

**WHAT DO YOU FIND IN THE ROOM? (D6)**

1: Nothing 2: Explosion 3, 4, 5: Enemy 6: Item

**WHAT ENEMY? (D6)**

1: Nekroslime ♥ 4: Corrupted Minister ♥♥♥  
 2: Drone ♥♥♥ 5: Nekroplant ♥♥♥♥  
 3: Fanatic ♥♥♥ 6: Robogoat ♥♥♥♥♥

**WHAT ITEM? (D6)**

1: 1 Supply ⚙️  
 2: 2 Supplies ⚙️⚙️  
 3: Booster (+1 Attack)

4: Shield (Avoid 1 hit)  
 5: Medikit ♥♥♥  
 6: Roll again

1, 2, 3: Pulse gun  
 4, 5, 6: Stele of Laar

# MISSION 1 : RECOVER THE STELE OF LAAR

As the dawn of a new day begins, a violent explosion shatters Erion's sky. A pillar of fire bolts through the atmosphere and crashes to the ground, shaking the planet to its core. From the depths of the chasm rises the most terrible of menaces: Robogoat, the planet-eating machine. Its army swarms towards the city, searching for the Stele of Laar and its immense power. But the planet doesn't lay still. Its inhabitants come together and form a resistance that stops the enemy in its tracks. But how long can they hold the ground?

Make your way through the battlefields and recover the stone before Robogoat takes hold of it. Otherwise it will be the end...

## HOW TO PLAY

Play alone or in a party. You need a 6-faced die (D6) and a pen to play.

Enter a location and roll to learn what you find.

If you encounter an explosion, roll a 4+ to avoid it. If you fail, lose a heart and proceed. Roll a 4+ to hit an enemy - if you fail, you take the hit. Earn

1 ⚙️ for every defeated enemy. For each +1, roll an additional die and choose the best result. The number of ♥ indicates the enemy's health.

When you get 4 wounds, you die. All objects are single use.

The pulse gun adds two damage to a standard hit.

## CHOOSE YOUR CHARACTER (D6)

1, 2: Erionite (+1 Attack against Nekroslimes and Robogoat)

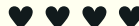
3, 4: Space Marine (+1 Attack against Drones and Nekroplants)

5, 6: Minister of Laar (+1 Attack against Fanatics and Corrupted Ministers)

## WHAT IS YOUR NAME?

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### HEALTH



### MEDIKIT



### SUPPLIES

### INVENTORY

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