



Power Source

Requires: Copper, Acid
Creates: 1 Unit of Resources
Function: Component for Other Resources. Consumable, Rechargeable.



Quartz Glass

Requires: Crystal
Creates: 1 Unit of Resources
Function: Component for Other Resources.



Rubber

Requires: Seaweed
Creates: 1 Unit of Resources
Function: Component for Other Resources.



Air Filter

Requires: Hull Metal, Seaweed
Creates: 1 Unit of Resources
Function: Component for Other Resources.



Seaweed Snack

Requires: Seaweed x4
Creates: 1 Unit of Food
Function: Food.



Hull Metals

Requires: 4 Hull Scraps
Creates: 1 Unit of Resources
Function: Component for Other Resources.

Computer Chip



Requires: Silicon, Copper
Creates: 1 Unit of Resources
Function: Component for Other Resources.

Pack



Requires: 3 Rubber
Creates: 1 bag
Function: Increases Carry Capacity to 8. Each player can have 1 Pack only. Equipment.

Pressurized Metal



Requires: Hull Metals, Carbon Fibers
Creates: 1 Unit of Resources
Function: Component for Other Resources.

Hand Scanner



Requires: Hull Metals, Quartz Glass, Power Source
Creates: 1 Hand scanner tool.
Function: View the adjacent rooms in the Ship, and enter one instead. Equipment.
Work Capacity: One use per charge.

First Aid Kit



Requires: 2 Rubber, First Aid Challenge 8
Creates: 1 Container of First Aid supplies.
Function: Treats 1 condition with no First Aid check.

Laser Cutter



Requires: Hull Metals, Crystal, Power Source
Creates: 1 Laser Cutter tool
Function: Cuts metal. Grants access to lower parts of the Ship. Equipment.
Work Capacity: 8 Hours.



Harpoon Gun

Requires: 2 Hull Metal
Creates: 1 Harpoon gun
Function: Inflicts 1 additional Condition on attack.
Upkeep: 1 unit of Hull Metals to create a new Harpoon. Equipment.



Hydroponic Planter

Requires: 2 Hull Metals, Dirt (extracted from Clubs), Quartz Glass, Copper, Shelter Challenge 6
Creates: Food planter.
Function: Grows 1d4 Food per day when Base is powered. Base can support multiple.
Upkeep: Seeds.



Base Camp

Requires: 4 Hull Metals, Quartz Glass, Lead, Shelter Challenge 8
Creates: Base shelter.
Function: Protects crew and equipment from weather and wildlife. Structure.
Conditions: 11 before exploding.



Desalination Still

Requires: 2 Hull Metals, Rubber, Quartz Glass, Crafting Challenge 6
Creates: Functional still for desalinating oceanic water.
Function: Creates 1d4 units of Water when Base Camp is powered. Base can support multiple.



Sub-Dock

Requires: 6 Hull Metals, 2 Lead, Computer Chips, Shelter Challenge 8
Creates: Docking point.
Function: Allows creation of Submersible and Pressure Suits, when Base Camp is powered.
Conditions: Adds 2 Conditions to Base.



Creature Containment

Requires: 2 Hull Metals, Rubber, Quartz Glass, Creature eggs (extracted from 3 of Spades), Crafting Challenge 6
Creates: An artificial habitat for growing alien life-forms.
Function: Grows 1d4 units of food per day.



Nuclear Reactor

Requires: 2 Hull Metals, Copper, Computer Chips, Radioactive Rock, Shelter Challenge 8

Creates: 1 reactor for Base or Sub.

Function: Powers base or Sub.

Upkeep: 1 Radioactive rock, (Consumable). Recharges Power Sources.

Conditions: 2.



Lead-Lined Storage

Requires: Hull Metals, Lead

Creates: Storage for Radioactive Materials.

Function: Store Radioactive materials without taking the Irradiated condition.



Biogas Reactor

Requires: 2 Hull Metals, Copper, Computer Chips, Rubber, Shelter Challenge 8

Creates: 1 reactor for Base or Sub.

Function: Powers Base or Sub.

Upkeep is 3 Units of Food per Day. Recharges Power Sources.

Conditions: 2.



Beacon Upgrade

Requires: Diamond, Rescue Beacon, Copper, Hull Metal.

Creates: 1 Expanded-range Rescue Beacon.

Function: Changes die used for daily Rescue Roll.



Geothermal Reactor

Requires: 2 Hull Metals, Copper, Computer Chips, Rubber, Geothermal Vent (K of Diamonds), Shelter Challenge 8

Creates: 1 reactor for Base.

Function: Powers Base. Needs Wiring. Structure

Conditions: 2.



Lead-Lined Suit

Requires: Lead, Rubber.

Creates: Suit for one person.

Function: Protects against the Irradiated condition. Equipment.



Scooter

Requires: Hull Metals, Rubber, Power Source

Creates: 1 Scooter

Function: Increases swim speed to 2 cards per hour. Power Source is Consumable. Recharges overnight in Base with Reactor. Vehicle.



Submersible

Requires: 4 Pressurized Metals, 8 Hull Metals, 3 Quartz Glass, Reactor (Bio or Nuke), Air Filter, Rubber

Creates: Submarine vehicle that can carry the entire crew.

Function: Allows exploration of The Depths. Increases swim speed to 4 cards per hour.

Conditions: 5.



Pressure Suit

Requires: 3 Lead, 3 Pressurized Metals, Quartz Glass, Power Source, Rubber.

Creates: Suit for one person.

Function: Allows exploration at Extreme Depths. Power Source lasts 24 hours. Vehicle.

Conditions: 3.



Glossary



Consumable: Each time you use it, roll a D6. On a 5 or 6, expend the resource.

- If an item has a Work Capacity instead of the Consumable tag, you do not need to make this roll.

Rechargeable: When expended, can be recharged overnight in a powered Base or Submersible.

Wiring: To create wiring between a Geothermal Reactor and a Base, you need 1 Unit of Copper per card (vertically and horizontally) to connect the two.

Upkeep: Requires additional resources either daily or after each use.

Component: Can be used to craft other objects.

Structure: When built, place a token on the map to designate where in the Blue Hole this exists. Does not move.

Vehicle: When built, add a token to track where this is. This can move.

Equipment: Can be worn or carried by a Player.

~~Pressure Suits and Submersibles protect against the Irradiated condition.~~

