

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

4 4 4

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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5/6 14



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ENEMY



3/6 14



Mi-Go Scientist

3 3 3

Monster. Mi-Go. Non-terrestrial.

Prey - Highest

For each skull, triangle, square, or star 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



11/18  21



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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



11/12 28



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12/12 28



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ENEMY



10/12 28




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?"

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



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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!”



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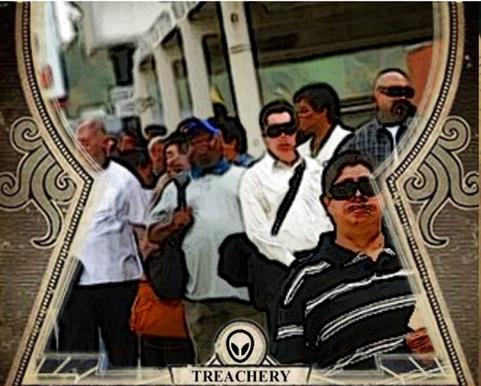


Abducted

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**.



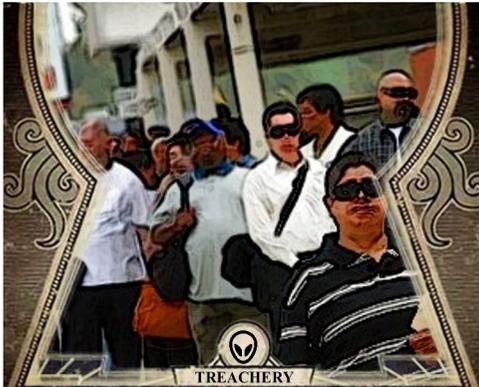
Alien Intel

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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4/18  18



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.

7/18  19





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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.





TREACHERY

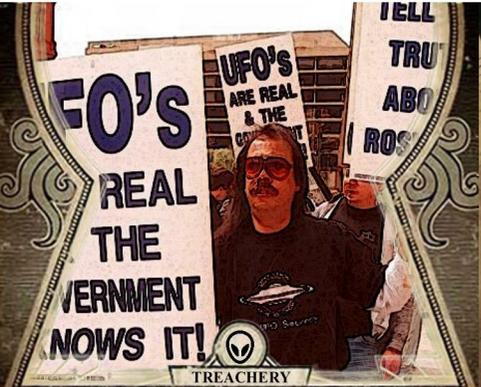
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15/18 23

TREACHERY

UFO Crazy

Madness. Obstacle.

Revelation – Put UFO Crazy into play in your threat area. You get -1, -1 and -1.

➔➔➔: Discard UFO Crazy.

*"You spooks, you... you... Men in Black!
You're all in on it!"*

16/18 24



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17/18 24



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18/18 24





TREACHERY

Drive By

Hazard.

Revelation – Reveal a chaos token. If a , , or  symbol is revealed, take 1 damage and shuffle Drive By back into the encounter deck. If a  symbol is revealed, do not take any damage and discard this card.

Your investigation seems to have attracted unwanted attention. But for reasons real or imagined is yet to be determined.

9/12  25



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8/12  25





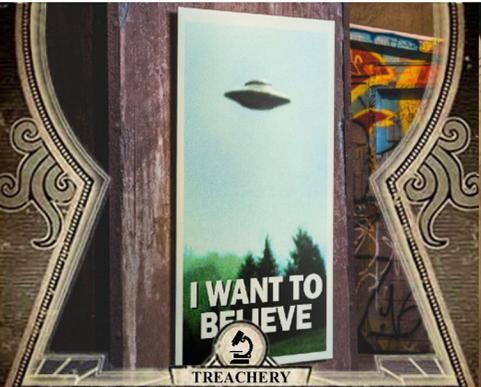
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TREACHERY

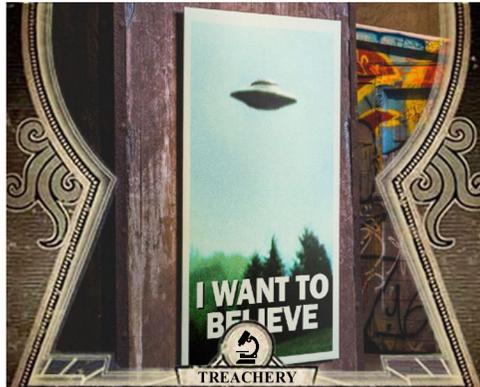
I Want To Believe

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".



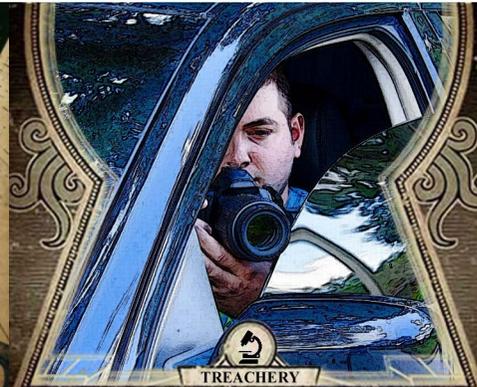


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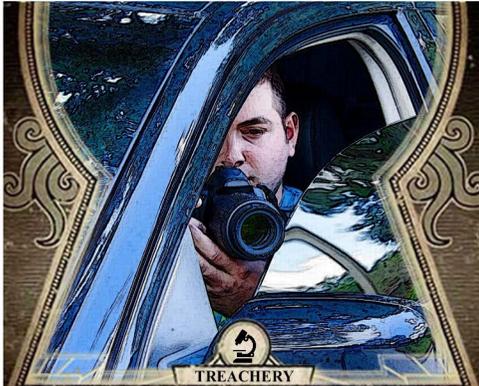
Stakeout

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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Lights in the Sky

Mystery.

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Forced – When there are no investigators at this location: Discard Lights in the Sky.

"You see that? What the heck IS that?"





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“You see that? What the heck IS that?”

8/18  20




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





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