

Order of Stages

BREAK (IN) (setup)

RADAR (AM)

REFER (AM) (optional)

ROTATOR (AM)

RACECAR (AM)

LEVEL (AM)

NOON (random)

LEVEL (AM)

RACECAR (PM)

ROTATOR (PM)

REFER (PM) (conditional)

RADAR (PM)

REVIVER (conditional)

EVE (conditional)

Common Actions

- Tick "Progress".
- Add "Elapsed Hours".
- Check Distance for 1-3 RACECAR Grids.
- Check Difficulty for 1-3 LEVEL Grids.
- Use any Crew Member Skills?
- Use any Artifacts?
- Win REVIVER?
Increase Majority!

REFER Table Info.

(by Member)

Charmer (Specialist):
ROTATOR

Cypher (Specialist):
NOON

Driver (Specialist):
RACECAR

Enforcer (Specialist):
LEVEL

Fixer (Generalist):
NOON, ROTATOR

Insider (Generalist):
LEVEL, NOON

Smuggler (Generalist):
RACECAR, ROTATOR

Tinkerer (Universalist):
LEVEL, NOON,
RACECAR, ROTATOR

Watcher (Generalist):
LEVEL, RACECAR

REFER Table Info.

(by Stage)

ROTATOR:
Charmer, Fixer,
Smuggler, Tinkerer

RACECAR:
Driver, Smuggler,
Tinkerer, Watcher

LEVEL:
Enforcer, Insider,
Tinkerer, Watcher

NOON:
Cypher, Fixer,
Insider, Tinkerer

Roll or Pick Skill Effect?

(Control Check Results)

Specialist: 1 roll, 2-6 pick

Generalist: 1-3 roll, 4-6 pick

Universalist: 1-5 roll, 6 pick

Skill Table Info.

(Sum of Two Dice
if Rolling) → Effect

(2) Swap two adjacent
squares (not diagonal).

(3) Shift a row left or right,
wrapping around.

(4) Optionally change a value
up or down by a new die roll.

(5) Choose a square; it does
not change. Decrease
adjacent (not diagonal) values
by 1 (to a minimum of 1, no
wrapping).

(6) Optionally replace a value
with the result of a new die roll.

(7) Subtract 1 hour from your
elapsed hours.

(8) Swap any two squares.

(9) Choose a square; it does
not change. Increase adjacent
(not diagonal) values by 1 (to a
maximum of 6, no wrapping).

(10) Replace a value with the
result of a new die roll.

(11) Shift a column up or
down, wrapping around.

(12) Change a value up or
down by a new die roll.