# A Round



## 1. Player Phase

In turn, until everyone has Passed: **2 Actions**, then **−1 Oxygen** if your Section's Life Support is inactive, then **−1 Health** if your Room has Fire.

*Objective: choose it before, between or after your 2 Actions, never in the middle of one (3 / 2 / 2 / 1 / 1 cards).*

## 2. Intruder Phase

**1 Hit** to each Intruder in a Room with Fire (burning Nest: −1 Egg).

Then Intruders **Attack**, Room by Room from the top left, largest first, on the first in Turn order.

## 3. Event Phase

Lander passengers: launch possible at the start of the phase.

**Event** card (movement, main effect, secondary effect), then **1 token** from the Intruder bag.

## 4. Cleanup Phase

Starting Player token to the left; everyone draws up to **5 cards**; Round track **+1**.

*Lander on space 10: Anti-Aircraft check. Autodestruction: explosion. After Round 14: end.*

## Actions

| Cost | Action | Remember |
|---|---|---|
| 0 | Play an Action card | |
| 0 | Pass | |
| 1 | Make a Move | Noise roll |
| 1 | Place 1 Secure token | Not in Combat |
| 1 | Fire a Shot in your Room | loaded Weapon |
| 1 | Fire a Burst at an adjacent Corridor | spends Ammo |
| 1 | Melee Attack | +1 Contamination |
| 1 | Use an Item | |
| 1 | Activate the Robot | Not in Combat; +1 remotely |
| 1 | Trade | Not in Combat |
| 1 | Use any Tactical Gear | as many tokens as you like |
| 2 | Use the Room | Not in Combat |
| 2 | Make a Move Cautiously | Not in Combat; +1 Secure token |

*Not in Combat*: impossible in a Room with at least 1 Intruder. Cards discarded to pay are not resolved; Contamination cards never pay.

# Noise, Intruders and Items



## Noise roll

- **1 to 4**: for each adjacent Corridor with that number, an Intruder there → **the largest enters** and Attacks; a Noise marker → **resolve it** (bag, Corridor column); nothing → **place a Noise marker**.
- **Hazard**: a token from the bag, Room column: the Intruder shown appears in your Room.
- Reinforced Corridor = 0. Full Corridor = 6 Intruders (Queen = 4) or 1 Noise marker.

## Intruder bag (Queen alive)

| Token | In a Corridor | In a Room | Event Phase |
|---|---|---|---|
| **Queen** | Activate her; otherwise place her in the Corridor. | Activate her; otherwise place her in the Room. | Queen in play: activate her. Otherwise: +2 Larvae. |
| **Drone, Adult** | Place the Intruders shown on the back (white: Adults, red: Drones). | Place 1 Intruder of the type shown. | +2 Queens. |
| **Larva** | Place 1 Larva. | Place 1 Larva. | +2 Drones. |
| **Blank** | +2 Adults to the bag. | +2 Adults to the bag. | +2 Adults to the bag. |

The drawn token goes back **under its pile**, except the Blank, which goes back into the bag. Starting bag: 1 Blank, 2 Larvae, 3 Adults + 1 per Character.

## "The Queen is dead" side (Blank token: unchanged)

| Token | In a Corridor | In a Room | Event Phase |
|---|---|---|---|
| **Queen** | 1 Drone; remove the token. | 1 Drone; remove the token. | +2 Drones; remove the token. |
| **Drone, Adult** | Intruders shown on the back. | 1 Intruder of the type shown. | +2 Larvae. |
| **Larva** | 1 Larva. | 1 Larva. | +2 Drones. |

## Items

- **Search**: 1 Item card per Item icon of the Room; keep 1, put the others back under their deck.
- **Regular Items**: in your Backpack, no limit, secret. **Heavy Items** (Weapons, Eggs): one per hand, 2 hands.
- **Interaction**: with their consent, an Item can be used on a Character in your Room (Health, Serious Wound, Malfunction, Oxygen). Otherwise, Trade (1 card, Not in Combat).

# Combat and survival



## Combat

- **Shoot** (Room): +1 Hit, then Shoot die. Critical = dead; 2 to 5 = dead if ≤ Hits; Ammo face = spend Ammo.
- **Melee**: +1 Contamination, +1 Hit, Shoot die (last face: nothing). If the Intruder survives, it strikes back.
- **Burst** (Corridor): spend Ammo, 1 to 4 Hits: at most 1 per Adult or Larva, **exactly 2** per Drone, the Queen as many as you like.
- **Grenade**: Burst die + 2 Hits in an adjacent Corridor (not a Burst).
- **Larva**: 1 Hit kills it. Its Attack: +1 Contamination and the Larva on your board.
- **Queen**: Hit track; at the end, a Health card (discard as many cards as its number, apply the effect, marker to 0).

## Escaping

- **Lander**: when the Round track reaches its token, reveal the top Anti-Aircraft token. Active: it is shot down. Inactive: it lands in the Landing Zone.
- **Boarding**: Use the Landing Zone, with a Noise roll. On board: your turn is skipped, no Oxygen or Health lost. An Intruder appears there: everyone gets off.
- **Launch**: at the start of the Event Phase, any passenger may decide it alone. Everyone on board has escaped.
- **Escape Shuttle**: Noise roll, one seat only; Anti-Aircraft does not stop it. **Hibernatorium**: Noise roll, if it has been activated.
- **Autodestruction**: token 5 Rounds after the current one. When reached, the Facility explodes: everyone inside dies, Hibernatorium included. Only the Reactor stops it.

## Health and Oxygen

- Healthy → Injured → Heavily Injured → skull. **Armor**: destroyed instead of losing 1 point.
- Oxygen 7 at most; Oxygen token +3, Medpack +2 Health.
- Counter below 0: **Suffocating**, one turn to find Oxygen.

## End of the game

1. No Larva: all your cards in hand, Infection Procedure.
2. With a Larva: +1 Contamination, hatching (4 cards; one Contamination = death).
3. Alive, escaped or hibernating: reveal your Objective.

**Nightmare Rule:** when in doubt, apply the worst outcome for the players, then for the first in Turn order. **Local effects:** with no clear target, the effect applies in your Room.