

"MAKE A MOVE"

1. Choose an **adjacent Corridor** to move through (or follow special rules, if any)
 2. Each **Intruder** in your **Current room** and in the chosen **Corridor** makes an **Opportunity Attack** against **you** (Secure doesn't prevent) Max. **3 Attacks** per move
 - 3a. **Unexplored?** → draw an **Exploration card** and resolve it from **top to bottom**
No more Rooms of the required type (A, B, C)? → place a ?-Room
New Corridors may **NOT** lead out of the **Facility**, or into explored Rooms
Connect new **Door slots** with the newly explored Room
 - 3b. **Explored?** → i. **Move** ii. **Secure** if you moved "**CAUTIOUSLY**" iii. **Noise roll**
- NOTE:** These steps apply to ALL Character "**Move**"-effects, not just this Action

Noise roll = roll a Noise die

- 1-4** → do the following for **each adjacent Corridor** with the rolled **Noise** value:
- "Resolve Intruders? → 1 of them **moves** into your Room and **Attacks you**
 → **Noise?** → remove it & draw 1 token from the **Bag** for a **CORRIDOR**
Neither of the above? → place a **Noise marker**
-  → draw 1 token from the **Bag** for a **ROOM** If an Intruder appears, it **Attacks you**

"FIRE A SHOT"

1. Choose a **Weapon** (in a **Hand slot**) with **Ammo** & an **Intruder** in the same **Room**
2. Deal 1 **Hit**: Add a universal marker OR move the **Queen's Hits** marker
3. Roll a **Shoot die**: **2-5** → if the result ≤ Hits on the Intruder, resolve 
 → the Intruder **dies** OR with the **Queen**, resolve a card
 → spend **Ammo** (flip / discard the token)

"FIRE A BURST"

1. Choose a **Weapon** (in a **Hand slot**) with **Ammo** & an adjacent **Corridor**
2. Spend **Ammo** (flip / discard the token)
3. Roll a **Burst die**: **1-4** → assign these Hits to the Intruders in the target Corridor:
1 **Hit** to kill an **Adult** or a **Larva** 2 **Hits** to kill a **Drone**
Hits to the **Queen** are tracked with the **Queen's Hits** marker
 → additional effects from the used **Weapon** or **Action**, if any

"MELEE ATTACK"

1. Gain 1 **Contamination**
2. Choose an **Intruder** in the same **Room**
3. Deal 1 **Hit**: Add a universal marker OR move the **Queen's Hits** marker
4. Roll a **Shoot die**: **2-5** → if the result ≤ Hits on the Intruder, resolve 
 → the Intruder **dies** OR with the **Queen**, resolve a card
5. The Intruder **didn't die**? → it tries to **Attack you** (Secure doesn't prevent)
You may **prevent it** by placing a **Malfunction** marker on any of your **Weapons**

End of the Game – immediate effects

All Characters who did **NOT Escape** or **Hibernate** **DIE**
Facility is destroyed (Autodestruction / Fire)? →
all **Hibernating** Characters **DIE** as well and
all **Intruders** and all **Rooms** are **DESTROYED**

Characters in the Lander before it is launched:
Skip their turns Do NOT lose Health or Oxygen
Exit the Lander if an Intruder enters the Room

End of the Game – surviving

To **successfully** Escape (Lander or Shuttle) or **Hibernate**, the Character trying
it must make a **Noise roll** and **NOT** end up with an **Intruder in the Room**

At the end of the game, **each surviving Character** must do the following:

1. **Infection Procedure** for their **entire deck** (no need if they have a Larva)
2. **Larva?** → gain 1 **Contamination** & reshuffle & **Eclosion Procedure**
3. **Alive?** → check **Objective** (2 cards? → choose 1 before others reveal)

Autodestruction Procedure → place the token 5 spaces ahead of the Round marker

"USE TACTICAL GEAR TOKENS"

- Use or rearrange **any number** of tokens
- Robot** is here? → its tokens are also accessible
Ammo may NOT be removed from a **Weapon**
- Grenade** = **BURST**-roll (NOT a Burst-Action) without a **Weapon**, and with **+2** to the result
- "TRADE"**
- Give / receive **Items** and **Tactical Gear** to / from other Characters (they must agree) in your Room
- "ACTIVATE THE ROBOT"**
- Locally OR remotely with a , if you discard an **additional card** or own a **Data token**

Robot (and UAV) movement

Moves like a **Character** Ignores **Intruders**
May NOT explore new **Rooms** No **Noise rolls**

REACTIONS Are NOT Actions Passed players MAY react

CHOOSING AN OBJECTIVE During your turn, before or after any Action

COMMANDS Your commands MAY target passed players
You may NOT give a command that results in an **Opportunity Attack**

The Facility

- Corridors:** Max. 6 **Intruders** / 2 + **Queen** / 1 **Noise marker**
Limit exceeded? → larger **Intruders** swap places with smaller ones
presence of **Intruders** **always removes Noise**
- "Reinforced"** = flipped to its "0" side & **Noise** is **removed**
"Empty" = no **Intruders** **"Unexplored"** = connected to only 1 **Room**
- Doors:** Exist only in **Corridor Door slots** Do NOT break adjacency
Characters MAY access **Doors** that are at the far end of a **Corridor**
- "Closed"** = Characters **can't move** or perform **Actions** through a **Door**
Intruders that try to go through a **Door** **Destroy** it instead
Blocks the spreading of **Fire**
- "Opened"** = removed **"Destroyed"** = laid down, may NOT be closed
- Fire:** 1 / **Room** No markers when one must be placed? → **game ends**
- Malfunction:** 1 / **Room** Room's **Action** can't be used (no effect on )
1 / **Item** Can't be used 2nd marker? → discard **Item**
1 / **Robot** Can't be used **Tactical Gear** is still available
- No markers when one must be placed? → place **Fire** in the **Room**
- Secure tokens:** 3 / **Room** **Prevents Attacks** from **entering** **Intruders**
Secure tokens may NOT be added to **Rooms** that contain **Intruders**

Intruder-, Event- and Cleanup Phases

1. **INTRUDERS BURNING** Each **Intruder** in a **Room** with **Fire** is dealt 1 **Hit** (no die roll)
If the **Nest** is on **Fire**, remove 1 **Egg** from the **Nest**
2. **INTRUDER ATTACKS** Each **Intruder** in a **Room** with a **Character** **Attacks** (Secure doesn't prevent)
- 2.5. **LANDER LAUNCH** Any **Character** in the **Lander** may launch it, causing everyone in it to **Escape**
3. **EVENT CARD RESOLUTION** An **Event card** is drawn, resolved from **top to bottom**, and discarded
Intruder movement: 1. Towards the **closest Character** 2. Shortest route 3. Lowest ID
Intruders in a **Room** with a **Character** ("In **Combat**") do NOT move
4. **BAG DEVELOPMENT** Draw 1 token from the **Bag** for **BAG DEVELOPMENT**
5. **STARTING PLAYER CHANGE** The **Starting Player** token passes to the **next player** in turn order
6. **DRAWING ACTION CARDS** Each player draws up to their **hand size** (5 by default)
7. **TIME ADVANCEMENT** The Round marker **advances by 1**
No more Rounds / **Autodestruction** token → **end of the game**
Lander token → Inactive A-A = Lander lands (A-A removed) Active A-A = Lander destroyed

No target specified? → **Local Effect**
= any target in **your Room**

Tiebreakers / order of simultaneous effects

- i. Characters = turn order
- ii. Rooms and Corridors = reading order
- iii. Intruders = from largest to smallest

Intruders

- Movement:** From **Corridor** to **Room** OR From **Room** to **Corridor**
Entering a **Room** with a **Character**? → only 1 **Intruder** moves, but that **Intruder** also **Attacks**
- Injured Adult** or **Drone** in a **Corridor**? → **discard** all of its **Hits**
- Repel:** **Intruder** moves away from the **Repel** effect (never off the map)
Repel effect in the **same Room**? → **Character** chooses the direction
Repel effect farther away? → tiebreaker = lowest ID
- The Queen:** Only 1 **Queen** – if it dies, ignore all effects that refer to it
Activate = **Character** in the **Queen's Room**? → the **Queen** **Attacks**
No **Character**? → it **moves** (see **EVENT CARD RESOLUTION**)
 = Draw and resolve a **Queen Health card** & set **Queen's Hits** to 0
- Larva:** Any 1 **Hit** (Shot, Burst or Fire) is enough to kill a **Larva**

Intruder Attacks & Character Wounds

- Attack from Larva:** Gain 1 **Contamination** Remove the attacking **Larva**
Get **Infected** with a **Larva** (if you are not already)
- Attack from larger Intruders:** Draw and resolve an **Intruder Attack card**
- Wounds:** Health marker on an **Armor**? → **discard** the **Armor**
Serious Wounds block the **left-most** Health track sections
2 of the **same Serious Wound**? → effects do NOT stack

Items & Tactical Gear & Effects on other Characters

- Heavy:** Horizontal card / **Egg** **Hand slot** Discarded if dropped
Armor:  "Heavily Injured" **Health track** slot
Regular: Vertical (non-Armor) **Backpack** (holds any number of **Items**)
- Tactical Gear:** **Items** enter the game with all **Tactical Gear slots filled**
"Requires no **Ammo**" -Items are considered to always have **Ammo**
If an **Item** with **Tactical Gear** on it is discarded, also the **tokens** are lost
- The following effects may be **used on other Characters** in your **Room**:
Restore **Health** Discard **Serious Wound** / **Malfunction** Gain **Oxygen**

GAME SETUP

3 **Section border pieces** + 3 **Round track border pieces** = “the Facility” **Undiscovered Hibernatorium w/ Robot model** on it → Section “B”

Round marker → Round track slot “1” **Lander token** → Round track slot “10” **Autodestruction token** → above the Round track

1 **Universal marker** → top-most **Objective Choice** slot 3 **Life Support tokens** & the **Hibernatorium token** (*all inactive*) → Section borders

1 random **Robot card** (*face down*) → Section border “A” 1 **Ammo token** & 1 **Oxygen token** → beside the Robot card

2 **Anti-Aircraft tokens** (*randomized & face down*) → Section border “B” 4 **Tactical Gear tokens** of **each type** → beside the Landing Zone

Shuffle the **Queen Health cards** (*face down*) → Section border “C” 5 **Egg tokens** → Section border “C”

1 **Universal marker** → Queen’s Hits track slot “0” Shuffle the **Room tiles** face down into separate stacks **by type**

Shuffle the **Corridor tiles** → Corridor insert Draw 3 **Corridors** → Landing Zone (*Door slots towards the Landing Zone*)

Shuffle the **Exploration-**, **Intruder Attack-**, **Event-**, **Contamination-**, **Item-** (3 types), **Support Equipment-** and **Serious Wound decks** face down

Shuffle the **Intruder tokens** face down into separate piles **by type** 1 **Blank** & 2 **Larvae** & [3 + # of Characters] **Adults** → Intruder bag

Intruder Help sheet (“*The Queen is Alive*”) → beside the Intruder bag **Help cards** from “1” ... “#” of players → **given to players** at random

Starting Player token → player with Help card “1” * 1 random **Mission Task card** (*face up, check the # of players*) → below the Round track

1 random **Mission Objective card** + 1 random **Private Objective card** (*check the # of players*) → **each player** (*these may NOT be revealed*) *

In SOLO GAME, replace the last two instructions with: 1 random **Solo/Coop Objective card** (*face up*) → below the Round track

Players draft Characters in the order of their **Help card numbers** (1,2,3) – do the following for each player (*one at a time*):

Shuffle the **Character draft cards** → give 2 to the player → the player chooses 1 → the other card goes back into the deck

PLAYER SETUP (*each player does this*)

Character tile for the chosen Character → **Character board** 1 **Universal marker** → left-most **Health track** slot

Oxygen counter → “7” **Model** for the chosen Character + **Colored ring** → **Landing Zone** room

Backpack card holder → your play area Shuffle the **Action cards** for the chosen Character face down → **left side** of the Character board

Character Item card for the chosen Character (*the Contractor gets 2*) → Hand slot (*Heavy Item*) OR “Heavily Injured” Health track slot (*Armor*)

NOTE: When playing as the “UAV Operator”, the **UAV model** is also placed in the Landing Zone

Draw 7 **Support Equipment cards** → **each player** (*NOT the Contractor*) takes 1 of them in **reversed Help card number** order (3,2,1)

The **rest** of the drawn cards are **removed** from the game Each player fills **all Tactical Gear slots** on their Item cards with **appropriate tokens**

Each player may freely choose any 4 **Tactical Gear** tokens to fill their Tactical Belt **Each player** draws 5 **Action cards** to their hand