THE ASTERION

Command, research, engineering and life-support decks



Visual concept — the existing atlas and trackers govern play

ASTERION • DECK ATLAS & STATUS

Mark rooms as visited, hazards as cleared, and critical systems as repaired. Ladders connect decks B and C at the start; the lift comes online in Chapter 2.

DECK A — COMMAND

PORT	STARBOARD
☐ Bridge	☐ Navigation
☐ Communications	☐ Captain Cryo

DECK B — HABITATION

PORT	STARBOARD
☐ Crew Cryo	☐ Medical
☐ Galley	☐ Science Lab

DECK C — OPERATIONS

PORT	STARBOARD
☐ Engineering	☐ Reactor
☐ Environmental Control	☐ Maintenance Spine

DECK D — LOGISTICS

PORT	STARBOARD
☐ Cargo	☐ Fabrication
☐ Shuttle Bay	☐ External Airlock

SHIP SYSTEM STATUS

Power: ☐ 0 ☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 (START 2)

Hull: ☐ 0 ☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 (START 5)

Oxygen: ☐ 0 ☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 (START 6)

Ship Time: ____ (Oxygen loss checkpoints: 4, 8, 12)

OBJECTIVE CHECKLIST

☐ P1 Emergency bus ☐ Bridge accessible ☐ E01 ☐ E02

☐ P2 Reactor allocation ☐ Environmental control ☐ Deck D ☐ E03

☐ P3 Beacon fix ☐ P4 Transmission decoded ☐ E04 ☐ E05

☐ Drone disabled ☐ P5 Audit ☐ Captain awakened ☐ E06 ☐ E07

☐ P6 Final chain ☐ E08 ☐ S01 ☐ Ending chosen

SCRATCHPAD