Section A and B Rooms

A Landing Zone

4 token slots

Take as many available Tactical Gear tokens as you like. **OR** Noise roll to board the Lander.

Only if the Lander is there. Intruder in the Room after the roll: it fails.

no. 14

A Life Support Control A

[G] [R]

Computer

Flip the Life Support token of Section A. **OR** Discard a Fire marker anywhere in the Facility.

no. 15

A Surgery Room

[G] [G] [G]

Discard all your Action cards: remove your Larva and scan your deck and discard pile (remove the infected ones). **OR** Discard 1 Serious Wound.

1st effect: only with a Larva. Reshuffle afterwards.

no. 16

A Drilling Room

[Y] [Y] [Y]

Computer

Place a new Corridor from the Robot's Room.

To a discovered Room or not. Malfunctioned Robot: impossible.

no. 17

B Hibernatorium

Noise roll to hibernate.

If active (Life Support Control C). Intruder in the Room after the roll: it fails.

no. 18

B Life Support Control B

[G] [R]

Flip the Life Support token of Section B. **OR** Look at both Anti-Aircraft tokens and reorder them.

The top token gives the status. Nothing to reveal.

no. 19

B Server Room

[R] [Y]

Computer

Use a discovered Room with a Computer. **OR** Gain a Data token (1 at most).

Not a Room with a Malfunction marker.

no. 20

B Cooling System

[Y] [Y] [Y]

Computer

Start the Autodestruction Procedure.

Token placed 5 Rounds ahead on the Round track.

no. 21

Items (Search): [G] green, [R] red, [Y] yellow.

Use the Room: 2 cards, Not in Combat.

Computer: the Room can be used from the Server Room; the Robot can be activated remotely.

Section C and "?" Rooms

C Life Support Control C

G R

Flip the Life Support token of Section C. **OR** Activate the Hibernatorium.

The Hibernatorium cannot be turned off again.

no. 22

C Reactor

R Y

Remove the Life Support tokens, the Autodestruction token and both Anti-Aircraft tokens from the game.

Everything is inactive, for good.

no. 23

C Escape Shuttle

G R

Noise roll to board the Escape Shuttle.

One seat only. Anti-Aircraft does not stop it.

no. 24

C Nest

never Secured, never Malfunctions

Take or destroy 1 Egg, then Noise roll.

Eggs: Heavy Items. No Eggs left: Nest destroyed (Fire is not enough).

no. 25

? Fire Suppression System

G Y

Computer

Discard all Fire markers from a Section.

no. 01

? Shelter

G R

Secured by default

No Larva: remove the Contamination cards in your hand from the game, without scanning them.

A permanent status, not a token; up to 3 extra tokens, discarded first.

no. 02

? Infirmary

G G G

Regain 2 Health. **OR** Discard 1 Serious Wound.

no. 03

? Storage

G R Y

never Secured

Draw 1 green, 1 red, 1 yellow Item; keep 2.

no. 04

? Armory

R R R

Gain as many Ammo and Grenade tokens as you like.

In free slots.

no. 05

Random "?" Rooms

? Door Control

R Y

Computer

Open and/or close as many Doors as you like in a Section.

Only Doors with a threshold.

no. 06

? Robot Console

R Y

Computer

1 Secure token in the Robot's Room. **OR** Reinforce an empty Corridor adjacent to the Robot.

no. 07

? Turret Control

R R R

Computer

Corridor adjacent to a Room with a red Item icon, no Malfunction: Burst die of Hits.

Not a Burst: no Ammo spent.

no. 08

? Pressure Control

Y Y Y

Computer

Move 1 Intruder anywhere in the Facility.

Room ↔ Corridor, in any direction.

no. 09

? Alarm Signal

G R

Computer

Resolve or discard a Noise marker anywhere.

no. 10

? Experimental Military Lab

R Y

Gain as many Ammo tokens as you like. **OR** 2 random Support Equipment cards, keep 1.

no. 11

? Technical Corridor Entrance

Y Y Y

never Secured

Move to any Room; Adult Attack (card only), then Noise roll.

Secure tokens do not count; the Attack can be prevented.

no. 12

? Decontamination Room

G G G

Discard your Action cards and 2 Oxygen: remove all Contamination cards from your deck and discard pile.

Impossible with 1 Oxygen or less.

no. 13

Exploration: the Room placed is of the type shown on the card (A, B, C or "?"); if none is left, a "?" Room.

Not all "?" Rooms will be in play.