STARFLEET COMMAND—the card game

for 1 – 5 players

The game consists of 100 Mission cards

Players must supply percentile dice (dice capable of producing numbers from 1-100 inclusive).

OBJECT: The first player to be promoted to Commander is the winner. This is done by earning 15 Command Points (CP). If all the cards are played without anyone reaching 15 CPs, then the player(s) with the most CPs wins.

SET-UP: One player is assigned to be score-keeper, keeping careful track of command points earned and skill points spend/earned. Each player starts with NO CPs and 15 Skill Points (SP).

ORDER OF PLAY: For the first round, players randomly decide who goes first. Each round consists of each player drawing a card and attempting to complete the mission detailed on that card.

For each successive round, the player to the left of the previous first player goes first.

Example: Player A goes first in the round, followed to his left by Players B, C and D (in that order). The next round, Player B goes first, followed by Players C, D and A. The third round, Player C goes first, and so on.

MISSIONS: When a player draws a card, he then rolls the percentile dice to determine if he successfully completes the mission. Missions can not be refused.

If the player rolls equal to or less than the success number provided, then he succeeds. Success earns him 1 CP. If it's a DEATH mission (see below), then success earns 2 CP.

If the player rolls higher than the success number provided, he fails and does not earn a CP.

Some cards are labeled DEATH at the bottom of the card. In this case, failure means the player has been killed. He loses all CP he has earned and starts from scratch. His SP total resets to 15.

SPENDING SKILL POINTS: Every mission includes how much to add to the success number for each SP spent. For instance, the card might read:

60%

SP: 5%

That means there is a base 60% chance of success. For every SP the player spends, he adds 5% to this number. So if he spends 2 SP, he adds a total of 10% to the base chance of success, raising it to 70%.

Players must decide whether to spend SP BEFORE rolling the dice.

Players may spend as many SP as they wish on a mission, but the base chance of success may NEVER exceed 95%.

EARNING SKILL POINTS:

Skill Points are only occasionally earned back. Here's how to do so:

If a player succeeds at a mission that would have killed him if he failed, he earns 1 SP.

When a player reaches 5 CP, he is promoted from Ensign to Lieutenant. This earns him 1 SP.

When a player reaches 10 CP, he is promoted from Lieutenant to Lt. Commander. This earns him 3 CP.

USS CASTOR—(Light Cruiser)

While patrolling near the border of Klingon Space, you are taking a shift as helmsman. Your ship is spying on a Klingon D7 Cruiser and you must match its maneuvers exactly in order to pass as a shadow on its sensors.

60%
SP: 5%

USS EL CID—(Light Cruiser)

During an exploration of an ancient alien ruin on an unexplored planet, you find yourself locked in hand-to-hand combat with a shape shifting vampire creature!!!

55%
SP:5%

DEATH

Starbase 5.

You're put in charge of shuttle maintenance. Can you get a good performance evaluation by beating the old record on refitting shuttles quickly?

60%
SP: 5%

USS SARGON:--(Destroyer)

The captain leaves the ship for a conference on Starbase 7. You are assigned to care for the captain's beloved Vulcan night-blooming orchid while the captain is gone. It takes a lot of careful care to keep this plant alive. If you fail, the grouchy captain will probably give you a bad overall performance evaluation.

55%
SP: 10%

USS EXETER—(Heavy Cruiser)

The ship is ambushed by Orion pirates and a lucky hit takes out the starboard shields, impulse engines and bridge weapons controls. As the only conscious crewman in the Starboard Phaser Room, you must fire an accurate barrage of phaser fire at the pirate ships in order to save the Exeter.

60%
SP: 5%

DEATH

USS YORKTOWN—(Heavy Cruiser)

The shielding in the engine room is damaged following a malfunction. You must crawl into the Jeffries Tube and effect repairs before half the crew (including yourself) is killed by a hard radiation leak.

60%
SP: 10%

DEATH

USS BOWIE—(SCOUT SHIP)

When a Federation Ambassador and his Orion wife are taken aboard as passengers, the wife starts making advances on you. Can you resist her advances and the lure of the pheromones she's exuding, or will you embarrass Star Fleet and cause an interplanetary incident?

50%
SP: 5%

USS AL RACHID—(Transport/Tug)

When Andorian Fever sweeps through the Passenger Pod the Al Rachid is currently towing, it's up to you to face down a panicky crowd to keep them from forcibly ejected several sick passengers out the airlock.

60%
SP:5%

Outpost 17, one of the line of artificial asteroids that keep watch on the edge of the Romulan Neutral Zone.
This boring duty is made suddenly exciting when you stumble over information that one of your crewmates has sold out to the Romulans. Only you have a chance to hurry to the shuttle bay and stop the traitor before he escapes with secret information.

60%
SP: 5%

USS ALEXANDER—(Destroyer)

While exploring a jungle planet, a crewmate is attacked by a six-legged jungle beast. If you can make a perfect shot with your hand phaser, he can save his crewmate. Otherwise, you'll accidentally disintegrate your mate as well as the beast.

65%
SP:5%

USS CORTEZ---
(Destroyer)

A skirmish with a Klingon ship leaves the bridge a mess after a disrupter hit. Guess who is given the tedious task of rewiring the Sub-Space radio array in less than 24 hours?

65%
SP: 5%

USS LAGRANGE—
(Science Ship)

A plague sweeps across Rigel 5. You lead one of several teams tracking down the one colonist whose blood contains the anti-bodies needed to make a cure. It's too bad the colonist is wanted for murder—it makes him difficult to find.

55%
SP: 5%

USS HORNET—(Heavy Cruiser)

An ancient and potentially powerful alien artifact is discovered on a newly-explored planet. While transporting the artifact via shuttle to Starbase 8, you are captured by Klingons. Escaping with the artifact won't be easy.

50%
SP: 5%

DEATH

USS LOKI—(Light Cruiser)

During a diplomatic stopover at a primitive planet, the Lt. Commander in charge of your away team is killed and an ion storm cuts off communications with the ship. You find yourself the only person in a position to stop a world-wide Jihad by rescuing a captured baby princess from terrorists.

55%
SP: 10%

USS ACHILLES—
(Destroyer)

Well, SOMEBODY has to clean out the waste disposal units. And your captain is really detailed in his post-cleaning inspections, so you can't miss so much as a smudge.

55%
SP: 5%

STARBASE 13

Paperwork—paperwork—paperwork. Administrative Assistant to the Commodore isn't the most exciting work in the world, but someone has to do the paperwork.

60%
SP: 10%

USS SHELDON COOPER—
(Science Ship)

While studying an ion storm, you are tasked with the difficult job of keeping the ship's sensors properly calibrated despite the high background radiation.

70%
SP: 2%

COLONY A-5

While serving as Starfleet liaison at a new colony, you encounter a disembodied brain that is attempting to mentally possess the colonists. Can you stand up to it in a battle of mental strength?

55%
SP: 5%

DEATH

USS KONGO—(heavy Cruiser)

While on a diplomatic mission on a planet near the Klingon sphere of influence, local customs and a series of bizarre coincidences force you to engage in gladiatorial combat against a Klingon warrior.

50%
SP: 5%

DEATH

MEMORY ALPHA

While stationed at the Federation's central library facility, you are called upon to investigate the murder of a visiting Vulcan scientist.

65%
SP: 5%

USS WASHINGTON—(courier ship)

One of only three crew on a small ship. When a Klingon Bird-of-Prey tries to intercept you while you are carrying important information to the USS Lexington. Can you use the nearby asteroid belt to give them the slip?

60%
SP: 10%

DEATH

USS MASADA—(Light Cruiser)

While exploring a planet containing an intelligent species with a hive mind, you end up defending a nest of soon-to-hatch eggs against a very large predator that is resistant to phaser fire.

55%
SP: 5%

DEATH

USS BEAGLE—(Scout)

The captain—obsessed with beating his rival on the USS Richthofen--orders you to sing a medley of Gilbert & Sullivan tunes at the Starbase 7 talent contest. Can you win and thus keep your C.O. happy?

65%
SP: 10%

USS DOPPLER—(Transport/Tug)

Your ship is towing a damaged Tellerite mining ship to the nearest spaceport. Is your hunch that the Tellerite captain is guilty of sabotaging his own ship for insurance reasons correct? And can you gather the evidence you need to prove it on your own when your captain refuses to give credence to your hunch?

60%
SP: 5%

USS CONSTITUTION—(Heavy Cruiser)

The First Officer assigns you the complicated task of working up the duty roster for the transporter room—figuring in the different rest cycles needed for transporter techs of at least four different species. It's a more complicated job than you at first suspected.

70&
SP: 5%

USS JOHN GLENN—(Light Cruiser)

Winning the 3-D chess tournament seems like a minor thing, but a victory against the acknowledged Starfleet chess masters such as Cmdr. Spock can't help but look good on your record.

50%
SP: 2%

USS BOISE—(Destroyer)

A damaged sensor array requires you to suit up and perform an EVA repair mission. The captain expects you to be done within an hour so as not to interrupt the current asteroid-mapping mission.

70%
SP: 5%

USS ENTERPRISE—(heavy cruiser)

When a supposedly inanimate mineral sample from a recently explored planet turns out to be sentient, you find yourself trapped in the physics lab fighting a rapidly growing rock creature.

60%
SP: 5%

DEATH

STARBASE 2

A shuttle crashes into the base and leaves several crewmen trapped inside a room with a raging plasma fire. Only you are close enough to get them out before they fry.

55%
SP: 10%

USS ARES—(Destroyer)

During your 24 hour leave on Janus 13, you get involved in a bar fight and end up in the local slammer. Only some fast talking and a little haggling with the cops can keep this unfortunate incident off your official record.

60%
SP: 5%

USS ALEXANDER—(destroyer)
AND
USS SARGON—(destroyer)

This card also acts as the next mission for the player who goes after you. The captains of your respective ships allow you to take command during war-game maneuvers. Highest percentage roll between the two players wins.

SP: 10%

STARBASE 5

Transporter Room 1 is due for its annual overhaul. The C.O. wants it done by 0800 tomorrow!!

60%
SP: 10%

USS REPUBLIC—(heavy cruiser)

A Gorn ship trespasses into Federation space. While the captain opens hailing frequencies to confront the Gorn captain, you are assigned to use the long-range sensors to back-track the ship's ion trail and detect any other intruders. The captain will need this information FAST.

55%
SP: 5%

USS EXETER—(heavy cruiser)

Your captain is trapped in an inter-dimensional rift. You theorize that a 1.3 nanosecond burst of alpha radiation will pull him free. But there's no time to test your theory or even get permission before trying. You must act on your own to either save or doom your captain.

50%
SP: 5%

MINING COLONY BB651-A

Part of a security team helping guard a new mining operation against the large predators that swarm this dilithium-rich planet. It's up to you to assign your men in the most efficient way, thus keeping casualties to a minimum.

60%
SP: 10%

USS LEXINGTON—(heavy cruiser)

The reactor on a derelict Romulan ship will blow in less than a hour. Can you hack into the computer system for valuable intelligence before you have to be beamed away?

55%
SP: 5%

USS NAUTILUS—(science ship)

A toxic spill in one of the labs mutates a large percentage of the crew into zombie-like creatures. Can you figure out a cure before they tear you limb-from-limb?

60%
SP: 5%

DEATH

USS MARS—(Destroyer)

A giant space squid traps the ship in its tentacles. Stationed at the helm when this happens, only you are in position to fire off the perfectly aimed photon torpedo shot needed to save the ship.

65%
SP: 5%

DEATH

STARBASE 4

The job of collating and prioritizing the log entries from various ships in the sector is dull but important work and MUST be done accurately.

55%
SP: 10%

SPACE STATION K-7

Space stations are normally run by civilian personal, but Starfleet sends you to K-& to follow up on the Tribble problem. Make sure the station is clear of the little fuzzballs—if you miss even one, the whole problem starts over again.

60%
SP: 5%

USS HORNET—(Heavy Cruiser)

While on a landing party making contact with residents of a fishing village, you spot the local chief's daughter caught in an undertow. You'll need to reach her quickly to save her from drowning!

65%
SP:10%

USS SHELDON COOPER—(Science Ship)

While studying a supernova, the ship is pulled into a mirror universe. While the command staff is figuring out a way back, you end up in a battle of wits with your evil double—trying to stop him from killing and replacing you.

60%
SP: 10%

DEATH

USS YORKTOWN—(Heavy Cruiser)

While on leave on a disputed planet, you notice some Klingons sabotaging a local power plant. There's no time to call for help—you'll have to stop them yourself.

55%
SP: 5%

DEATH

USS BOWIE—(SCOUT SHIP)

You are captured by primitive aliens on a newly discovered world. Without phaser or communicator, you only have hours to tunnel out of the dungeon before they sacrifice you to their sun god.

55%
SP: 10%
DEATH

USS AL RACHID—(transport/tug)

The air-conditioning unit in the cargo pod you are hauling fails. The quadrotriticale contained within will be infected with space mold unless you get that unit up and running fast!!

60%
SP:5%

USS LOKI—(Light Cruiser)

A busy day on the hanger deck as exploration teams are sent down to a planet that exudes a power field preventing transporter use. It's your job to keep the shuttles on schedule.

70%
SP: 10%

USS ACHILLES—(Destroyer)

You're on the helm while your ship chases an Orion pirate through a nuclear mine field left over from the Romulan War. Are your skills honed enough to stay on the pirate's tail and avoid the mines?

60%
SP: 5%

USS KONGO—(heavy Cruiser)

During a skirmish with a Roumlan Warbird, a live photon torpedo gets stuck in its tube. You'll need to crawl through a narrow maintenance tube to disarm it before is blows out at least two decks of the ship.

60%
SP: 5%

DEATH

USS CASTOR—(Light Cruiser)

The captain is allowing you to bring the ship into the docking facility at Starbase 23. Can you pull off this delicate maneuver smoothly and not embarrass your ship?

605%
SP: 10%

USS EL CID—(Light Cruiser)

You are the only member of your landing party not infected by mind-controlling spores. If you can rig your communicator to transmit a sound burst at the exact correct frequency, you can free the others before they mindlessly walk into the mouth of a carnivorous plant.

65%
SP: 10%

USS MASADA—(Light Cruiser)

The A.I. running an automated deep space repair station has gone rogue. Only you are in position to deactivate it before it rips the ship apart!!

70%
SP: 5%

DEATH

USS DOPPLER—(Transport/Tug)

You discover an anti-matter bomb placed aboard the cargo pod!!!! You have mere seconds to defuse it!!

55%
SP: 10%

DEATH

USS CONSTITUTION—(Heavy Cruiser)

You're doing a stint at the Navigation station when orders come through to lay in a complicated course through a crowded star cluster. Get the ship lost instead and you'll definitely get a black mark on your record!

60%
SP: 10%

STARBASE 23

You are assigned to plan out the dinner menu for a multi-species scientific conference. Dietary dos and don'ts are varied and complicated, so care must be taken in choosing what to serve.

65%
SP: 10%

USS CORTEZ---(Destroyer)

A transporter accident mixes your DNA with that of a Andorian Slugfish. You must stuggle to retain your sanity until the engineers can figure out a way to reverse the process

60%
SP: 2%

DEATH (well, permanent insanity, anyways)

USS BOISE—(Destroyer)

The captain wants real hot chocolate for breakfast. Can you haggle a good deal for a supply from interstellar merchant Cyrano Jones?

55%
SP: 5%

STARBASE 2

You are to assist the science officer in analyzing mineral samples just shipped in from a newly-discovered planet. Demonstrating a little insight and skill at this task will earn you some brownie points.

60%
SP: 10%

USS ARES—(Destroyer)

You attend on training session on how to install an improved proximity detonator on the photon torpedoes. Take careful notes—there'll be a test afterwards.

70%
SP: 5%

THJE GUARDIAN OF FOREVER

While doing a tour with a research team on the Guardian's planet, a traveler from the future tells you that you'll one day save Earth from destruction—but only if you go back in time to stop a madman from killing your grandfather and preventing your birth!!

50%
SP: 5%

DEATH

USS LAGRANGE—(Science Ship)

An Admiral is paying a last-minute visit to the ship and you are assigned to the honor guard. That doesn't give you much time to get that grape juice stain out of the front of your dress uniform!

65%
SP: 5%

USS CROCKETT—(scout ship)

You may have figured out a new way to tune the sensors to more accurately track cloaked Romulan ships. The captain gives you permission to rewire the sensors and try out your theory.

65%
SP: 5%

USS PHINEAS FOGG—(science ship)

You have a hunch that a particular asteroid in the solar system you are mapping is rich in dilithium. You gather facts and present your findings to your captain, hoping to convince him to investigate.

65%
SP: 10%

USS LEXINGTON—(heavy cruiser)

While on the surface of a disputed planet near the Klingon border, you are assigned to act as military advisor to guerrilla fighters rebelling against the Klingon-installed despotic ruler.

60%
SP: 5%

USS NAUTILUS—(science ship)

The same day keeps repeating over and over again—and you are the only one aboard who notices. You must figure out what's going on and how to break the cycle.

60%
SP: 5%

DEATH (or, at least, spending eternity trapped in a single day)

USS JOHN GLENN—(Light Cruiser)

While serving with a landing party on a planet with a medieval-level tech, a set of unusual circumstances end up putting you on a fragile rope bridge, locked in a sword fight with the local king's champion warrior.

55%
SP: 5%

DEATH

USS PRINCETON—(light cruiser)

Can you do a very boring two-week rotation on the bridge night shift, manning the engineering substation, without falling asleep on duty? It won't be easy.

55%
SP: 10%

Rigel 7

A childhood friend is now heading a black market dilithium operation. You are sent on an undercover assignment to gain his trust and gather enough evidence to bring him down. But if he tumbles to your real loyalties, they'll probably never find your body.

60%
SP: 5%

DEATH

USS REPUBLIC—(heavy cruiser)

A strange egg-shaped artifact discovered on a planet surface somehow makes the dreams of sleeping crewmen to intertwine and cause actual physical harm. If you can survive a bizarre series of dangers in the "dreamscape," you just might be able to destroy the artifact before it kills everyone.

55%
SP: 5%

DEATH

USS MARS—(Destroyer)

An ancient alien mummy being transported to the museum in the Andorian system suddenly comes to life. Soon, you're the only living crewman on Deck 16 who still has a chance to stop it before it drains the dilithium crystals of all their power.

60%
SP: 5%

STARBASE 4

A member of your graduating class is undergoing a court martial, charged with cowardice. You suspect the computer records have been falsified, but can you gather the proof in time to get a "not guilty" verdict?

55%
SP: 10%

USS NICHOLAS VAN RIJN—(scout ship)

A corrupted navigation program takes your ship light years off course. You are given the job of rewriting the program and getting the ship back on course quickly.

60%
SP: 5%

USS TOM CORBETT—(destroyer)

A perfectly placed photon torpedo is the most efficient way of destroying a large asteroid before it slams into a populated planet.

65%
SP: 5%

STARBASE 8

You are assigned to clean up a toxic chemical spill in the Chemistry Lab. There will be a very exacting inspection afterwards to make sure you've cleaned up everything potentially dangerous.

60%
SP: 10%

USS HONG KONG—(light cruiser)

You are assigned collect botanical specimens on a newly explored planet. You must intelligently choose a representative cross-section of the various species.

65%
SP: 10%

USS AUDIE MURPHY – (Destroyer)

The first officer notices a discrepancy between the number of tricoroder shoulder straps taken aboard at Starbase 17 and what the supply manifest currently lists. You are assigned to perform a hands-on inventory and recheck all the appropriate records.

70%
SP: 10%

USS NESSUS—(science ship)

A planet is mysterious collapsing in on itself for no apparent reason. The officer that collates the data and comes up with a viable explanation will most certainly earn some brownie points from the captain.

55%
SP: 10%

USS ASIMOV—(science ship)

Is that strange alien artifact brought aboard from those ancient ruins somehow eating away at the life force of the captain and the chief science officer? When the first officer rejects your theory, you are forced to act on your own to save two lives.

55%
SP: 10%

USS ANTHONY ROGERS—(light cruiser)

Your ship is transporting several prisoners to a penal colony. Their escape attempt happens when you're on duty and you must stop them from reaching the Transporter Room.

60%
SP: 5%

USS WASP—(heavy cruiser)

You're sent out to do an EVA repair job on the main sensor dish. Lt's a difficult and exacting job that you are better off getting right the first time.

55%
SP:5%

USS PLANKTON—(science ship)

You submit your paper on "Increased Particle Flow in Warp Coils during High Powered Manuevering" to appear in the latest issue of Starfleet Technical Quarterly. Will it be accepted?

60%
SP: 5%

USS SHERIDAN—(destroyer)

Okay, trying to show an Andorian crewmate how to throw a curve ball while in the engine room was probably a bad idea. But if you can get that broken panel patched up quickly, then everything should be okay.

60%
SP: 5%

USS LEONARD NIMOY—(science ship)

A science ship doesn't see much combat, but when you're jumped by an Orion pirate, it's up to you to rewire the warp engines and give the single phaser bank enough power to fight back.

60%
SP: 5%

DEATH

STARFLEET COMMAND

A tour of duty writing press releases. Your responsibilities are to get the facts straight and not to embarrass Starfleet in any way.

65%
SP: 10%

USS PATTON—(destroyer)

An Organian teleports himself aboard and chooses you to wage a telepathic contest of wills against a species from another galaxy. If you win, the alien species will turn aside from their plans to colonize our galaxy and enslave us all when they arrive in 200 years.

60%
SP: 5%

USS LEYTE CULF—(shuttlecraft tender)

Your ship is involved in war game maneuvers and you have less than an hour to refit and refuel an experimental warp-equipped shuttlecraft.

70&
SP: 2%

USS HEINLEIN—(scout ship)

While transporting a royal family to a wedding on a neighboring planet, you are put in charge of watching over the king's precocious 3-year-old. If you can just manage to keep the little snot from crawling into the warp core or photon tubes, then everything should be okay.

50%
SP: 2%

USS LOUIS WU—(scout ship)

A shortage of toilet paper on a highly advanced space ship? Well, these things happen. You need to take a shuttle to a nearby planet, make a deal for some TP and get back before it's… um… too late.

60%
SP: 10%

USS CHICAGO—(Light Cruiser)

It's time to re-qualify in hand-to-hand combat. You need to go three rounds against the brawny chief of security to pass the test.

55%
SP: 10%

USS YAMATO—(heavy cruiser)

A trio of third-year cadets arrive aboard for two weeks of advanced training on weapons and tactics. You are assigned to watch over them and make sure they actually learn something.

70%
SP: 55

USS ENTERPRISE—(heavy cruiser)

You are on transporter duty when an unexpectedly severe ion storm disrupts the signals of two people beaming aboard. Can you unscramble the transporter beam and reintegrate them intact.

60%
SP: 5%

USS BURROUGHS—(destroyer)

Con man Harry Mudd is selling “commissions” to Starfleet Academy to naïve residents of a remote colony. You are leading the landing party that attempts to track him down and arrest him before he gets away.

65%
SP: 5%

USS FARRAGUT—(heavy cruiser)

You are investigating Klingon activity in a certain star system when you are captured by a mad scientist bent on replacing both Federation and Klingon crews with robot doubles. You must convince a Klingon captive to team up with you, escape and destroy the madman’s mainframe.

55%
SP: 10% DEATH

USS ABRAHAM LINCOLN—(Light Cruiser)

Your ship intercepts a new Romulan code. You spend your off-duty time trying to decipher it. That would definitely look good on your record.

60%
SP: 5%

VULCAN

You are on detached duty as administrative assistant to an admiral while he attends a scientific conference on Vulcan. When an accident places a small Vulcan child in danger, you happen to be on the scene to try a rescue.

60%
SP: 10%

STARBASE 16

The port tractor beam at the Space Dock is on the fritz again. You are determined to get that thing fixed once and for all.

65%
SP: 10%

USS ESSEX—(heavy cruiser)

A primitive tribe on a dilithium-rich world might be impressed enough to sign a treaty if you can ride and break a wild thoat—one of the large eight-legged beasts they use for cavalry.

65%
SP: 10%

USS NIVEN—(science ship)

In order for the study of a newly formed black hole to go smoothly, you must figure out a way to rig up the sensor array, deflector shields and artificial gravity generators so that the ship can get closer to the black hole than would normally be safe.

55%
SP: 1o%

USS JEB STUART—(scout ship)

Solar flare activity is making it difficult to pinpoint the origin of an urgent distress call. You are giving the job of backtracking the signal as quickly as possible.

65%
SP: 5%

USS ESSEX—(heavy cruiser)

You fall in love with the captain’s yeoman, but when she is possessed by an alien parasite, you must kill her to save the lives of a dozen crewmates.

50%
SP: 5%

USS FLASH GORDON—(light cruiser)

Some old records presumed lost during the Eugenics War are found—giving the location of a “planet buster” bomb buried on Saturn’s moon Io. Your landing party finds it and accidentally activates the timer. You have 3 minutes to figure out how to disarm it or you, the landing party and Io are history.

60%
SP:5% DEATH