

GAME TERMS

FULFILLED – An Objective is fulfilled when all of its conditions are met at the end of the game. It's not important which player fulfilled them (or even if this happens as a result of an Event or another non-player effect).

SURVIVOR – A Character who has not died during the game or during the final Eclosion Procedure at the End of the Game sequence. Remember that all Characters who have not Escaped (using the Lander or the Escape Shuttle) or Hibernated, die after the 14th Round.

ESCAPE – Characters who leave the Facility using the Lander or the Escape Shuttle, but not those who have Hibernated. It is irrelevant if they die during the final Eclosion Procedure – they still count as a Character who has Escaped.

DATA TOKEN – Characters can gain a Data token using the Server Room (Section B). Once gained by a Character, a Data token cannot be lost or traded.

FACILITY DESTRUCTION – The Facility can be Destroyed in a couple of ways during the game. When it is Destroyed all Characters who have not Escaped die, all Characters who have Hibernated die, and all Intruders (including the Queen) die. The Nest is considered Destroyed. The Facility can be Destroyed as a result of the Autodestruction Procedure or when a Fire marker must be placed and there are no more Fire markers in the pool.

QUEEN IS DEAD – The Queen is considered dead when the Facility is Destroyed or when the Queen Health deck is empty. A reminder is written down on the Queen Health cards space.

NEST IS DESTROYED – The Nest is Destroyed when the Facility is Destroyed or when there are no more Eggs as a result of Characters taking or Destroying them on the special space on the Section “C” border piece.

OBJECTIVES HELP SHEET

Remove the other Objective from the game to: Progress the Objective Choice track once and draw 1 accordingly.

Remove the other Objective from the game to: Progress the Objective Choice track once and draw 1 accordingly.

Remove the other Objective from the game to: Progress the Objective Choice track once and draw 1 accordingly.

Remove the other Objective from the game to: Progress the Objective Choice track once and draw 1 accordingly.

Remove the other Objective from the game to: Progress the Objective Choice track once and draw 1 accordingly.

2+

OFFICIAL ORDER

The Mission Task must be fulfilled.

MISSION OBJECTIVE

Remove the other Objective from the game to: Progress the Objective Choice track once and draw 1 accordingly.

2+

ULTERIOR MOTIVE

Mission Task must remain UNFULFILLED.

MISSION OBJECTIVE

Remove the other Objective from the game to: Progress the Objective Choice track once and draw 1 accordingly.

2+

SELF-SERVING

You must be the only Survivor.

MISSION OBJECTIVE

2+

ESCORT MISSION

The 1 must reach the Reactor (Section C) at least once during this game (mark the box).

AND

At least 1 with a Data token (from the Server Room in Section B) must Escape from the Facility.

MISSION TASK

2+

ESSENTIAL DATA

At least 1 with a Data token (from the Server Room in Section B) must Escape using the 1 (Section A).

AND

There must be no Unexplored Corridors in Section A.

MISSION TASK

3+

THE SUPPLY ROUTE

There must be a continuous path of Reinforced Corridors from the Landing Zone (Section A) to the Life Support Control C.

AND

The Facility must NOT be destroyed.

MISSION TASK

2+

PRIMARY SAMPLES

All who Escape from the Facility must be carrying at least 2 Eggs in total among them (no matter if they Survive after Escaping).

MISSION TASK

All existing Corridors in Section A (and those on the border between Section A and B) have to be connected with two Rooms.

When checking the path from the Landing Zone to Life Support Control C ignore all Closed Doors and Intruders - they are irrelevant. Only Reinforcement counts.

3+

RECONNAISSANCE

All Rooms of the A, B, and C type must be Discovered.

MISSION TASK

2+

PERIMETER CLEARING

The Reactor (Section C) must be shut down (by using the Room).

AND

All 3 Rooms of the A type must be Discovered.

MISSION TASK

2+

FACILITY RESTART

The Hibernatorium must be (by using the Life Support Control C).

AND

The Reactor (Section C) must be shut down (by using the Room).

MISSION TASK

3+

ERADICATION

The Queen must be dead.

AND

The Facility must NOT be destroyed.

MISSION TASK

All Rooms of a certain type must be Discovered – this means the pool of Undiscovered Rooms of that type must be empty, and in the case of Section B, the Hibernatorium must be connected by a Corridor to at least 1 Room.

Shutting down the Reactor is not marked during the game but you may check it at the End of the Game by looking if the Autodestruction token has been removed from the game.

GAME TERMS

FULFILLED – An Objective is fulfilled when all of its conditions are met at the end of the game. It's not important which player fulfilled them (or even if this happens as a result of an Event or another non-player effect).

SURVIVOR – A Character who has not died during the game or during the final Eclosion Procedure at the End of the Game sequence. Remember that all Characters who have not Escaped (using the Lander or the Escape Shuttle) or Hibernated, die after the 14th Round.

ESCAPE – Characters who leave the Facility using the Lander or the Escape Shuttle, but not those who have Hibernated. It is irrelevant if they die during the final Eclosion Procedure – they still count as a Character who has Escaped.

DATA TOKEN – Characters can gain a Data token using the Server Room (Section B). Once gained by a Character, a Data token cannot be lost or traded.

FACILITY DESTRUCTION – The Facility can be Destroyed in a couple of ways during the game. When it is Destroyed all Characters who have not Escaped die, all Characters who have Hibernated die, and all Intruders (including the Queen) die. The Nest is considered Destroyed. The Facility can be Destroyed as a result of the Autodestruction Procedure or when a Fire marker must be placed and there are no more Fire markers in the pool.

QUEEN IS DEAD – The Queen is considered dead when the Facility is Destroyed or when the Queen Health deck is empty. A reminder is written down on the Queen Health cards space.

NEST IS DESTROYED – The Nest is Destroyed when the Facility is Destroyed or when there are no more Eggs as a result of Characters taking or Destroying them on the special space on the Section “C” border piece.

Remove the other Objective from the game to:
Progress the Objective Choice track once and draw 1 accordingly.

5+

CORPORATE CONTRACT

The 5 must NOT Survive (unavailable if you are the 5).

OR

You must be the only Survivor.

PRIVATE OBJECTIVE

Remove the other Objective from the game to:
Progress the Objective Choice track once and draw 1 accordingly.

2+

LUXURIOUS OFFER

You must Survive carrying an Egg from the Nest (Section C).

PRIVATE OBJECTIVE

Remove the other Objective from the game to:
Progress the Objective Choice track once and draw 1 accordingly.

3+

QUARANTINE

No can Escape from the Facility using the (Section A).

PRIVATE OBJECTIVE

“No ” also includes your Character. Characters may still Hiber-nate and use the Escape Shuttle.

Remove the other Objective from the game to:
Progress the Objective Choice track once and draw 1 accordingly.

3+

STATE'S EVIDENCE

Out of Surviving Characters you must be the only one with a Data token (from the Server Room in Section B).

PRIVATE OBJECTIVE

Remove the other Objective from the game to:
Progress the Objective Choice track once and draw 1 accordingly.

2+

SHUTDOWN

All Life Support tokens must be or removed from the game.

AND

You must have a Data token (from the Server Room in Section B).

PRIVATE OBJECTIVE

Remove the other Objective from the game to:
Progress the Objective Choice track once and draw 1 accordingly.

3+

EXPERIMENTAL SUBJECTS

All who Escape from the Facility must have at least 3 Contaminations in total among them (no matter if they Survive after Escaping).

PRIVATE OBJECTIVE

You can deactivate Life Support Systems by using Life Support Control Rooms “A”, “B”, and “C”, or by shutting down the Reactor in the Reactor Room in Section C.

Count all Contaminations in all players' decks (including yours) who have Escaped from the Facility. It is irrelevant if they die during the final Eclosion Procedure.

Remove the other Objective from the game to:
Progress the Objective Choice track once and draw 1 accordingly.

4+

WE'VE GOT HISTORY

The lowest ranking must Survive (unavailable if you are the lowest ranking).

OR

The highest ranking must NOT Survive (unavailable if you are the highest ranking).

PRIVATE OBJECTIVE

Remove the other Objective from the game to:
Progress the Objective Choice track once and draw 1 accordingly.

2+

THE GREAT HUNT

The Queen must be dead.

PRIVATE OBJECTIVE

Remove the other Objective from the game to:
Progress the Objective Choice track once and draw 1 accordingly.

2+

VENI, VIDI, VICI

The Nest (Section C) must be destroyed.

PRIVATE OBJECTIVE

If you are the lowest ranking Character you cannot choose the first option. If you are the highest ranking Character you cannot choose the second option.