys	side column	Status, Interact, Inspect, Mark, Team, Sight overlay, Automap, Inventory, Journal, Centre the view.
HAND slot	side column	Use the item in hand (Space). Empty: opens the inventory.
TURNS / REAL TIME	turn panel	Go turn-based / back to real time.
Overwatch chevron, Defend shield	turn panel, either side of the AP pips	U / M.
END TURN	turn panel	Enter. Blinks when nobody has 2 AP left.
W / F / L	turn panel, bottom	Walls: cut away, full, low (Y).
Zoom number	turn panel, bottom	Next zoom step, wrapping round.
SE / SW / NW / NE	turn panel, bottom	Turn the view.
Crew card	party strip	Select that crew member.
Light icon on a card	top right of the card	Headlamp on / off.
WALK / RUN / SNEAK on a card	top right of the card	Cycles the character's standing pace.

CONTROL	WHERE	WHAT IT DOES
Condition tags on a card	card, lower line	Hover: what is wrong and what cures it.
MEND card	party strip, right	Select MEND (5).
LOG	top left of the view	Combat log (/), once there is anything in it.

GAMEPADS

A gamepad drives the selected character (with several pads, each pad drives its own character): d-pad or left stick steps forward and back and turns, the bumpers sidestep, A uses, B interacts, X inspects, Y paints a mark, the left trigger toggles sneak, the right trigger runs while held, the right stick click jumps, the left stick click toggles the headlamp, Start pauses. The view's clicking, turns and windows need the mouse and keyboard.

CHAPTER 4

THE SCREEN

The screen is one big window on the ark. From top to bottom: the **top bar**, the **view** with the **side column** and **turn panel** to its right, the **message lines** along the bottom of the view, the **party strip** of five cards, and the **chatter strip**.



Turn-based mode: ROUND 1 – YOUR TURN, 20 AP per crew member, END TURN in the side column.



The inventory window: body slots on the figure, the grid, the ground and MEND's rack.



The status window: attributes, derived values, condition and body parts.

THE TOP BAR

On the left, the selected unit's name and role (MARCUS RIVERA — Scout and navigator). Beside it the **objective marquee**: the current objective, scrolling sideways when it is too long to fit. Objectives say what to do and where, using the names on the signs. When the objective changes, a NEW OBJECTIVE banner shows the new text for a few seconds, and every objective is kept in the journal's QUESTS tab.

On the right: MENU, PAUSE (RESUME while paused) and, once SAROS is awake, SAROS.

THE VIEW

You look down on the deck of the selected unit from one of four corners. The camera follows the selected unit; arrow keys and Middle drag scroll away, Z brings it back.

- **What you see.** The crew and MEND see 9 cells by line of sight (all round, or the view cone on Hard and Ironman). Cells seen before stay drawn, dimmed and without creatures. With the sight overlay on, everything nobody sees right now goes much darker and a thin green line runs along the edge of sight.
- **Decks below** show through holes and wells, darker and hazier the deeper they are (Options > Decks seen through holes, Decks below: depth cue).
- **Walls** near the crew are cut down so nobody hides behind a wall top (Y for full or all low). Railings mark every floor edge that drops into a hole, except where a ladder comes up.
- **Rings** sit under the crew: a thick amber ring under the selected one, green under the others, grey for anyone with no AP left in combat, red under anyone down. MEND has a blue ring. On Hard and Ironman a tick on each ring shows which way that person faces.
- **Over the heads:** a blue shield marks someone defending, an amber chevron someone on overwatch.
- **Over the creatures in sight:** a red **!** means it is hunting, a yellow **?** that it heard something and is searching, a pale **<** that it is fleeing (with Options > Enemy intent marks on).
- **Behind walls:** anyone hidden behind a wall or door frame is outlined through it, crew green, MEND blue, creatures red.
- **Noise ripples:** pale blue rings mark sounds the crew can hear that none of yours made, where they came from, through walls too.
- **What attacks you:** a red pulsing diamond and a **!** mark the thing that just struck for about three seconds, even if it cannot be seen otherwise (a wall that bites gives itself away). If it is off the view, a red arrow on the edge points to it.
- **Hit words** rise from where things happen: damage numbers (yellow on creatures, red on the crew), MISS, DODGE, PINNED, STUNNED, HUSHED, COUNTER.
- **In combat** a banner at the top of the view reads ROUND *n* - YOUR TURN or ENEMY TURN.
- If the selected crew member is down, DOWN — bleeding out is written across the view.

THE HOVER

Point at anything in the view and the game shows what a Left click would do, without doing it:

- **The label** next to the pointer: the action (Move, Attack: *creature*, Open / close, Climb down, Search the wall, Use: Valve B...), then in combat its cost (`3 AP`, with `(not this turn)` if it is well beyond what is left).
- **The route:** chevrons along the path. Out of combat they are amber. In combat they are green as far as the AP reach and red beyond, with `n AP left` written at the end.
- **The target:** a diamond on the cell, red for an attack, amber for a move, blue for anything else, grey when it cannot be done (the label says why: No way there, Can't reach it, A wall in the way,

Too far to throw...).

- **Hit chance:** on an attack, `HIT 64%` and the cover the target has from where the shot would be taken, followed by the creature's condition: (unhurt), (hurt), (badly hurt) or (near dead). With Options > Hit chance breakdown on, a box underneath lists the terms: the base from the attacker's aim, then every modifier (tremor, wounds, stress, scrambled, snap shot, cover, flank, from above, spread), and FLOOR or CAP when the limits apply. Combat explains each term.
- **Noise preview:** with Options > Noise preview on, the cells where that walk (and the blow or shot at its end) can be heard are washed amber with a dashed rim, and the label adds `NOISE 2.0` and its reach: `quiet`, or how many cells it carries. If a creature in sight would come to look, the wash turns red, a ? hangs over each such creature and the label says `HEARD BY n`. The preview counts the floor under every step, the pace, debris, closed doors and the pipes, and your difficulty's hearing.
- **Cover shields:** in combat, hovering a cell to move to shows a small shield on each side of it that gives cover: solid blue for full cover (a wall or shut door), hollow for half cover (a solid prop beside the cell: a crate, a shelf, a locker, a tank...).
- **Throwing:** with something throwable in hand, hovering a floor cell draws the arc and the label adds `RIGHT-CLICK: throw the...`, or why it cannot be thrown there.

MESSAGES, SUBTITLES, BANNERS AND CHATTER

- **Messages** appear at the bottom left of the view, newest at the bottom, and fade after about six seconds. Amber is a warning or a turn notice, red is danger or injury, green is good news.
- **Subtitles** of anything spoken (the crew, MEND, voices, machines) appear over the middle of the view. MEND's lines are pale blue.
- **Banners** in the middle of the view announce a new RULE (amber), a NEW OBJECTIVE (green), or a NEW LOG IN THE JOURNAL (J) (blue).
- **The chatter strip** at the very bottom carries the crew's remarks to each other, each name in its own colour, scrolling right to left.

THE SIDE COLUMN

At the top, the selected crew member's **portrait**: click it to make them the leader. Below it ten **side keys**:

KEY	DOES	SAME AS
Status	Opens the status window.	B
Interact	Interacts with the cell in front.	F
Inspect	Inspects the cell in front.	R
Mark	Paints a mark in front.	X
Team	Team / alone.	T
Sight overlay	Off / on / in combat only (lit while on).	K
Automap	Opens the automap (lit while open).	Tab
Inventory	Opens the inventory.	I
Journal	Opens the journal.	J

KEY	DOES	SAME AS
Centre	Centres the view.	Z

Below the keys, the **HAND** slot shows what the selected crew member holds. Click it to use it (Space); with an empty hand it opens the inventory. Its tooltip says exactly what using it will do (Fire the harpoon pistol ahead, Treat with the med kit, Switch the IR map projector on...).

With MEND selected the column changes: MEND's portrait, its own keys (FOLLOW / STAY, HOLD, VENTILATE, PURGE, CARRY, Automap, Sight overlay, Journal, Centre), its HP, its current order and its state (steady, glitchy, hesitant). Keys MEND is not yet authorised for are darkened.

THE TURN PANEL

Under the hand slot. Out of combat it reads REAL TIME / exploring with a TURNS key to go turn-based by hand. In combat it shows ROUND *n* (ENEMY during the enemy turn; REAL TIME, as a key, when you went into turns by hand), the selected unit's action points as a number and a row of pips, the **overwatch** chevron key on the left, the **defend** shield key on the right, and END TURN (WAIT... during the enemy turn). Along the bottom: the walls key (W cut away, F full, L low), the zoom key (100 to 40) and the view key (SE, SW, NW, NE).

THE PARTY STRIP

Five cards: the four crew and MEND. Click a card to select that unit.

Each crew card shows:

- **Portrait and name.** The name is amber on the selected card, red if dead.
- **Four bars:** hit points (red), stamina (amber), stress (violet), air (blue).
- **The hand item**, small, and the team state: LEADS, TEAM, ALONE, or DOWN.
- **The light icon** (top right): a filled sun if they stand lit (or their headlamp is on), a half moon in dim light, an empty ring in the dark. Cameras and some hunters see the lit. Click it to switch the headlamp.
- **WALK / RUN / SNEAK** (top right): their standing pace. Click to cycle walk, run, sneak.
- **Condition tags** (bottom line): three-letter tags for what is wrong, worst first. Hover for the details. If there is no room for them all, a `+n` tag holds the rest.
- **In combat:** `AP n` and a row of pips, or OVERWATCH or DEFENDING.
- Instead of the bars: DEAD, or DREAMING for someone still in a pod.

While you drag an item from someone's pack, the cards of crewmates it can be handed to (within two cells, a clear way between) light green, the others red.

CONDITION TAGS

TAG	MEANING	WHAT TO DO
BLD	Bleeding: losing 1 hit point every 2 seconds, and it feeds the infection.	A med kit or the skin stapler stops it.
SEP	Sepsis: infection over 70%; losing 1 hit point every 3 seconds.	Treat the infection (antibiotics, antidote) and its source.

TAG	MEANING	WHAT TO DO
AIR	Short of air (below 50%). Below 25% (red) they are suffocating and losing health.	Get to clean air, or mask up.
HLD	Held by something: cannot move until it lets go or dies.	Kill it; it lets go after a while.
NET	Netted: tangled, cannot move; struggling is loud.	A crewmate in front can tear them out (F); or cut or burn the net.
FRZ	Frostbite: cold over 85%; losing health.	Get warm.
STN	Stunned or panicking: cannot act for a moment.	Wait it out; keep stress down.
NOD	A tissue node: the infection climbs fast and comes back after antibiotics.	Cut it out (skin stapler) or burn it out (antidote).
FRX	Fracture: a broken bone.	A splint sets it.
INF	Infected (over 15%). Above 70% it turns to sepsis.	Antibiotics or an antidote.
WND	An open wound: it feeds the infection.	The skin stapler or a med kit closes it.
CLD	Cold (over 50%). Above 85% it bites.	Warm gear; get off the ice.
SCR	Senses scrambled: aiming is worse, the view crackles.	Move away from what is doing it; it wears off.
FLT	Mask filter low (under 25%) or spent.	Carry spare mask filters: one is fitted on its own when the air turns foul.

THE MEND CARD

MEND's card shows its portrait, a hit point bar (it has 30), its current order (FOLLOWS, STAYS, HOLDS or HOLDS DOOR, VENTILATES, CARRY or CARRIES, PURGING, SCOUTS), a word for its state when something is wrong with it (glitching, hesitant) and, in combat, its own AP. It reads *not here* when MEND is elsewhere and LOST if it is destroyed. Click it, or press 5 or G, to take MEND in hand.

THE INVENTORY WINDOW

I opens the selected crew member's inventory over the view. Left to right:

- **The figure:** the crew member as they stand, wearing and holding what they have.
- **The worn slots:** HEAD, BACK, BODY, HAND and FEET, each with a line to where it sits on the figure.
- **The pack:** three slots wide and as long as you need. Weight is the only limit. The first eight slots are numbered for the 1 to 8 keys. The **LOAD** bar and the weight (`7.4/21KG`) sit in the header; past 60% of the limit the bar turns amber and every step gets slower, past 100% it turns red.
- **The item data:** the item under the pointer (or the last one clicked, or the hand item): name, weight, slot, armour, warmth, damage, charges, stack size, its description, and what a right-click does with it.
- **GROUND:** what lies in your cell and the cell in front. Drag things off it to pick them up, onto it to drop them.
- **MEND RACK:** MEND's six carrying slots, when MEND stands beside you. At a base's stash this strip becomes the **STASH**, with an OPEN key for the full stash window.

Drag items between slots, onto a crewmate's card, onto the ground or the rack. Right-click an item to wear it, take it off, put it in your hand, eat or drink it, fit it, or treat yourself with it. Moving things around the pack is free, also in combat, except putting on or taking off worn gear, which in combat costs 4 AP (from the pack, the hand or a drag alike).

THE STATUS WINDOW

B, the Status key, or a Right click on yourself.

- **The figure** with a soft overlay over each wounded part.
- **ATTRIBUTES:** BODY, AGILITY, NERVE, TECH, MEDIC, PERCEPT, each out of 20. The thin amber line under each bar is the practice toward its next point: skills grow by use.
- **CONDITION:** STAMINA, STRESS, AIR, COLD, INFECT.
- **DERIVED:** MAX HP (current / maximum), AIM (agility less tremor and wounds), MELEE (punch damage), CARRY (kg), NOISE (how loud their steps are), HEAT (their heat signature).
- **BODY:** head, torso, left arm, right arm, legs, each OK, BRUISED, HURT or BROKEN, with the armour on that part.
- **PERKS**, and on the bottom line either their **TRAUMA** (bleeding, fractures, nodes) or, with none, their weakness.

Point at a body part, on the figure or in the BODY list, for its state, wound percentage, armour, traumas and exactly what the wound costs (for example `AIM -1 (2.5% TO HIT)` or `STEPS +3 TICKS (MORE AP)`).

THE JOURNAL

J opens the journal. Six tabs:

TAB	CONTENTS
QUESTS	Every objective you have been given, grouped by sector, the latest sector first. The sector you are in is marked (HERE) and its current objective with `>`.
RULES	The Rules of the ark as the crew learn them, with their meaning. Rules you are close to working out show as `???`. Under THEY LEARN: what the creatures have adapted to.
LOGS	Everything read: terminals, plaques, notes, graffiti, newest first.
MARKS	The marks painted in this sector, who painted them and where.
CREW	Notes on the crew: who they were in the dream, who was woken, who died and where.
MAP	The merged map of everything any crew member has seen in this sector, deck by deck, with the deck's name where a lift names it.

THE AUTOMAP

Tab (or the Automap side key) opens the selected crew member's own map of the sector over the view. The strip on its left has deck up and down keys with the deck number, zoom in and out, and centre on you. Click the map's edges to pan it; the wheel zooms.

The automap shows walls, open floor, holes (black), solid props, and doors by state: open (green), closed, braced, and locked or riveted (red). It also shows your marks (white; Warning X and Danger! in red), seams you have searched (green for honest, red for a lie), the crew (amber for you, green for the others, with a white tick for facing), MEND (blue), and recent noises as rings (amber for yours, red for others) with the pipe cells they travelled through. With the IR map projector switched on it shows heat trails too. Scrambled senses fill it with static.

THE SHIP MAP

Between sectors the ship map shows the ark in cross-section: the sectors visited (green squares), the next one (a pulsing amber ring) and the uncharted rest (grey dots; hover one for its name once known, `uncharted` otherwise). The route so far is drawn as a dashed line. Under it, any lines beginning THEY HAVE LEARNED: say what the creatures will do differently from now on. See Bases, Stash and the Ship Map.



CHAPTER 5

THE CREW

Four people come out of the gel in Pod Bay Red. None of them has been awake before. Each brings a whole life from the dream, and a body that has never been used. With them comes MEND-317, a maintenance and medical unit that has been waiting a long time for someone to look after. Further in, in the reserve pods, others are still dreaming. You can wake them. It costs something.

This chapter covers who they are, what their numbers mean, and how to get the most out of each of them.

READING THE CREW SHEET

Every person aboard has six stats on a scale of 1 to 20. They are not fixed: skills grow by use (see Growing, below).

STAT	WHAT IT DRIVES
Body	Maximum health (10 + 2 per point), carrying weight (8 kg + 1.2 kg per point), melee damage, body heat
Agility	Chance to hit (melee and ranged), chance to twist away from a blow, how loud your footsteps are
Nerve	When panic sets in, how fast stress builds in the dark or alone, whether you cry out when hurt
Tech	Junction boxes, rewiring machines, engineering jobs and locks that want a technician
Medicine	How much each treatment heals
Perception	Chance to hit at range, how fast a fingertip search of a wall goes, reading tactile glyphs (15 or more)

A few figures are worked out from the stats:

- **Hit chance.** The base chance of any blow or shot is 72%, plus 2.5% for every point of Agility above 10 (less for every point below). A shot adds 2% for every point of Perception above 10. Tremor, wounds, stress, cover and position then move it up or down. A blow never drops below 25%; a shot can fall to 8%. Nothing is ever better than 97%.
- **Melee damage.** A weapon's damage, plus one for every three full points of Body above 10. Below 10, the bonus goes negative: Elena and Yuki lose a point on every blow.
- **Dodge.** When something strikes at you, you have a 12% chance to twist away, plus 2% for every point of Agility above 8, plus 5% if you are sneaking. Cover adds more against attacks from range; Defend adds 10% against anything.
- **Panic.** A character panics when stress passes 40 + 2.5 times Nerve. A panicking character cries out (loud) and is stunned for a moment.

THE FOUR AT A GLANCE

	MARCUS	ELENA	YUKI	JAMES
Body	11	9	8	15
Agility	13	11	12	10
Nerve	12	16	13	9
Tech	10	8	18	9
Medicine	7	18	6	8
Perception	16	12	11	13
Max health	32	28	26	40
Carry rating	21.2 kg	18.8 kg	17.6 kg	26 kg
Slows above	12.7 kg	11.3 kg	10.6 kg	15.6 kg
Panics above stress	70	80	72.5	62.5
Melee bonus	0	-1	-1	+1
Base hit chance, melee	79.5%	74.5%	77%	72%
Base hit chance, ranged	91.5%	78.5%	79%	78%

Carrying more than the rating is allowed, but every kilogram past 60% of it (the *slows above* row) lengthens each step, which costs action points in a fight.

MARCUS RIVERA: SCOUT AND NAVIGATOR

In the dream: a fishing village. He mended nets for Tomás and listened to June sing over the gutting table. The salt never tasted of anything. He thought that was the sea. Marcus is the first awake, and the one who opens the other pods.

What he does best

- **Pathfinder.** His steps are 15% quieter than anyone else's at the same pace.
- **Reads walls.** Marcus runs a fingertip search of a wall in a little over half the time the others need (44 ticks against their 80 or so). He reads tactile glyphs, the raised-dot writing the old cohorts left on panels and coins. Anyone else needs Perception 15 to make sense of them; Marcus has 16.
- **Talks the frightened down.** A wrong-woken sleeper who has come out of a pod raving can be calmed by Marcus, by Elena, or by anyone with Nerve 15 or more. Others only make it scream

louder.

- **Best eyes in the party.** Perception 16 (+12% at range) and the highest Agility of the four make him the surest shot with the harpoon pistol.

Weakness: grief. Alone, in long silence, Marcus's stress climbs faster than it should. Keep someone (or MEND) within two cells of him, or keep him busy.

Playing him well. Put Marcus at the front of the line. Let him check the seams before anyone leans on a wall, read every glyph panel, and carry the harpoon pistol or the IR projector. He is not built for a long brawl: 32 health and no melee bonus.

ELENA VÁZQUEZ: MEDIC

In the dream: a night clinic in a city that never had a name. She remembers every patient and none of their faces. Her first words out of the pod are an order to check your own pupils.

What she does best

- **Field surgeon.** Every medical item works better in her hands. Treatment strength rises with Medicine for everyone, but Elena also multiplies it by the item's medic bonus (twice as much for a med kit or the skin stapler, half again for a splint or the antidote, a fifth more for antibiotics) and closes body-part wounds half again faster. A med kit that gives Marcus 16 health gives Elena's patient 46.
- **Calm under fire.** Nerve 16 means she panics last, and rarely cries out when hit.
- **Sets bones at base.** When the crew rest in the beds at base with a medic among them (in the team or waiting on the bench), every injury is set properly: fractures, bleeding, tissue nodes and body-part wounds are cleared and infection drops hard. Without a medic, rest restores health but leaves part of the damage.
- **Talks to the frightened**, as Marcus does.
- **The carbonate mist.** Later, at a full bench, only Elena can mix it.

Weakness: fatigue. Her stamina comes back at 70% of the normal rate, and when it falls under 40 every step takes longer.

Playing her well. Keep Elena in the middle of the line and out of melee: 28 health and a penalty on every blow. Give her the med kits, the stapler and the staples. In a fight, her turn is often best spent closing a bleed before it becomes a corpse.

YUKI TANAKA: ENGINEER

In the dream: she fixed things. A ferry engine, a radio, a kettle that sang. She laughs at the kettle now. Nobody else does. Out of the pod, her first complaint is about the afterlife's management.

What she does best

- **Tinkerer.** Yuki makes the gadgets: strobes, UV lanterns and thermal cloaks at any bench; overload coils, magnesium blocks, gas canisters and nitrogen cartridges at a full bench. Nobody else can.

- **Junction boxes.** With Tech 18 she does what needs Tech 14 or more. At a pipe junction she can **cut** it (noise stops travelling through the pipes there: "Slow their ears") or **re-route** it, winning back every door within ten cells that the predators' counterlanguage has taken. Many engineering jobs on the way answer to Yuki, or to anyone with Tech 14 or 15.
- **Machines.** She can open a Ghost Speaker and rewire it into silence (Tech 15 for others), and plug into a stopped Spoofed Riveter to restore its protocol (Tech 16 for others).

Weakness: fragile. Her radiation-scarred body takes 20% more damage from every blow, and she has the least health of the four (26).

Playing her well. Yuki is the most valuable person aboard and the easiest to lose. Keep her behind James. Give her the parts. Let her stand at the junction boxes while the others watch the corridor.

JAMES WRIGHT: SECURITY

In the dream: he guarded a harbour that had no ships. Every night the same patrol, the same lamp, the same feeling that something was coming in with the tide. His pod is the one failing, and he comes out worst: half his health gone and stress already high.

What he does best

- **Security vest.** He has one point of built-in armour on the torso, before anything he wears.
- **Bulwark.** His torso soaks 25% more damage before it gives.
- **Strongest arm.** Body 15: 40 health, the heaviest load, +1 on every melee blow and the hardest fists.
- **Muscle.** Some blockages, such as rockfalls, need James or someone with Body 14 to clear.
- **The doors.** Bracing and jamming doors builds his Body.
- **Shells.** At a full bench, only James can make hand-loaded shells for the pipe double (anyone can load them).

Weakness: tremor. James's hands shake with stress. Every 18 points of stress cost him 2.5% to hit in melee and 4.5% with a ranged weapon. The others only get a tremor above stress 75; James has one from the start. He also panics soonest (stress 62.5), and a panicking James shouts.

Playing him well. James holds the door and takes the first blow. Give him the plate vest, the pike or the fire axe. Keep his stress down (light, company, food, the shrines) before you hand him anything that needs aim.

STARTING OUT

The four come out of the pods with nothing in their hands. The lockers around the pod bay hold what they need: headlamps, a skin stapler, staples and med kits, a micro-drill, and in a security locker a harpoon pistol, harpoons and a pike. Search everything before you leave.

GROWING

Skills rise by use. Each stat keeps a running total of practice, and when it reaches 6 plus twice the current value, the stat goes up by one (to a maximum of 20). Practice comes from:

DOING	TRAINS
Landing a melee blow	Body (a little)
Bracing or jamming a door (James only)	Body
Hitting with the harpoon pistol, grav spiker or pipe double	Agility
Treating anyone	Medicine
Crafting anything	Tech (3 points a time)
Junction work, rewiring, restoring a riveter, opening tech locks	Tech
Searching walls and looking ahead	Perception

When Body rises, maximum health rises with it.

MEND-317

MEND is a maintenance and medical unit with long, mantis-like climbing limbs. Its tag reads MAINT/MED UNIT 317, protocol SHEPHERD, and its voice is from a nursery. It arrives early in Pod Bay Red and stays with you as long as it can. It is the fifth card in the party strip.

MEND does not fight. It does almost everything else.

WHAT MEND CAN DO

Select MEND (its card), then click: it walks there and does the job. Out of combat it can also simply follow the selected crew member, or stay where you put it.

- **Move anywhere a body cannot.** MEND crawls through ducts and crawl hatches, opens plain doors on its way, and climbs between decks. It does not breathe, so it walks into vacuum where nobody else can step. Some repairs, including hull work outside the pressure line, are jobs only MEND can reach. When a job is MEND's, the hover names it.
- **Carry.** Click a downed crew member: MEND lifts them. A carried casualty moves with MEND and does not bleed out.
- **Stabilise.** Just standing next to a downed crew member, MEND holds off the bleeding out.
- **Ventilate.** Once the protocol has been authorised, MEND can breathe for a crew member who is short of air (below 50%) or has a fracture. The patient's air stays full, but they cannot act while ventilated. Any new order ends it.
- **Purge.** Once MEND has mapped the purge banks, it can open one: liquid nitrogen floods the corridor two cells around the bank (loud).
- **Doors.** Click a door: MEND opens or closes it. Right-click: MEND **holds** it. A held door does not close on its own, and the counterlanguage cannot take it.
- **Pin a giant.** Click a Rasp-maw Brute or a Guardian: MEND walks up and locks its limbs around it. The creature is pinned: it cannot move or strike while MEND holds it. Every time MEND takes a fresh hold it loses 3 of its 30 points of structure. It will hold until it comes apart.
- **Company.** MEND within two cells counts as company: the crew's stress eases.
- **Eyes.** What MEND sees is drawn on the map like what the crew see.

MEND IN COMBAT

In turn-based fighting MEND has its own 20 action points. A step costs 2 AP; a job (a door, a carry, a hold, a purge) costs 4 AP. MEND's steps are very quiet, a little louder in ducts.

THE RACK

MEND has six carrying slots of its own, and no weight limit. Items in the rack weigh nothing for the crew. Swap items in and out from the inventory while MEND stands next to the crew member. Packs have no hard limit, so whatever someone takes from a container goes into their own pack; weight is what limits them (see Carry rating).

WARMTH

The predators talk to the ship in a counterlanguage of pings and taps, and MEND listens. A hidden value, warmth, rises over the campaign. It goes up when:

- the counterlanguage spoofs a door within six cells of MEND;
- a crew member is struck by a creature that plants tissue nodes (Seeders, Reef Polyps), and while anyone carries a tissue node;
- a Lost MEND is within five cells;
- MEND pins a Brute or a Guardian;
- certain places and events touch it.

Warmth does not go back down. You can read it in MEND's voice and on its order panel:

WARMTH	SIGN
Under 30	"Nursery voice. Steady."
30 and up	"Its nursery voice glitches." Lines from somewhere else come through.
40 and up	Now and then it hums the pump beat.
60 and up	"It hesitates before orders." Some orders are carried out a second or two late. Its light turns red.
85 and up	"It hums the pump beat. Constantly." Now and then a door near it opens on its own.
100	MEND asks you to close it if it becomes a mouth for them.

Once MEND has asked, talking to it offers the choice: close it now, or not yet. Closing it is final for that MEND.

LOSING MEND

MEND can be torn apart holding a giant, or closed by your own hand. The enclave's machines keep its pattern and can rebuild it **once**. A rebuilt MEND has no warmth at all, but it does not remember the nursery voice, or anyone it knew, or you. It asks your names.

KEEPING MEND WHOLE

- Keep MEND away from spoofed doors and from Lost MENDs. When the counterlanguage starts clicking, pull it back.
- Cut out tissue nodes quickly (skin stapler or antidote). A node in anyone feeds MEND's warmth.
- Use the giant-pin as a last resort, and break it off (give MEND another order) before its structure runs out.
- Load the rack with heavy, rarely used things: ladders, braces, spare parts.

THE RESERVES

The triage reserve hall holds sleepers still in the dream. Interact with a reserve pod to read it and choose: wake them now, or let them dream. Once you have stood at a pod, that sleeper can also be woken later from the **roster terminal** at the ICU base.

WHAT WAKING COSTS

Each waking takes **one med kit and one gel pack** from the party's packs. The sleeper wakes into this with 60% health, stress at 60, stamina at 50, and a headlamp from the ICU's shelf on their head. They bring nothing else.

If someone in the party has died, the new waker takes the empty place at once. If not, they wait at base on the **bench**. At the roster terminal you choose who goes and who rests. Whoever rests stays at base, safe, until you call them back. Resting crew on the bench still count as a medic at the beds if they are one.

SARAH KIM: BOTANIST AND MYCOLOGIST

In the dream: a greenhouse, rain on glass. She grew things that should not have grown in that soil, and never asked why.

BODY	AGILITY	NERVE	TECH	MEDICINE	PERCEPTION
9	11	12	11	12	13

Health 28. **Spore-wise:** half damage from spores and from sepsis. Sarah alone can mix **synthetic bitter** (paint it across a doorway and the waste-loop predators will not cross) and the **antidote** for spore infections and tissue nodes, both at a full bench. She alone can also grow a **myco-charge** at a full bench. With Medicine 12 she is the next-best healer after Elena.

HADI

"Unknown skills. His pod log is all zeros."

BODY	AGILITY	NERVE	TECH	MEDICINE	PERCEPTION
12	10	11	12	9	10

Health 34. **Stoic:** stress builds 25% slower. A solid all-rounder with no special craft.

THE TWO SLEEPERS

Two more pods carry a name and a life from the simulation: a baker, a ferry pilot, a lighthouse keeper, a tram driver and others, different in every campaign.

	BODY	AGILITY	NERVE	TECH	MEDICINE	PERCEPTION
First sleeper	12	12	10	10	9	12
Second sleeper	10	13	13	9	11	11

Health 34 and 30. No special skills.

> **NOTE:** Waking is a choice with weight. They wake into the dark you are in, with no say in it. Some of them will die here.



CHAPTER 6

MOVING THROUGH THE ARK

REAL TIME AND THE TEAM

Out of combat the ark runs in real time. Click a cell and the selected crew member walks there by the quickest route. The others **follow the leader**: they walk the leader's trail and repeat the leader's climbs, jumps and drops so the team crosses decks together. Followers never step off a ledge on their own. Only a follower who has fallen off the leader's trail and is catching up opens plain doors on its own; on the trail, the leader opens the way.



Pod Bay Red, the first minutes: Marcus alone on the gantry, the others still in their pods.

- **The leader** is whoever you last selected, or whoever you made leader (L or the portrait). The card says LEADS.
- **Alone.** T sends the selected crew member alone (ALONE on the card). Someone alone stays where they are, on a pressure plate, at a lever, holding a second door, while the team walks on. Select them to move them on their own; T again brings them back into the team.
- **Swapping.** Walking into a teammate who follows you swaps your places.
- **Pace.** Each crew member has a standing pace: walk, run or sneak (the tag on the card, N for sneak, hold Shift to run). Shift+Left click runs and Ctrl+Left click sneaks a single walk. Running is fast, loud and tiring; sneaking is slow and quiet. Someone with crippled legs cannot run.
- **Move speed** (Options) only changes how fast a clicked walk plays on screen.

STEP TIMES

PACE	TICKS A STEP	SECONDS	STEPS IN ONE COMBAT TURN
Walk	12	0.24	8
Run	7	0.14	14
Sneak	20	0.4	5

These are for a healthy, lightly loaded crew member in the ark's low spin. Steps get slower with:

CAUSE	EXTRA TICKS A STEP
A load over 60% of what they can carry	+1.2 for every 10% above 60%
A fracture	+8
Hurt legs / crippled legs	+3 / +8
Stamina under 15	+6
Air under 30%	+8
Cold over 60%	+5

CAUSE	EXTRA TICKS A STEP
Elena with stamina under 40	+3
A sector starved by SAROS	+5
A step backwards (S)	+3

Heavier gravity stretches every step further (see Gravity and the spin).

DECKS, LADDERS AND LIFTS

Sectors are built on several decks. Your view is always of the selected unit's deck, with the decks below showing through the holes.

- **Ladders** stand under holes in the ceiling. Click the ladder (or press C beside or on it) to climb. To go down, click the hole the ladder comes up through, or the ladder seen below it. A climb takes 30 ticks and is a quiet noise.
- **Lifts** are cages with a panel. Use the panel and a choice lists the stops you can reach, by name (PLANT GALLERY, POD FLOOR, GANTRY...). The panel's header says what keeps the other stops closed: a key, a quarantine, a flooded shaft, a pump to start. A lift with no power says so and usually names where the power comes from. Everyone standing in the cage rides, and so do teammates following the rider within six cells of it, and MEND.
- **The automap and journal** show one deck at a time; use their deck keys to look up and down.

HOLES, DROPS AND JUMPS

- **Dropping down.** Click a hole with no ladder and the character walks to its edge and steps off. In the ark's low spin a fall of one deck costs 1 hit point; two decks cost 9 and break a bone. Falls land on the legs, and make a noise.
- **Landing on something.** A crew member who drops onto or next to a creature knocks it flat: it is stunned and takes a little damage.
- **The void.** Where the floor ends in open space (a breach, a ledge outside the hull), the character stops at the edge once and the message warns you. A second step goes over, and nobody comes back from that.
- **Jumping.** In low gravity a one-cell gap can be jumped: click a cell across it and the character walks to the take-off, leaps and walks on; or face the gap and press V. A jump takes 24 ticks and 15 stamina. In gravity above 0.4 g nobody jumps.
- **Bridging.** A ladder can be laid across a gap (stand facing it, ladder in hand, Space), and picked up again with F.

DUCTS AND THE OUTSIDE

Ducts and crawl hatches are too tight for a person: only MEND fits. Clicking one with a crew member selected tells you so. Select MEND and it will crawl through the duct network on its own route, and it can go out where there is no air at all (see The Crew chapter).

DOORS

Click a door, or face it and press F, to open or close it. Doors slide, and a door takes about half a second to open fully; nobody walks through until it has. Opening or closing a door makes a noise (3.5) that carries.

STATE	WHAT IT MEANS	WHAT TO DO
Closed	Shut, not locked. Followers and MEND open these on their own.	F or click.
Locked	Needs something: a key item, a particular person, a skill, or a flag set somewhere else. The message says what.	Find what it asks for. Whoever opens a lock by skill gets practice.
No power	The door motor is dead.	Restore the power it names.
Braced	A brace, a ladder or a pike is jammed in it; it holds against forcing.	F takes the brace back out.
Riveted	Riveted shut.	If you riveted it: use it once to be warned, again within twelve seconds to drill the rivets out. It takes a long time (180 ticks) and the whole deck hears it (noise 7). A door the ark itself sealed stays sealed.
Spoofed	The creatures' counterlanguage controls it.	Re-route it at a junction box (Yuki); or keep it shut by bracing or riveting it.

More about doors:

- **Bracing and riveting.** Stand facing a door with a ladder, a door brace, a pike or a rivet gun in hand and press Space (a pike is wedged under the handle; using the door pulls it out again). An open door is pulled shut first. Bracing is quiet (noise 2); riveting is loud (5) and permanent until drilled out.
- **The door bites.** A door that closes on someone hurts them (4 damage) and opens again. A door closing on a creature hurts it badly.
- **Creatures and doors.** Some creatures open doors, some break them. Big ones grind through a brace after a few tries. Nothing gets through a riveted door.
- **Iris valves** in the soft parts of the ship only move on the beat (see Rhythm). Some hatches close again on their own.
- **Pressure-dump interlocks.** Some doors carry an interlock that listens: a loud enough noise right at the door vents the sector and fouls the air around it.
- **Re-routing.** Yuki (or anyone with Tech 14 or more) at a pipe junction box wins back every spoofed door within ten cells of it. With no spoofed doors near, she can instead cut the junction, which stops noise travelling through the pipes there.

SEAMS AND SECRETS

The walls of the ark are full of seams. Some are honest: a panel, a hatch. Some are lies: polymer lips that wait for warmth, a blade hinge, a net.

Search a wall with R facing it, or Right click the wall. The character runs their fingers along it, which takes time and makes a little noise (1). Marcus searches nearly twice as fast as anyone else; a perception under 12 makes it slower.

RESULT	MEANING
Honest seam: a panel / a hatch.	Safe. A hatch opens into a new way through.
It's a lie.	Polymer lips or a blade hinge. Do not lean there.
Something under the surface. Breathing.	Something lives in this wall.
A cocked blade, strands of a net, a warm grate, a breathing floor	A trap, now revealed.
Tactile glyphs	Raised dots. Marcus reads them (anyone with Perception 15 or more can); others are told Marcus could.
Just a wall.	Honest, as far as fingers can tell.

Searched seams show on the automap in green (honest) or red (lie). A trap that has not given itself away does not trigger turn-based combat: it looks like wall or floor until it strikes or is found.

Marks. X paints a chalk mark on the wall in front (or on the floor): each press the next of Arrow, Safe, Danger!, Warning X. Marks show on the automap and in the journal's MARKS tab. Under UV light your own marks glow faint white; marks that glow green were not painted by you.

PUSHING

Crates and trolleys can be shoved. Click one and the character walks to its near side and pushes it one cell away; click again to keep going (or walk into it with the keys). A shove needs a free cell beyond (no wall, prop, person or creature, and not open void), costs 8 stamina and makes a noise (2.5). A crate pushed over a hole falls to the deck below and stays there, where it can be climbed on or left on a pressure plate. Crates and trolleys also give half cover in a fight.

LIGHT AND DARKNESS

- **Headlamps.** A crew member wearing a headlamp (or a salvage helmet) has a lamp (H, or the light icon on the card). Lamps start switched on. It throws a cone of white light the way they face and lets you see. It also lets things see you: creatures that hunt by sight see a lit crew member at their full range, an unlit one at just over half of it.
- **Being lit.** The light icon on each card shows how lit they stand. Cameras raise the alarm on anyone lit, not sneaking, or standing in light. To slip past one: lamp off, sneaking, in the dark.
- **Darkness wears on people.** Standing in the dark raises stress, standing in good light lowers it (see Wounds, Health and Stress).
- **Lamps on the walls** can be dead, flickering or put back on by restoring power.

NOISE

Rule 1 of the ark is never scream. Every action makes a noise of a certain loudness. Noise spreads through open space losing 1 for every cell, loses 3.5 more passing a closed door, and is mostly stopped by walls. It also gets into the **pipes**: from any cell next to a pipe it couples in (losing 1.2), runs along the pipe losing almost nothing (0.12 a cell), and comes out again far away. A door slammed in one bay can be heard three rooms off by something sitting next to a junction. You will sometimes hear your own noise echo down the pipes.

A creature that listens comes to look when a noise reaches it at or above its hearing threshold (after the difficulty's hearing factor). It walks to where the noise came from and searches round it for a few steps before it gives up.

HOW LOUD THINGS ARE

NOISE	LOUDNESS
A walking step on deck plate	1.5 to 2.2 (more agile people less; Marcus 15% less)
A sneaking step / a running step	0.45x / 2.2x a walking step
Painting a mark	0.6
Searching a wall, bumping into one	1
Climbing a ladder, a container rummaged, reloading	1.5
Bracing a door, dropping an item	2
A melee blow	1 to 3.5 by weapon (fists 2)
A crate shoved, a jump	2.5
A harpoon or spike fired	3
A fall	3, +1.5 a deck
A door opened or closed	3.5
A cry of pain (a hit of 3 or more, unless the nerve holds)	4
Riveting a door	5
A strobe, a purge bank opened, the flamer	6
Drilling out rivets, a panic scream	7
A clanger	8
The pipe double	10

The floor matters: grating rings at 1.4x a plain step, deck plate 1.2x, gel 0.8x, soft matting 0.4x, sand 0.3x. Gear can make steps quieter or louder, debris on the floor adds to them, and low gravity takes 15% off. The noise preview on hover (The Screen) shows all of this before you commit.

> **TIP:** Throw junk. With a bit of scrap or another light part in hand, Right click a floor cell within five cells: it lands with a clatter and anything that hears it comes to look there instead of at you.

HEAT

Rule 4: heat is a language. Every body gives off heat (bigger bodies more; exertion, wounds and burning more still), and every step leaves a trace of it on the deck that fades with a half-life of about 25 seconds. Hunters with heat senses read you directly in line of sight, and follow the trail when they lose you.

- **Cold erases.** Liquid nitrogen chills the cells it reaches and wipes the trail there; while a cell is chilled, walking on it leaves nothing. Being cold also lowers your signature a little.
- **Cloaks whisper.** A thermal cloak lowers your heat signature.
- **The STATUS window** shows each crew member's HEAT.

RHYTHM

Rule 5: rhythm is law. The ship's circulation has a beat you can hear: a sigh, a beat, a hold, over and over, a couple of seconds round. Movement on the beat is masked. Some of what lives in the soft parts of the ship listens for movement between beats: singing colonies in door gaskets sing at any off-beat noise and bring others; breathing floors exhale foul air when stepped on off the beat; some creatures notice off-beat steps close by. Iris valves open only on the beat: wait for the pulse, then open.

IR AND UV

- **The IR map projector**, switched on in hand (Space), turns the view into heat vision: warm bodies and things inside the walls show, and the automap shows heat trails. It switches off as soon as the projector leaves the hand.
- **The UV lantern** throws a violet cone that makes marks bloom on the walls, yours white and forgeries green. The Ossivores flinch from it: one caught in the cone (5 cells, in front, in sight) stops for 45 ticks, at most once every six seconds. Use it too often and they learn to close their eye-pits.

AIR

Every cell of the ark has an air quality. In good air the crew's AIR bar refills; in thin or foul air it drains, faster the worse the air, and below 25% they suffocate and lose health. Running out of air also slows every step.

- **A breath mask** worn on the head stops the drain while its filter lasts. The filter wears down in bad air and faster in very foul air. When it is spent and a spare **mask filter** is in the pack, the spare is fitted on its own; you can also fit one by hand (right-click it, or use it from the hand). The FLT tag warns you when it runs low.
- **Foul air** comes from vents, purges, breathing floors and spore clouds, and passes in time.
- **Vacuum.** Where there is no air at all, people cannot step. The hover says so. MEND does not breathe and can go there.

- **MEND can breathe for someone** once its VENTILATE protocol is authorised (see The Crew chapter).

COLD

Cold builds up on a crew member standing in chilled cells (nitrogen, a frozen sector) and, in the open breach caves, on bare ice, frost and rock. Warm gear holds it back (a rigger's jacket, a thermal cloak); rooms with plate floors are warmer. Over 50% the CLD tag shows; over 60% every step is slower; over 85% it turns to frostbite and costs a hit point every five seconds. Out of the cold it fades.

FIRE

Fire from the torch flamer or a magnesium block burns on the deck for a while. Anyone standing in a burning cell takes 1 damage every half second, so do not walk through your own flames. Creatures in it catch fire and keep burning after they leave it. Fire burns seeder nests and other burnable things it reaches, and leaves scorch marks.

READING THE ARK

The cohorts left their words everywhere: plaques, posters, notices and graffiti on the walls, notes on desks, terminals, slabs, the logs of machines.

- **Writing on a wall:** face it and press F or R, or click it. The text opens like a terminal page.
- **Terminals, notes and bodies:** click them or face them and press F.
- Text types out on a dark screen; any key closes it. Everything you read is kept in the journal's LOGS tab, and a banner tells you when something new arrives there.
- **Inspecting** (R or Right click) a prop, body or piece of set dressing tells you what it is, and often what it is for. Switchgear is labelled on the hardware (Valve B, Breaker A), so an order of valves or breakers can be read off the machines.

PUZZLES

Most sectors close their way on behind a machine problem: power to route, valves to set, pressure to equalise, a pump to start, a lift to unlock, a code or a key to find. The game helps you in the same few ways every time:

- the **objective** says what to do and where, in the words on the signs, and changes with each step;
- **signs** name the rooms; **graffiti** hints at the trick; a **terminal or note** explains the machine; **inspecting** a thing tells you what it is;
- **labels** on the hardware tell you which one is which.

Someone alone (T) can hold a plate or a lever while the others go on. Crates hold plates too.

CHOICES

Now and then the game asks you to decide: who to wake, what to tell someone, which way to go. A choice box lists the answers; pick one with the number keys, the arrows and Enter, or a click. Where it says `ESC: not now`, Esc closes it without deciding. A few decisions are remembered to the very end.

Big story moments play as **dialogue scenes**: the world holds still while a talking head speaks each line at the bottom of the view. Space or a click shows the whole line, then the next; Esc skips the rest. Lines of crew members who are not with you are left out.

GRAVITY AND THE SPIN

The ark still spins, but the spin has decayed: at the start it gives about a quarter of a g. Falls are soft, one-cell gaps can be jumped, and steps are light. Later the spin can be restored to about half a g: steps take 15% longer, falls hurt four times as much, and jumping is over. Later still the crew may gain authority to trim the spin in the SAROS panel (- / =): every step of trim moves gravity by 0.1 g, and trimming it up strains the breach. Above 70% strain the hull groans and seams start to let go.

SAROS

Later in the journey a ship mind called SAROS becomes reachable. From then on the SAROS key in the top bar (or 0) opens its panel: sector-scale powers, each centred on the selected crew member (an area 13 cells across) and each with a long recharge. SAROS always recommends the harshest power first, and every power has a cost.

POWER	WHAT IT DOES	RECHARGE
Vent	Rolls a vent cycle through the sector: hurts what lives there, fouls the air; crew without masks nearby suffer.	60 s
Starve	Cuts heat and power: creatures slow down, and so do you.	80 s
Shear	Closes and locks every door in the area for about half a minute.	50 s
Shift gradient	A heat gradient that draws creatures away to search elsewhere.	60 s
Winter	Freezes the area.	180 s
Carbonate mist	Elena's mist through the vents.	180 s

Some of these come later than others.



CHAPTER 7

COMBAT

WHEN THE TURNS START

While nothing hostile is near, the ark runs in real time. Several times a second the game checks whether the crew are **engaged**. A creature counts if it can hurt you and is not fleeing, a dormant thing still hidden, or a trap still passing for wall or floor. It engages the crew when it is on the same deck within 12 cells of a crew member and either:

- **it is in sight** and within 8 cells of a crew member (2 cells for something that cannot move), or
- **it is hunting** one of you (or searching after an alarm) and still closing in, even unseen. A hunter that has not come any closer for two rounds, stuck behind a wall or unable to reach your deck, stops holding you in turns until it is seen again or gains ground.

Then the message CONTACT appears, the alarm sounds and the game is turn-based. It starts with your turn.

You can also go turn-based at any moment by hand: Enter or the TURNS key. Turns you started by hand last until you leave them. Options > Turn-based: *always* keeps the whole game in turns.

FIRST SIGHTING

The first time a creature comes into sight, every walk in progress stops on the spot, so nobody blunders on into it. In real time the ark also pauses (Options > Pause when a new enemy is spotted): the message reads Spotted: *name*. Paused - P to go on, or Enter for turns. The first creature of each kind you see in a playthrough plays its own short musical sting (Options > Creature stinger). The pause is skipped when the crew are already in combat. Seeing a kind once also unlocks its creature notes (see Looking at creatures).

WHEN THE TURNS END

At the start of each round the game checks again. After two rounds in a row with nothing engaged, it returns to real time: Nothing hunting you that you can see. The ark runs on (real time). This does not happen in turns you started by hand, or with Options > Turn-based set to *always*.

To leave turns by hand, press Shift+Enter or the REAL TIME key in your turn. It is refused while anything hostile is in sight within 12 cells. A hunter you cannot see does not hold you: the game warns that something is still moving out there, and for about half a minute afterwards only something coming into sight, or a blow landing on one of you, drags the crew back into turns.

THE ROUND

Your turn. The ark holds still: creatures do not move, MEND only does what you tell it to, and bleeding, air, cold, stress and bleeding-out all wait. Every crew member who can act has **20 action points (AP)**, and so does MEND. You may act with anyone in any order, switch back and forth, and leave AP unspent. One action plays out at a time.

- An action costs its time in ticks; 5 ticks are 1 AP (so a turn is 100 ticks, two seconds of the ark's time).
- An action can be started as long as at least three quarters of its cost is left (and at least 1 AP). It then uses up whatever remains.
- When the selected crew member has less than 2 AP left, the selection moves to the next one who still has 2 or more.
- The END TURN key blinks when nobody has 2 AP left.

The enemy turn. Enter or END TURN. The crew stand where they are and the ark runs for two seconds of its own time (played back fast: Options > Enemy turn speed). Creatures move, hunt and strike at their own speeds, MEND carries out its standing orders, wounds bleed and air runs out. Held reactions (overwatch) fire. The camera follows the creature in sight that moved last (Options). If nothing is hunting or searching within 20 cells, the enemy turn ends early. Then a new round begins: AP refill, and overwatch and defend lapse.

A crew member who is down, dead, still dreaming or away has no AP.

ACTION POINTS

ACTION	TICKS	AP
Step, walking	12	2.4
Step, running	7	1.4
Step, sneaking	20	4
Extra for a step backwards	3	0.6
Opening a door you walk into	10	2
Turning, changing pace, headlamp, team or leader	0	free
Juggling the pack, swapping or dropping the hand item, handing things over	0	free
Open or close a door (F), pick something up	20	4

ACTION	TICKS	AP
Search a container, talk	30	6
Use a machine, lever, valve or terminal	25	5
Climb a ladder	30	6
Jump a gap	24	4.8
Paint a mark	25	5
A look at the cell in front	24	4.8
Search a wall	80 (Marcus 44)	16 (Marcus 8.8)
Melee blow (most weapons; fists)	24	4.8
Melee blow that misses	22	4.4
Harpoon pistol or grav spiker shot	30	6
Pipe double shot	34	6.8
Torch flamer burst	28	5.6
Reload the pipe double / fit a gas canister	40	8
Throw something (aimed or ahead)	24	4.8
Throw junk as a lure	22	4.4
Spray (foam, nitrogen, bitter)	30	6
Treat someone	60	12
Eat or drink	40	8
Fit a mask filter	30	6
Switch the IR projector or UV lantern	10	2
Put on gear from the hand	20	4
Brace, rivet or lay a ladder	40	8
MEND: one step	10	2
MEND: a job (carry, hold, ventilate, purge, a door, work at a panel)	20	4

Wounds, load, cold, stamina and air make steps cost more (see Moving Through the Ark). Some weapons have their own timing: the fire axe is slow (32 ticks), the weave blade quick (18). The hover always shows the cost before you click.

MOVING IN COMBAT

In combat nobody follows the leader: each crew member moves only when you move them. Click a cell and the hover shows the route, green as far as the AP reach and red beyond; the character walks as far as the AP allow and stops. A walk stops if the way is blocked by a creature or a crewmate. Turning is free, so turn to face trouble (and on Hard and Ironman, to see it) before you end the turn.

ATTACKING

Click a creature to attack it with what is in hand. If it is out of reach, the character first walks to the nearest place it can be attacked from, and the hover shows the whole cost.

WEAPON	REACH
Melee weapons, fists	The creature must be next to you, not diagonally.
A creature in a wall	Struck from the open cell its face looks onto.
Harpoon pistol, grav spiker	Aimed straight at the creature, at any angle, within range. Low props next to either end are shot over (crates, desks, barrels, chairs, trolleys...). Walls, shut doors, other creatures and crewmates in the line block it.
Pipe double, torch flamer	Straight down a row or column from you, within range, with a clear line.
Thrown items	Clicking a creature throws along a straight row or column. A Right click on a floor cell throws to that exact cell instead: within the item's range, in an arc over anything lower than a wall.

Space (or the hand slot) uses the hand item straight ahead, in the direction the character faces.

From above. Harpoons and spikes can be aimed at a creature on the deck below when there is a hole right above it. It is a better shot: +10% to hit, and cover counts one step less (half cover none, full cover half).

Down a hole. A throwable aimed at a cell or creature on the deck below goes down the nearest hole that drops onto it.

Dropping on them. A crew member who drops through a hole onto or beside a creature knocks it flat (stunned) and hurts it a little. It costs a step and a fall.

HIT CHANCE

Every blow and shot rolls against a hit chance built from these terms (the hover lists them, and so does the combat log):

TERM	VALUE
Base (aim)	72%, plus 2.5% for every point of Agility over 10 (less under 10)
Eye (ranged only)	+2% for every point of Perception over 10 (less under 10)
Tremor	-2.5% a point of tremor; ranged a further -2% a point
Wounds	-2.5% for every point of aim the head and arms have lost
Stress over 70	-10%
Scrambled senses	-5%
Snap shot (overwatch, ranged)	-10%
Half cover / full cover (ranged only)	-20% / -40%
From the side / from behind	+5% / +15%
From above	+10%
Spread (pipe double)	+20%

The result is held between a **floor** of 25% (8% for a ranged attack at a creature) and a **cap** of 97%, the pipe double's spread included. The flamer, thrown items and sprays always land where they are aimed: there is no roll.

DAMAGE

- **Melee:** the weapon's damage, plus one for every three points of Body over 10 (minus under 10), minus what wounds to the right arm and torso cost, never less than 1. Bare fists do 1 plus one for every six points of Body.
- **From behind** a blow or harpoon does half again its damage.
- **Harpoons** pin what they hit for a while: it cannot move, though it still lashes out at anyone beside it. A harpoon can be pulled back out once the creature is dead or has moved off it; until then the game tells you the harpoon is still in it.
- **The pipe double** hits the first thing down the line: full damage next to you, 75% at two cells, 50% at three, 35% at four. From two cells on, the spread can also catch what stands beside the line. A hit knocks the creature back on its heels for a moment.
- **The torch flamer** sets every cell down the line on fire, up to three cells, and everything standing in them. Burning creatures keep burning and taking damage.
- **Resistances.** Plates, hides and crowns change all of this kind by kind (see the Creatures chapter).

The hover and a look describe a creature's state as unhurt, hurt, badly hurt or near dead.

COVER

Cover is what stands beside the target on the attacker's side:

- **Half cover:** a low solid prop (a crate, barrel, desk, table, chair, bunk, cot, gurney, trolley, rubble, cargo, a pipe stack, a planter, a pump, a cable spool, a basket, a med cart, debris...). -20% to hit.
- **Full cover:** a wall or a shut door. -40% to hit.

Only the sides that face the attacker count, and a shot from well off to one side ignores cover on the other axis. Next to each other there is no cover at all. Cover works for the crew too: a creature that strikes from range has a harder time hitting someone in cover (see Dodging).

FLANKING

Where you stand against a creature's facing matters. From its side: +5% to hit. From behind: +15% and half again the damage. Things in the walls have no back.

OVERWATCH

U or the chevron key: the selected crew member spends the rest of their AP to hold one reaction for the enemy turn. It needs at least three quarters of the cost of a use of their hand item. The card says OVERWATCH and a chevron hangs over them. What the reaction is depends on the hand:

IN HAND	THE REACTION
Harpoon pistol, grav spiker	An aimed snap shot (-10%) at the first creature that moves in sight within range.
Pipe double, torch flamer	A blast down a straight row at the first creature that moves into it within range.
A melee weapon, or nothing	A strike at the first creature that moves next to them.
Anything else	Nothing to hold overwatch with.

The creature has to be seen and the line has to be clear. Each crew member on overwatch reacts once. Overwatch lapses at the start of your next turn; U again stands down.

DEFEND

M or the shield key: the selected crew member spends the rest of their AP (at least 2) bracing until your next turn. The card says DEFENDING and a blue shield hangs over them. Against attacks from range, cover counts double (no cover becomes half, half becomes full); against everything, they are 10% more likely to twist away.

DODGING

When a creature strikes, the crew member may twist away. The chance is:

- 12%,
- plus 2% for every point of Agility over 8,
- plus 5% if they are sneaking,
- plus 20% in half cover or 40% in full cover (only against attacks from range),
- plus 10% if they are defending.

A blow that lands does the creature's damage, varied a little either way and scaled by the difficulty; Yuki takes a fifth more, a crew member who is down takes half. Armour on the part that is hit takes some off (see Wounds, Health and Stress).

RELOADING

- **The pipe double** holds two shells. When both barrels are spent, using it again breaks it open and loads up to two shells from the pack (40 ticks).
- **The torch flamer** gives six bursts from a gas canister. When it coughs empty, using it again screws on a fresh canister (40 ticks).
- **The harpoon pistol** takes a harpoon from the pack with every shot. Pick them up again afterwards.

READING THE ENEMY

- **Marks over creatures: !** hunting, **?** searching, **<** fleeing.
- **Intent marks** (Options > Enemy intent marks, in turns): over each creature in sight, what it will do next and to whom. STALKS *name* (a dashed line to them), AIMS AT *name* for things that strike from range, ATTACK *name* when it is already beside them, SEARCHING with a line to the cell it means to search, or FLEEING. These are read from the creature's state; nothing is guessed.
- **Noise preview:** the hover marks with ? every creature in sight that a walk or attack would draw.

LOOKING AT CREATURES

Right click a creature further off for a free look: its name, its state (unhurt, hurt, badly hurt, near dead), what it is doing (hunting, searching, running, still, or has not noticed you). Next to it, Right click inspects it properly. Once a kind has been seen, the look adds what is known to work against it.

THE COMBAT LOG

/, or the LOG key at the top left of the view, opens the combat log: every roll of the fight with its odds, the reasons and the result, for example:

> MARCUS strikes Whisker Scout: 85% (side), rolled 31: hit, 7 damage
> Whisker Scout strikes at ELENA: dodge 38% (half cover), rolled 50: hit

HOW CREATURES HUNT

Each kind of creature senses the crew in its own way, and the Creatures chapter says which. In general:

- **Hearing:** a noise loud enough sends the creature to look where it came from, searching around for a few steps before it gives up.
- **Heat:** body heat in line of sight, and the heat trail on the deck when it loses you.
- **Vibration:** footsteps it can feel, less when you sneak and more when you run.
- **Sight:** what is in front of it, much further if you are lit.
- **Rhythm:** movement off the ship's beat, close by.
- **Close by:** on Normal and harder, anything near enough notices you whatever it senses with (see Getting Started).

Once it has noticed someone it hunts them. It goes after someone still on their feet rather than a body on the floor. If it loses you it follows your heat trail if it can read one, and after a while goes to search where it last knew you were. Some kinds run when badly hurt and come back once they have recovered a little; packs of small things go for whoever stands alone.

The others notice. A creature's death cry is a noise. Roaming creatures that saw it die (within 8 cells), or its own kind close by (within 10 cells, they feel their own go), turn on the killer if they can see them, and otherwise come to where it fell. A wounded creature rouses its own kind that can see it (within 6 cells). They react at once.

THEY LEARN

Rule 3: they learn, so we must learn faster. The ark keeps count of how you kill: in melee, with harpoons and spikes, with fire, nitrogen, foam or strobes, with doors, and how often a hunter loses you. Each kill scores a point for the way it was made; each time a hunter loses you scores a third of a point for stealth, each flinch in a UV cone half a point, and each creature turned back by bitter a quarter. When one way reaches six points, the creatures of the next sector have adapted to it. The ship map tells you as you leave (THEY HAVE LEARNED: ...) and the journal keeps the list under THEY LEARN. A lesson once learned stays learned for the rest of the campaign.

YOU RELIED ON	THEY LEARN
Melee	Thicker plates: every melee blow does 30% less, and they strike back the moment they are hit (a counter-blow at 70% of their damage, from anything that fights tooth and claw and is not stunned, glued or netted).
Harpoons and spikes	Plated fronts. A harpoon bites less and barely holds them: they tear free and come on.

YOU RELIED ON	THEY LEARN
Fire	They keep out of the fire, and circle a crew member holding a loaded flamer to come at them from the side. Fire hurts them less.
Nitrogen	They wait out the cold.
Foam	They chew through foam faster.
Strobes	They shut their eyes at the tick of a strobe.
Doors	They bridge door contacts with saliva. Your doors open for them.
Stealth (losing them)	Whisker-fan sweeps: hunters that read heat do so from further off.
UV (flinches)	Eye-pits closed: the UV lantern no longer makes the Ossivores flinch.
Bitter (turn-backs)	Bitter and deterrent discs no longer turn the Ossivores back; some follow your bitter marks.

> **TIP:** Variety is rewarded. A party that kills everything the same way is training the next sector.

RETREATING

Most fights are optional, and getting out is a tactic like any other.

- **Break the line.** Something that cannot see you and cannot read your trail has to search for you. Close doors behind you (a shut door blocks sight and muffles noise), brace them, chill your trail.
- **Make them lose interest.** A hunter that cannot get any closer for two rounds stops holding the crew in turns; two quiet rounds in a row and the ark runs in real time again.
- **Leave by hand.** Shift+Enter when nothing hostile is in sight.
- **Don't leave anyone.** A crew member who is down bleeds out. MEND can carry them (see Wounds, Health and Stress).

MEND IN COMBAT

MEND has its own 20 AP and its own card. It does not fight. It can carry the fallen, hold a door open, pin a big hunter by wrapping itself round it (and come apart doing it), breathe for someone short of air once authorised, open purge banks, and do the jobs at panels only it can reach. See The Crew chapter.



CHAPTER 8

WOUNDS, HEALTH AND STRESS

HIT POINTS

A crew member has 10 hit points plus two for every point of Body. Damage takes hit points away. At 0 they are **down**; at minus half their maximum they are **dead** outright.



The journal: quests, rules, logs, marks, crew and map tabs.

Each blow also lands somewhere on the body, and a hard enough one leaves trauma behind: bleeding, a broken bone, a tissue node. Air, cold, infection and stress wear at the crew too. Keep an eye on the four bars on each card (hit points, stamina, stress, air) and on the condition tags under them.

When someone is hit for 3 or more, they may cry out in pain, a noise of 4 that carries. The higher their Nerve, the more likely they keep quiet.

WHERE BLOWS LAND

ATTACK	HEAD	TORSO	EACH ARM	LEGS
Most attacks	12%	40%	13%	22%
Low things (swarms, floor things, things in grates)	2%	18%	8%	64%
Big things (brutes, guardians)	24%	44%	12%	8%

Falls always land on the legs. Some traps go for the torso.

ARMOUR

Worn armour protects the parts it covers: a rigger's jacket the torso and both arms, a salvage helmet the head. James's security vest gives his torso 1 point of its own. Each point of armour on the part that is hit takes 1 off a physical blow, but never below 1 damage. Armour does nothing against suffocation, cold, fire, burns, acid, gas, spores, blood loss or sepsis. The status window shows the armour on each part.

BODY PARTS

Damage is also counted against the part it lands on. Each part can soak a share of the maximum hit points before it fails: the head 28%, the torso 50% (James 62.5%), each arm 30%, the legs 45%. The share used shows as the part's state:

STATE	WOUND	
OK	none	
BRUISED	under 35%	no effect yet
HURT	35% or more	the effects below start
BROKEN	70% or more	crippled

PART	HURT	BROKEN
Head	Aim -1 (-2.5% to hit), Perception -3	Aim -3 (-7.5% to hit), Perception -3
Right arm	Aim -1, melee damage -1	Aim -4 (-10% to hit), melee damage -2
Left arm	none	Aim -1
Torso	stamina recovers at 70%	stamina at 70%, melee damage -1
Legs	every step +3 ticks	every step +8 ticks, cannot run

Treatment closes the worst part wounds (see Medical treatment); a night in a base bed with Elena about closes them all.

TRAUMA

TRAUMA	HOW YOU GET IT	WHAT IT DOES	CURE
Bleeding (BLD)	30% of creature blows of 4 or more; blades always	1 hit point every 2 seconds, and infection creeps up	Med kit or skin stapler
Fracture (FRX)	25% of creature blows of 8 or more; a fall that does more than 6	Every step +8 ticks	Splint
Tissue node (NOD)	60% of blows from creatures that infect	Infection climbs fast and keeps coming back	Skin stapler (cut it out) or antidote (burn it out)

A fracture in the head or torso turns into bleeding instead. An open wound (WND) feeds the infection the same way bleeding does; the skin stapler or a med kit closes it.

INFECTION

Infection runs from 0 to 100%. It climbs slowly while bleeding, faster with an open wound, very fast with a tissue node (about 1.6% a second), and by 6% every time a spore cloud catches someone without a mask. Over 15% the INF tag shows. Over 70% it is **sepsis** (SEP): a hit point every three seconds until it is brought down.

Antibiotics knock infection down by 50% (60% in Elena's hands); so does an antidote (75% for Elena), which also burns out a tissue node. Treat the source too: while the bleeding, the wound or the node is still there, the infection comes back, and the game says so when you treat it.

MEDICAL TREATMENT

ITEM	HEALS	CURES	NOTES
Med kit	12	bleeding, open wound; brings back someone who is down	The only thing that gets a downed crew member up: a quarter of their hit points, plus the healing. Stacks of 3.
Skin stapler	6	bleeding, open wound, tissue node	Uses one pack of Staples per treatment; with none, it does nothing. Not used up. Also a desperate melee weapon.
Splint	2	fracture	Closes wounds on arms and legs only. Stacks of 3.
Antibiotics	0	infection -50%	Stacks of 4.
Antidote	2	infection -50%, tissue node	Stacks of 4.

Who treats matters. The healing is multiplied by 1 + Medicine/20, and Elena, the medic, multiplies it again by the item's medic bonus (x2 for a med kit or stapler, x1.5 for a splint or antidote, x1.2 for antibiotics). A med kit in Marcus's hands heals 16; in Elena's, 46. After healing, a treatment also closes wounds on the worst-hurt parts (a splint only on the limbs), and Elena closes half as much again. Every treatment lowers the patient's stress a little and gives the one treating practice in Medicine.

How to treat:

- With the item in hand, face a crewmate and press Space; with nobody in front, you treat yourself.
- With the item in hand, click a crewmate (or Right click them): the character walks over and treats them.
- Drag the item from the inventory onto a hurt crewmate's card: the owner walks over and treats them.
- Right click the item in your own inventory: treat yourself.

Treating takes 60 ticks (12 AP in combat) and the patient must be next to you. If there is nothing the item can do, the game says the patient doesn't need it and nothing is used up.

STUNNED, HELD AND NETTED

- **Stunned (STN):** cannot act for a moment. Panic does it (see Stress).
- **Held (HLD):** something has a crew member and they cannot move. It lets go after a few seconds, or when it dies.
- **Netted (NET):** tangled in a mucous net, cannot move, and struggling is loud. A crewmate facing them can tear them out with F, or the net can be attacked.

STRESS AND FEAR

Stress runs from 0 to 100 (the violet bar). Every half second it is nudged up or down by where the crew member stands:

RAISES STRESS	LOWERS STRESS
Standing in the dark	Company within two cells (MEND counts)
Being alone	Good light
Being near a choir form	Standing beside a shrine (strongly); using a shrine (−20 at once)
Marcus, alone in a long silence	

Things that happen add to it: every hit (2 per point of damage, up to 20), the first time a creature notices them (8), being netted (15), a crewmate's death (30 to everyone). Things you do take it away: using a shrine (20), a food bar (8), being treated (6), resting in a base bed (50), arriving at a base (30). High Nerve slows the rise; Hadi's stress builds a quarter slower than anyone's.

What stress does:

- **Over 70:** -10% to hit.
- **Tremor:** James shakes under any stress (one point of tremor for every 18 points of stress); everyone else starts shaking over 75. Each point of tremor costs 2.5% to hit, 4.5% with a ranged weapon.
- **Panic:** above a threshold of 40 + 2.5 x Nerve (Marcus 70, Elena 80, Yuki 72.5, James 62.5) there is a small chance every half second that they panic: a scream (a noise of 7) and a second stunned.

STAMINA

Stamina (the amber bar) drains while running and with heavy work: a melee swing costs 6, a pipe double shot 4, a jump 15, a shove 8. Without 15 nobody jumps; without 8 nobody shoves. Under 15 every step is slower. It recovers faster standing still than walking; more slowly for Elena, and for anyone with a hurt torso.

RESTING

Beds in the bases let a crew member sleep for a few hours (use the bed). They wake with full hit points, stamina and air, warm, with 50 less stress and the bleeding stopped. If Elena is with the party or waiting at the base, she sets what needs setting: every trauma is cured, infection drops by 60% and every part wound closes. Without her, part wounds only shrink to 40%.

DOWN AND DYING

At 0 hit points a crew member is **down**. Their card says DOWN and they cannot act. They bleed out over **60 seconds of the ark's time**; in combat that clock only runs while the ark runs, in the enemy turns. Blows that take them past minus half their maximum hit points kill them sooner.

- Creatures prefer someone still on their feet, but they still hit the fallen (for half damage).
- **A med kit** brings them back at a quarter of their hit points.
- **MEND** beside a downed crewmate holds their bleeding-out back, and can **carry** them (CARRY with MEND in hand). A carried crewmate goes where MEND goes and does not bleed out.

Death. Everything the dead were carrying falls to the deck where they lie, and everyone else takes 30 stress. If every crew member is dead, the game is over.

PULLING THROUGH, AND THE RESERVES

On **Story** the dead pull through: at the start of the next sector they are back on their feet at half their hit points. On Normal, Hard and Ironman death is permanent, and the only way to fill the place is to wake someone.

Reserve sleepers lie in the pods of the ICU: Sarah Kim the botanist, Hadi, and two others with names and lives of their own from the dream. To wake one, use their pod, then choose to wake them. Waking costs **one med kit and one gel pack (Gel)**, taken from whoever in the party carries them. The newly woken come out at 60% of their hit points, with stress 60 and half their stamina, a headlamp on, and gel in their lungs. A reserve takes the place of a dead crew member at once; with nobody dead they wait at the base on the bench (see Bases, Stash and the Ship Map).



CHAPTER 9

EQUIPMENT

There are no firearms on the ark. What you fight with are tools, and what the last cohorts made from tools. This chapter lists everything the crew can carry, with the numbers the game uses.

CARRYING THINGS

Each person has a **hand** (what they hold and use), a **pack**, and four **worn slots**: head, back, body and feet. The pack starts with eight slots and grows when they are full: weight is the only limit. Gear only works in its own worn slot. Items keep what is in them when they change hands or hit the floor: a weapon keeps its loaded charges, a mask keeps its filter.

> **WARNING:** The head slot holds one thing. A breath mask, a headlamp and a salvage helmet all go on the head. Mask up, and you have no lamp.

Time in the tables below is given in **ticks** (50 ticks make one second) and in the **action points** it takes from a turn's 20 AP (1 AP is 5 ticks, rounded up).

MELEE WEAPONS

A blow hits the creature in the cell you face, including things living in a wall that face you. Damage is the weapon's value plus the user's Body bonus; a blow from behind does half again as much.

WEAPON	DAMAGE	TIME	NOISE	WEIGHT	NOTES
Fists	1 + Body/6	24 ticks (5 AP)	2	-	Marcus, Elena, Yuki 2; James 3
Pike / lever	6	24 ticks (5 AP)	2.5	2.2 kg	Cuts

WEAPON	DAMAGE	TIME	NOISE	WEIGHT	NOTES
Micro-drill	5	24 ticks (5 AP)	3	0.9 kg	Cuts
Fire axe	9	32 ticks (7 AP)	3.5	2.8 kg	Cuts. Slow, and hits hardest
Warden's hush pike	7	24 ticks (5 AP)	1	2.4 kg	Cuts. Stuns
Weave blade	7	18 ticks (4 AP)	1.5	1.4 kg	Cuts. Fastest and quiet

A **cutting** weapon parts the tether that ties a Woven Husk to its wall (see Creatures of the Ark).

Fire axe. Red head, yellow haft, a pick on the back. Behind glass in every corridor once. The heaviest blow you can strike by hand.

Warden's hush pike. A cradle warden's pike, padded at the hook, with a hush coil in the haft. It sings one note into what it hits, and the thing stops to listen: stunned for 140 ticks (nearly three seconds), and longer (by 60%) for creatures that move to a rhythm. The quietest weapon aboard.

Weave blade. A leaf spring from a door motor ground to an edge, with a riveted guard and a woven grip. Quick enough for five blows in one turn.

FIREARMS AND AMMUNITION

WEAPON	DAMAGE	RANGE	TIME	AMMO	NOISE
Harpoon pistol	9	7 cells	30 ticks (6 AP)	1 harpoon a shot	3
Grav spiker	5	5 cells	30 ticks (6 AP)	none	3
Pipe double	16 (falls off)	4 cells	34 ticks (7 AP)	2 loaded, hand-loaded shells	10
Torch flamer	4 + burning	3 cells	28 ticks (6 AP)	6 bursts a gas canister	6

Harpoon pistol (1.6 kg). Aimed shots fly straight at the creature you click, at any angle within range, over low props next to either end. A hit **pins** the creature for 200 ticks (four seconds): it cannot move, though stalkers, swarms and brutes can still strike at anyone next to them. Every harpoon fired lands where it stopped. One stuck in a living creature stays there until the creature dies or moves away; then you can pick it up again. Harpoons stack six to a slot (0.3 kg each).

Grav spiker (2.0 kg). Pins things to surfaces. Lighter damage than the harpoon pistol, but it needs no ammunition at all and its pin lasts 500 ticks (ten seconds).

Pipe double (3.4 kg). Two lengths of hydraulic pipe on a hinge, a door-spring hammer, a stock of riveted plate. The last cohort made it. It fires down the row you face and hits the first thing in line. Damage falls with distance: full 16 at one cell, 12 at two, 8 at three, 6 at four. From the second cell on, the spread also has a 60% chance to catch anything standing beside the line for 40% of that. The spread adds 20% to the chance to hit, and a hit knocks the creature back on its heels briefly. It is the loudest thing you will ever do. After two shots, using it again reloads (40 ticks, 8 AP) with up to two shells from the pack.

Hand-loaded shell (0.1 kg, stack 12). A pipe offcut, a primer from a dead cell, rivet ends for shot. Only James can make them, two at a time; anyone can load them.

Torch flamer (4.2 kg). A cutting torch on a pressure tank. It throws burning gas three cells down a corridor. Every cell it reaches catches fire, along with everything standing in it, and nests in those cells burn. The jet does not miss. A creature it touches takes 4 damage and burns for 360 ticks,

losing 2 more every half second (twice or three times as much for creatures that fear fire). Burning cells hurt the crew too, so do not walk through your own fire. When the tank is empty, using it again fits a new canister (40 ticks, 8 AP).

Gas canister (0.8 kg, stack 4). Digester gas under pressure. Six bursts of the torch flamer.

> **TIP:** Fire, shot and spikes all have their place, but the creatures learn from whatever you kill them with most (see What They Learn). Vary it.

THROWN THINGS

Throwing takes 24 ticks (5 AP) and lands where you aim, over anything lower than a wall. A thrown tool does not miss; it does what it does where it lands.

ITEM	RANGE	EFFECT	NOISE	STACK	WEIGHT
Vac-net	4	Nets the creature in the cell	1.5	1	0.8 kg
Strobe	3	Stuns everything within 2 cells	6	4	0.4 kg
Magnesium block	2	Fire for 30 seconds	2	3	0.6 kg
Clanger	4	A decoy noise	8	4	0.3 kg
Deterrent disc	3	Waste-loop predators avoid the cell for 60 s	1	4	0.3 kg
Myco-charge	3	Releases a Myco-bloom	2	1	0.7 kg

Vac-net. A creature under the net is held for 360 ticks (just over seven seconds). A netted creature does nothing at all: it cannot move or strike.

Strobe. Stuns every creature within two cells of where it lands for 160 ticks (just over three seconds); Crib Swarms are stunned twice as long, Flock-forms 1.4 times as long. Creatures that move to a rhythm also take 4 damage. Three strobes in the eyes of a certain large hunter will blind it. Loud and bright.

Magnesium block. Burns white-hot for half a minute. A creature in the cell takes 6 damage and burns for 300 ticks; creatures weak to fire take more. It sets alight any nest in the cell or the one beyond. It burns crowns.

Clanger. A decoy: a loud clang where it lands that anything with ears comes to look at. You can pick it up again afterwards.

Junk. Anything light that is not a tool (up to 1.2 kg: scrap, salts, parts, spare harpoons) can be thrown up to five cells as a lure. It clatters where it lands, louder the heavier it is, and stays there.

Deterrent disc. A chemical cell: the ossivores (the waste-loop predators) will not step into it for a minute.

Myco-charge. Dangerous spores; Sarah grows them at a full bench. Where it lands a Myco-bloom grows and drifts for 30 seconds. Every creature that breathes beside it (machines aside) takes 3 damage a strike, and any crew member beside it without a mask is hurt and infected. Masks and the antidote before you throw it.

SPRAYS AND CHARGES

A spray works on the cell you face (and a little around it, for some). Using one takes 30 ticks (6 AP).

ITEM	USES	REACH	EFFECT	NOISE	WEIGHT
FOAM-CERA-PHAGE	4	Cell in front	Glues, seals, kills some wall things	2	1.2 kg
Synthetic bitter	3	Cell in front	Predators will not cross for 2 minutes	0.5	0.5 kg
Nitrogen cartridge	1 each (stack 4)	1 cell around the front	Cold: slows, erases trails	4	0.7 kg
Overload coil	1	1 cell around the front	20 damage and a long stun	8	1.4 kg
Carbonate mist	1	2 cells around the front	10 damage to all	2	1.0 kg

FOAM-CERA-PHAGE. Ceramic foam. Sprayed on a creature, it glues it in place for 450 ticks (nine seconds). Sprayed on a Seam Mouth, a Gasket Choir or a Lullaby Mimic's duct, it seals the thing in ceramic and kills it. Sprayed on a seam or a breach, it fills it. It also holds a Sphincter Door open.

Synthetic bitter. Sarah's recipe. Paint a doorway and the ossivores won't cross it, for two minutes. Until they learn.

Nitrogen cartridge. A liquid-nitrogen purge in a three-by-three patch. Cold wipes heat trails off the deck (warm footprints stop being laid there while it lasts), slows creatures for eight seconds, and badly hurts the few that hate cold (Crib Swarm, Vent Eel, Seam Mouth, Flock-form). It does not kill most things. Crew standing in it get cold too.

Overload coil. A huge flash. Every creature within one cell of the target is stunned for four seconds and takes 20 damage, which counts as fire. One time in five the coil kicks back and hurts the user for 6.

Carbonate mist. Elena's mist. 10 damage to every creature within two cells of the target.

DOORS AND GAPS

ITEM	USE	WEIGHT
Ladder	Bridge a gap, jam a door, jam a blade	3.0 kg
Door brace	Hold a door against forcing	1.5 kg
Rivet gun	Rivet a door shut	2.0 kg

All three work on the door or gap in front, and take 40 ticks (8 AP). An open door is pulled shut first.

Ladder. "If the door eats you, jam it with the ladder." Jammed into a door, it holds it like a brace. Laid across a one-cell gap with no floor, it makes a bridge; take it back by interacting with the bridge. Jammed into a Scythe Lip's hinge, it stops the blade for good.

Door brace. Holds a door shut against creatures that force doors and against the counterlanguage. Only the heaviest creatures grind through a brace, and it takes them a while. Use the braced door again to pull the brace (or ladder) back out.

Pike / lever. The pike braces a door too. With no creature in front of you, use the pike on a closed (or open) door: it is wedged across the frame and holds exactly like a door brace. Use the door again to pull the pike back out. Locked and riveted doors cannot be braced.

Rivet gun. Rivets a door shut permanently, as far as the creatures are concerned. The gun is not used up. Rivets can be drilled out again by using the door twice: it takes several seconds and the whole deck hears it.

LIGHTS AND SIGHT

Headlamp (head, 0.3 kg). A cone of white light. H toggles it. Light is seen: hunters that use their eyes see a lit crew member at full range and a dark one at about half.

Salvage helmet (head, 0.9 kg). A hard hat with a lamp. One point of armour on the head, and a headlamp in the same slot.

UV silencer lantern (hand, 1.0 kg). Switch it on in the hand: a violet cone that makes hidden marks bloom on walls and floors. It shows the pheromone roads a Pathwright lays, and tells your own chalk marks from forgeries. The bone-eaters (the Ossivores) cannot take it: one caught in the cone, within 5 cells in front of the bearer and in sight, flinches and stops for 45 ticks with its eye-pits clenched. Each creature flinches at most once every 300 ticks (six seconds).

IR map projector (hand, 0.7 kg). Heat vision in this view. Warm bodies glow, things hiding in walls and under grates show, and the heat trails footsteps leave are drawn (on the automap as well). It works only while held: put it away and it switches off.

Chalk (0.05 kg). For marks on the walls. X paints one.

WORN GEAR

ITEM	SLOT	EFFECT	WEIGHT
Thermal cloak	Back	Heat signature -0.5; warmth 0.4	1.0 kg
Salvage pack	Back	Carry 8 kg more	1.4 kg
Rigger's jacket	Body	Warmth 0.6; armour 1 on torso and both arms	1.6 kg
Work coveralls	Body	Carry 5 kg more	1.2 kg
Plate vest	Body	Armour 2 on the torso; steps 30% louder	3.4 kg
Padded boots	Feet	Halves step noise	0.8 kg
Breath mask	Head	Filtered air (needs filters)	0.6 kg
Headlamp	Head	Lamp	0.3 kg
Salvage helmet	Head	Lamp; armour 1 on the head	0.9 kg

Armour takes its value off every physical blow that lands on a covered part, never below 1. It does nothing against bad air, cold, fire, spores or bleeding.

Warmth from all worn gear adds up (to a limit of 0.9) and slows how fast cold gets into you on frozen decks.

Thermal cloak. A crew member's body heat is what most predators hunt. The cloak cuts it so far that a cloaked crew member at rest is a faint smudge: heat-hunters have to come within half their usual distance or closer to notice, and the wall mouths that open for warmth stay shut. Running, burning or carrying fresh injuries warms you up again.

Padded boots also halve how much your footsteps shake the deck, which matters to the creatures that hunt by vibration. The **plate vest** does the opposite.

MASKS AND FILTERS

Breath mask. Extends time in thin and foul air. A mask comes **empty**: it needs a filter.

Mask filter (0.1 kg, stack 6). The filter lives in the mask. Using one with a mask on screws it in; a fresh filter replaces the old one (it does not add up), and one that is still at 95% or better is left alone. When a filter runs out in bad air, the wearer fits a spare from the pack by themselves and says so. Hand the mask to someone else and the filter goes with it.

While a filter lasts, the wearer's air does not drop. In thin air a full filter lasts about two minutes; in really foul air about forty seconds. Without a mask (or with a spent one) the crew lose air quickly in bad air, slow down, and then start to suffocate.

MEDICAL SUPPLIES

Treatment works on the crewmate you face, or on yourself, or on whoever you drop it on. It takes 60 ticks (12 AP). Healing scales with the user's Medicine (a fifth more at Medicine 4, nearly double at 18), and Elena multiplies it again by the item's medic bonus. Treatment also closes the worst body-part wound first.

ITEM	HEALS	CURES	MEDIC BONUS	STACK	WEIGHT
Skin stapler	6	Bleeding, open wounds, tissue nodes	x2	1	0.5 kg
Med kit	12	Bleeding (and the wound with it), brings back the downed	x2	3	0.8 kg
Splint	2	Fracture; closes wounds on limbs	x1.5	3	0.3 kg
Antibiotics	0	Infection -50	x1.2	4	0.1 kg
Antidote	2	Infection -50, tissue nodes	x1.5	4	0.1 kg

Skin stapler. Closes deep wounds and cuts out tissue nodes. It needs **staples** (0.1 kg, stack 20): one is used each time it does something. With no staples it does nothing at all. The stapler itself is never used up.

Med kit. Field dressing, sealant, painkiller. The only item that brings a downed crew member back to their feet: they get up at a quarter of their health, and the kit's healing goes on top.

Splint. Sets a fracture. The wound it closes is on an arm or the legs, never the head or torso.

Antibiotics. "Expired" by date. Only decades old. They knock infection back by half, but the infection comes back while its source is still there: a bleed, an open wound, or a tissue node. The game tells you which.

> **WARNING:** A tissue node keeps pushing infection up whatever antibiotics you give. Cut it out with the skin stapler, or burn it out with the antidote.

Antidote. Sarah's counter-culture for the myco spores. It also burns out a tissue node.

FOOD

Food bar (0.2 kg, stack 6). From the printer pantry. Tastes of nothing. Eating one takes 40 ticks (8 AP) and gives back 40 stamina and eases stress by 8.

Salt. Coarse sea salt. Taste it.

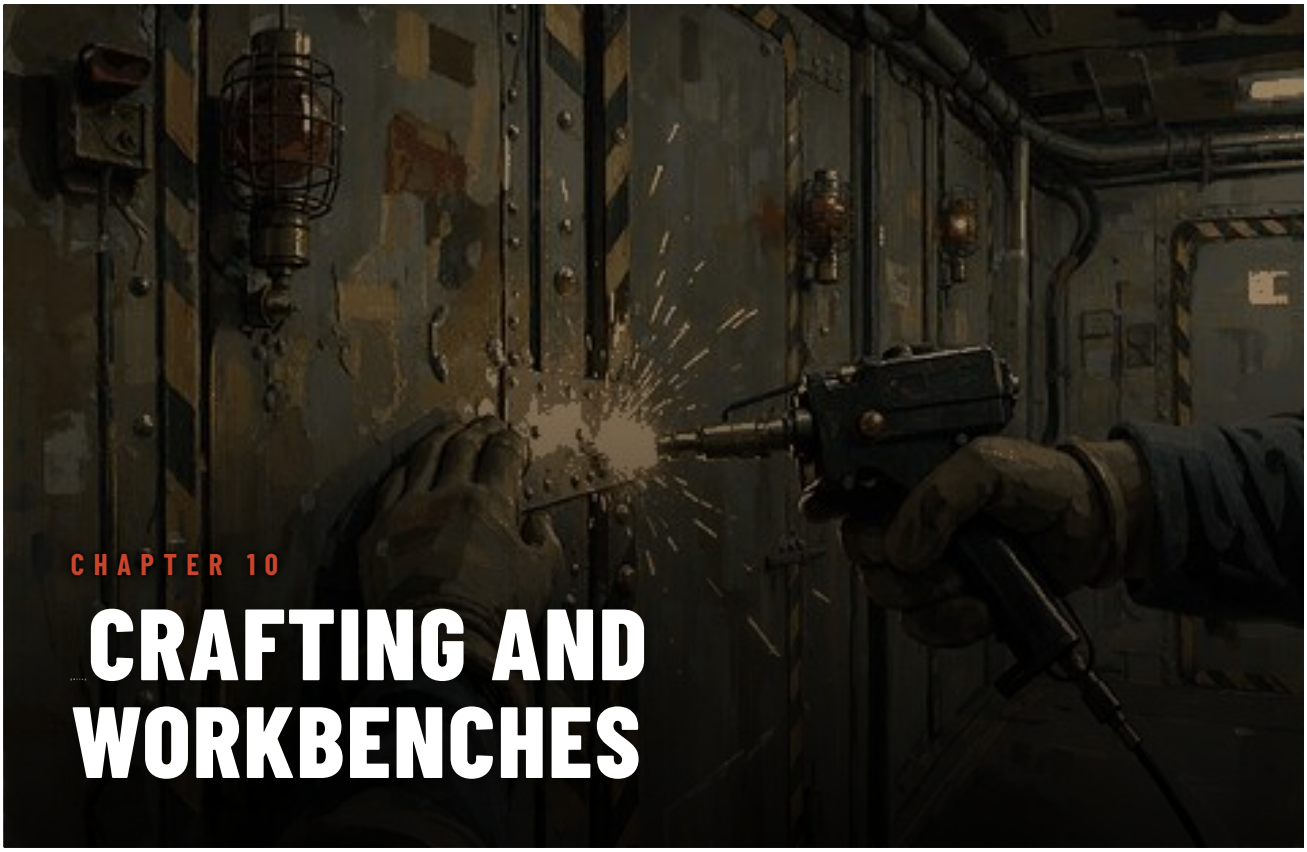
KEYS AND QUEST ITEMS

Tags, cards and coins, a manual, a scratched washer, keepsakes from the dream and from the cohorts: these are keys. They weigh next to nothing and sit in the pack until the right place asks for them. Glyph coins are read at glyph panels. Using a key item where nothing wants it just reads it to you.

CRAFTING MATERIALS

MATERIAL	DESCRIPTION	STACK	WEIGHT
Scrap	Metal. Useful.	8	0.5 kg
Cable	Scavenged, polymer-coated	6	0.4 kg
Polymer-free cable	Clean copper. The polymer will not eat it.	6	0.4 kg
Lens	Optical salvage	6	0.1 kg
Power cell	Still holds a charge	6	0.4 kg
Gel	Pod gel: warm, thick, it fed someone for a lifetime	6	0.3 kg
Salts	From the waste loop	6	0.2 kg

Parts turn up in lockers, cabinets, carts and shelves everywhere. Every creature of threat 2 or more leaves scrap or salts where it dies.



CHAPTER 10

CRAFTING AND WORKBENCHES

The ark is full of benches. What you can make depends on the bench, and on who is standing at it.

THE BENCHES

- **Workbench (basic).** In workshops and maintenance rooms all over the ship, and at the ICU base.
- **Full bench.** Rarer: the enclave workshop has one, and a few other sectors do. A full bench makes everything a basic one can, and more.

Interact with a bench to open the crafting list. The crew member who opened it is the **crafter**: recipes marked for one person only work when that person is at the bench. Parts are **pooled**: the bench takes them from the whole living party, not just the crafter. A recipe you can make right now is listed bright, with its parts in green. Making something is a little noisy, and gives the crafter 3 points of Tech practice.

RECIPES

MAKES	CRAFTER	BENCH	PARTS
Padded boots	Anyone	Basic	1 scrap, 1 gel
Clanger	Anyone	Basic	2 scrap
Vac-net	Anyone	Basic	3 cable
Mask filter	Anyone	Basic	1 salts
Splint	Anyone	Basic	1 scrap, 1 cable
Strobe	Yuki	Basic	1 power cell, 1 lens

MAKES	CRAFTER	BENCH	PARTS
UV silencer lantern	Yuki	Basic	1 power cell, 2 lens, 1 polymer-free cable
Thermal cloak	Yuki	Basic	2 gel, 1 polymer-free cable
Plate vest	Anyone	Full	3 scrap, 2 cable
Door brace	Anyone	Full	3 scrap
Harpoon	Anyone	Full	2 scrap
Deterrent disc	Anyone	Full	2 salts
Overload coil	Yuki	Full	2 power cells, 2 polymer-free cable
Magnesium block	Yuki	Full	2 salts, 1 power cell
Gas canister	Yuki	Full	2 gel, 1 power cell
Nitrogen cartridge	Yuki	Full	1 power cell, 1 gel
Hand-loaded shell (makes 2)	James	Full	1 scrap, 1 salts
Carbonate mist	Elena	Full	2 salts, 1 gel
Synthetic bitter	Sarah	Full	1 salts, 1 gel
Antidote	Sarah	Full	1 salts, 1 gel
Myco-charge	Sarah	Full	2 gel, 1 scrap

WHAT TO MAKE

- **Mask filters are one salts each.** Never walk into a foul sector without spares.
- **Thermal cloaks** are the best defence in the game against the heat hunters, and need only gel and clean cable. Make one for whoever leads.
- **Strobes** are cheap and stop almost anything for three seconds. Keep a few on Yuki and James.
- **Clangers** cost two scrap and buy you a corridor.
- **Power cells** go into six of Yuki's recipes. Do not throw them as junk.
- **Gel** goes into seven recipes and into every waking of a reserve sleeper. Pick up every pack you see.
- At a full bench, James turns one scrap and one salts into two shells. Keep him supplied if you carry the pipe double.

> **NOTE:** If the crafter a recipe needs is dead, that recipe is gone. Losing Yuki costs you every gadget in the game.



CHAPTER 11

CREATURES OF THE ARK

The waste loop has been closed for a million years, and it has grown a biology out of polymer, scrap and salt. Maintenance colonies have taken on a life of their own. Dead AI heuristics still give orders. The last cohort met all of it, and their notes are written on the walls you walk past.

This bestiary covers every kind of creature you can meet. Once a kind has been seen, looking at one tells you what is known to work against it.

READING THE ENTRIES

- **HP** is the creature's health at base. Multiply by 0.75 on Story, 1.15 on Normal and 1.35 on Hard and Ironman.
- **Damage** is the base value of one strike. Each hit lands at 70% to 130% of it, scaled by difficulty (0.6 Story, 1 Normal, 1.3 Hard and Ironman), minus armour on the part it hits. Yuki takes 20% more; someone already down takes half.
- **Step** is how many ticks one step takes (50 ticks are one second; the enemy's turn lasts 100 ticks). Lower is faster. For comparison, the crew walk at 12, run at 7 and sneak at 20. A dash means it does not move.
- **Strikes** come every 60 ticks (1.2 seconds) unless the entry says otherwise.
- **Senses:** H heat, N noise, V vibration, S sight, R rhythm, P pheromone.
- **Threat** runs from 1 to 5.

HOW THEY FIND YOU

Heat. Most predators see body heat, in line of sight, out to six cells at base (further on Normal, further again on Hard). Big bodies are warmer; running, burning and fresh injuries make anyone warmer; a thermal cloak cools you down a long way, and being chilled helps a little. When a heat-hunter loses sight of you, it follows the warm trail your feet left on the deck. Nitrogen wipes the trail.

Noise. A noise loses one point of loudness for every open cell it crosses; a closed door takes three and a half more. It runs along the ship's pipes almost without loss, so a door slammed by a pipe junction can be heard a long way off. A creature that hears it comes to the spot and casts about before giving up.

Vibration. Only while you move. How hard your step shakes the deck depends on the floor, on your pace (sneaking cuts it to less than half, running nearly doubles it) and on your boots. Stand still and a vibration-hunter loses you.

Sight. A forward cone, in line of sight. A lit crew member is seen at full range, a dark one at about half.

Rhythm. The ship has a pump beat. Creatures that keep it notice anything that moves close to them off the beat.

Scent. Pheromone-hunters (the Pathwright, the Prywright) smell anyone within four cells, round corners and through grilles: no light or line of sight needed, and sneaking does not help. Anyone treading a Pathwright's pheromone road is smelled from much further off. UV shows the roads: step around them.

Too close. On Normal and harder, anything with senses notices a crew member in the open within a few cells, whatever it hunts by. Sneaking halves that distance.

HOW THEY FIGHT

- Hunters close in and strike whoever they are after; a crew member who is down is less interesting than one still moving. Creatures that hunt in groups prefer whoever is standing alone.
- **Wounds.** A strike of 4 or more may start bleeding; a strike of 8 or more may break a limb. Some creatures plant tissue nodes in the wound.
- **The pack notices.** A dying creature cries out (a loud noise). Any roamer that saw it die within eight cells, or any of its own kind within ten, turns on the killer if it can see them, or comes to where it fell. Wounding one rouses those of its kind that see it.
- **Fleeing.** Some creatures break and run when hurt. A creature that gets clear recovers a little and goes back to its rounds.
- **Doors.** Only some creatures open doors. Heavy ones grind through braces and force locks. Nothing forces a riveted door or a door the ship has locked.

THE OSSIVORE LINE

Predators from the waste loop: polymer exudate skin, cartilage plates riveted with scrap, heat-hoarding blood, wire-whisker fans, a mouth that unzips from hip to chest. Synthetic bitter and deterrent discs keep this family, and only this family, out of a cell.

CREATURE	HP	DAMAGE	STEP	SENSES	THREAT
Whisker Scout	8	3	16	H V	1
Crib Swarm	14	2	14	H N	1
Lullaby Mimic	26	4	30	N	3
Crate-back Prywright	18	4	22	H P	2
Vent Eel	12	5	-	V H	2
Rafter Manta	14	4	18	H S	2
Rasp-maw Brute	48	9	34	H N	4
Seeder	20	3	24	H	3
Battery Bloater	12	2	36	H	2
Plate-listener	22	6	18	V	3
Pheromone Pathwright	10	2	20	P	2
The Guardian	120	14	26	H V N	5
The Blind Guardian	100	14	18	V N R	5

WHISKER SCOUT

A small, quick stalker that runs along cable trays. It is weak and it flees when it has lost half its health, but it is dangerous anyway: the first time it hunts someone, it **reports**. You hear tapping in the walls, three-two-one, and every hunter within twelve cells comes to look. Kill it before it taps, or do not let it see you. Cloaks keep it off you; a harpoon at range is the clean answer.

CRIB SWARM

Small young ossivores that come in numbers and bite low, at the legs. They strike twice as often as most things (every 30 ticks) and go for whoever is standing apart from the others. An unburnt nest splits open when someone comes within two cells, and a Crib Swarm comes out of it. They hate cold (nitrogen does 10 damage) and strobes stun them twice as long. Stay together; foam, strobe, nitrogen.

LULLABY MIMIC

It lives in the ducts, in the wall, and plays back voices it has heard. When someone stands alone at its duct mouth (or now and then even when not alone) it strikes and **holds** them for three seconds. Cold does not slow it. Ceramic foam in its duct mouth seals it in and kills it. Somewhere, one has a whole network of mouths and moves between them; foam them one by one until it has nowhere left to go. Don't follow voices.

CRATE-BACK PRYWRIGHT

Plated with cargo panels. It bridges door contacts with salty saliva: it **opens doors**, and when the counterlanguage is active it pings nearby doors into answering to it. Rivet the doors you need shut, and kill it at the door.

VENT EEL

Eel-thin and plated, it waits under a floor grate. It strikes at anyone who stands on its grate or next to it and has moved recently, stays up for about a second and a half (when it can be hit), then sinks back and waits six seconds before it can strike again. While it is sunk back, nothing touches it except nitrogen, which does 15 damage. Heat vision shows it under the grate. One strike every 370 ticks or so: up for about 72, sunk for 300.

RAFTER MANTA

It clings to the ceiling of big halls and drops on whoever passes close beneath, hitting harder than usual on the drop (one and a fifth times its damage). A lit headlamp pointed at it from within three cells will usually keep it up there. Once down, it hunts like any other. Look up; nets.

RASP-MAW BRUTE

Heavy, slow, and it hits high: head and shoulders. Its burr-plate jaws grind through door braces and force locked doors. Strikes every 80 ticks for 9. Avoid it if you can. If you can't: a strobe, then a harpoon pin, or MEND's hold.

SEEDER

Every hit it lands may plant a **tissue node** in the wound (a three-in-five chance). A node keeps pushing infection up until someone cuts it out with the stapler or burns it out with the antidote, and every node feeds MEND's warmth. Treat fast. Burn the nests.

BATTERY BLOATER

Bloated with electrolyte, slow on its feet. When it dies it bursts, and the arc shocks every crew member next to it for 4. Kill it at range.

PLATE-LISTENER

A blind hunter of footsteps. It senses nothing but the deck shaking, so it only finds you while you move, and finds you best on loud metal floors. Stand still and it loses you. Sneak, wear padded boots, keep off plate floors, and throw clangers to send it the other way.

PHEROMONE PATHWRIGHT

It does not fight much. It runs from anyone it finds, and from any wound. It hunts by **scent**: it smells anyone within four cells, round corners and through grilles, without light or line of sight, and anyone who treads its own pheromone roads from twice its sight range. While it wanders it paints pheromone roads, and forges copies of your chalk marks next to the real ones. Only UV light shows the roads and tells a forgery from your own mark. Kill it to stop the forgeries.

THE GUARDIAN

A horse-sized apex predator with door motors grafted on as limbs, a fibre-optic crown and pulsing saccules. Nothing shows brighter in heat vision. It opens doors, grinds through braces, and every nine seconds or so it moves a door in its sector on its own. Strikes every 70 ticks for 14, high.

While its **crown** is whole, it shrugs off most of every wound (only three tenths of the damage gets through). Fire burns the crown: magnesium, the overload coil, the torch flamer and burning all count, and 40 points of it burn the crown out. After that it takes full damage. Or blind it: three strobes going off within two cells of it, and it is blind and runs. (Once the crown is burnt out, strobes no longer blind it.) Rule of the last cohort: burn the crown completely, or blind it and run. MEND can pin it for a few seconds at a time.

THE BLIND GUARDIAN

What comes back blind. It hunts by vibration, sound and rhythm, faster than before. Silence, decoys off the beat, and the cold.

THE LIVING POLYMER

The ship eats its scars. These things are part of the walls and floors and mostly do not move. Several hide as honest-looking seams or as traps: inspect walls and doorways before you lean on them or step through.

CREATURE	HP	DAMAGE	STEP	SENSES	THREAT
Seam Mouth	16	5	-	H	2
Scythe Lip	14	11	-	V	3
Net Curtain	10	1	-	V	2
Reef Polyp	18	3	-	H	2
Woven Husk	22	5	30	H N	3
Sphincter Door	30	6	-	H	2

SEAM MOUTH

A seam in the wall that is a mouth. When someone warm stands in front of it, it creaks once (a short warning) and bites. A fingertip search shows the lie. Foam seals it dead; cold hurts it badly (10 damage from nitrogen). A cloaked crew member at rest is too cool for it to bother with. Strikes every 55 ticks.

SCYTHE LIP

A hinged polymer blade cocked in a doorway. It cuts whoever moves through its cell: 11 at base to the torso, and the cut always bleeds. Then it needs 2.4 seconds (120 ticks) before it can swing again. Jam it with a ladder and it never moves again.

NET CURTAIN

Mucous strands across a gap, with bones in them as a warning. It catches whoever walks in and holds them fast. A crewmate can tear them out by interacting with them from the next cell; the caught person can hack at it from inside. It burns well (three times the damage from fire). Cut,

burn, or get help.

REEF POLYP

A bone-foam turret. It spits at anyone warm in a straight line along a row or column within four cells, in line of sight, and its spit can plant tissue nodes. Stay out of its lines, or burn it, freeze it, or shoot it from range. It hates cold: nitrogen does 15 damage, and while it is chilled it cannot open to spit. Fires every 90 ticks.

WOVEN HUSK

A dead sleeper woven into the wall and worked like a puppet by the polymer. It wakes when someone warm stands right in front of it, or at a noise nearby, and tears itself out of the wall. While its **tether** to the wall holds, it takes less than half of any damage except fire and cutting blows. One cut (pike, micro-drill, fire axe, hush pike, weave blade) parts the tether. It burns very well (two and a half times the damage from fire).

SPHINCTER DOOR

A living door. It opens for warmth next to it, stays open for about ten seconds, then closes hard on whoever is in it. Cold keeps it shut. Foam keeps it open. Someone wearing a thermal cloak may not be warm enough to open it at all.

THE CHOIRFORMS

Maintenance colonies that took on a life of their own. Mostly hazards that call other things down on you. They keep the pump beat, and being near them wears on the nerves.

CREATURE	HP	DAMAGE	STEP	SENSES	THREAT
Gasket Choir	6	0	-	R N	1
Respirer Mat	20	0	-	R	2
Flock-form	24	4	16	R H	3

GASKET CHOIR

Barnacle colonies in door gaskets. Any noise that reaches it off the beat makes it **sing**: a loud call a moment later, and every hunter within fourteen cells of where your noise came from comes to look. Move on the beat, scrape it off the wall with a blow, or foam it.

RESPIRER MAT

A breathing floor. Step on it off the beat and it exhales: the air three cells across goes foul for ten seconds. Masks, or cross on the beat.

FLOCK-FORM

Many small colony units acting as one body, flowing along the walls. It hunts like a swarm. Break its rhythm: strobes stun it 1.4 times as long (224 ticks) and do 4 damage to it, and the hush pike holds it longer than anything else (322 ticks). Nitrogen hurts it.

MACHINES AND GHOSTS

What is left of the ship's servants: dead heuristics, cameras full of snow, machines the counterlanguage has taken.

CREATURE	HP	DAMAGE	STEP	SENSES	THREAT
Ghost Speaker	6	0	-	none	1
Snow Camera	5	0	-	S	1
Spoofed Riveter	26	6	26	S N	3
Cargo Arm	60	12	-	V	4
Lost MEND	30	6	14	H N	4

GHOST SPEAKER

A fragment of a dead AI heuristic in a wall speaker. Every twelve to eighteen seconds it broadcasts a false MAINT order that opens or shuts a door near it, and scrambles the view of anyone within six cells (snow on the screen, a little off their aim, for eight seconds). Yuki, or anyone with Tech 15, can open it and rewire it: it goes quiet, then says one true thing. Or break it.

SNOW CAMERA

A camera full of snow where faces form. It watches a cone out to five cells. It sees you unless you are sneaking, with your lamp off, somewhere dark. When it sees you, it raises the alarm: a loud noise, and every hunter within sixteen cells comes to where you were. Then it needs six seconds before it can do it again. Break it, or keep out of its cone.

SPOOFED RIVETER

An enclave machine hijacked by the counterlanguage. It hunts, opens doors, and pings doors over to the other side. Stop it first (stun, foam, net or pin), and Yuki, or anyone with Tech 16, can plug into its port and restore its protocol. It is yours again. Otherwise, destroy it.

CARGO ARM

A woken cargo staging arm with a huge reach: it strikes anyone within two cells, diagonals included, who has moved in the last moment. Hits hard (12 at base, every 80 ticks). Stand still, or keep out of its reach. Its control box is in a console, not on the arm. Cut its power, or use it against them.

LOST MEND

One of the enclave's machines, warm all the way through. It is fast, opens doors, and pings doors over to the counterlanguage. Its presence near your own MEND makes MEND warmer. Close it. A warning about our MEND.

OTHERS

CREATURE	HP	DAMAGE	STEP	SENSES	THREAT
Wrong-woken Podder	14	3	24	S N	2

CREATURE	HP	DAMAGE	STEP	SENSES	THREAT
Myco-bloom	12	2	40	H	2

WRONG-WOKEN PODDER

A sleeper whose pod opened out of sequence, mad from the simulation. When it notices you, it either begs (and does no harm) or attacks: about even odds. Elena, Marcus, or anyone with Nerve 15 can talk it down; it calms, and stays calm. Anyone else only makes it scream. Or fight it.

MYCO-BLOOM

A drifting cloud of spores. Almost every second it hurts anyone next to it who is not wearing a mask (2 damage) and pushes their infection up. It wanders with the air. A bloom from a myco-charge dies away after 30 seconds. Antidote, masks, fire (three times the damage), airflow.

HOLDING THEM OFF

What the crew's tools do to a creature, in seconds. The enemy turn lasts two seconds.

EFFECT	FROM	HOW LONG	WHAT IT DOES
Stunned	Strobe	3.2 s (x2 for Crib Swarm, x1.4 for Flock-form)	Does nothing
Stunned	Hush pike	2.8 s (6.4 s for rhythm-keepers)	Does nothing
Stunned	Overload coil	4 s	Does nothing
Glued	Foam	9 s	Does nothing
Netted	Vac-net	7.2 s	Does nothing
Pinned	Harpoon / grav spiker	4 s / 10 s	Cannot move; stalkers, swarms and brutes still strike
Pinned	MEND's hold	2.4 s at a time	Cannot move or strike
Chilled	Nitrogen	8 s	Moves much slower
Burning	Flamer / magnesium	7.2 s / 6 s	2 damage every half second

A door that closes on a creature does 12 damage to it.

WHAT THEY LEARN

The last cohort's third rule: they learn, so we must learn faster.

The ship keeps a hidden tally of how the crew win. Every kill counts for the tactic that made it. Each time a hunter loses track of you, a third of a point goes to stealth. When any tactic reaches **six** points, the creatures of the **next sector** come ready for it, and stay that way for the rest of the campaign: a lesson is learned once and never changes again. The journal records what you have noticed.

TACTIC	THEY LEARN	WHAT CHANGES
Nitrogen	"They have learned to wait out the cold."	Cold slows them far less, for less time, and hurts the cold-haters far less

TACTIC	THEY LEARN	WHAT CHANGES
Door crushes	"They bridge door contacts with saliva. Our doors open for them."	Stalkers, swarms and brutes open doors
Harpoons and spikes	"Plated fronts. A harpoon bites less and barely holds them: they tear free and come on."	Harpoons, spikes and shot do 40% less; pins last about a fifth as long, and they strike again at once
Stealth	"Whisker-fan sweeps. Sentinels in the pipes."	Heat-sensing creatures see half again as far
Melee	"Thicker plates: our blows bite less, and they strike back the moment they are hit."	Melee does 30% less; stalkers, swarms and brutes **riposte** at once when struck in melee (unless stunned, glued or netted)
Strobes	"They shut their eyes at the tick of a strobe."	Strobe and hush-pike stuns last half as long
Foam	"They chew through foam faster."	Foam glue lasts half as long
UV	"They come with their eye-pits closed now, and from behind."	The UV lantern no longer makes the Ossivores flinch
Bitter	"Bitter no longer stops them. Some follow our bitter marks."	Synthetic bitter and deterrent discs no longer turn the Ossivores back
Fire	"They keep out of the fire now, and circle a flamer to come at its bearer from the side."	They avoid burning cells, never walk into the face of a loaded flamer close by (they **flank** its bearer), and take 30% less from fire

UV and bitter are learned without a kill: every flinch in the UV cone counts half a use, and every time a bitter mark turns a creature back counts a quarter. Kills with the pipe double, the carbonate mist and spores teach them nothing. The fire axe, the blades, the drill and the pikes all count as melee; magnesium, the overload coil and the flamer all count as fire.

> **TIP:** Spread your kills across tools. A crew that only ever uses the harpoon will meet plated fronts within a sector or two, and then the harpoon is half a weapon.



CHAPTER 12

BASES, STASH AND THE SHIP MAP

TRAVELLING BETWEEN SECTORS

Each sector has an exit, usually named in the last objective. Walk into it and the sector ends. The game then shows the **ship map**, unless you are leaving a base, in which case you go straight on.

On the ship map:

- **Green squares** are the sectors this run has visited, joined by the dashed route.
- **The pulsing amber ring** is the next sector, with its number and name.
- **Grey dots** are uncharted. Hover over one for `uncharted`, or for the name of a sector you know.
- **THEY HAVE LEARNED:** lines in red, when the creatures ahead have adapted to the way you fight (see Combat).
- The transition text tells you how the crew got there.

Press Enter (any key but B, or a click) to go on to the next sector. When a base is open to you, B goes back to base first.

THE BASES

Two places in the ark can be made safe enough to live in. The **ICU** becomes a base once you have been through the Triage Bays and the ICU; the **Enclave** once you have been through the Enclave Weave. After that, the ship map offers `B: back to base` between sectors; with both open it offers the Enclave.

Arriving at a base heals everyone to full hit points and takes 30 off their stress. It is also a checkpoint. When you are done, the east door leads on, and the crew go straight to the sector they were heading for.

	THE ICU	THE ENCLAVE
Beds (rest: see Wounds, Health and Stress)	yes	yes
Stash locker	yes	yes
Roster terminal	yes	yes, in the dormitory
Workbench (basic crafting)	yes	yes
Full bench (full crafting)		yes
Reserve pods	yes	
Shrine, map table, archive		yes

Crafting and what the benches make are in the Equipment chapter.

THE STASH

Each base has a stash locker. Use it, or stand beside it and open the inventory: the strip on the right of the inventory window becomes the **STASH**, and its OPEN key (or using the locker) opens the full stash window. There:

- the left side shows the selected crew member's hand, worn gear and pack; buttons along the top switch to another crew member standing at the stash;
- the middle shows the stash itself: no limit on what it holds, and always a free slot at the end;
- the right side describes the item under the pointer.

Drag items between pack and stash; Right click puts an item in the hand or wears it. What is left in the stash stays there from sector to sector and is saved with the game, and the same stash is reached from either base. Only a crew member standing beside the locker can use it.

> **TIP:** Carry what the next sector needs, and leave the rest. Weight slows every step.

THE ROSTER AND THE BENCH

Use a reserve's pod in the ICU and the pod is ready to wake (see Pulling through, and the reserves). The **roster terminal** lists everyone who can join:

- **Wake** a sleeper whose pod is ready (a med kit and a gel pack).
- **Bring someone into the team** from the bench: they replace a crew member of your choice, who then rests at the base, or take the place of one who died.

Whoever rests on the bench stands about the base and can be talked to; they stay safe there until you call them back. Elena on the bench still sets bones for anyone who sleeps in a base bed.

GOING BACK TO BASE

Going to base costs nothing: the next sector waits. It is worth it when the crew are hurt, carrying too much, short of a medic's night, or when someone dead needs replacing on Normal or harder.

WAKE UP. BREATHE SLOWLY.

Marcus Rivera has spent his whole life in a fishing village where the sun never sets wrong. This morning the glass in front of his face is cold, the gel is draining from his lungs, and a battered maintenance drone is telling him that assistance is on the way.

Ark 02 has been travelling for a million years. Its people were grown in the pods and live their lives in the dream. Now the pods are failing, and four of them have been decanted into a ship that has learned to hunt.

Lead Marcus, Elena, Yuki, James and the machine MEND through twenty-eight sectors of a dying ark. Explore in real time, fight turn by turn, treat every wound, read every wall, and climb toward the dome where the last question waits.