

WHAT DO YOU FIND IN THE ROOM? (D6)

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

WHAT ENEMY? (D6)

- 1: Moleman ♥
- 2: Anomaly ♥♥
- 3: Alpha ♥♥♥
- 4: Pack ♥♥♥♥
- 5: Horde ♥♥♥♥♥
- 6: Roll again

WHAT ITEM? (D6)

- 1: 1 Supply ⚙️
- 2: 2 Supplies ⚙️
- 3: Booster (+1 Attack)
- 4: Shield (Avoid 1 hit)
- 5: Medikit ♥♥
- 6: Explosive


MISSION 3: THE ASSAULT OF THE MOLE-PEOPLE

Strange things have been happening to the inhabitants of Ktolon lately. Some people have started to fall prey to obsessive and violent behaviors, which seem to be related to some recent discoveries made on the properties of Ktolonite, the material that is being mined from the planet's underground. Some speak of hallucinatory states, others of a curse that would have been awakened by the experiments conducted in the laboratories. Many people have begun disappearing without trace, and the teams sent to investigate never returned.

You are working in the mines when a commotion begins to make its way through the tunnels. Screams and explosions announce a horrifying reality: the mines are under attack by frenzied hordes of monsters that pour through the tunnels, destroying everything in their path. There is no time to think: you will have to fight with all your strength if you want to see the light of day again!

General play rules are on the Mission 1 card

EXTRA RULES (valid only for this mission)

Packs and hordes generate one supply  every time they take a damage.

Explosives: roll a 4+ to generate an explosion that eliminates all enemies in the room.

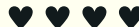
If you want to add some challenge to the mission, start over when you reach the exit like you're going from a lower to an upper level.

CHOOSE YOUR CHARACTER (D6)

- 1, 2: Scientist [+1 Attack against Molemen and Anomalies]
- 3, 4: Miner [+1 Attack against Alphas - immune to Collapse]
- 5, 6: Guard [+1 Attack against Packs and Hordes]

WHAT IS YOUR NAME?

HEALTH



MEDIKIT



SUPPLIES

INVENTORY
