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Game: **REICHBUSTERS: PROJEKT VRIL**

Publisher: **Mythic Games (2020)**

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

SETUP

Choose a **mission**. **Raids** are one-off games and **campaign games** are part of an ongoing plot.

Each player takes a **dashboard** and a chosen hero's **character card**, deck of **action cards**, and **miniature**. Place the 2 **weapon tokens** and 1 **skill token** listed on your hero card on your dashboard, along with your hero card. Remove your 2 **feat cards** from your action deck, shuffle the rest of the deck, and draw 2 cards. Add these to your feat cards to form your starting hand. The rest of the cards are your draw deck.

1-3 players: Either share out the 4 heroes and take turns with each hero, or play with fewer heroes.

Set up the **tiles**, **doors** (with locks if necessary), **guard point tokens**, and **spawn tokens** as directed by the mission map. Shuffle each type of **room feature** required and place a random feature of the correct type facedown where indicated. Shuffle each type of **item** into individual stacks and deal items into areas as indicated.

Place the mission's **faction card** next to the map, and place the specified maximum number of each enemy unit nearby. Separately shuffle the **pre-alarm noise**, **post-alarm noise**, **spawn**, and **wound decks** and place them facedown near the map, along with the rest of the tokens and dice.

Place each hero on one of the entrance tokens for the mission. Players decide which hero goes first.

Raid missions

Draw 1 **map card**, 1 **objective card**, and 1 **faction card**. Players then draw a **team card**. Any of these cards can be chosen by the players or drawn randomly.

Set up the **map** according to the map card and objective card. Set up the **mission tracker** next to the map, according to the objective card, and place the **round marker** on space 1.

Each player chooses a **hero** from those available. Place the tokens listed on the team card, and then assign these stores to the heroes, discarding any unused ones. Heroism points stay on the card and may be used by any hero; shuffle the rest and place them facedown next to the map.

Campaign missions

Before your first campaign mission, decide on a **difficulty level** for the whole campaign. Set up the next incomplete mission available. Place the **HQ card** next the map and place on it any items and heroism points from the previous mission and any additional items provided by the new mission.

Each player chooses a **hero** from those available. Assign the items from the HQ to the heroes. Heroism points stay on the HQ card and may be used by any hero; shuffle the rest and place them facedown next to the map.

Remove card RB041 from the spawn deck, and the secret passage cards RB185, RB190, and RB201 from the room features deck.

GAME ROUND

A **round** consists of 1 **turn** for each hero, and 1 enemy turn after *each* hero turn. The round ends with an end of round phase.

Players decide the order in which they take their turns.

After the alarm sounds however, at the start of each round shuffle and deal out the **turn order tokens** to find the fixed hero turn order.

When a card deck is exhausted, shuffle its discard pile to make a new deck. **After doing so for a hero action deck, remove the top card from the game**, then continue play.

Unless otherwise specified, when a card effect tells you to draw or discard it refers to the hero action cards. Unless specified otherwise, when there is a choice to make, the players make it.

HERO TURNS

On their turn players may take 2 **basic actions** and as many free **bonus actions** as desired. Unless otherwise specified, **basic move and attack actions may each only be used once per turn.**

BASIC ACTIONS

MOVE ⓪

Unless otherwise specified, you may move from one area to an adjacent area. You cannot move into and out of an area as part of the same action if that area contains any enemy units (though you can do so with separate actions). You can however move out of one area and into another if they both contain enemy units.

You may make multiple moves using action cards, and/or use an action card movement modifier to move more than 1 area with a move action (each modifier allows you to move 1 additional area). Using a basic move modifier can add noise to the move action.

A move action may be used to stand up a **knocked down** but non-downed hero.

Place a **cleared token** if you move into a room/corridor that contains no enemy units, or you end your turn in a room/corridor that contains no enemy units (only 1 is needed in each room/corridor). The token indicates that no enemies remain in that room/corridor, so enemy patrols cannot enter from there; but they do not prevent spawns from barracks.

ATTACK

Melee attacks happen when both attacker and target are in the same area. Heroes and enemies are **in melee** if they are in the same area, even if no attack or defence tests have been made yet.

Ranged attacks occur when the attacker and target are in different areas. **A unit in melee cannot make ranged attacks.**

After the attack has been resolved, take a **noise test** if necessary. If ❓ is shown, use the number of noise dice on the weapon being used. If ⓪ is shown the attack does not generate noise.

When a hero attacks:

1. If more than 1 weapon is available at the current range, choose which is being used. Any hero can always make n **unarmed** ①, ⓪ melee attack regardless of their weapons.

2. Declare the target. In melee, this can be any enemy unit in the same area. For ranged attacks, this must be an enemy unit in an area you have **line of sight** (LOS) to that is within the **range** of the weapon/effect in areas. A weapon with range 0 is a melee weapon. Units can trace LOS in any of the 4 cardinal directions through friendly units and any tokens but not through enemy units, walls, or closed doors.

3. Make an attack test, rolling the number of dice shown on the chosen weapon, and apply the results. The target number is the target unit's **defence** value. **Each friendly hero in the same area may play 1 card from their own hand to modify the test.** A noise test may then be necessary.

   If an attack affects all units in an area, make 1 attack roll and compare the result to the defence of each affected unit.

An enemy unit will drop a faceup random **loot token** if it is attacked and killed by a hero and you spend an available ✪. See the faction card for the type: **grey** units drop normal loot, **red** units drop vril loot, and **black** units do not drop loot.

SEARCH

If you are in an area with 1 or more 1 facedown items and no enemy units, you can **search**. Make a ② **noise test** and flip all facedown objects in the area faceup. Then choose 1 faceup item and place it on your dashboard. If you perform a search action to recover an item that is already faceup, no noise test is necessary.

READY EQUIPMENT ⓪

Remove 1 🔧 or 1 🔋 from a weapon on your dashboard or from an adjacent portal. If you remove a 🔋 you must also have and discard a **vril orb item** from your inventory. Unlike portals, items and weapons can only be assigned 1 🔧 or 1 🔋.

DRAW 2 CARDS ⓪

Draw the top 2 cards from your action deck into your hand. There is no hand limit unless otherwise specified.

UNLOCK/OPEN DOOR

Open or unlock an adjacent door. Take the **noise test** shown on the door. If the door is locked and you do not have keys, this action unlocks it, but does not open it (discard the lock token). If the door is unlocked, or locked and you have keys, this action opens it (flip the door token over). Opened doors cannot be closed.

RECOVER

A hero who starts their turn downed must spend both of their basic actions to recover. Discard all but 2 wound cards of your choice and stand your miniature up again; you may play action cards as normal.

BONUS ACTIONS

PLAY ACTION CARDS

Each hero has a deck of 12 **action cards** consisting of 10 **action/modifier** cards and 2 **feat** cards. When you use an action/modifier card, you must choose to use the top (a free or instant action) *or* the bottom section (a modifier to another card or basic action).

⬆ **Free** actions can be played before, between, or after basic actions.	⚡ **Instant** actions require a trigger, and may be played in the enemy turn if the trigger allows it.	⬇ **Modifiers** can be played after the dice have been rolled. Discard the card after the test.

After choosing a section, you may implement some or all of the listed effects; none are mandatory. If you are implementing more than 1 effect, they must be resolved in the listed order.

More than 1 modifier can be played to modify a test, and you may wait to see the results of a card before deciding to play another. A modifier does not start a new noise test, so **modifier noise dice are always added to the noise test for the main action.**

When you make an attack test, each friendly hero in the same area may play 1 card from their own hand to modify the test. Only when a total is declared and the results applied is the process of playing cards and modifying the result final.

GIVE OR DROP AN ITEM ⓪

Once during your turn, you may give an item to another hero or take an item from another hero in the same area, or drop an item.

You may make such a transfer if your area contains no enemy units. The recipient adds the item to their dashboard immediately. **You may carry up to 4 items on your dashboard.** If you gain a fifth, you must drop another item to make space for it.

You can drop an item even if enemy units are in the same area. Place the item faceup in the area.

USE AN ITEM

Use an item on your dashboard. The item cannot be **jammed** 🔧 or **drained** 🔋. If the item has noise dice shown on it, make a noise test when the item is used. Effect and bonuses granted by identical items with a ◆ are not cumulative.

PERFORM A VRIL ENHANCEMENT

Discard 2 **vril orb** item tokens on your dashboard, then flip one of your weapon tokens to its vril-enhanced side. It remains thus enhanced until the end of the mission.

ENEMY TURN

After every hero turn, there is an enemy turn (even if the hero has been captured). In phases 2 and 3, **units with names in white on the mission's faction card do not activate.**

1. RAISE THE ALARM!

Pre-alarm: If any enemy units are **alert** ❗, advance the round marker by 1 round.

Post-alarm: Enemy units skip this phase.

2. ACTION STATIONS!

Alert ❗ enemy units **move** 1 area towards the nearest hero, in the order listed on the mission's faction card. An active enemy unit in the same area as a hero does not move.

If an enemy unit needs to move through a locked door, they unlock it instead of moving. If they need to move through an unlocked closed door, they open it instead of moving. This may result in breaking up groups of the same type of enemy.

Melee units continue moving until they are in the same area as a hero. **Ranged** units continue moving until they are in range and have LOS to a non-downed hero. However, a ranged unit in an area with a downed hero can still capture the hero.

3. KILL THE INTRUDERS!

Alert ❗ enemy units **attack** the nearest non-downed, non-captured hero, in the order listed on the mission's faction card. If 2 heroes are equidistant, the enemy attacks the hero who most recently had a turn this round (if none have, the players choose).

If more than 1 enemy unit of the same type attacks the same hero in the same way (melee or ranged), combine all the attacks. Nominate 1 unit as the main attacker and use their **attack value**. Add the **support value** of each additional attacker of that type. This total is the target number for the hero's **defence test**.

② The hero rolls a number of green defence dice equal to their defence stat. If the total result equals or exceeds than the enemy's target number, the defence was successful.

If the test fails, subtract the defence total from the attack number to find the damage. Draw a wound card and apply the top effect. If the damage equals or exceeds the permanent wound threshold in the middle of the card, the wound is **permanent**: also apply the bottom effect and keep the card. The permanent effect remains active until the wound is healed.

4. CHECK AWARENESS!

If 1 or more heroes are in LOS of 1 or more enemy units, **raise the awareness level** by 1 level in the affected room/corridor. Only increase the awareness level of a particular room/corridor once per enemy turn, regardless of the number of enemy units and heroes involved.

END OF ROUND PHASE

With 1-2 players and only 1 hero each, at the start of each end of round phase, 1 hero may perform the open/unlock action as a free action that does not count as part of the player's turn.

When all heroes have had their turn, and the enemy has had a turn after each hero, there is an end of round phase:

1. Any player with fewer than 5 cards draws 1 card from their deck.
2. Check the board for any tokens that need to be removed.
3. **Advance the round marker by 1**. If it reaches the end of the pre-alarm section, the alarm triggers. If it reaches the end of the post-alarm section, the mission fails.
4. Collect the turn order tokens, ready for the next round.

TESTS

An action requiring you to use dice shows an icon with the number and colour of dice you must roll:

TO TAKE A TEST:

1. Determine the **target number** for success.
2. Roll all your dice at once:

   Attack dice: Weapon, item, or action.

   Defence tests: Equal to the hero's **defence** stat.

   Noise dice: Noise card, weapon, item, or action.

   Vril dice: Weapon, or item, or action.

3. Trigger any special effects and play any number of action cards to modify the result.
4. Take a permanent wound for each **surge** result that wasn't cancelled by a result.
5. If any or remain in your dice pool, **drain** the vril item or weapon you were using for the test (put a token on it).
6. Your total score must equal or exceed the test's target number to trigger the test's effect.
7. Apply the results of your success or failure.

Attack test (against enemy)

Target number: Target's defence.
If the test succeeds, the enemy unit takes a wound.

Defence test (against enemy attack)

Target number: Total attack value of all attacking miniatures.
If the test fails, subtract the defence total from the enemy attack total to find the damage. Draw a wound card and apply the top effect. If the damage equals or exceeds the permanent wound threshold number in the middle of the card, the wound is **permanent**: also apply the bottom effect and keep the card. The permanent effect remains active until the wound is healed.

Noise test

Target: 1
After a hero takes any action that may cause noise, they must a **noise test** using the number of dice shown on the dice icon. You can make several noise tests per turn, but only 1 per action.

If ? is shown, use the number of noise dice shown for the weapon being used. If 0 is shown the action does not make noise.

A hero need only make 1 noise test per action. If a single action triggers multiple tests, make the one with the highest noise value. Noise is never tested for enemy actions.

During the post-alarm treat 1 as 0.

If the test succeeds, draw a noise card and apply the top effect. If the total equals or exceeds the secondary effect target number in the middle of the card, also apply the bottom effect.

SPECIALS

Each type of dice has 1 special **star** result, and some cards or items can be used to add special results to a test.

All special results give a +2 bonus towards your total. In addition, each special result *must* be spent to trigger 1 of these effects:

a. **Trigger an effect** (from a skill/item/weapon). Each special can only be applied once per action. You can only spend a special if it can actually be applied.
b. Receive a **boost**, by rolling an additional die of the same type and adding the result to your total. If you roll another special, it must be spent as usual. Boost can be triggered for each special rolled.

A special result can never be re-rolled. If a special is not used to trigger another effect, it automatically triggers a boost (whether you want it to or not).

VRIL

Whenever you use **vril** weapons or items, you must roll the number of red vril dice shown and add them to the relevant test result.

Each may be spent to cancel the effect of a single . Each remaining causes a catastrophic backfire: draw a wound card and apply its permanent effect only. The item/weapon is **drained** .

WOUNDS

Unless otherwise stated, enemy units only have 1 wound and are killed and removed from the map when they suffer 1 wound.

When a wound is automatically inflicted on a hero by an effect, it inflicts both top and bottom effects of the wound card.

When a unit with the **X wounds** keyword suffers a wound, place a **wound token** next to it. The unit is killed and removed from the map when it has received X or more wound tokens.

When a unit with multiple states across a number of unit cards suffers a wound, if the card is on a grey side with , flip to its red side. If the card is on a red side with , replace it with the grey side of the enemy's next unit card. If the unit card is on a side without , it is killed: remove it from the map.

Downed and captured

A hero with 4 or more permanent wounds is downed. Place the miniature on its side. If you are downed on your own turn, your turn ends as soon as the current action is finished. A hero healed to less than 4 wounds by another hero stands up and is no longer downed.

You are **captured** if, at the start of your turn, all these conditions are true: **you are downed, and there are 4 or more enemy units and no other heroes in your area**.

Enemy units can draw LOS through a downed or captured hero.

A captured hero cannot take any actions on their turn, though you still perform an enemy turn afterwards. They count as a **guard point**: enemy units in the same area gain the guard keyword (and can still attack).

A captured hero can be **rescued** by their teammates: if all the conditions above are no longer true at the start of any of your subsequent turns, you have escaped and may take your turn.

HEROISM POINTS

Heroism points (HPs) are single-use tokens. Attack and defence HPs can only be used for attack and defence tests respectively, and wild HPs can be used on either.

Attack   Defence   Wild

HPs never affect noise tests. HPs can be spent either:

- **Before a test:** Spend 1 HP to automatically succeed;
- **After a test:** Spend 2 HPs to change a failed test to a success.

You may gain a randomly-drawn HP each time you pacify a room/corridor, or rescue a captured hero.

To pacify a room/corridor, there *must* have been at least 4 enemy units in the room/corridor, and all of them must have been killed in a single turn by the hero without spending any HPs. Add the HP gained to your dashboard.

THE ALARM

The alarm sounds when the round marker reaches the end of the pre-alarm tracker (alarm illustration), or an event triggers it early.

If the alarm is triggered early:

1. Finish the current action or enemy turn (not the hero turn).
2. Immediately skip to the end of round phase for this round.
3. The alarm sounds when the end of round phase is complete.

Once the alarm sounds:

1. Place the round marker on the alarm space.
2. Trigger spawning for all remaining spawn tokens on the map.
3. Remove all awareness tokens.
4. Replace the pre-alarm noise deck with the post-alarm deck.
5. End all ongoing and action card effects.
6. **The enemy immediately takes a free turn** outside of the normal turn sequence.
7. Place the round marker on the post-alarm track's first space.
8. Begin the first round of the post-alarm phase.

Post-alarm

At the start of each round shuffle and deal out the turn order tokens to find the fixed hero turn order.

In the post-alarm game *all* enemy units become **alert** and you count 1 as 0. **You may also re-roll 1 noise die** (before drawing a noise card), even if the noise was made by a weapon.

SPAWNING ENEMY UNITS

A **spawn** is triggered by a noise card (after a noise test), when the alarm sounds, as soon as a hero draws LOS to a spawn token, or if a room/corridor with spawn tokens in it also gains an **alert** awareness token.

Spawning enemy units

When a spawn is triggered, draw 1 **spawn card** per spawn icon. Locate the spawn level (green, orange, or red) and match the unit code with the current mission's faction card. Place the appropriate miniatures on the map, then discard the spawn card, token, noise card, or room feature that caused the spawn.

Each faction card has a limited amount of each type of miniature it can spawn (the # column). If this limit is reached, any additional enemy miniatures of that type are not placed.

After the alarm sounds, instead of spawning as patrols, enemies spawn in the areas pointed to by the **A, B, or C barracks** tokens on the map (as indicated on the post-alarm noise card).

Enemy patrols

Enemy patrols take the form of enemy miniatures or spawn tokens, and enter through a closed non-exit door closest to the hero whose turn it is, or most recently was. If there are equidistant doors, choose the one with the highest alert level; if alert levels are equal, players choose. Patrols cannot enter from a room or a corridor with a **cleared token** on it, and they cannot enter from a door that has a hero on both sides of it..

The door that the patrol appears through is opened and remains open, even if it is locked. If there are no doors left to open, patrols appear from the nearest barracks.

A patrol that appears in LOS of a hero is spawned immediately. Otherwise, place the appropriate spawn token(s). The patrol appears or spawns with the level of awareness indicated by the noise card, and then follows the level of awareness rules.

Levels of awareness

Enemy units have 3 awareness levels: **at ease** (no awareness token), **suspicious** , or **alert** . All enemy units in a room/corridor share the same awareness level.

The first time an enemy unit sees a hero, regardless of the circumstances, immediately raise the awareness 1 level. Only increase the level of a particular room/corridor once per hero turn.

When 1 or more heroes are in LOS of enemy units in that room/corridor at the end of any enemy turn, raise the awareness 1 level. Only increase the level once per room per turn, regardless of the number of enemy units and heroes involved.

If an enemy unit enters a room/corridor with a different awareness level, raise the room/corridor's awareness to the higher level.

When a room/corridor gains an alert token, immediately trigger all spawn tokens in that room/corridor.

When a room/corridor with an awareness token no longer contains spawn tokens or enemy units, immediately remove the token.

If a noise card targets the nearest **at ease** room, that room must contain 1 or more spawn tokens or an enemy unit.

Post-alarm awareness levels are no longer tracked. All enemy units become **alert** and all remaining spawn tokens on the map are triggered. Remove all awareness tokens.

BOARD TILES

Rooms and corridors are separated by black walls which are always impassable and block LOS, and they can only be connected through a door.

Areas are movement and range spaces. Some rooms are split into multiple areas by a yellow and black line. Areas connected by doors are always separate areas. There is no limit to the number of units in an area. Areas are **adjacent** if they share an edge not blocked by a wall or closed door. A door is adjacent to an area if it is part of the wall that borders it.

Room feature cards are facedown at the start of the game. When a hero has LOS to the room feature, flip the card and trigger its effects. When the room feature with **secret passage tokens** is revealed, place the tokens onto the board as indicated.

If an effect needs to be applied to the **nearest** room/tile/area, count the number of closed doors and areas between the triggering area and the target room/tile/area. On a tie, players choose.

COMPLETING A MISSION

The game ends when all the heroes escape, run out of time, or are captured. **A hero cannot escape without an objective token.**

The game ends immediately as soon as a hero exits the map; all remaining non-captured heroes check to see if they can exit by tracing a path to an exit as if they had infinite movement. If they can reach it without moving into an area that contains an enemy unit, they escape too. If their route is blocked, they are captured.

After the game ends, start at the top row of the **Victory or Defeat?** chart and go down until you find the game result that applies.

After a campaign mission

Discard any objective tokens. Keep the number of items allowed by the chosen difficulty level on the HQ card (max 6). Keep vril-enhanced weapons on their vril side or flip them to their normal side. Remove any or tokens. Flip any deactivated skills to their active side. Remove permanent wounds as indicated by the chosen difficulty level. If the mission was a success, add a random HP to the HQ card.

Spend HPs (their own and those on the card) to buy new skills (unspent HPs from the HQ card remain on the card for use in the next mission). Attack HPs buy attack skills, defence HPs buy defence skills, and wild HPs buy any non-vril skill.

A new skill costs HPs equal to the number of skills of that type the hero will now have. A skill cannot be purchased if it is no longer available, and they cannot be transferred between heroes. A hero may only have 1 copy of each skill, and cannot have more than 4 skills; if a 5th is bought, discard a skill to make room.

NOISE	DEFENCE	TACTICAL
Auf Deutsch	Counter	Bitter
Recon	Iron Hide	Decoy
Sleight of Hand	Lone Wolf	Opportunist
Sneaky	Resilient	Withdraw
	Guardian	

ATTACK		VRIL
Die Hard		Vril Enhanced
Fire Support		Vril Implants
Frenzy		Vril Tolerance
Quick Shot		

KEYWORDS & SKILLS

Ablative Shield: This unit is immune to grenade attacks and to tracking bombers that explode in its area.

Accurate: This attack may draw LOS through areas containing enemy units, and ignores **bodyguard** and **meatshield**.

Armour Piercing: This attack may damage an **armoured** target. Against a non-armoured target, the attack inflicts 2 wounds.

Armoured: An armoured unit cannot be wounded unless the attack is **armour piercing**.

Auf Deutsch: Once per non-weapon noise test, you may spend a ☆ to reduce the awareness in the nearest room/corridor by 1 level.

BANG! **Pre-alarm**, when a ✦ occurs, immediately advance the mission tracker by 1 round. The alarm is triggered if the end of the pre-alarm section of the mission tracker is reached.

Post-alarm, if a ✦ occurs, draw a noise card and resolve the bottom effect.

Barracks: These tokens indicate where enemies spawn through post-alarm noise cards. When an enemy unit spawns from a **barracks**, place them on the area that the arrow points toward.

Bitter: When you draw a wound card, you may also draw an action card.

Bodyguard: Heroes are unable to target officers or vrilmeisters while a **bodyguard** unit is in the same area. Also, this unit gains +1 ranged attack/melee attack/support when on the same tile as an officer or a vrilmeister.

Bomber: If this enemy unit makes a melee attack, or is wounded by a ranged attack (not a melee attack), it explodes. This causes a ✦ and inflicts 1 wound on all units in its area. Heroes take 1 permanent wound. The **bomber** is destroyed.

BOOM! **Pre-alarm**, when a ✦ occurs, immediately advance the mission tracker by 2 rounds. The alarm is triggered if the end of the pre-alarm section of the mission tracker is reached.

Post-alarm, if a ✦ occurs, draw a noise card and resolve both the top and bottom effects. If the ✦ was triggered by an enemy unit, resolve the bottom effect only.

Burst: Once per attack test, you may spend a ☆ to add 2 to the attack total.

Once **burst** has been triggered, the attack can wound multiple targets in the same area (may be restricted by rules/keywords).

Calculate your attack total as normal. Apply this total to the initial target, and then to other targets in the same area, one after the other. Each time a target is wounded, reduce the total by the amount needed to wound it, and move onto the next target. Continue until you fail to wound a target.

Chain Fire: This ranged attack targets all heroes in the target area.

Counter: Once per defence test, you may spend a ☆ to make an attack against a unit that attacked this hero.

Coward: This unit will not move into the same area as a hero, and will move out of an area containing a hero during the action stations phase, if able to move. **Coward** takes precedence over **guard**.

Critical Hit: Once per attack test, you may spend a ☆ or ☆ to immediately wound the target enemy.

Crowd Control: Once per attack test, you may spend a ☆ to move all enemy units in the target's area 1 area further away from this hero.

Crush: Heroes wounded by a melee attack by this unit are **knocked down** in addition to any other wound effects.

Deadly: Once per attack test, you may spend a ☆ to add ☆☆ to the attack total.

Decoy: You may make this hero the target of an attack in place of another hero in their area. The **decoy** must be a legal target for the attacker.

Detect: Increase all noise test results in this unit's area by (●).

Die Hard: When no other heroes are in your area, your attacks gain 1 and lethal.

Dual Wielding: When performing a ranged attack, you may target up to 2 enemy units in your area. Compare the attack test total to the total defence of the 2 enemies; if successful, both are wounded.

Double Tap: Once per attack test, you may spend a ☆ to add 2 to the attack total.

Drained: To remove a 🔧, perform a **ready equipment** action and discard a **vril orb** item from your inventory.

Dug In: This unit gains +1 defence while at a **guard point**.

Enhance! Zombies and experiments gain +1 attack and support in this unit's area.

Escort: This unit can be escorted off the map by a hero in the same area. Heroes may spend a basic action to **escort** a unit by placing this token in an item slot (even when enemy units are in the same area). When not assigned to a hero's dashboard, the escort token moves with its associated miniature. Escorted units must move with the escorting hero. If the hero is **knocked back**, they must drop the 📦 before moving back. Captured heroes automatically drop any 📦. Escorted units do not count as heroes or enemy units. A hero may use the **give item** action to transfer a 📦 to another hero. If a hero drops the 📦 for any reason, the token remains with the escorted unit until picked up again. The 📦 is always faceup and causes 0.

Evasive: After being attacked by an enemy unit, you may move to an adjacent area, away from the attacker.

Fast: This unit moves 2 areas instead of 1 during the action stations phase.

Fire Support: Add ☆ to all attack tests by other heroes in the same area as your hero.

Firestorm: This weapon affects all units in the target area. Compare the attack total against the defence of each unit.

Fixed: This unit cannot move.

Frenzy: Once per turn during a melee attack test, you may spend a ☆ to make an additional melee attack. Resolve the second attack after completing the first.

Focused: You may re-roll 1 per attack action.

Genius: When performing the **draw 2 cards** action, draw 3 cards, then discard 1 card.

Guard: If this unit begins its activation in an area with a **guard point** or a captured hero, count how many **guard** units are in that area. If there are fewer than 5 **guards**, the unit will remain in that area.

Guard Point: Enemy **guard** units will not move if they are activated in an area that contains a guard point and fewer than 5 guard units.

Guardian: You may spend action cards with a defence modifier to modify the defence tests of other heroes in the same area.

Heavy Infantry: Once per defence test, you may spend a ☆ to add 🛡 to the defence total.

Hit the Deck!: Once per defence test, you may spend a ☆ to ignore all damage from an attack.

Incendiary: This attack is **piercing** and affects all units in the area. Compare the attack total against the defence of each unit.

Iron Hide: Once per defence test, you may spend a ☆ to add 2 to the defence total.

Jammed: To remove a 🔧, perform a **ready equipment** action.

Knocked Back: The hero must move 1 area away from the unit that caused the effect, and that player must discard one of the hero's action cards. If the hero cannot move or has no more action cards, they are **knocked down**. Knocked down and downed heroes cannot be knocked back.

Knocked Down: Place the hero's miniature on its side; the hero must spend 1 movement to stand up again before they can move further or perform any other actions. They may still be targeted by attacks, but do not block LOS.

Lethal: You may re-roll each ◼ and 🟥 result once when you make an attack test.

Lifedrain: Once per attack test, you may spend a ☆ or ☆ to immediately remove 1 permanent wound from this hero.

Lone Wolf: When no other heroes are in your area, gain 1 and **resilient**.

Meatshield: When an area contains this unit, heroes may not make ranged attacks against other enemy units in the **meatshield's** area while it is a valid target.

Mech Implants: Once per defence test, you may spend a ☆ to add 2 to the defence total. If the defence test fails, draw 2 wound cards, choose 1 to apply, and discard the other.

No Hands: This unit cannot open or unlock doors.

Obscured: LOS cannot be drawn into, through, or out of an area that is 🔥. Melee attacks are made as normal.

Opportunist: After turn order tokens have been handed out, you may swap yours with another player.

Overload: Once per attack test, you may spend a ☆ or ☆ to make an additional attack with the same weapon. Resolve the second attack after completing the first.

Overwhelm: When spawning this unit, place 2 units instead of 1.

Piercing: All 🛡 count as a 🟩 during defence tests against this attack.

Precise: For all attacks, each ◼ and 🟥 adds ☆ to the total.

Quick Shot: Once per turn when you make a ranged attack, you may spend a ☆ to make an additional ranged attack. Resolve the second attack after completing the first.

Rage: Once per melee attack test, you may spend a ☆ to add 2 to the attack total.

Recon: Once per non-weapon noise test, you may spend a ☆ to ignore the top effect of the noise card.

Reinforce! Sentry flamers, sentry guns, sturm angriff, sturm kanonier, übersoldaten, and all **armoured** units gain +1 defence while on this unit's tile.

Relentless: This unit ignores 💨 effects.

Repulse: Heroes who are wounded by this unit are **knocked back** in addition to any other wound effects.

Resilient: You may re-roll each 🟥 and 🟩 result once when you make a defence test.

Ruthless: If this unit is in range and LOS of a hero at the start of the action stations phase, it will make a ranged attack instead of moving.

Scuttle: This unit gains **fast** if it has LOS to a hero before or after moving during the action stations phase.

Shockwave: Once per attack test, you may spend a ☆ or ☆ to target all other units in the target area. Compare the attack total against the defence of each unit.

Silent: Once per non-weapon noise test, you may spend a ☆ to ignore all effects of the noise card.

Sleight of Hand: Once per non-weapon noise test, you may spend a ☆ to draw 2 noise cards, choose 1 to apply, and discard the other.

Smash!: Heroes wounded by this unit in melee combat are **knocked back** and then **knocked down**, in addition to any other wound effects.

**Sneaky:** When making a non-weapon noise test, reduce the noise value by (●).

Special Ops: Once per non-weapon noise test, you may spend a ☆ to draw 1 action card.

Splash: Once per attack test, you may spend a ☆ to apply the attack total to a second unit in the same area as the target.

Squad Leader: This hero may spend an action card from their own hand to modify the attack test of another hero in the same or an adjacent area.

Stand Down: Once per defence, a ☆ may be spent to ignore all damage from an attack.

**Stealthy:** You may re-roll 1 when making a non-weapon noise test.

Strong: You gain 1 on unarmed attack tests, and you may re-roll 1 during your defence tests.

Stunned: Once per attack test, you may spend a ☆ to 💨 the target's area until the next hero turn.

Suppressed: Enemy units do not activate and will immediately end their activation in an area that is 💨. Remove any 💨 at the end of the enemy turn.

Unique: This unit can only spawn or be placed once per game. All vrilmeisters are **unique**.

Unreliable: This weapon or item will always become **jammed** (mark with a 🔧) when used, unless a ☆ is spent on it during that action. Jammed weapons cannot be used while they have a 🔧.

Unstable: When this unit is removed, all enemy units in its area take 1 wound. Heroes take 1 permanent wound. This causes a ✦.

Unstoppable: This unit ignores doors and locks when moving. Open any doors and locks it passes through.

Vengeance: Once during your turn, you may move 1 if this allows you to move into an area containing 1 or more enemy units.

Versatile: Versatile weapons can make ranged attacks against enemy units in the same area as the hero.

Vril Enhanced: Once per action, you may spend a ☆ to recover one of your action cards that has been removed from the game. Place it on top of your discard pile.

Vril Experiment: You may add 1 to any non-noise test. You may also spend ☆ to remove 1 permanent wound from your hero, or inflict 1 wound on an enemy unit in the same area.

Vril Implants: Once per action, you may spend a ☆ to change a 💥 result to a 🎲.

Vril Tolerance: After you draw a wound card when resolving a 🧬 resolve the top effect only, then discard it.

Vrilmeister: Heroes may not spend heroism points when attacking a **vrilmeister**. All vrilmeisters are **unique**.

Withdraw: After applying the effects of a wound card, you may immediately move 1 (if possible).

X Wounds: This unit can sustain up to X wounds before dying.

REICH BUSTERS
PROJEKT VRIL

GAME ROUND

After the alarm sounds, at the start of each round shuffle and deal out the turn order tokens to find the fixed hero turn order.

When shuffling the hero action deck discards into a new deck, **remove the top card from the game**, then continue play.

Post-alarm: Treat ① as ⓪ and you may re-roll 1 noise die.

HERO TURNS

TAKE 2 BASIC ACTIONS

Move ⓪

Move from one area to an adjacent area. You cannot move into and out of an area in one action if that area contains any enemy units (though you can with separate actions). You can move out of one area and into another if they both contain enemy units.

Use a move to stand up a **knocked down**, non-downed hero.

Place a **cleared token** if you move into or end your turn in a room or corridor that contains no enemy units.

Attack

Melee attacks: attacker and target are in the same area.
Ranged attacks: attacker and target are in different areas. A unit in melee cannot make ranged attacks.

After an attack, take a **noise test** if necessary. ⓘ means use the value on the weapon being used.

1. **Declare weapon being used.** A hero may make a ①, ⓪ unarmed melee attack regardless of their weapons.
2. **Declare target.** Melee: any enemy in the same area. Ranged: you need LOS and range to the enemy's area.
3. **Make an attack test.** Each friendly hero in the same area may play 1 card from their own hand to modify the test.

An enemy unit will drop a faceup random **loot token** if it is attacked and killed by a hero and you spend an available ⭐.

Search

Search in an area with at least 1 facedown item and no enemy units. Make a ② **noise test** and flip all facedown objects in the area faceup, then take 1 faceup item. If you search to retrieve a faceup object, no noise test is necessary.

Ready equipment ⓪

Remove 1 🗡 or 🗡 from a weapon on your dashboard or from an adjacent portal. If you remove a 🗡 you must also discard a **vril orb item** from your inventory.

Draw 2 cards ⓪

Draw the top 2 cards of your action deck into your hand.

Unlock/open door

Open or unlock an adjacent unlocked door. Take the noise test shown on the door. If the door is locked and you do not have keys, unlock it, but do not open it. Discard the lock token. If the door is unlocked, or locked and you have keys, open it. Opened doors cannot be closed.

Recover

A hero who starts their turn downed must spend both of their basic actions to recover. Discard all but 2 wound cards of your choice and stand your miniature up again; you may play action cards as normal.

TAKE ANY BONUS ACTIONS

Play action cards

When you use an action/modifier card, choose a section.

Free ⟷ actions can be played before, between, or after basic actions. **Instant** ⚡ actions require a trigger, and may be played in the enemy turn if the trigger allows for it. **Modifiers** ⬦ can be played after the dice have been rolled.

After choosing a section, you may implement some or all of the listed effects; none are mandatory. If you are implementing more than 1 effect, they must be resolved in the listed order.

When you make an attack test, each friendly hero in the same area may play 1 card from their own hand to modify that test.

Give or drop an item ⓪

Once during your turn, you may give or take an item to or from another hero in the same area if it contains no enemy units, or drop an item. **You may carry up to 4 items on your dashboard.**

Use an item

Use an item on your dashboard. It cannot be 🗡 or 🗡. If the item has noise dice on it, make a noise test.

Perform a vril enhancement

Discard 2 vril orb items and flip a weapon to its vril-enhanced side.

ENEMY TURNS

After every hero turn, there is an enemy turn (even if the hero has been captured). In phases 2 and 3, **units with names in white on the mission's faction card do not activate.**

1. Raise the alarm!

Pre-alarm: If any enemy units are **alert** ❗, advance the round marker by 1 round. **Post-alarm:** Enemy units ignore this phase.

2. Action stations!

Alert ❗ enemy units **move** 1 area towards the nearest hero, in the order on the faction card. An active enemy unit in the same area as a hero does not move.

If an enemy unit needs to move through a locked door, they unlock it instead. If an enemy unit needs to move through an unlocked closed door, they open it instead.

Melee units continue moving until they are in the same area as a hero. **Ranged** units continue moving until they are in range and have LOS to a non-downed hero. A ranged unit in an area with a downed hero can still capture the hero.

3. Kill the intruders!

Alert ❗ enemy units **attack** the nearest non-downed, non-captured hero; if 2 heroes are equidistant, the enemy attacks the hero who most recently had a turn this round (if none have, the players choose).

Choose 1 unit as the main attacker and use their **attack value**. Add the **support value** of each additional attacker of that type. This total is the target number for the hero's **defence test**

② The hero rolls a number of green defence dice equal to their defence stat. If the test result equals or exceeds the target number, the defence was successful.

If the test fails, deduct the defence total from the attack number to find the damage. Draw a wound card and apply the top effect. If the damage equals or exceeds the permanent wound threshold, the wound is **permanent**: also apply the bottom effect and keep the card.

4. Check awareness!

If 1 or more heroes are in LOS of 1 or more enemy units, **raise the awareness level** by 1 level in the affected room/corridor. Only do this once per room/corridor per enemy turn, regardless of the number of enemy units and heroes involved.

END OF ROUND PHASE

Optional: With 1-2 players and 1 hero each, 1 hero may perform the open/unlock action as a free action.

1. Any player with fewer than 5 cards draws 1 card.
2. Check the board for any tokens that need to be removed.
3. **Advance the round marker by 1.** If it reaches the end of the pre-alarm section, the alarm triggers. If it reaches the end of the post-alarm section, the mission fails.
4. Collect the turn order tokens, ready for the next round.

TESTS

1. Determine the **target number** for success.
2. Roll all your dice at once:

    Attack dice: Weapon, item, or action.

    Defence tests: Equal to the hero's **defence** stat.

    Noise dice: Noise card, weapon, item, or action.

    Vril dice: Weapon, or item, or action.
3. Trigger any special effects and play any number of action cards to modify the result.
4. Take a permanent wound for each **surge** result that wasn't cancelled by a result.
5. If any ▮ or remain in your dice pool, **drain** the vril item or weapon you were using for the test (put a token on it).
6. Your total score must equal or exceed the test's target number to trigger the test's effect.
7. Apply the results of your success or failure.

Attack test (against enemy)
Target number: Target's defence.
If the test succeeds, the enemy unit takes a wound.

Defence test (against enemy attack)
Target number: Total attack value of all attacking miniatures.
If the test fails, subtract the defence total from the enemy attack total to find the damage. Draw a wound card and apply the top effect. If the damage equals or exceeds the permanent wound threshold number, the wound is **permanent**.

Noise test
Target: 1
After taking any action that may cause noise, make a **noise test.** = use the number of noise dice on the weapon. If it succeeds, draw a noise card and apply the top effect. If the total equals or exceeds the secondary effect target number, also apply the lower effect.

Post-alarm, treat as and you may re-roll 1 noise die.

Specials
All special results give a +2 bonus towards your total.
In addition, each special *must* be spent to trigger 1 effect:

a. **Trigger an effect.** Each special can only be applied once per action.
b. Get a **boost**: roll an additional die of the same type and add the result to your total. If this is another special, it must be spent as usual. Boost can be triggered for each special rolled.

A special result can never be re-rolled. If a special result is not used to trigger another effect, it automatically triggers a boost.

Vril
When using **vril** weapons or items, roll the number of red vril dice shown and add them to the relevant test result.

Each may be spent to cancel the effect of a single . Each remaining causes a catastrophic backfire: draw a wound card and apply its permanent effect only, and the item/weapon is **drained** .

HEROIC POINTS

You may gain a randomly-drawn HP each time you pacify a room/corridor, or rescue a captured hero.

To pacify a room/corridor, there *must* have been at least 4 enemy units there, and all of them must have been killed in a single turn by the hero without spending any HPs.

HPs never affect noise tests. HPs can be spent either **before a test** (spend 1 HP to automatically succeed; the total is equal to the target number), or **after a test** (spend 2 HPs to change a failed test to a success; the total is equal to the target number).

DOWNED & CAPTURED

A hero with 4 or more permanent wounds is downed. Place the miniature on its side. If you are downed during your own turn, your turn ends as soon as the current action is finished. A hero healed to less than 4 wounds is no longer downed.

You are **captured** if, at the start of your turn, **you are downed, and there are 4 or more enemy units and no other heroes in your area.**

A captured hero cannot take any actions on their turn, and also counts as a **guard point. All enemy units gain the guard keyword while in the same area as a captured hero.**

Enemy units can draw LOS through a downed or captured hero. A captured hero can be **rescued**.

SPAWNING ENEMY UNITS

A **spawn** is triggered by a noise card (after a noise test), when the alarm sounds, as soon as a hero draws LOS to a spawn token, or if a room/corridor with spawn tokens in it also gains an **alert** awareness token.

When a spawn is triggered, draw 1 **spawn card** per spawn icon. Locate the spawn level, match the unit code with the current mission's faction card, and place the appropriate miniatures.

Enemy patrols enter through closed non-exit doors closest to the hero whose turn it is, or most recently was. They cannot enter from a room/corridor with a **cleared token**, and if there is a hero on both sides of a door, they cannot use that door.

The door that the patrol appears through is opened and remains open, even if it is locked. If there are no doors left to open, patrols appear from the nearest barracks. A patrol that appears in LOS of a hero is spawned immediately. Otherwise, place the appropriate spawn token(s), with a level of awareness as indicated by the card.

Post-alarm spawning: Instead of spawning as wandering patrols, enemies spawn in the areas pointed to by the **barracks** indicated on the post-alarm noise card.

Levels of awareness
Enemy units have 3 awareness levels: **at ease** (no awareness token), **suspicious** , or **alert** . All enemy units in a room/corridor share the same awareness level.

The first time an enemy unit sees a hero, immediately raise the awareness 1 level. Only increase the level of a particular room/corridor once per hero turn.

When 1 or more heroes are in LOS of enemy units in that room/corridor at the end of any enemy turn, raise the awareness 1 level. Only increase the level once per room per turn.

If an enemy unit enters a room/corridor with a different level, raise the room/corridor's awareness to the higher level.

When an alert token is placed in a room/corridor, all enemy tokens in that room/corridor immediately spawn enemy units.

When a room/corridor with an awareness token no longer contains enemy tokens and enemy units, immediately remove the token.

Post-alarm awareness levels are no longer tracked. All enemy units become **alert** ; trigger all remaining spawn tokens.

REICH BUSTERS
PROJEKT VRIL

ITEMS

Ammo
Add 2 to a ranged attack.

AP Rounds
This ranged weapon gains **armour piercing** for the duration of the attack.

Bandages
Discard up to 2 permanent wounds from heroes in your area.

Body Armour
Add ☢ during defence tests.

Disguise Kit
If this hero triggers a room/corridor's awareness level increase, and is the only hero with LOS to that room/corridor, discard to cancel the increase.

Dog Biscuits
Discard to cancel the attack of all dogs, experiment 6XXs, and General Wolff in the same area until the end of the turn.

Grenade
Target an adjacent area in LOS. Inflict 1 wound on all units in that area (heroes take 1 permanent wound). Some action cards allow a hero to throw grenades without this item.

Helmet
Add ❶ during defence tests.

Keys
An **unlock/open door** action taken by this hero can open a locked door. During a campaign, discard any keys obtained at the end of the mission.

Knuckledusters
Add ❶ to unarmed melee attacks.

Medic's Bag
Discard 1 permanent wound from all heroes in your area.

Pain Killers
Discard 1 permanent wound from a hero in your area. That hero may ignore the effects of other wounds until their next turn starts.

Radio
Once per action, you may re-roll blank results on non-noise tests.

Smoke Grenade
Target an adjacent area in LOS. Place a 🏃 in that area. LOS can no longer be drawn into, out of, or through this area until the end of the next enemy turn.

Stick Grenade Bundle
Target an adjacent area in LOS. Inflict 1 wound on all units in that area (heroes take 1 permanent wound). This attack has **armour piercing**.

VRIL ITEMS

Vril Goggles
Target the same or an adjacent tile ignoring LOS, reveal a number of room features, items, or spawn tokens equal to the vril result.
⭐ Reveal all features, items, and spawn tokens on the tile.
✖ Removes this item from the game.

Vril Healing Potion
Remove a number of permanent wounds from a hero in your area equal to the vril result.
⭐ Remove all permanent wounds from the target hero.

Vril Injection
Re-roll blank results for all of your tests until the start of your next turn.
⭐ Add ❶ to all tests until the start of your next turn.
✖ Ends this effect.

Vril Orb
Use this during a **ready equipment** action to remove a 🗲. You can also use it to vril-enhance a weapon.

Vril Shield
Hero chooses: add ❶ to defence tests, *or* if the shield is not 🗲, add 2 and ❶ to a defence test.
⭐ Ignore all damage from the attack.
✖ Replace all damage from the attack with the surge effect.

OBJECTIVE ITEMS

Demolition charge
A hero may use a **give item** action to plant a demolition charge on a faceup false objective item.

Detonator objective
Needed to complete a demolition charge mission.

Dossier objective
A hero that finds this objective item may place it on their dashboard.

Escort objective
A unit with the **escort** keyword can be escorted by a hero.

False objective
This objective is a red herring.

Objective complete
A hero that can draw LOS to an objective complete item may add it to an item slot on their dashboard.

DURATION OF ACTION, ITEM OR EFFECT:

🔖✖ Discard after use.

∞ Ongoing effect until discarded.

🔖 Remove from play after use.

↻ Repeat effect until the action fails.

🔄 Lasts until the start of the next hero's turn, then discard.

⏻ Lasts until the start of this hero's next turn, then discard.

When the alarm triggers, end all ongoing action card effects.

REICH BUSTERS
PROJEKT VRIL

CAMPAIGN SKILLS

ATTACK

Die Hard: When no other heroes are in your area, your attacks gain ① and **lethal**.

Fire Support: Add ✴ to all attack tests by other heroes in the same area as your hero.

Frenzy: Once per turn during a melee attack test, you may spend a ☆ to make an additional melee attack. Resolve the second attack after completing the first.

Quick Shot: Once per turn when you make a ranged attack, you may spend a ☆ to make an additional ranged attack. Resolve the second attack after completing the first.

DEFENCE

Counter: Once per defence test, you may spend a ☆ to make an attack against a unit that attacked this hero.

Iron Hide: Once per defence test, you may spend a ☆ to add ② to the defence total.

Lone Wolf: When no other heroes are in your area, gain ① and **resilient**.

Resilient: You may re-roll each ▮ and ▮ result once when you make a defence test.

Guardian: You may spend action cards with a defence modifier to modify the defence tests of other heroes in the same area.

TACTICAL

Bitter: When you draw a wound card, you may also draw an action card.

Decoy: You may make this hero the target of an attack in place of another hero in their area. The **decoy** must be a legal target for the attacker.

Opportunist: After turn order tokens have been handed out, you may swap yours with another player.

Withdraw: After applying the effects of a wound card, you may immediately move 1 (if possible).

NOISE

Auf Deutsch: Once per non-weapon noise test, you may spend a ☆ to reduce the awareness in the nearest room/corridor by 1 level.

Recon: Once per non-weapon noise test, you may spend a ☆ to ignore the top effect of the noise card.

Sleight of Hand: Once per non-weapon noise test, you may spend a ☆ to draw 2 noise cards, choose 1 to apply, and discard the other.

Sneaky: When making a non-weapon noise test, reduce the noise value by (•)).

VRIL

Vril Enhanced: Once per action, you may spend a ☆ to recover one of your action cards that has been removed from the game. Place it on top of your discard pile.

Vril Implants: Once per action, you may spend a ☆ to change a ☢ result to a ☣.

Vril Tolerance: After you draw a wound card when resolving a ☢, resolve the top effect only, then discard it.

NOT OF THIS EARTH!

SETUP

Campaign missions N1-N4 take place immediately after mission 3 from the core set. When playing a campaign mission remove card NE007 from the alien world noise deck.

When playing a raid mission, set up using 1 map card, 1 objective card, and 1 faction card from this expansion.

Replace the normal mission tracker with the **alien world mission tracker**. If the round marker reaches the end of the tracker before the mission is completed, the heroes lose.

There is no pre- or post-alarm; replace both noise decks with the **alien world noise deck**. Use the normal rules for a pre-alarm game, however a ⬥ and ⬥ are treated as if the game was in post-alarm.

All the new **tiles** each consist of a single area. Shuffle the **environment tokens** facedown and place 1 in each area indicated on the mission map. Return the rest to the box.

Alien units are coloured blue on raid and faction cards, and drop alien loot items.

1-3 players

Share out the 4 heroes and take turns with each hero, or play with fewer heroes. With 3 players and 3 heroes, the game is played as normal.

With 1-2 players with 1 hero each, start the mission tracker on the 8 rounds side, regardless of the mission; if you have not completed the objective before the round marker reaches the end, the heroes lose. Once you have completed the objective, finish the current round as normal. Then, instead of advancing the round marker, flip the mission tracker to the 6 rounds side and place the round marker on the first space. If you have not escaped the alien world before the round marker reaches the end, the heroes lose. During the game, at the start of the end of round phase, 1 hero may take a basic move action as a free action. This does not count as part of the player's turn, so you cannot play additional cards and it will not trigger end ongoing action card effects, etc.

THE ALIEN WORLD

Environment tokens
When a hero first moves into LOS of an environment token, flip it and apply its effects to the area it is in.

Line of sight
LOS is limited to a hero or unit's own area and all adjacent areas not separated by impassable walls. An area not in LOS of any hero is **in darkness**.

Clearing areas and spawning
Do not place cleared tokens as normal. Areas never count as cleared. Instead, when you spawn enemy units from a spawn token, flip the token to its cleared side. A single area can have multiple cleared tokens on it, and other areas through which the heroes pass may have none.

If heroes can no longer draw LOS to a cleared token, and there are no enemies in that token's area, flip it back to its spawn side and make the area **suspicious**.

Enemy patrols
When a noise card says that an enemy *spawns from the darkness*, place the new unit in the area nearest to the triggering hero that is also adjacent to an area in darkness.

ENVIRONMENT TOKENS

When a hero first moves into LOS of an environment token, flip it over and apply the effects to the area it is in.

Alien Spore: Each hero that ends their turn in this area must take a defence test against an attack of 5.

Alien Web: Heroes cannot use basic move actions in this area.

Echo Chamber: Re-roll ☐ results in this area.

Loose Ground: Heroes that enter this area are **knocked down** and roll ①.

Tunnel Network: As an action, discard the tunnel network token from the hero's area. *Either* move the hero to another discovered tunnel network, or move the round marker back 1 space.

NEW KEYWORDS

Elusive: This unit cannot be targeted while there is an enemy unit without **elusive** in its area. This unit can only be wounded by spending a ⭐ result.

Encourage: This unit adds its support value to each attack by another unit with **no hands** in its area.

Pounce: When this unit moves into an area, any heroes in that area are **knocked down**.

Psychic Blast: This ranged attack targets all heroes in the target area and is a **versatile** attack.

Psychic Shield: This unit gains +4 defence against ranged attacks.

Vril Acid: Items may not be used during defence tests against this unit's ranged attacks.

Xenobiologist: Alien units on this unit's tile gain +1 ranged attack/melee attack/support.

X Handler: When spawning this unit, also spawn 1 X unit in the same area.

ALIEN ITEMS

Acid Sac: The hero's melee weapon gains **armour piercing** for the duration of this attack.

Adrenaline: Remove a number of permanent wounds from a hero in your area equal to the vril die result. ⭐ Remove all permanent wounds from the hero.

Alien Egg Objective: A hero with this item may exit the map once the mission objective is complete.

Alien Heart: Use this as part of a **ready equipment** action to remove a 🗡.

Alien Pheromones: Target an adjacent area in LOS. Inflict 1 wound on each alien unit in that area. For each alien wounded, inflict 1 wound on a non-alien enemy unit in that area.

Psychic Brain Stem: Target an adjacent area in the hero's LOS: it is ⚡.

Spiked Chitin: Add ① to unarmed melee attacks.

ALIEN PORTAL

Whenever you place the alien portal, place a 🗡 on it. The alien portal cannot be used as an exit until all 🗡 are removed.