



Agenda 1a

A Hidden Hand

Derringer explains that someone, or something, is performing experiments in Groversville. The investigators will pose as FBI Agents investigating a 'drug cartel' in the area, but in truth they will be attempting to expose the agents behind the experimentation. He warns that they will likely be watching for any interference.

7

4/30 4

Agenda 2a

Time Is Running Out

The forces behind the experimentation in Groversville are preparing to leave. They do not intend to leave any evidence behind.

10

5/30 5

AGENDA 1b

Plans Drawn Against Us

Every person in town has some level of the alien "protomatter" within them. The hidden puppet masters can see through their eyes and hear through their ears. Knowing that you are drawing closer, they put various forces into play against you.

- ◆ Add the set aside "Grey" enemies into encounter deck.
- ◆ Shuffle encounter discard pile back into the encounter deck.
- ◆ Sheriff Dan Oakley loses Aloof.

AGENDA 2b

The Mi-Go depart

Out of time.

Unfortunately you did not get to the alien scientists, the Mi-Go in time. Realising that their experiment has been compromised, they decide to abandon Groversville and start somewhere else, where they can work unmolested. A strange, thrumming sound runs through the ground. On the far outskirts of town a huge explosion is seen. Strange, multi-coloured lights fly straight up into the sky.

Later, an abandoned barn is found blown to smithereens. Strange organic material is found at the site, but it dissolves into nothingness.

The Mi-Go escape. (→R5)
If you "ate at Merle's Country Bunker" (→R3)