

# Animal Rescue



Mission / One-Day




You are escorting an injured animal to the Biological Outpost to be restored to health and returned to the wild.

The attached being gains friendly and persistent.




**Response:** When any amount of harm would be added to the attached being, you may exhaust your role to suffer 1 injury, instead.

When the attached being is cleared, resolve the following effects instead:

**Clear** : *It succumbs to its wounds.*  AR3

**Clear** : Discard 1  from the attached being and remove all  from it. *(It is not discarded.)*

Arrive at Biological Outpost:  AR1

*The animal's condition worsens. Exhaust the attached being.   It suffers 1 . Move it unless you have 2 free equip slots.*

# Emergency Aid

Mission / One-Day



*Sirisana needs your help to treat the animal!*




The attached being gains friendly and persistent.

---


When the attached being is cleared, resolve the following effects instead:



---

**Clear** : *It succumbs to its wounds.*  AR3



**Clear** : Discard 1  from the attached being and remove all  from it. *(It is not discarded.)*



---

While you are at Biological Outpost and the attached being has no  on it, this mission gains the following test:

**FOC** + : **Treat [2]** *the animal's injury* to add 1  to this mission.

---

Have 1+**R** or more  on this mission:  AR2

 *The animal's condition worsens. Exhaust the attached being. **>>** It suffers 1 . Move it unless you have 2 free equip slots.*