




## DEAD END

As you head down the corridor you notice that your route is blocked by barriers. Various ships fluids appear to have leaked everywhere. You have no choice but to turn back.

The Dead End will always be empty, unless the mission book states otherwise, or an Unexpected Event is rolled during the Power Phase.



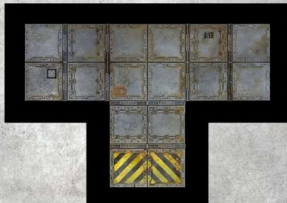
CORRIDOR

A rectangular card with a grey, metallic background. At the top, a dark banner contains the text 'DEAD END' in white. Below this is a paragraph of text. Underneath is a small, square illustration showing a corridor that ends abruptly with a wall and a yellow and black striped barrier. At the bottom, a horizontal metal bar with a central bolt is shown, with the word 'CORRIDOR' printed below it.

## T-JUNCTION

The corridor suddenly divides into two sections, both lead further into the darkness.

The T-Junction will always be empty, unless the mission book states otherwise, or an Unexpected Event is rolled during the Power Phase.



CORRIDOR

A rectangular card with a grey, metallic background. At the top, a dark banner contains the text 'T-JUNCTION' in white. Below this is a paragraph of text. Underneath is a small, square illustration showing a corridor that splits into two paths, forming a T-junction. A yellow and black striped barrier is visible at the end of the lower path. At the bottom, a horizontal metal bar with a central bolt is shown, with the word 'CORRIDOR' printed below it.