

WHAT DO YOU FIND IN THE ROOM? (D6)

1, 6: Item 2: Explosion 3, 4, 5: Enemy

WHAT ENEMY? (D6)

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

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: Energy unit

MISSION 2: LAST RIDE

Moments after bringing the Stone of Laar to safety, the Temple of the Twenty Pillars is torn apart by the ranks of Robogoat, aided by groups of fanatics who think the coming of a new colossus is upon the world. Together with a handful of fighters, you head for the spaceport on Mount Nühr pursued by a murderous horde. The stone pulses with pink-orange light and emits a barely perceptible, breath-like aura of sound.

Your plan is to leave the planet in an exploration vehicle and just before takeoff, activate the Hypersphere. By doing so, the spirits of all wolves still alive on the planet will merge with that of the Hyperwülff, allowing him to launch one last desperate attack against the invaders.

Once you arrive at the launch facility, you find the outpost deserted; all personnel are engaged in defending the planet. A ship is ready on the launch pad, but in order to successfully take off you will have to retrieve three energy units and bring them to the generator room.

EXTRA RULES

HYPERSPHERE: Every 3 defeated enemies, the Stone of Laar allows you to launch a special attack that will instantly kill your next opponent. The counter resets at the end of the fight.

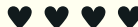
ENERGY DETECTOR: Once acquired, it allows you to automatically turn any object you roll into an Energy Unit. It doesn't work retroactively.

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?

HEALTH



MEDIKIT



SUPPLIES

INVENTORY
