

ROOMS HELP SHEET

01

SPRINKLERS CONTROL

Discard all from a chosen Section.

02

SHELTER

Only if you are not infected with a Larva:
Take all Contaminations from your hand and remove them from the game without scanning.

03

EMERGENCY ROOM

Restore 2 .
OR
Discard 1 Serious Wound.

04

SUPPLY ROOM

Draw 1 Green, 1 Red, and 1 Yellow Item. You may keep 2 of them and discard the rest.

05

ARMORY

Gain any number of and .

- All gained Tactical Gear tokens must be placed in empty Tactical Gear slots. You may discard any number of your Tactical Gear tokens once, before or during this Action.

06

DOOR CONTROL ROOM

Open and/or Close any number of Doors in a chosen Section.

- Doors may be Closed only on Door slots.

07

SECURITY ROBOT ROOM

Place 1 in the Room with the .
OR
Reinforce an empty Corridor adjacent to the Room with the .

08

GUNNERY ROOM

Choose a Corridor adjacent to a Room with a and without a .
Roll a Burst die and deal Hits equal to the result in that Corridor.

- Note that "roll a Burst die" does not mean a Burst Action, so it does not require spending .

09

PRESSURE CONTROL

Move 1 anywhere in the Facility.

- The Intruder may be moved in any direction (from a Room to a Corridor or from a Corridor to a Room).

10

ALARM ROOM

Resolve or discard from a chosen Corridor in the Facility.

11

EXPERIMENTAL MILITARY LAB

Gain any number of .
OR
Draw 2 random Support Equipments. You may keep 1 of them and discard the other.

- All gained Tactical Gear tokens must be placed in empty Tactical Gear slots. You may discard any number of your Tactical Gear tokens once, before or during this Action.
- Make sure that no Support Equipment cards used in Setup were shuffled back into the Support Equipment deck.

12

TECHNICAL CORRIDOR ENTRANCE

Move to any Room in the Facility. Resolve an Intruder Attack (treat it as an Adult Attack).

- Resolve an Adult Intruder Attack – draw a card from the Intruder Attack deck and resolve the effect assigned to the Adult Intruder. Don't place an Intruder on the map.
- Secure tokens are not taken into account because no Intruders entered the Room at the moment of this Attack.
- After that, make a Noise roll as normal.

13

DECONTAMINATION ROOM

Discard all and spend 2 to remove all Contaminations from your deck and discard pile without scanning.

- You may not perform this Room Action if you have 1 or fewer (if you would gain a Suffocation token as a result).



A
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LANDING ZONE

Gain any number of Tactical Gear tokens from the connected slots.
OR
Make a Noise roll to get into the Lander.

- All gained Tactical Gear tokens must be placed in empty Tactical Gear slots. You may discard any number of your Tactical Gear tokens once, before or during this Action.
- You can only get into the Lander if the Lander token is already in this Room.
- If there is an Intruder in your Room after the Noise roll, this Action fails.

More details – see *Lander* (page 37) and *Escaping* (page 38).



B
18

HIBERNATORIUM

Make a Noise roll to Hibernate.

- You can only perform this Room's effect if the Hibernatorium is . The Hibernatorium can be turned  in Life Support Control C.
- If there is an Intruder in your Room after the Noise roll, this Action fails.

More on *Hibernating* - see *Hibernating* (page 38).



C
22

LIFE SUPPORT CONTROL "C"

Flip an  /  in Section C.
OR
Flip an  to an .

- With this Room's top effect you can activate or deactivate the Life Support System in the "C" Section.
- With this Room's lower effect you can only activate the Hibernatorium (but you cannot deactivate it this way).



A
15

LIFE SUPPORT CONTROL "A"

Flip an  /  in Section A.
OR
Discard a  from any Room in the Facility.

- With this Room's top effect you can activate or deactivate the Life Support System in the "A" Section.



B
19

LIFE SUPPORT CONTROL "B"

Flip an  /  in Section B.
OR
Look at both Anti-Aircraft tokens and place them in any order.

- With this Room's top effect you can activate or deactivate the Life Support System in the "B" Section.
- Remember that the top Anti-Aircraft token indicates the current status of the Anti-Aircraft system.
- You are not required to share how tokens are placed, nor if you have swapped them or not.



C
23

REACTOR

Remove all  /  and both Anti-Aircraft tokens from the game.

- After removing these tokens: treat all Sections as .
- Treat the Anti-Aircraft System as Inactive.
- Remove the  token even if it is already on the Round track.
- , Anti-Aircraft and  cannot be turned on again.



A
16

SURGERY ROOM

Discard all  to remove a Larva from your Character board and scan all Contaminations in your deck and discard pile.
Remove the Infected ones from the game.
OR
Discard 1 Serious Wound.

- You can't perform this Room's top effect if you don't have a Larva on your Character board. However, you don't need to have any Contamination cards to perform it.
- After performing the Action, place the remaining scanned Contaminations back in your deck and then reshuffle the whole deck.



B
20

SERVER ROOM

Use any Discovered  Room in the Facility.
OR
Gain a Data token (if you don't have one).

- Please note that you may not use a Room with a  in this way.



C
24

ESCAPE SHUTTLE

Make a Noise roll to get into the Escape Shuttle.

- If there is an Intruder in your Room after the Noise roll, this Action fails.
- When a Character Escapes using the Escape Shuttle, the Escape Shuttle cannot be used again in that game – there is only 1 shuttle available.

More on "getting into the Escape Shuttle" – see *Escaping* (page 38).



A
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DRILLING STATION

Place a new Corridor leading from the Room with the .

- This Corridor may be placed leading to an already Discovered Room or to an Undiscovered Room.



B
21

COOLING SYSTEM

Activate the Autodestruction Procedure.

More on *Autodestruction Procedure* - see page 38.



C
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NEST

Take/Destroy 1 Intruder Egg and make a Noise roll.

- Take/destroy an Intruder Egg from the Nest space on the Section "C" border piece.
- Remember: Eggs are considered Heavy Items!

More on *Nest* – see *Nest* (page 20).