Adrift First game / Print and build / 0.22

Use the supplied Prelude booklet, which teaches the rules in order. Print components at Actual size / 100%. Match the face/back page numbers for long-edge duplex, or glue matching backs separately. Choose eight standees or eight round figure tokens.

The three character cards are Reyes, Chen and Park. Give Reyes Pistol, Combat Knife and Spectre V2 Pathfinder, plus the separate starting Smoke Grenade. Chen has Plasma Axe, Pistol and Spectre V2 Pathfinder. Park has Shotgun, Combat Knife, Spectre V2 Pathfinder and Medkit. Give them Scavenger, Deadly Strike and Field Medic respectively.

Do not shuffle the eleven-card teaching stack. From first to last: 1 THRALL, MEDKIT, EXPOSED WIRING, 2 THRALLS, FRAG GRENADE, LASER SCOPE, SHOCK BATON, 1 THRALL, SMOKE GRENADE, 1 THRALL, PISTOL. The separate Smoke Grenade is starting equipment, not an extra deck card.

Use the five included tiles: Airlock, vent Straight corridor, unvented T junction, unvented Operations (flight deck) and vent Stores (cargo hold). Follow Prelude P.2 for their order and orientation. Keep four SEALED markers available; the two extra markers cover the flight deck exits in P.4.

The mission clock starts at 8 for the Prelude. Use the included CLOCK marker, 42 HP counters and status markers. Supply five ordinary D6s. The illustrated Prelude has eight A5 pages; the Rulebook has 48. Print the Quick reference on both sides, and fold Quick action cards at the shared edge.

The revised cards and four current-edition supplied PDFs replace the older versions. Unchanged 0.20 components retain their original filenames and bytes. Free for personal, non-commercial use only.