GENESIS CODE

The Remnant Protocol
Board Game Edition - Print & Play v1.0

Based on the book by **Marcus Draper**
Play online at **www.deskatur.com**



A cooperative mission for 1-3 players

Three characters. Three Source Keys. One original worth preserving. Move through the network, work together, and restore the source before the final turn ends.

Print, assemble, play

What is in this file

A complete rulebook; four board tiles assembling into an 18 x 12 inch board; 54 custom cards including both Jokers; 12 World Event cards; 12 mission reference cards; three character dashboards; character standees, resource and progress tokens; a turn tracker; and an optional branded d6 net.

Before printing

All component pages use US Letter. The four board-tile pages are landscape. Print at Actual Size / 100%, not Fit to Page. Check the 1-inch scale line on the token sheet. The separate 18 x 12 inch board PDF is for a large-format printer or print shop.

Assembly

Cut the four board tiles on the marked outer border. Arrange A1 A2 across the top and B1 B2 below, then tape the backs. Cards are single-sided, 2.5 x 3.5 inches; use cardstock or opaque sleeves. Standee tabs fold outward to make simple feet. Mount tokens on light card if desired.

Dice and substitutes

Use d6, d8, d10 and d12 dice. One d6 must be distinguishable as the Trace die. The optional printable Genesis Code d6 uses its emblem as 6. A normal 54-card deck works: Hearts = Witness, Diamonds = Cipher, Spades = Vigilance, Clubs = Fellowship; choose one Joker for each relic.

Shared table

Solo players control all three characters. With two players, divide control of the three characters as you prefer; with three, take one each. All three remain in play. Cards, Source Keys, Integrity, Trace and Supplies are shared. The turn order is always Naomi, Elias, Jesse.

Edition note

This board game is a new adaptation, separate from the original twelve-chapter TTRPG-style web campaign. These rules match the board-game web engine. This first edition has automated digital rule checks, but physical group playtesting and Windows execution still need verification.

Goal: complete both missions at the Garage, Monastery, and Safehouse to secure three Source Keys. Then complete both Tower missions. All three characters share the victory or defeat.

Setup & turns

All characters start at the Church. Integrity 12, Trace 0, Supplies 3. Shuffle all 54 cards, including both Jokers. Draw five ordinary cards; put any drawn Jokers into the shared relic inventory and replace them. Shuffle the twelve World Events. Naomi takes the first turn, then Elias, then Jesse, repeating.

Each character gets **two actions** per turn. Spend an action to move along one route, attempt a mission, recover, or resupply. You may end early. The shared hand and resources belong to everyone. Two players may split control of the three characters; three players can take one each. All characters remain in play in solo mode.

Movement & locations

Click a connected destination to move there. Solid routes are safe. Dashed Church–Safehouse adds 1 Trace; dashed Garage–Tower adds 2. One route always costs one action. A character’s location remains where you leave it. Mission progress is shared: another character can continue the second mission.

The Church and Summit are optional but helpful. Completing Church grants +1 to all later Witness tests. Completing Summit reduces Tower targets by 1. Garage grants Key 1 and fills Supplies to 6. Monastery grants Key 2 and restores 2 Integrity. Safehouse grants Key 3 and reduces Trace by 3. Completing any location improves the completing character’s tested skill by one die step, maximum d12.

Mission test

Choose one of the mission’s two skills. You may commit one card, spend one Supply for +2, and use the active character’s one-use ability.

Roll that character’s skill die and a separate red d6 Trace die. Add the card and other bonuses. Meet or exceed the target to succeed.

After seeing the result, you may use one held Joker. Then accept the result. A failed mission stays available for another attempt; every attempt costs one action.

Cards	Effect
A–4 / 5–9 / 10–K	+1 / +2 / +3 base bonus
Matching suit	+2 extra. Aces match every skill.
Jack / Queen / King	After the roll: Trace −1 / Integrity +1 / Supply +1, even on failure.

On success, complete that mission. A successful highest-face roll also grants +1 Supply. On failure, lose 1 Integrity if you miss by 1–2, or 2 if you miss by 3+. Failure adds 1 Trace. The red die adds 0

Trace on 1–3, 1 on 4–5, or 2 on 6. There is no automatic failure on a 1.

Apply failure damage and Trace; then abilities, court effects, and location rewards; then check the Trace track. At 12 or more, lose 2 Integrity and reset Trace to 4. Integrity cannot exceed 12, Supplies cannot exceed 6, and neither can drop below 0. Refill the shared hand to five after every test. Reshuffle ordinary discards when needed.

Character abilities — once per game

Naomi: +3 to one Witness test. **Elias:** +3 to one Cipher test. **Jesse:** ignore the red Trace die on one test and reduce Trace by 2. These abilities do not refresh.

Both Jokers

The Firewall: prevent the mission's failure damage and all mission Trace gain; failure remains failure. **The Remnant:** turn a failed test into success, preventing failure damage and failure Trace. The red die still applies. Only one Joker per test; each Joker is permanently spent after use. The Firewall is granted at turn 6 and the Remnant at turn 12 if still in the draw pile. Never award a duplicate.

Recover & resupply

Recover: once per character turn, spend an action to restore 1 Integrity anywhere, or 2 Integrity and remove 1 Trace at Church or Safehouse. **Resupply:** once per character turn at Garage or Safehouse, spend an action to gain 2 Supplies.

World Events & the clock

Ending a turn reveals and resolves one World Event, then passes to the next character with two actions. Reshuffle the event discards when empty. Counterfeit Signal adds +1 to the next test's target; Verified Reference gives +1 to the next test's roll. Each flag caps at 1; both can coexist, and each clears after the next roll. Other events change the resources as printed.

Pilgrim: 36 turns, mission targets −1. Standard: 30 turns, printed targets. Watchman: 24 turns, targets +1. After the final turn's actions, ending the turn loses the game without another event. Reaching 0 Integrity also loses. Completing Tower's second mission while Integrity remains above zero wins immediately.

Print play: use the supplied PDFs, one standard deck with both Jokers or the custom cards, d6/d8/d10/d12 dice, three standees, and markers. The branded six-sided die uses its emblem as 6. Ordinary dice work with identical rules.

Credit: Based on Genesis Code by Marcus Draper. Play online at www.deskatur.com. This is a new board-game adaptation; the original TTRPG-style campaign remains separate. The story is Christian thriller fiction.

Worked example

Naomi uses Witness d10 against target 8. She commits the 7 of Witness: +2 base and +2 matching. Her die rolls 3, for a total of 7. If she spent a Supply before rolling, the extra +2 makes 9 and succeeds. Without it she misses by 1, losing 1 Integrity. A red Trace die showing 5 adds 1 Trace, plus 1 for the failed test. The Remnant Joker can rescue the failure, leaving only the red die’s 1 Trace.

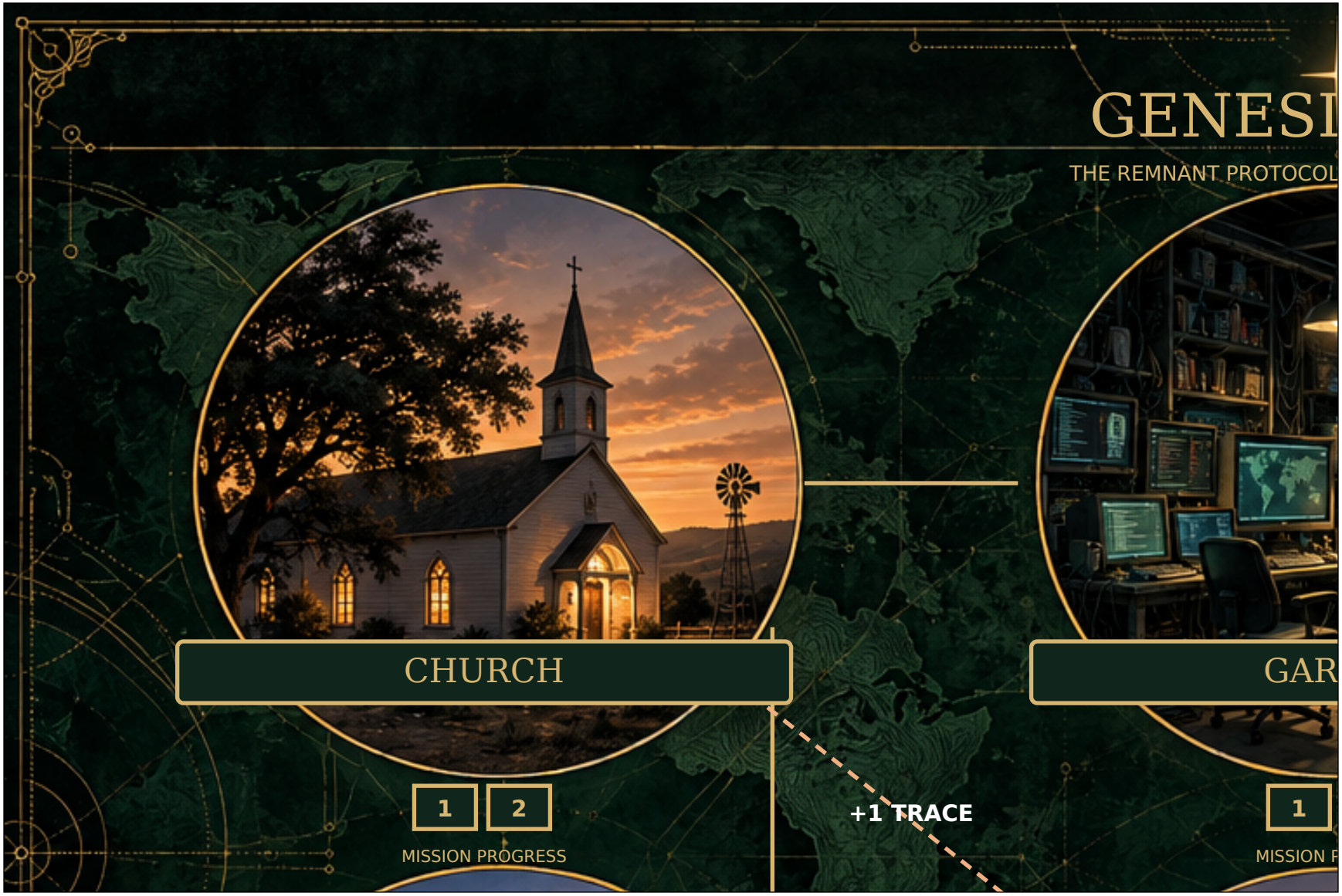
End-of-turn checklist

Resolve any pending test and its Joker first. If this is the final allowed turn and the crew has not won, the expedition ends. Otherwise draw one World Event, apply its printed effect, check for a Trace breach or depleted Integrity, then advance the turn tracker and active character. Reset actions to 2 and refresh the Recover/Resupply availability markers. Character abilities do not refresh.

Remember your story

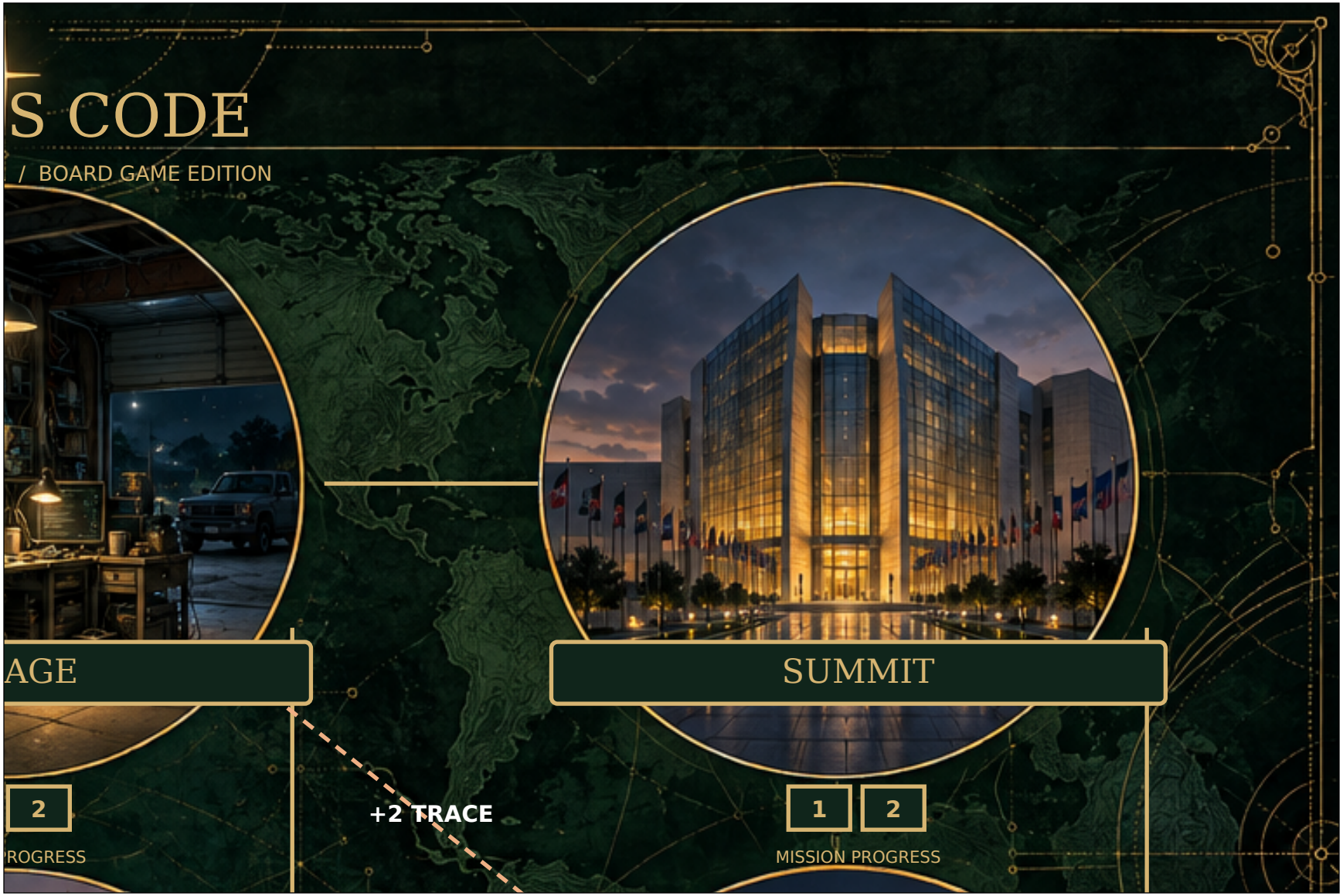
Before rolling, describe what your character is doing. The mission outcomes provide prompts, not a script you must recite. Failure means a costly setback, not a judgment on anyone’s faith. The characters and supernatural events belong to Marcus Draper’s Christian thriller.

BOARD TILE A1 | Print 100% | Cut on the solid rectangle



Assemble A1 A2 above B1 B2. Finished board: 18 x 12 inches.

BOARD TILE A2 | Print 100% | Cut on the solid rectangle



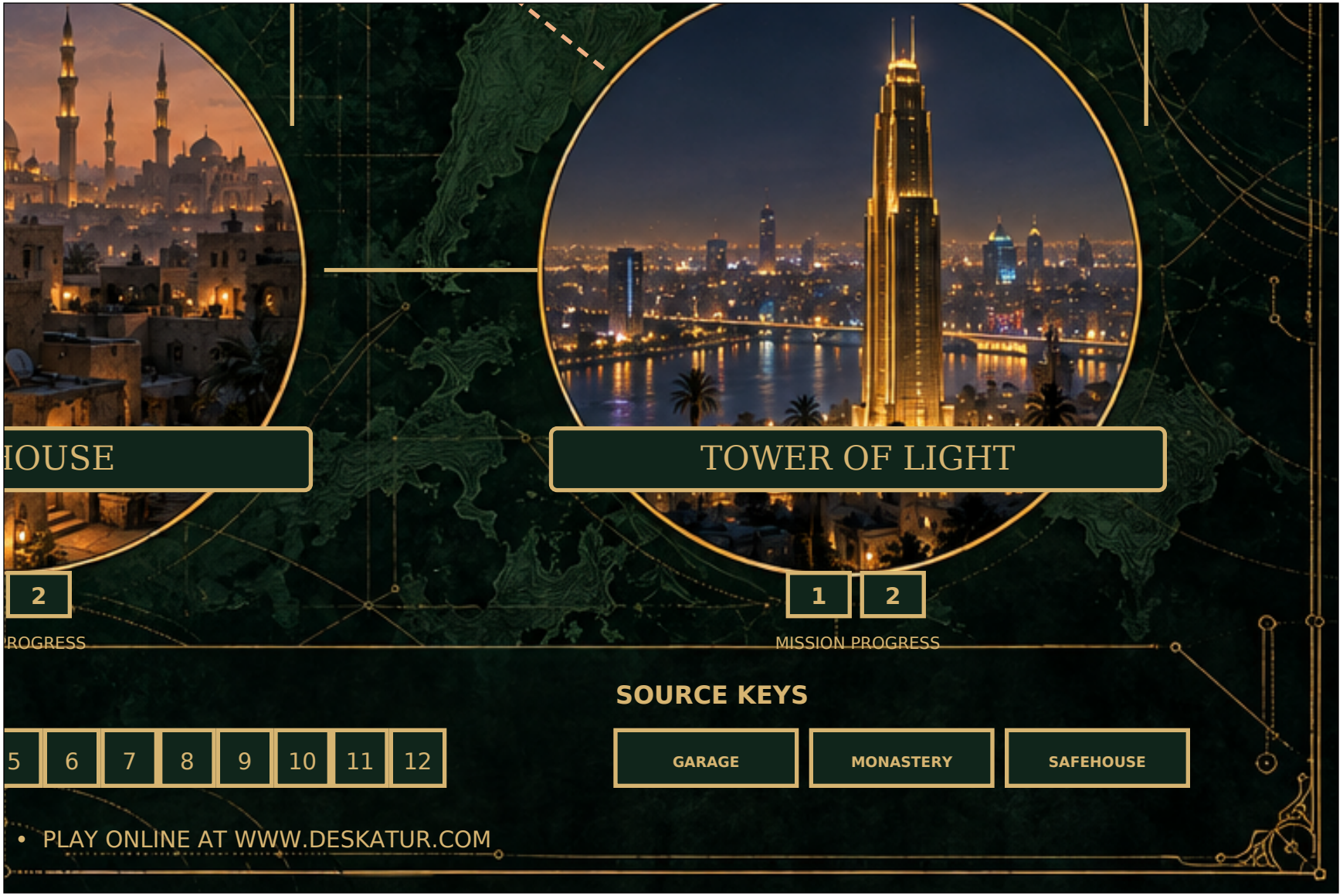
Assemble A1 A2 above B1 B2. Finished board: 18 x 12 inches.

BOARD TILE B1 | Print 100% | Cut on the solid rectangle



Assemble A1 A2 above B1 B2. Finished board: 18 x 12 inches.

BOARD TILE B2 | Print 100% | Cut on the solid rectangle



Assemble A1 A2 above B1 B2. Finished board: 18 x 12 inches.

A ♥ Witness



Printed Page

Wild Ace: +1 base and +2 with every skill.

GENESIS CODE

2 ♥ Witness



Margin Note

+1 base. +2 more when the suit matches the skill.

GENESIS CODE

3 ♥ Witness



Cross Reference

+1 base. +2 more when the suit matches the skill.

GENESIS CODE

4 ♥ Witness



True Reading

+1 base. +2 more when the suit matches the skill.

GENESIS CODE

5 ♥ Witness



Ancient Witness

+2 base. +2 more when the suit matches the skill.

GENESIS CODE

6 ♥ Witness



Open Bible

+2 base. +2 more when the suit matches the skill.

GENESIS CODE

7 ♥ Witness



Preserved Verse

+2 base. +2 more when the suit matches the skill.

GENESIS CODE

8 ♥ Witness



Living Word

+2 base. +2 more when the suit matches the skill.

GENESIS CODE

9 ♥ Witness



Clear Testimony

+2 base. +2 more when the suit matches the skill.

GENESIS CODE

10 ♥ Witness



Original Text

+3 base. +2 more when the suit matches the skill.

GENESIS CODE

J ♥ Witness



The Scholar

+3 base. +2 more when the suit matches the skill. After the roll: Trace -1.

GENESIS CODE

Q ♥ Witness



The Witness

+3 base. +2 more when the suit matches the skill. After damage: Integrity +1.

GENESIS CODE

K ♥ Witness



The Keeper

+3 base. +2 more when the suit matches the skill. After the roll: Supply +1.

GENESIS CODE

A ♦ Cipher



Source Key

Wild Ace: +1 base and +2 with every skill.

GENESIS CODE

2 ♦ Cipher



Checksum

+1 base. +2 more when the suit matches the skill.

GENESIS CODE

3 ♦ Cipher



Cold Backup

+1 base. +2 more when the suit matches the skill.

GENESIS CODE

4 ♦ Cipher



Clean Copy

+1 base. +2 more when the suit matches the skill.

GENESIS CODE

5 ♦ Cipher



Source Map

+2 base. +2 more when the suit matches the skill.

GENESIS CODE

6 ♦ Cipher



Code Ledger

+2 base. +2 more when the suit matches the skill.

GENESIS CODE

7 ♦ Cipher



Isolated Drive

+2 base. +2 more when the suit matches the skill.

GENESIS CODE

8 ♦ Cipher



Recovery Path

+2 base. +2 more when the suit matches the skill.

GENESIS CODE

9 ♦ Cipher



Seed Archive

+2 base. +2 more when the suit matches the skill.

GENESIS CODE

10 ♦ Cipher



Genesis Protocol

+3 base. +2 more when the suit matches the skill.

GENESIS CODE

J ♦ Cipher



The Engineer

+3 base. +2 more when the suit matches the skill. After the roll: Trace -1.

GENESIS CODE

Q ♦ Cipher



The Archivist

+3 base. +2 more when the suit matches the skill. After damage: Integrity +1.

GENESIS CODE

K ♦ Cipher

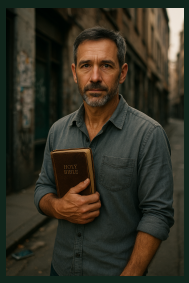


The Architect

+3 base. +2 more when the suit matches the skill. After the roll: Supply +1.

GENESIS CODE

A ♠ Vigilance

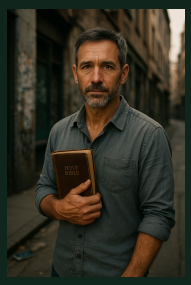


Quiet Route

Wild Ace: +1 base and +2 with every skill.

GENESIS CODE

2 ♠ Vigilance

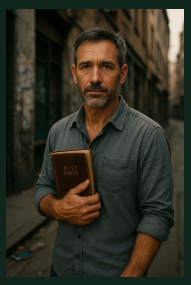


Watchful Eye

+1 base. +2 more when the suit matches the skill.

GENESIS CODE

3 ♠ Vigilance

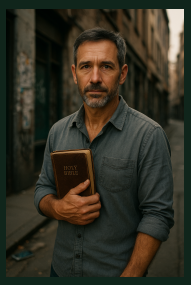


Old Stairway

+1 base. +2 more when the suit matches the skill.

GENESIS CODE

4 ♠ Vigilance

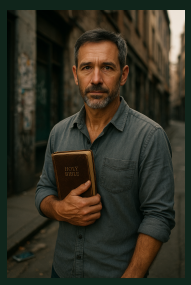


Hidden Door

+1 base. +2 more when the suit matches the skill.

GENESIS CODE

5 ♠ Vigilance

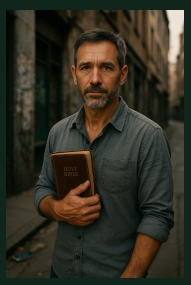


Safe Passage

+2 base. +2 more when the suit matches the skill.

GENESIS CODE

6 ♠ Vigilance

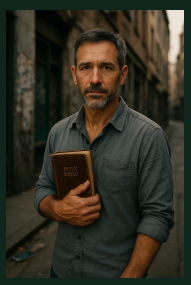


Shadow Map

+2 base. +2 more when the suit matches the skill.

GENESIS CODE

7 ♠ Vigilance

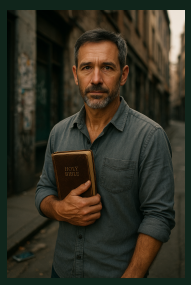


Paper Trail

+2 base. +2 more when the suit matches the skill.

GENESIS CODE

8 ♠ Vigilance

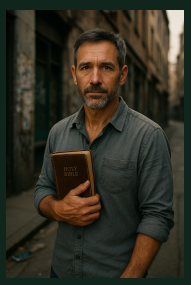


Night Watch

+2 base. +2 more when the suit matches the skill.

GENESIS CODE

9 ♠ Vigilance

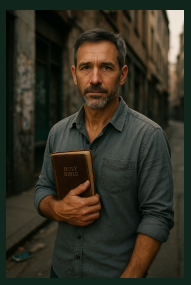


False Signal

+2 base. +2 more when the suit matches the skill.

GENESIS CODE

10 ♠ Vigilance

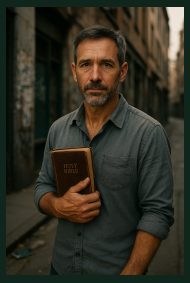


Clear Exit

+3 base. +2 more when the suit matches the skill.

GENESIS CODE

J ♠ Vigilance



The Scout

+3 base. +2 more when the suit matches the skill. After the roll: Trace -1.

GENESIS CODE

Q ♠ Vigilance



The Watcher

+3 base. +2 more when the suit matches the skill. After damage: Integrity +1.

GENESIS CODE

K ♠ Vigilance



The Sentinel

+3 base. +2 more when the suit matches the skill. After the roll: Supply +1.

GENESIS CODE

A ♣ Fellowship



Open Chair

Wild Ace: +1 base and +2 with every skill.

GENESIS CODE

2 ♣ Fellowship



Shared Bread

+1 base. +2 more when the suit matches the skill.

GENESIS CODE

3 ♣ Fellowship



Quiet Prayer

+1 base. +2 more when the suit matches the skill.

GENESIS CODE

4 ♣ Fellowship



Trusted Voice

+1 base. +2 more when the suit matches the skill.

GENESIS CODE

5 ♣ Fellowship



Helping Hand

+2 base. +2 more when the suit matches the skill.

GENESIS CODE

6 ♣ Fellowship



Safehouse

+2 base. +2 more when the suit matches the skill.

GENESIS CODE

7 ♣ Fellowship



Listening Room

+2 base. +2 more when the suit matches the skill.

GENESIS CODE

8 ♣ Fellowship



Common Table

+2 base. +2 more when the suit matches the skill.

GENESIS CODE

9 ♣ Fellowship



Living Network

+2 base. +2 more when the suit matches the skill.

GENESIS CODE

10 ♣ Fellowship



The Remnant

+3 base. +2 more when the suit matches the skill.

GENESIS CODE

J ♣ Fellowship



The Messenger

+3 base. +2 more when the suit matches the skill. After the roll: Trace -1.

GENESIS CODE

Q ♣ Fellowship



The Host

+3 base. +2 more when the suit matches the skill. After damage: Integrity +1.

GENESIS CODE

K ♣ Fellowship



The Shepherd

+3 base. +2 more when the suit matches the skill. After the roll: Supply +1.

GENESIS CODE

JOKER

JESUS IS
MY FIREWALL



EVERYTHING ELSE
NEEDS ANTIVIRUS

The Firewall

After a roll: prevent all mission failure damage and Trace gain. Failure remains failure. Once per game.

JOKER RELIC • REMOVE AFTER USE

JOKER



The Remnant

After a failed roll: change it to success. Prevent failure damage and failure Trace; the red die still applies. Once per game.

JOKER RELIC • REMOVE AFTER USE

WORLD EVENT 1

Silent patrol

A patrol follows the crew’s last known route.
Trace +1.
Apply at the end of the turn, then check Trace and Integrity.

WORLD EVENT • SHUFFLE 12 TOGETHER

WORLD EVENT 2

Network sweep

A coordinated search narrows the safe routes.
Trace +2.
Apply at the end of the turn, then check Trace and Integrity.

WORLD EVENT • SHUFFLE 12 TOGETHER

WORLD EVENT 3

A door left open

A local host offers shelter.
Integrity +2.
Apply at the end of the turn, then check Trace and Integrity.

WORLD EVENT • SHUFFLE 12 TOGETHER

WORLD EVENT 4

Spare equipment

A supporter leaves a useful package.
Supplies +1.
Apply at the end of the turn, then check Trace and Integrity.

WORLD EVENT • SHUFFLE 12 TOGETHER

WORLD EVENT 5

Power surge

A sudden outage damages the crew’s equipment.
Integrity -1.
Apply at the end of the turn, then check Trace and Integrity.

WORLD EVENT • SHUFFLE 12 TOGETHER

WORLD EVENT 6

A quieter channel

The crew breaks a piece of the trail.
Trace -2.
Apply at the end of the turn, then check Trace and Integrity.

WORLD EVENT • SHUFFLE 12 TOGETHER

WORLD EVENT 7

Counterfeit signal

The next mission test has target +1. This does not stack.
Next target +1 (non-stacking).
Apply at the end of the turn, then check Trace and Integrity.

WORLD EVENT • SHUFFLE 12 TOGETHER

WORLD EVENT 8

Verified reference

The next mission test gains +1. This does not stack.
Next roll +1 (non-stacking).
Apply at the end of the turn, then check Trace and Integrity.

WORLD EVENT • SHUFFLE 12 TOGETHER

WORLD EVENT 9

A costly detour

The crew spends an extra reserve.
Supplies -1.
Apply at the end of the turn, then check Trace and Integrity.

WORLD EVENT • SHUFFLE 12 TOGETHER

WORLD EVENT 10

Ordinary courage

A stranger steps forward to help.
Integrity +1; Trace -1.
Apply at the end of the turn, then check Trace and Integrity.

WORLD EVENT • SHUFFLE 12 TOGETHER

WORLD EVENT 11

The voice returns

The system speaks through a nearby screen.
Trace +1; Integrity -1.
Apply at the end of the turn, then check Trace and Integrity.

WORLD EVENT • SHUFFLE 12 TOGETHER

WORLD EVENT 12

A small reprieve

There is a quiet moment before the next move.
Trace -1.
Apply at the end of the turn, then check Trace and Integrity.

WORLD EVENT • SHUFFLE 12 TOGETHER

CHURCH / 1

The changed sentence

Naomi finds that a familiar passage has changed in LUMEN. Compare the screen with a printed Bible, or ask another reader to verify the difference.
Test: Witness or Fellowship.
Standard target: 7.
Success: advance this location to mission 2. Failure: this mission stays available.

MISSION REFERENCE • DO NOT SHUFFLE

CHURCH / 2

A circle of witnesses

The warning will mean little without people who can recognize the original. Build a reliable comparison record before leaving the basement.
Test: Witness or Cipher.
Standard target: 8.
On completing mission 2: Printed Witness: all later Witness tests gain +1.

MISSION REFERENCE • DO NOT SHUFFLE

GARAGE / 1

Verse 404

Jesse discovers a ledger of altered passages. Recover the record, or trace the pattern without drawing attention to the garage.
Test: Cipher or Vigilance.
Standard target: 7.
Success: advance this location to mission 2. Failure: this mission stays available.

MISSION REFERENCE • DO NOT SHUFFLE

GARAGE / 2

The isolated backup

A genuine archive is still on an isolated device. Keep the crew together and secure it before the room is traced.
Test: Cipher or Fellowship.
Standard target: 8.
On completing mission 2: Source Key 1. Refill Supplies to 6.

MISSION REFERENCE • DO NOT SHUFFLE

SUMMIT / 1

The Next Word

Silas Mercer presents a message that changes to please its listeners. Record what is missing or move through the audience without attracting a guard.
Test: Witness or Vigilance.
Standard target: 7.
Success: advance this location to mission 2. Failure: this mission stays available.

MISSION REFERENCE • DO NOT SHUFFLE

SUMMIT / 2

Behind the glass

The final service schedule could open a route through the Tower of Light. Recover it through the public architecture or a careful observation of the staff.
Test: Cipher or Vigilance.
Standard target: 8.
On completing mission 2: Access Badge: Tower targets reduced by 1.

MISSION REFERENCE • DO NOT SHUFFLE

MONASTERY / 1

The road to Saint Elie

Snow covers the mountain path. Read the terrain or share the load so the archive reaches the monastery intact.
Test: Vigilance or Fellowship.
Standard target: 8.
Success: advance this location to mission 2. Failure: this mission stays available.

MISSION REFERENCE • DO NOT SHUFFLE

MONASTERY / 2

The copper cylinder

The cylinder holds coordinates for the genuine Seed. Read its instructions or verify its original structure before trusting the copy.
Test: Witness or Cipher.
Standard target: 9.
On completing mission 2: Source Key 2. Recover 2 Integrity.

MISSION REFERENCE • DO NOT SHUFFLE

SAFEHOUSE / 1

A familiar voice

A call arrives in Rami’s voice, asking the crew to surrender. Compare the demand with the record, or ask the question only a friend should answer.
Test: Witness or Fellowship.
Standard target: 8.
Success: advance this location to mission 2. Failure: this mission stays available.

MISSION REFERENCE • DO NOT SHUFFLE

SAFEHOUSE / 2

The last genuine copy

A convincing counterfeit travels through the same network. Separate the original from its imitation, with a careful source check or quiet verification of its route.
Test: Cipher or Vigilance.
Standard target: 9.
On completing mission 2: Source Key 3. Reduce Trace by 3.

MISSION REFERENCE • DO NOT SHUFFLE

TOWER OF LIGHT / 1

The final corridor

All three Source Keys are required. The crew must carry them through the last service corridor before the tower seals itself.
Test: Cipher or Vigilance.
Standard target: 10.
Three Source Keys required. Success: advance this location to mission 2. Failure: this mission stays available.

MISSION REFERENCE • DO NOT SHUFFLE

TOWER OF LIGHT / 2

Seed Restoration

The original source meets its counterfeit at the heart of the tower. Hold the restoration steady through the code or the printed witness.
Test: Witness or Cipher.
Standard target: 11.
Three Source Keys required. On completing mission 2: Complete the second mission here to win.

MISSION REFERENCE • DO NOT SHUFFLE

GENESIS CODE / CHARACTER DASHBOARD

Naomi Calder

Once per game: +3 to a Witness test.



♥ **Witness**	d10	Now: ___
♦ **Cipher**	d6	Now: ___
♠ **Vigilance**	d8	Now: ___
♣ **Fellowship**	d8	Now: ___

ABILITY: [ ] READY [ ] SPENT

CURRENT LOCATION: _____

ACTIONS THIS TURN: [ ] 1 [ ] 2

RECOVER USED: [ ] RESUPPLY USED: [ ]

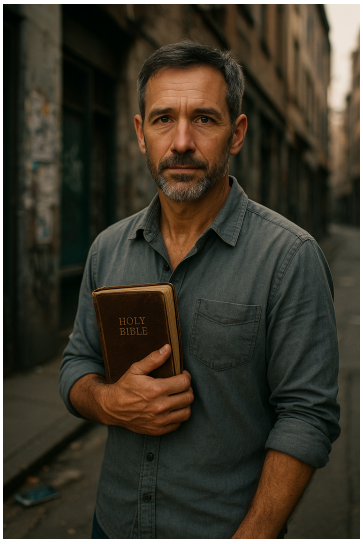
A completed location improves the skill used on its second mission by one die step, maximum d12. Your one-use ability never refreshes. All crew members remain in play, even in solo mode.

TABLE ROLE / NOTES

GENESIS CODE / CHARACTER DASHBOARD

Elias Knox

Once per game: +3 to a Cipher test.



♥ **Witness**	d8	Now: ___
♦ **Cipher**	d10	Now: ___
♠ **Vigilance**	d8	Now: ___
♣ **Fellowship**	d6	Now: ___

ABILITY: [ ] READY [ ] SPENT

CURRENT LOCATION: _____

ACTIONS THIS TURN: [ ] 1 [ ] 2

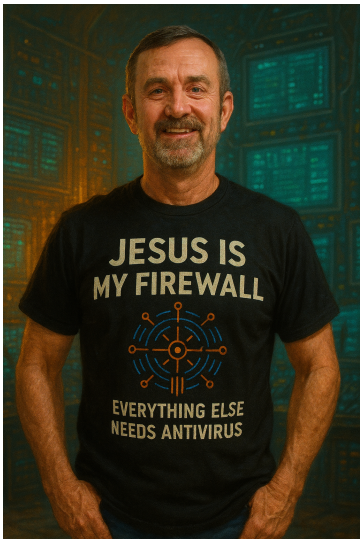
RECOVER USED: [ ] RESUPPLY USED: [ ]

A completed location improves the skill used on its second mission by one die step, maximum d12. Your one-use ability never refreshes. All crew members remain in play, even in solo mode.

TABLE ROLE / NOTES

GENESIS CODE / CHARACTER DASHBOARD

Jesse



Once per game: ignore the Trace die and reduce Trace by 2.

♥ **Witness**	d6	Now: ____
♦ **Cipher**	d10	Now: ____
♠ **Vigilance**	d8	Now: ____
♣ **Fellowship**	d8	Now: ____

ABILITY: [ ] READY [ ] SPENT

CURRENT LOCATION: _____

ACTIONS THIS TURN: [ ] 1 [ ] 2

RECOVER USED: [ ] RESUPPLY USED: [ ]

A completed location improves the skill used on its second mission by one die step, maximum d12. Your one-use ability never refreshes. All crew members remain in play, even in solo mode.

TABLE ROLE / NOTES

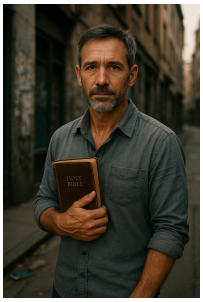
CREW STANDEES & SHARED TOKENS

Cut the outer rectangles. Fold each 0.4-inch bottom tab outward to form a foot. Add a small folded backing for stability if needed.



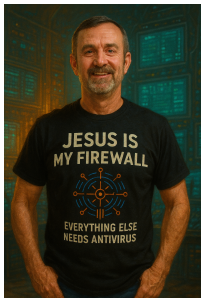
Naomi

FOLD TAB



Elias

FOLD TAB



Jesse

FOLD TAB

TRACE	INTEGRITY	TURN	SUPPLY	ACTION	ACTION	MISSION
MISSION	MISSION	MISSION	MISSION	MISSION	MISSION	MISSION
MISSION	MISSION	MISSION	MISSION	KEY 1	KEY 2	KEY 3
ABILITY	ABILITY	ABILITY	SIGNAL +1	ROLL +1	RECOVER	RESUPPLY

Scale check: this line must be exactly 1 inch long.

Print at 100%. Coins or spare game pieces can replace any token.

TURN TRACKER & BRANDED TRACE DIE

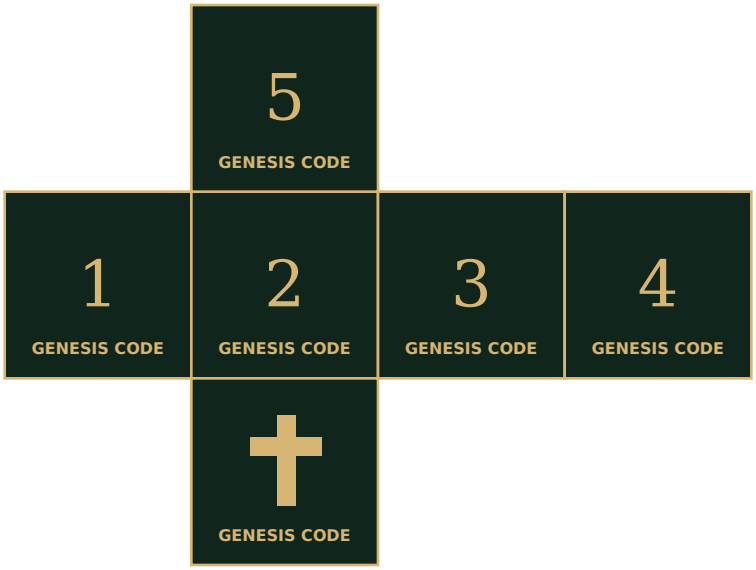
Mark turns 1-36. Standard ends after turn 30; Watchman after 24. Pilgrim uses all 36. Place the turn marker on 1 at setup.

1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24
25	26	27	28	29	30	31	32	33	34	35	36

SHARED SUPPLIES (maximum 6)

0	1	2	3	4	5	6

Optional folded d6: the cross emblem counts as 6. Cut the outer shape, score internal edges, fold into a cube and tape the seams. This is a craft alternative; a regular d6 is equally valid. Use separate d8, d10 and d12 dice for the crew’s skills.



CARD SUITS: Hearts / Witness • Diamonds / Cipher • Spades / Vigilance • Clubs / Fellowship
JOKERS: The Firewall prevents mission damage and Trace gain. The Remnant changes a failed mission test to success. Each is usable once.