

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



Sheriff Dan Oakley

Human. Law Enforcement.

Aloof. Hunter. **Prey** – Most clues.

While Sheriff Dan Oakley is Aloof he gains:
►: **Parley**. Test ♣ (4). If you succeed, relocate
Sheriff Dan Oakley to any **In-town** location.

Forced – No investigator may gain clues while
Sheriff Dan Oakley is at their location.

"Could I get another look at that I.D.?"

ENEMY



Grey
Extraterrestrial Biological Entity

2 2 3

Monster. EBE. Non-terrestrial.

Hunter.

Forced – After Grey enters play: Place 1 doom on it.

"Goddammit! They're not monkeys, and they're not human!"
- W. W. "Mack" Brazel

ENEMY

4/6 14



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ENEMY

5/6 14



Grey

Extraterrestrial Biological Entity

2

2

3

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ENEMY



3/6

14



Mi-Go Scientist

Monster. Mi-Go. Non-terrestrial.

3

3

3

Prey - Highest

For each , , , or token revealed during an attack against Mi-Go Scientist, that attack deals 1 fewer damage.

ENEMY



2/6

15



Mi-Go Warrior

3 3 3

Monster. Mi-Go. Non-terrestrial.
Prey - Highest ♣. Retaliate. Hunter.

For each ♠, ♡, ♢, or ♣ token revealed during an attack against Mi-Go Warrior, that attack deals 1 fewer damage.

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



Men In Black

3

2

4

Humanoid. EBE. Non-terrestrial.

Spawn – at a revealed location with the most clues. Aloof.

Current location gets +2 shroud.

Forced – When the enemy phase ends: Relocate Men In Black to revealed location with the most clues. If there are no revealed locations with clues, discard Men In Black.

“You didn’t see anything. Talk to no-one.”

ENEMY

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Men In Black

3

2

4

Humanoid. EBE. Non-terrestrial.

Spawn – at a revealed location with the most clues. Aloof.

Current location gets +2 shroud.

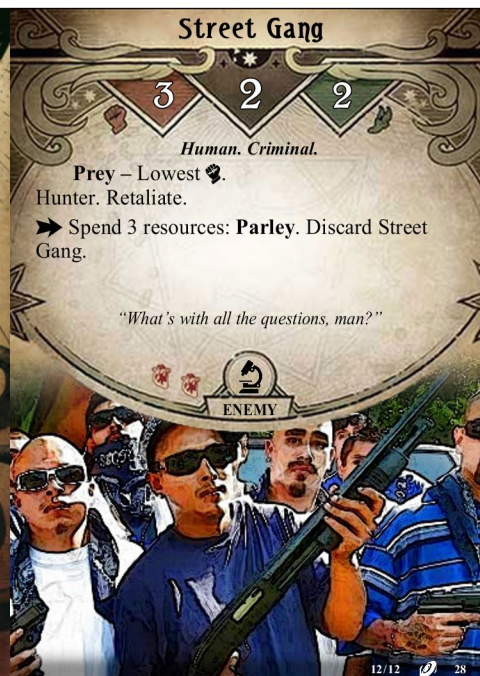
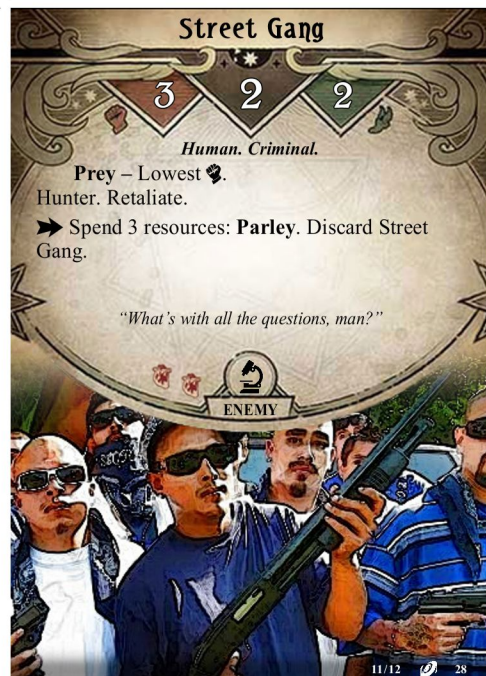
Forced – When the enemy phase ends: Relocate Men In Black to revealed location with the most clues. If there are no revealed locations with clues, discard Men In Black.

“You didn’t see anything. Talk to no-one.”

ENEMY

10/18 21





Street Gang

3 2 2


Human. Criminal.

Prey – Lowest ♠.
Hunter. Retaliate.

➤ Spend 3 resources: **Parley**. Discard Street Gang.

"What's with all the questions, man?"

ENEMY



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Black Helicopter

TREACHERY

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?"



8/8 10







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



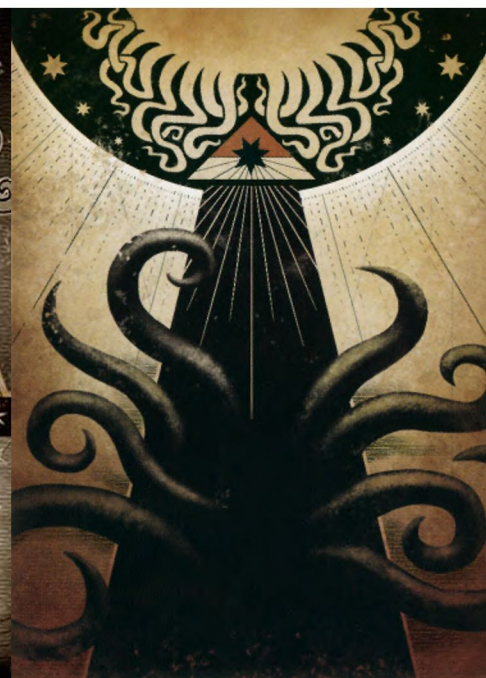

Disinfo Campaign

Obstacle. Tactic.

Revelation – You must either (choose one):
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 and Disinfo Campaign gains Surge.

Truth or fiction?

4/8 11





TREACHERY

Phenomen-X Documentary Team

Obstacle.

Revelation – Put into play in your threat area. You cannot perform investigate actions while Phenomen-X Documentary Team is in your threat area.

Forced – At the end of your turn, test ⚡ (4). If you succeed, shuffle Phenomen-X Documentary Team back into the encounter deck.

“What’s behind the UFO reports? The people want to know!”

3/8 12




TREACHERY

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Forced – At the end of your turn, test ⚡ (4). If you succeed, shuffle Phenomen-X Documentary Team back into the encounter deck.

“What’s behind the UFO reports? The people want to know!”

2/8 12







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**.

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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





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TREACHERY

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.

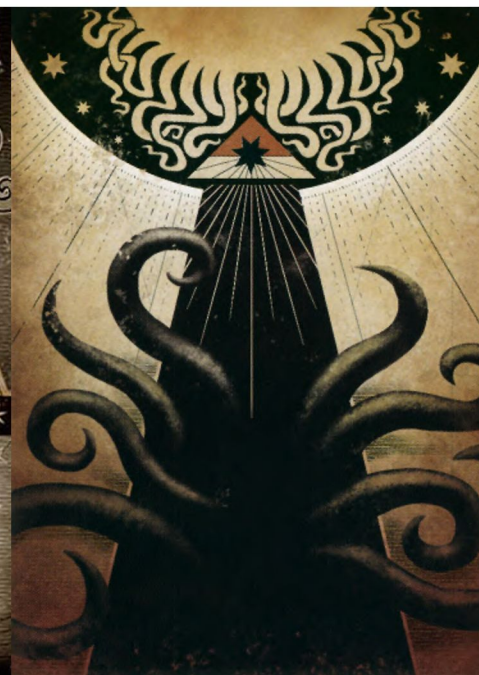
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The card features a framed poster of a UFO in a blue sky with the text "I WANT TO BELIEVE" and a small icon of a magnifying glass over a document. Below the poster is a small icon of a magnifying glass over a document and the word "TREACHERY".

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".

1/12  26




The card features a framed photograph of a man in a car holding a camera, with a small icon of a magnifying glass over a document. Below the photograph is a small icon of a magnifying glass over a document and the word "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.

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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.

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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







