



Shield Generator. This object can be attacked. Once it has taken 6 damage the shield is automatically disabled.



DWN UP

Self Destruct. (Can be activated from Command Pod or Laboratory with computer control and access codes). Once activated, place token on space "4". At the end of each round, move token one step to the right unless token is on "0" space, in which case station is immediately destroyed.



CANNON

D3

PIRATE SHIP D2

AI CORE

A1

ENGINE ROOM

A2

B1 MAIN

SHAFT AFT

MAIN SHAFT FRONT C1

COMMAND

POD

D1

BELL LORRY

A3

B3

LABORATORY

GALLEY C3

DORMITORY
B2

GREENHOUSE
C2



Launch. (requires *Pilot*) removes this room from the station and all characters in it from the game.



Fire Cannon. (requires *Plasma*, limit once per game round) Choose any room from set A, B or C except A3. Each character in that room takes 2 damage. If a room is picked three times it is destroyed, instantly killing all characters within.



Use Terminal. (requires *Hack*) If you do not have computer control, roll a die. On 3+ you gain control (but may take no computer actions).

If you have computer control. Take up to 2 computer actions.



Broadcast Evidence. Only if this character has the evidence disk, and the shield is down.