



3

ASSET

?



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



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

ASSET

The Black Book

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..."

3 1

1/6 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

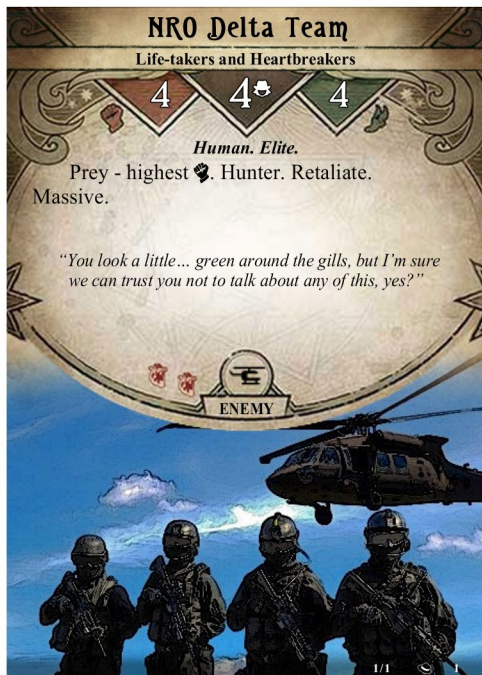
4

*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



## 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









## Sinclair Gas



3

LOCATION

2

Groversville. In-town.

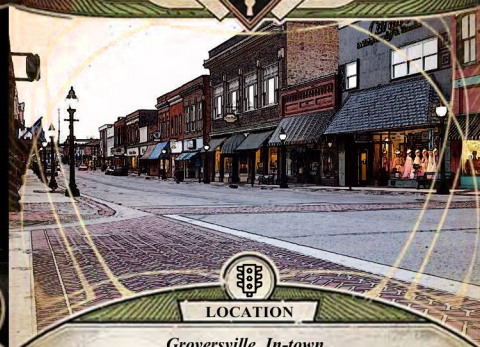
Sinclair Gas is connected to the locations to the left and right of it.

⚡ 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

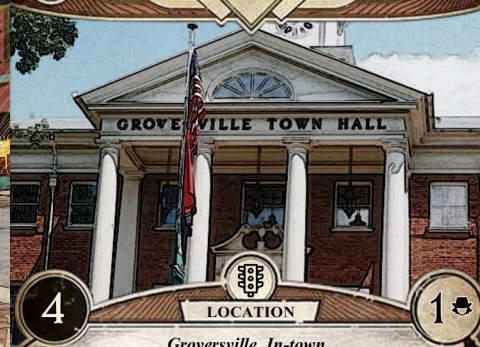
Groversville. In-town.

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.*

86



## 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









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..."*

5/18 18




TREACHERY

### Alien Intel

*Pact.*

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*"They have eyes and ears everywhere. They're watching us now..."*

4/18 18



















**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



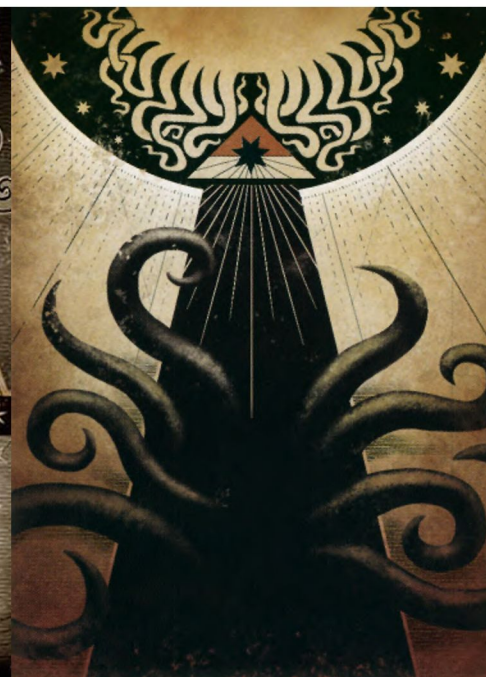

**I Want To Believe**

**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







The card features a framed image of a UFO in a blue sky above a green landscape. The text "I WANT TO BELIEVE" is written in bold, white, sans-serif capital letters. Below the image is a small icon of a magnifying glass over a document, and the word "TREACHERY" is written in a small, black, serif font.

### 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 .

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*"The truth is out there".*

1/12  26




The card features a framed image of a man in a blue shirt looking through a car window, holding a camera. The text "STAKEOUT" is written in bold, white, sans-serif capital letters. Below the image is a small icon of a magnifying glass over a document, and the word "TREACHERY" is written in a small, black, serif font.

### 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.

6/12  27







TREACHERY

### 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.

5/12 27




TREACHERY

### The Truth Is Out There

**Revelation** – If I Want To Believe 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 The Truth Is Out There. When The Truth Is Out There has 3 clues on it, discard it.

"I want to believe".

4/12 29







## The Truth Is Out There

**Revelation** – If I Want To Believe 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 The Truth Is Out There. When The Truth Is Out There has 3 clues on it, discard it.

*"I want to believe".*

3/12 29



## 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

### 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*

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



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