

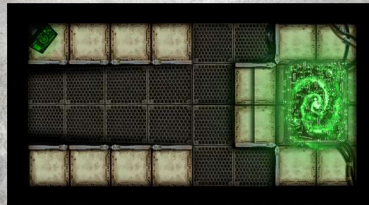


EXPLORATION

WAR-ROOM

You walk up a plated slope into a large chamber. At the far end, a device projects a large holographic map, its eerie green light illuminating the area.

The War-Room will always trigger an event card, unless the mission book states otherwise.



ROOM