

4 Claymore Mine 

ASSET



Item. Explosive.

Green Box:  Attach to current location. When an enemy spawns at or moves into this location it takes 3 damage. Then discard Claymore Mine.

 36



4 *Orb of Restoration

ASSET



Item. Relic.

Green Box:  Seal  for the rest of the game: Remove all damage and horror from one investigator or asset in play. Then remove Orb of Restoration from the game.

Illus. DemoncherryStock  46



Act 4a

A Negotiated Solution

The sun is starting to set by the time you locate the old abandoned barn. The door is barred and padlocked, but you locate an open window on the far side. You scramble up and crawl in, hoping to get a better look at the scene below.

This act is advanced by fully exploring the **Abandoned Barn**.

 1/1



ACT 4b

Endgame

Out of the frying pan...

The mi-go detect substantial quantities of protomatter in your body. They offer you the chance to leave peacefully. "We finish now," they intone in their weird, buzzing voices. "You leave. We leave."

You leave the macabre scene behind you, intending to call the police, the army, whoever you can as soon as you get out of this town.

As you are walking away, you become vaguely aware of a muted helicopter sound nearby, as a squad of black-clad special operators closes in. "No witnesses," their leader shouts, as they raise their weapons toward you...

Search the set-aside cards and spawn NRO Delta Team at the Abandoned Barn.

- ◆ If you defeat NRO Delta Team (→R3a).
- ◆ If NRO Delta Team defeats you (→R3b).

3
ASSET

Summoning Stone



Item. Relic.

Green Box: ♣

➔➔➔: Search the top 10 cards of your deck. Draw one card, then discard summoning stone.

"Something from nothing - a dive into the implicate order."

54



4
ASSET

Surveillance Drone



Item. Tool. Tech.

Green Box: ♣

➔: **Investigate.** Your current location gets -2 shroud. If a ♣, ♠, or ♣ symbol is revealed on this test, discard Surveillance Drone.

"Our eye in the sky."

55



Act 4a

The Enemy Revealed

The sun is starting to set by the time you locate the old abandoned barn. The door is barred and padlocked, but between the boards you can glimpse strange flickering lights within. There has to be a way to see what's going on inside.

This act is advanced by fully investigating the **Abandoned Barn**.

1/1



ACT 4b

To Fight The Mi-Go

This blasphemy can't be allowed to continue.

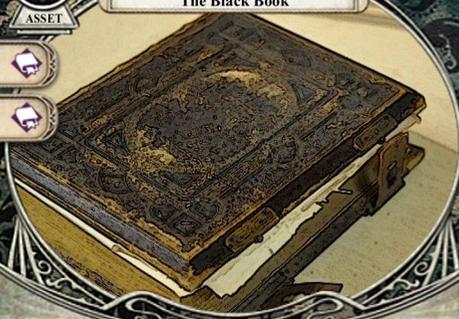
You steel yourself and decide, win or lose, that you have to try to destroy this horrific experiment. You drop from your hiding spot into the midst of the alien scientists.

Search remaining set-aside cards, the encounter deck and encounter discard pile. Spawn 1 Grey, 1 Mi-Go Warrior and 1 Mi-Go Scientist at this location.

- ◆ If you are defeated (→R1).
- ◆ If all **Non-terrestrial** enemies are defeated, advance to Act 5a Aftermath.

4 **Unaussprechlichen Kulten*
 The Black Book

ASSET



Item. Tome. Cursed.

Green Box:  You get +1 . You get +1 .

Forced – If a  symbol is revealed on any check using  or , take 2 direct horror.

"You may well need to know, I highly doubt you want to know."

58

4 **Agent James Derringer*

ASSET



Ally. Friendly. FBI.

You get +1 .
 You get +1 .

Forced - When doom is placed on the current agenda, test  (4). If you fail, discard Agent James Derringer.

"Just when I thought I'd seen it all..."

6

Act 5a

Aftermath

The alien creatures - scientists? - lie dead amidst their unholy works. You pause for breath, only to hear a creaking sound behind you. Hesitantly you turn to look. The alien tank, damaged during the fight, is breaking apart. With a final crash, it explodes, depositing a huge mass of squirming, ropy flesh on to the floor. As you watch in horror, the thing forms a huge milky eye, which rolls in your direction.

Advance immediately to Act 5b.



1/1

ACT 5b

One Final Horror

Can we even kill this... thing?

The bubbling mass of metamorphic flesh rolls toward you, swelling and expanding as it comes. Faces bubble to the surface and are re-absorbed, as countless mouths babble nonsensical gibbering moans. Squirming pseudopodia lash toward you as the thing slides purposefully towards you.

Spawn the set-aside Spawn of Ubbo-Sathla.

Spawn of Ubbo-Sathla requires  to evade. If you do, you *may* run for your life (→R4a).

If you defeat Spawn of Ubbo-Sathla (→R4b).

If you are defeated (→R1).

NRO Delta Team
 Life-takers and Heartbreakers

4 4 4

Human. Elite.
 Prey - highest ♣. Hunter. Retaliate.
 Massive.

"You look a little... green around the gills, but I'm sure we can trust you not to talk about any of this, yes?"

ENEMY

1/1



Spawn of Ubbo-Sathla

5 6 2

Monster. Abomination. Non-terrestrial.
 Non-terrene matter. Hunter. Massive.
 Spawn of Ubbo-Sathla gets +2 health per investigator.
 Spawn of Ubbo-Sathla requires >>> to evade.

Freed from its confines, the bubbling mass of alien matter roils and swells as it surges towards you...

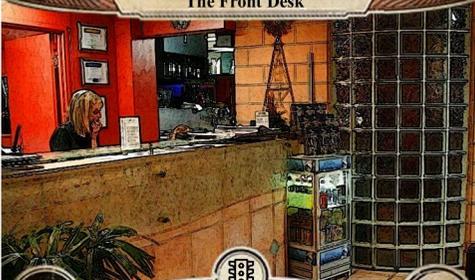
Victory 2.

ENEMY

6/6



Merle's Shut-Eye Motel
The Front Desk



1 LOCATION **0**

Groversville. In-town.

Any *Ally* assets you play here cost 2 less resources.

A couple of worn but comfortable leather armchairs and a coffee vending machine make this a good rendezvous spot.

9/30 78

Merle's Shut-Eye Motel



LOCATION

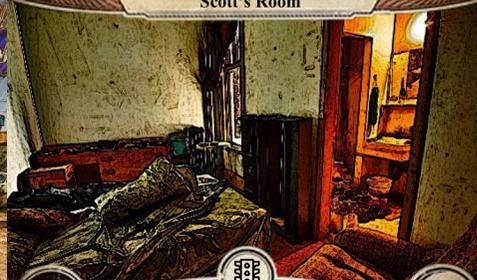
Groversville. In-town.

This location is connected to the location to the right of it.

This small, old fashioned motel has around 20 rooms. It has certainly seen better days, but it is the best, not to mention the only, place to stay in Groversville.

10/30 79

Merle's Shut-Eye Motel
Scott's Room



4 LOCATION **1**

As an additional cost to investigate Scott's Room test **3**. If you fail, lose one action. If you cannot, this investigation automatically fails.

Forced – When this location is fully investigated, read story card: **Scott's Fate**.

The room is in complete disarray. Sheets have been taped over the windows, and empty food packets litter the floor. There is a terrible smell coming from the bathroom...

10/30 79

Merle's Shut-Eye Motel



LOCATION

Groversville. In-town.

This small, old fashioned motel has around 20 rooms. It has certainly seen better days, but it is the best, not to mention the only, place to stay in Groversville.

10/30 79

Sinclair Gas



3

LOCATION

2

Groversville. In-town.

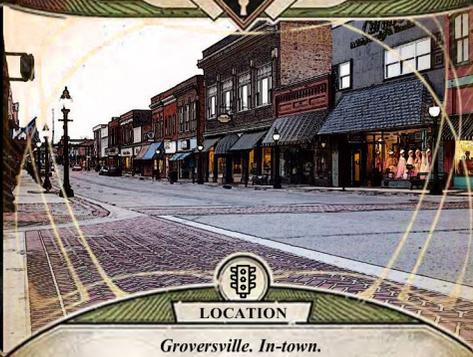
Sinclair Gas is connected to the locations to the left and right of it.

⚡ Pay 3 resources: You get an extra action.

"I'm still waiting on a replacement counter. That Billy Ray kid was CRAZY!"

14/30 83

Main Street



LOCATION

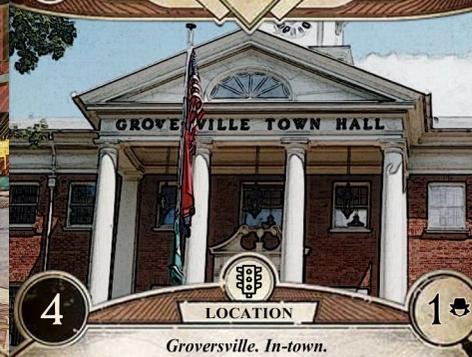
Groversville. In-town.

This location is connected to the locations to the left and right of it.

It seems everyone has a story, but few are willing to talk.

84

Town Hall



4

LOCATION

Groversville. In-town.

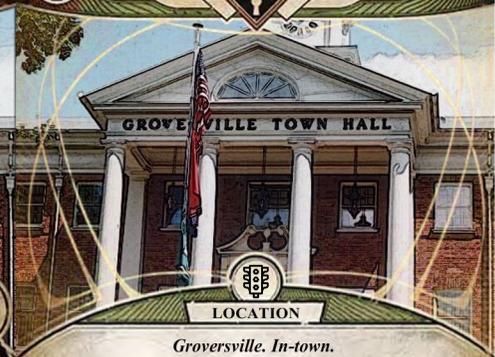
➔ Test (3): If successful, reveal a currently unrevealed location. Limit once per game.

Forced – when Town Hall is fully investigated, read the story card - **Council Chambers of Secrets**.

"I'm sorry, the aldermen are currently in session".

16/30 85

Town Hall



1

LOCATION

Groversville. In-town.

This location is connected to the location to the left of it.

The town hall seems quiet for a weekday. The clerk in the entrance lobby politely explains that it is currently tax season, and chambers are sealed. However you are welcome to check city records and ordinances in the archives.

85

Endgame

An alien lab of horrors.
You locate an open second story hatch and scramble up amidst the rafters. From your hiding spot, you view a macabre laboratory. A small Grey alien being operates living machinery, overseen by winged, crab-like creatures. A partially dissected human hangs from silvery cables, while a huge tank seems to throb and pulse with the horrid, alien life within.

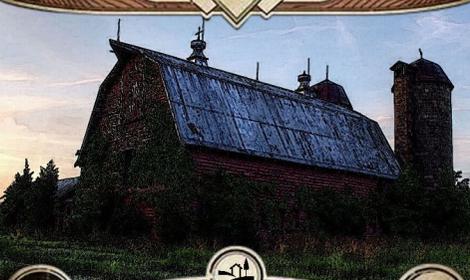
If you “ate at Merle’s Country Bunker” advance Act 4a A Negotiated Solution. Otherwise, continue below.

This ends one way.
The Mi-Go pause, their bizarre brain-like heads pulsing in different colours. You don’t know how, but you get the sense that they have detected you in your hiding spot. It seems you have few options left. The incursion must be eliminated.

Advance Act 5a The Enemy Revealed.

STORY

Abandoned Barn



4 LOCATION **2**

Outskirts.

This location enters play revealed.

You may use either  or  to investigate this location.

Forced – When this location is fully investigated, flip this card.

17/30  86



TREACHERY

Abducted

Terror.

Revelation – Take 3 horror unless you discard all assets that you control in play and from your hand. Shuffle these back into your player deck.

Forced – Disengage from all enemies engaged with you and move to **Merle’s Shut-Eye Motel - Your Room**.

2/18  17





Abducted

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Revelation – Take 3 horror unless you discard all assets that you control in play and from your hand. Shuffle these back into your player deck.

Forced – Disengage from all enemies engaged with you and move to **Merle's Shut-Eye Motel - Your Room**.

3/18 17



Abducted

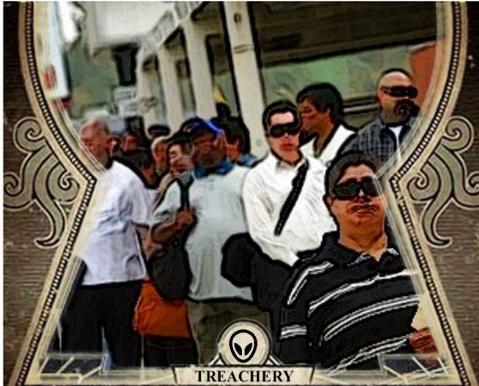
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1/18 17





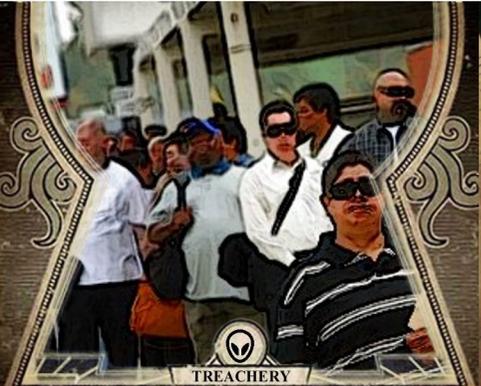
TREACHERY

Alien Intel

Pact.

Revelation – You must choose either (choose one): Place 1 doom on the current agenda (this effect can cause the current agenda to advance. Or, add a  token to the chaos bag, if able. If you cannot, you must choose the first option.

“They have eyes and ears everywhere. They’re watching us now...”



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Animal Mutilation

Mystery.

Revelation – Test ♣ (3). If you fail, take 2 horror.

More frequently, it's not just cattle. Now domestic pets - dogs, cat, even rabbits are being taken.



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A black helicopter is silhouetted against a large, glowing full moon. The scene is framed by ornate, Art Deco-style architectural elements. At the bottom, a small circular icon contains a stylized 'E' symbol.

TREACHERY

Black Helicopter

Obstacle.

Revelation – You must either (choose one):
 ✦ Lose 2 actions this turn, or discard 3 cards from your hand.

“Do you think they’re on to us?”

6/8  10




A newspaper clipping with a dark, dramatic theme. The headline reads "MEN IN BLACK SUITS ARE HIDING IN PLAIN SIGHT!". Below the headline, there are silhouettes of two men in suits. A small photo of a man with glasses is visible in the bottom left corner. The text "THE EXTRATERRESTRIALS ARE HERE!" is written in a stylized font. At the bottom, a small circular icon contains a stylized 'E' symbol.

TREACHERY

Disinfo Campaign

Obstacle. Tactic.

Revelation – You must either (choose one):
 ✦ Discard 2 clues or choose and discard 2 cards from your hand. If you cannot, take one horror and Disinfo Campaign gains Surge.

Truth or fiction?

5/8  11



NEWS MOST COMMON UFO SHAPES!
MEN IN BLACK SUITS ARE HIDING IN PLAIN SIGHT!
 HOW YOU CAN HELP
COVER THE TRUTH!
 "THE EXTRATERRESTRIALS ARE HERE!"
SPECIAL ISSUE!
 GUEST EDITOR:
TREACHERY

Disinfo Campaign

Obstacle. Tactic.

Revelation – You must either (choose one): Discard 2 clues or choose and discard 2 cards from your hand. If you cannot, take one horror and Disinfo Campaign gains Surge.

Truth or fiction?

4/8 11



I WANT TO BELIEVE
TREACHERY

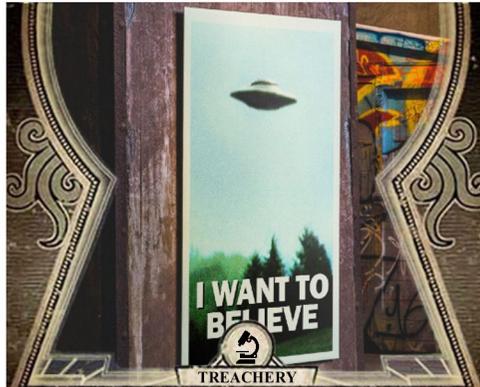
I Want To Believe

Revelation – If The Truth Is Out There is in your threat area, this card gains Surge, and is discarded. Otherwise, put into play in your threat area. You get -2 and +1.

When you would gain a clue by any means: Place that clue on I Want To Believe. When I Want To Believe has 3 clues on it, discard it.
"The truth is out there".

2/12 26



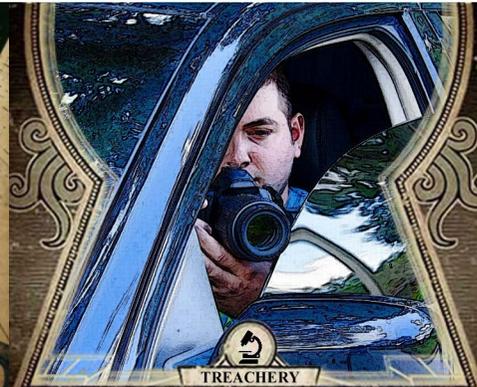


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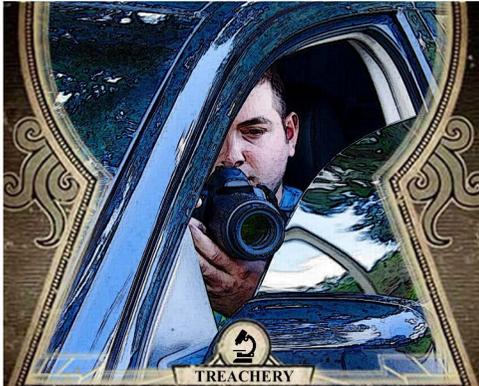
Stakeout

Obstacle.

Revelation – Attach to current location. Attached location requires an extra action to investigate. Limit one Stakeout per location.

Forced – If attached location has no clues, it requires one extra action to enter or leave.





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"I want to believe".





TREACHERY

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"I want to believe".

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TREACHERY

U.A.P.

Mystery.

Revelation – Test (3). If you fail, lose 1 action this turn.

Forced – Choose an *Out-of-town* location with no clues. Location gains one clue. Then discard U.A.P.

14/18 23





TREACHERY

U.A.P.

Mystery.

Revelation – Test  (3). If you fail, lose 1 action this turn.

Forced – Choose an *Out-of-town* location with no clues. Location gains one clue. Then discard U.A.P.

15/18  23




TREACHERY

Missing Time

Terror.

Revelation – Test  (3). If you fail, drop a clue at your location. If you have no clues, take 1 horror.

"I just sat down for supper. Next thing I know it's the middle of the followin' day." - Bud Aldrich

13/18 22





TREACHERY

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“I just sat down for supper. Next thing I know it’s the middle of the followin’ day.” - Bud Aldrich

12/18 22



Schrödinger's Parrot

WEAKNESS

1

Conundrum. Creature?

Green Box: 

Schrödinger's Parrot may not be attacked or evaded.

➤: Test  (4) or  (4). If you succeed place one clue on Schrödinger's Parrot.

Forced – When Schrödinger's Parrot has 3 clues on it, discard Schrödinger's Parrot.

“How is this thing still alive?”

ENEMY



53





TREACHERY

Grey Goo

WEAKNESS

Nanotechnology. Hazard.

Green Box: 

Revelation – Put Grey Goo into play in your threat area.

▶▶▶: Test +  (8). If you succeed, discard Grey Goo.

Forced – at the end of the turn you get -1  and -1  until the end of the game. This penalty is cumulative. If  or  reach 0 you are defeated.

