

UMBRA+



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INTRODUCTION

Welcome Commander, in your absence it appears some new information about our mission has come to light. New Discoveries, Terrors, Relics, and more have been added to the database.

To combat these new challenges, we've been issued new Room blueprints and new Units have been made available.

Best of luck Commander, you're going to need it.



Hello and welcome to UMBRA+

Throughout this expansion you will find a number of new Discovery, Relic, and Terror tables that can be used whenever you want to switch away from the base game's offerings.

To use these new tables, simply decide before checking your result, which zine you wish to use. In this way, the 4 of Clubs could be:

4	A waste dump, crawling with mutated creatures (20 STR, Ranged). Liquid. Resolve the liquid result first, then begin combat. Space needs to be drained before it can be passed.
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or

4	Our miners have discovered a 1D4 Grid Space pit with what looks like bones and waste at the bottom.
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You will also find some new Layers, Terraformers, Research options, and Anomalies so have fun and as always, I'd love to see what you create in the Discord :)

You can join the Discord via the link below:

<https://discord.gg/CVQgWPNjTe>

NEW UNITS

UNIT	STR	COST	SPECIAL ABILITY
Tomb Guardian	10	N/A	See Crypt Artefact (page 14). Does not eat.
Enlightened	100	200♦	Immune to Ranged.
Student	40	80♦	Loses ½ STR from Ranged.
Echo	12	N/A	See page 6 event 10. Does not eat.
Retronaut	5	15♦	Can be recruited during Combat. Mechanical.
Monsters	15	20♦	Can be housed in empty caverns.
Demonic Rebel	5	10♦	Can be housed in the Demon Layer
Slayer	400	200♦	Only enters Combat against Demons
Hunters	+30	60♦	Ranged. Fast. Upgrade a Unit into a Hunter
Rocket Marine	20	15♦	Ranged. Explosive (page 16)

All non-Mechanical Units cost 1✂ to recruit except those that do not eat.

All Mechanical Units cost 1♣ to recruit.



NEW ROOMS

Enlightened Temple – 500♥

Home to an order of warrior monks, this temple teaches them all they need to connect to and utilise the Power.

Each Temple can house 1 Enlightened and 2 Students.

Specimen Chamber – 25♥ – 10♣

A clean room perfectly attuned to the physical needs of a specimen whether it be living or dead.

You may store a piece of a Forgotten Terror or a ♣ here for Research purposes.

Rapid Embryo Chamber – 80♦ – 40♣ – 20♣

Understanding the building blocks of life allows us to tweak it to our wants and needs.

If you have completed the Gene-Sequence Research (page 9) for a ♣ creature, you may create more of it from this Room.

The cost of a creature is $\frac{1}{4}$ the creature's STR as ♦

You may grow up to 6 creatures at a time here but they will need to be housed at a Zoological Research Division after they have fully grown.

It takes 4 turns for creatures to grow fully.

Environmental Hazard Preparation Chamber – 5♥ – 2♣

Remember, all employees must wash hands... and wear their haz-mat suits.

Any Unit that passes through this Room is immune to environmental hazards such as Radiation in the Incandescent Layer (page 16).

Slayer's Chamber – 100♦ – 20♣ – 18♣

Can only be built after you draw the Doom Trait for a Terror

Adorned with demonic skulls and holy scripture, this marine has no chill.

Can house 1 Slayer.

Demonic Barracks – 20♥ – 15♣ – 5♣

Can only be built after you draw the Doom Trait for a Terror

A little bit of blood and screams and these demonic rebels feel right at home.

Can house 10 Demonic Rebels.

Retro Arcade – 50♥ – 30♣

A little bit of pixelated history for your guests and retronauts.

Can house 5 Retronauts.

Gain 5♦ per Turn per Guest per Retronaut.

Museum of Bad Ideas – 50♥ – 5♣

Sometimes its important to celebrate the stupid as much as the genius.

You may place a Nonsense Invention (page 9, result 9) in this Room.

Gain 2♦ per Turn per Guest

♣ NATURAL FORMATIONS ♣

A	<p>Our miners have come across a pool of heavy metals formed from drips in the ceiling. Any ☒ producing Rooms in this column must be shut down and no longer provide ☒ until we Research a way to clear the contamination.</p>
2	<p>A massive insect-like alien skittered across the centre of this cavern and now fear of it has spread through the colony. No Unit will pass through this Grid Space. Mechanical Units and Cryozombies are immune to this fear.</p>
3	<p>There seems to be an unusual build up of static in this Grid Space. We can still pass through and build in it but we can't place Security Systems and Mechanical Units lose $\frac{1}{4}$ their STR from the electrical discharge when entering this Grid Space.</p>
4	<p>Our miners have discovered a 1D4 Grid Space pit with what looks like bones and waste at the bottom.</p>
5	<p>We've disturbed some sort of colony that Burrows either up or down; draw a card to determine which. It moves up one Row then begins Combat. Colony (50 STR. Cannot lose more than 10 STR per Turn)</p>
6	<p>Uh-oh, a spark from a miner's drill set off an explosion which has collapsed the ceiling of this chamber, destroying anything in the Grid Space above and opening up a new route through your colony.</p>
7	<p>This cavern is coated in some sort of mucous that is near impenetrable. Unless you have Researched the Giga-Drill, you may not enter. If you have the Giga-Drill, spawn a Armoured Beast (100 STR. 25 STR shield) in this cavern and begin Combat. The Armoured Beast gains a 25 STR shield at the start of each round.</p>

8	<p>This cavern is full of mushrooms that release spores whenever agitated people pass through. If Combat happens in this Grid Space, draw a card:</p> <p>♥ – Both sides cease fighting and an agreement can be discussed</p> <p>♦ ♣ ♠ – The mushrooms overdo it and send everyone in the Grid Space into an endless sleep. They are all Defeated.</p> <p>Does not work on Forgotten Terrors.</p>
9	<p>Our miners notice too late that this cavern is full of poisonous gas vents which has flooded out into the Colony. Resolve a Gas event every turn until this Grid Space is sealed off.</p>
10	<p>This cavern is empty but something just happened up above. Draw on the Surface Events Table (page10)</p>
J	<p>This chamber is full of people trapped in fleshy cocoons. Removing them from their cocoon causes a Trapper Bug (30 STR. Ranged) to emerge from its hole and attack. If you Defeat the Trapper Bug, gain a Marine. You may only remove one person per turn from the cocoons.</p>
Q	<p>We've uncovered a 1D4 lake of lava. Liquid. Worse than that though, a creature emerges from it coated in rapidly cooling lava. The creature starts with 40 STR and gains 10 STR per turn for up to 6 turns. If its STR reaches 0 at any point it is Defeated.</p>
K	<p>A tremendous Moon Eater Worm breaks through from this Grid Space and Burrows downwards 2D4 Grid Spaces. Draw a card for each Grid Space to see what is uncovered. Any single Grid Space results are destroyed by the Worm. Any ♥ or ♦ are destroyed. The Worm stops if it encounters lava.</p>

♠REMNANTS♠

A	<p>We've found some sort of alien bunker, 2D4 Grid Spaces in size. The door is locked and can't be opened without a successful Hack or a single 100 STR attack. The bunker is mostly empty but its walls cannot be Burrowed through or breached by any means. Once inside, roll 1D2: 1 - The aliens are alive and hostile (500 STR) 2 - The bunker is full of alien skeletons, what happened here?</p>
2	<p>A holographic display flickers to life in this cavern. It appears to be some sort of training facility with holographic terrain and targets. This Training Facility allows you to upgrade Units into Hunters. This Facility can House 3 Hunters.</p>
3	<p>An alien race has buried incredibly hazardous waste here and we've just found it. Gas. This Grid Space cannot be passed through by non-mechanical Units or Enemies and will cause another Gas event if Damaged.</p>
4	<p>Our miners have uncovered an alien drill pointing our direction and a 1D4 Grid Space tunnel behind it. It looks like it was teleported in then abandoned for some reason...</p>
5	<p>Psychic echoes emanate around this cavern. Something horrible must have happened here. You cannot build Unit Rooms in or adjacent to this Grid Space. Any Units in existing rooms must be moved this turn or will turn Hostile.</p>
6	<p>The remains of an Enlightened tomb. There is nothing here that we can access on our own. If you have an Enlightened, gain an Artefact as they use their power to solve mysterious puzzles and tests.</p>
7	<p>This dust filled room turns out to be some sort of gallery. Gain 5♦ per turn as visitors come to see the ancient art. If this room is Damaged, it cannot be repaired.</p>

8	<p>A dust covered Android (60 STR) sits alone in what looks to be some sort of Canteen. If you discover the Chamber Full of Eggs (UMBRA, page 20) then it turns Hostile. Otherwise it is friendly and operates like any other Unit.</p>
9	<p>We've moved some stone and uncovered an ancient Security System. It has 40 STR and can make a Ranged attack up to 4 Grid Spaces away but takes 4 Turns to reload before it can attack again. It is Hostile to you and any Enemies. It can be Hacked.</p>
10	<p>The echoes of an alien chant can be heard perpetually circling this chamber. Any Units or Enemies that are Defeated in this chamber are resurrected as Echoes (12 STR) who join your side.</p>
J	<p>We've broken into a colossal warehouse (10D4 Grid Spaces). Every second Column is a gap between the shelves that leads straight to the floor below. Every Grid Space on the shelved Columns can be explored to find either: ♥ or ♦ - Items that can be broken down or sold for the card value x 2 ♣ - Empty Shelves ♠ - Security Drone (50 STR. Ranged) This event does not repeat.</p>
Q	<p>We've uncovered an alien mine. The remaining Security Droids (80 STR. Ranged. Mechanical) will not leave the mine unless attacked. Once you have cleared out the Droids, Draw 5 cards and treat them as ♦</p>
K	<p>Dust fills the air in what looks like an alien tomb, 1D4 Grid Spaces in size. Undead Tomb Guardians (60 STR) rush out to attack. Any Unit the Tomb Guardians Defeat is turned into a Tomb Guardian (10 STR) and joins their side. Once Combat is over, gain a Relic with the Crypt Trait (page 14). Any Tomb Guardians housed inside the alien tomb gain +2 STR.</p>

♥ RESEARCH ♦

A	<p>Peer Behind The Curtain – One of our researchers has glimpsed some terrifying bit of knowledge and has turned hostile. They spawn an Anomaly in one of your Laboratories and target the Bridge. Begin Combat. The Researcher has 5 STR and Ranged.</p>
2	<p>Giga-Drill – Our researchers have found a substance harder than diamond to pierce through formerly impassable obstacles. You may now clear out one Molten Barrier each turn.</p>
3	<p>Chlorophyllic Implants – By studying the more energetic plants on this planet our scientists have made a cure for hunger. Reduce the ✖ cost of all Units by ½.</p>
4	<p>Mind Switcher – This device can be used to switch the minds of two targets. Build a Room to house this device, if you can lure an Enemy in here, you may switch their mind with a Unit of your choice. The Unit takes the Enemy's STR and any abilities.</p>
5	<p>Subliminal Training – Hidden images in posters, sub-audible recordings, or even psychic messages in their sleep. Choose a result: All Units gain +25% STR OR Reduce ✖ cost of Units by ¼</p>
6	<p>Super Soldier Serum – Our scientists have distilled patriotism and a life-time of fitness training into a single injection. Choose a Unit and draw a card: ♥ or ♦ – It worked! They now have 400 STR. Ranged 4. ♣ or ♠ – The serum has somehow turned them into a Forgotten Terror!</p>
7	<p>Overcharge – One twitchy researcher has discovered that we can cause any Generator to explode and deal 500 STR damage to any Units or Enemies in its Grid Space and adjacent Grid Spaces. Doing this Destroys the Generator and makes the Grid Space unusable.</p>

8	Xenofauna Farming – Any Zoological Research Division with a ♣ Creature housed in it now produces 5 ⚡ as long as the Creature lives.
9	Nonsense – Sorry Commander, it turns out the base science behind this idea was just... stupid. We can scrap the project and gain 10♦ back or we can house the idiotic invention in an empty Grid Space. This research can be repeated.
10	Gene Sequence – If you have a ♣ creature stored in a Specimen Chamber (page 3) you now have its entire gene sequence and may make more of it in a Rapid Embryo Chamber (page 3).
J	<p>Terror Analysis – If you have Defeated a Forgotten Terror and stored a piece of it in a Specimen Chamber (page 3) you may analyse it by drawing a card.</p> <p>If it is a Face Card – You learn more about one of the Terror's Traits. Remove that Trait from future Forgotten Terrors.</p> <p>If it is a Number Card – The specimen is destroyed and yields nothing.</p>
Q	<p>Artefact Study – Choose an Artefact to study and draw a card. If the card is a Face Card, you learn how to create an object with one of the Artefact's Traits. A created Artefact costs 300♦ per Trait.</p> <p>If the card is a Numbered Card, the Artefact is destroyed in the process. This research can be repeated.</p>
K	<p>Universal Translator – By studying alien physiology and behaviour we can now communicate with any alien from a ♠ Discovery. To do so, Draw a card and check the results below:</p> <p>Face Card – They are willing to listen. Draw again, a second Face Card results in them turning neutral.</p> <p>Numbers – They aren't willing to listen, continue Combat if applicable.</p>

NOTE: When consulting this table, if you have already triggered a particular event, draw again until you get one that hasn't triggered (unless it states that it can be repeated).

♣ SURFACE EVENTS ♠

A	A ship wants to dock and refuel. Draw a card and gain 10♦ X the card's value. If you have any Guest Rooms available at your colony (UMBRA: Stations page 5) then you may treat them as a Guest.
2	A migration of beautiful creatures passes by overhead. Natives of this planet or spacefaring fauna, either way it is a beautiful sight but for the next 4 Turns you cannot move Units or Resources between your colony and space station and friendly ships cannot land at your landing pads.
3	One of our fuel lines has ruptured and started a fire. Draw a card for each Column until you draw a ♠ or run out of Columns. If you draw a ♠, all above ground Rooms in that Column are Damaged by the fire, however, any Units that can be moved to another Unit Room are not Defeated.
4	A supply rocket passes overhead and crashes somewhere out in the planet. Your next Expedition (UMBRA, page 16) automatically finds 100♥ on its first turn.
5	Some graffiti artist has left their mark on one of your Rooms. You can pay 2♥ to get it removed or draw the new artwork wherever you see fit.
6	A passing ship has a teleporter malfunction and accidentally beams something down to your Bridge. ♥ – An Artefact (page 14) ♦ – Draw 3 Cards and gain ♦ equal to their value ♣ – A menagerie of harmless creatures that you can never quite catch ♠ – An escaped Prisoner (20 STR)
7	Static electricity covers every surface, you cannot launch Expeditions, build new Surface Rooms, and Mechanical Units cannot move in Surface Rooms during Combat for the next 2D4 turns.

8	<p>A mercenary ship lands on one of your Landing Pads and refuses to budge. They have 1000 STR. They aren't hostile unless attacked. They can be brought into a single combat on your side by paying 1♦ per 1 STR.</p>
9	<p>Somehow a tremendous fruit bearing tree has sprouted. Choose a Column and grow it to the top of your page, the tree produces 5✂ per Grid Space to a maximum of 25✂.</p>
10	<p>One of our Units has had an epiphany! Draw on the Research table (page 8)</p>
J	<p>Oh look, a bomb. Draw a card for each above ground Room until you get a ♠. Once you do, place a bomb in that Room and start a Timer equal to the ♠ card's value. If a Hacker can get to the bomb and successfully Hack it, then it is disarmed. Otherwise, it detonates and Damages all the above ground Rooms in that Column.</p>
Q	<p>A damaged ship enters the planet's atmosphere and passes overhead leaving toxic dust in its wake. If any Unit Room on the surface is the highest Room in its Column, the Units housed within are Defeated.</p>
K	<p>A passing slaver ship teleports some of your Units aboard as prisoners. Choose 8 Units then draw a card for each, the 5 with the highest cards are taken aboard. If you have UMBRA: Stations, Start a Boarding (Stations, page 15) If you do not have UMBRA: Stations, draw a card. If it is a Joker, they escape and return with 400♦ or 20 Rebels (10 STR, Ranged)</p>

♣ ANOMALIES ♠

A	<p>Reality Prism – Anything in this Grid Space or Adjacent is replaced by something from an alternate dimension. Draw a card for each affected Grid Space:</p> <p>♥ – a random Unit Room ♦ – a random Production Room ♣ or ♠ – draw on the appropriate table and deal with all the ensuing Events.</p>
2	<p>Compact Space – This Grid Space can hold 4 Rooms, any Units or Enemies that enter this space must traverse it as if it were 4 Grid Spaces.</p> <p><i>Drawing tip – either split the Grid Space into 4 or fold a piece of paper into 4 and glue it onto this Grid Space so it can unfold to reveal the Rooms.</i></p>
3	<p>Gravity Well – A super-dense object in this Grid Space is pulling an asteroid in towards itself. Every 4 Turns, resolve the Asteroid Event (UMBRA, page 28). If you get a second Gravity Well Anomaly, the Asteroids hit every 2 Turns. If you get a third Gravity Well Anomaly, start a 10 Turn timer. If you do not somehow remove one of the Wells, a planet breaking asteroid will destroy the planet and your colony.</p>
4	<p>Hallucination – The last Room you built or ♠ Discovery you made, whichever is most recent, was a collective hallucination. Any Units that were Defeated snap out of it but you lose any benefit the Room or Discovery provided. Refund any build costs.</p>
5	<p>Oceanic Wormhole – This Grid Space leads out to some alien sea and is filling the colony with Liquid. Draw a card for how many Rows are filled, starting from the lowest Row Liquid from this Grid Space can reach.</p> <p>You may open Air Locks to let the Liquid pass and reach lower levels.</p>
6	<p>Astro-train – An interdimensional train filled with alien beings passes through this Grid Space before dipping back into its own dimension. The carriages being pulled, however, are never ending and this Grid Space can no longer be passed.</p>
7	<p>Devour – A miniature black hole floats in the centre of this Grid Space, swallowing anything in its Grid Space. Each Turn, it moves to an adjacent Grid Space and Destroys the Room and Defeats any Units within.</p> <p>To determine which Grid Space it moves to, draw a Card: ♥ – Up ♦ – Left ♣ - Right ♠ - Down</p> <p>It can move onto Empty Grid Spaces and will leave an empty cavern.</p>

8	<p>Sentience – Something in this cavern is giving life to the stone, vines, and other detritus. At the end of each Turn, roll 1D4. 1 – A Guardian (50 STR) forms and attacks. 2+ – The cavern remains quiet.</p>
9	<p>Lunar Pull – A miniature moon hangs in this Grid Space. All Liquid events flow towards it rather than their usual rules. This can cause Liquid to flow upwards.</p>
10	<p>Flashback – A portal in this cavern leads to some alternate dimension memory of a colony much like yours. <i>If you have a previous playthrough of UMBRA, choose a Grid Space for this portal to open out on. If the colony had fallen, you may choose to take the empty colony or help in its final moments.</i></p>
J	<p>Nostalgia – A collection of old technology; CRT monitors, cassette players, and old game consoles has been dumped here. Somehow their contents have leaked out and manifested as living entities that are willing to join you for a price. You can now recruit Repronauts.</p>
Q	<p>Dungeon – A rift to something out of a fantasy novel opens in this Grid Space. Inside is a Dungeon with 200 STR of Monsters. If you Defeat the Monsters, you may recruit them. If you have RISE: A Solo Game of Spreading Evil, you may now build and hire Rooms and Units from it.</p>
K	<p>Enlightenment – This space is filled with the energy that the Enlightened seek. Any Enlightened Temple built in this Grid Space will grant the Units housed within double their written STR.</p>

ARTEFACTS

A	Cornucopia – Gene-altered super crops, replicated snacks, or a thick nutrient paste, whatever the form this artefact produces 30 X
2	Multi-tool – This artefact makes Hacking much easier. Instead of rolling 1D2, roll 1D4. On a 1 – Failure. On a 2+ – Success.
3	Beacon – This artefact draws Forgotten Terrors towards it instead of your Bridge. If a Terror reaches it, the artefact is Destroyed.
4	Empower – Through potent serums and ancient technology this artefact doubles the STR of any Units housed adjacent to it.
5	Phoenix – Attach this artefact to a Unit, whenever that Unit is Defeated they return to full STR once Combat is over.
6	Phase – Attach this artefact to a Unit, they may pass through walls and floors when moving. They cannot enter unexplored Grid Spaces.
7	Pocket Pets – Strange little creatures pop out of this artefact with worrying regularity. They’re getting everywhere but seem to be no hassle so far.
8	Dry – Any Liquid that enters the same Grid Space as this artefact is immediately evaporated. This artefact cannot be moved.
9	Energy – This artefact powers any Security Systems or Rooms that are within 1 Grid Space from it. These Systems and Rooms cost 0 POWER
10	Escape – This artefact functions as a dimensional escape pod. If your Colony falls, choose 1 Unit & 1 Artefact to take over to your next game.
J	Enlightenment – This artefact gives one Unit of your choice the ability to tap into the Energy. They become an Enlightened Master.
Q	Bigger on the Inside – This artefact has space for 3 Rooms. Units can enter and exit freely and may fire out of the artefact. Enemies cannot enter.
K	Crypt – This artefact contains the brain of a long dead alien. Whenever a Unit is Defeated in the same row as this artefact, resurrect them as a Tomb Guardian (10 STR. 0 X) and house them here. House limit is 30.

TERRORS

A	Molten – This Terror is composed of molten rock or metal. Wherever it loses STR, create a Molten Barrier. These cannot be removed unless you have the Giga-Drill Research.
2	Doom – This Terror is not found at this Grid Space, instead you have entered the Demon Layer (page 16). You will find this Terror in a Throne Room when you next draw a black Joker.
3	Infectious – Any Units Defeated by this Terror are brought back as Corpse Hosts (10 STR. Fast)
4	Plan Ahead – EYE. If there are multiple paths, this Terror takes the one with the least Security Systems.
5	Swarm – This Terror is made up of thousands of drones, insects, or worse. It cannot lose more than 50 STR per round.
6	Shield – An energy barrier, airlock door, or an ancient alien skull, whatever it is this Terror has a 200 STR Shield that must be destroyed before it can be hurt.
7	Soldier – Ranged. This Terror regains lost STR whenever it enters a Barracks or Medical Bay. Draw a card and multiply its value by 10 to determine how much STR it regains.
8	Death Trigger – This Terror has an explosive device that will detonate and destroy 3 x 3 Grid Spaces unless it can be Hacked before the Terror is Defeated.
9	Currency – Somehow this Terror is able to exchange all of your ♦ into Terrorcoin which immediately loses all value. Lose all of your ♦
10	Enlightened – This Terror is immune to Ranged. If a Unit/ Troop is adjacent to a fall, the Terror can push them backwards as a Ranged attack.
J	Treachery – When this Terror is discovered, spawn 100 STR of Traitors and split them between the following Rooms: Hydroponics, Crew Quarters, Docking Bay [Stations]. The Terror and Traitors attack at the same time.
Q	Infestation – Even after defeating this Terror, whenever you draw a ♠ Face Card, you must face 20 STR of its Brood Swarm.
K	Anomalous – This Terror doesn't conform to our physical reality, whenever it loses STR, draw on the Anomaly table and place an Anomaly in that Grid Space. The Terror is unaffected by Anomalies.

LAYERS

DEMON LAYER

Lakes of boiling blood and screaming victims, this is a terrible place that only the most hardened of soldiers can endure. Cybernetically enhanced demons prowl the ruins here as they guard their twisted leader below.

- All ♠ Events with Enemies are replaced with Demons of equivalent STR and abilities. Demons cannot be reasoned with.
- Hackers and Guests cannot enter the Demon Layer.
- Unit Rooms cannot be built in the Demon Layer.
- All Liquid is treated as Lava.
- Any King or Queen cards spawn a Infernal Monarch (100 STR. Ranged. Explosive)

New Mechanic – Explosive: whenever this Unit/ Enemy makes an attack, the Room or Grid Space it attacks into is Damaged.

INCANDESCENT LAYER

Glowing flora and fauna give this layer a misleadingly beautiful appearance. Don't let your guard down though, radiation is to thank for their strange biology.

- Only Mechanical Units can be Housed in this Layer.
- Non-Mechanical Units that enter this Layer without protection lose 2 STR per round.
- ✕ Producing Rooms cannot be built in this Layer.
- Any ♣ Enemies that spawn in this Layer are Irradiated. Any Unit that loses STR to one of these Enemies becomes a Mutant after Combat ends.

TERRAFORMERS

PURITAN

Our government is one of strict rules and regulations, these so called artefacts are to be destroyed immediately.

- You may not use Artefacts
- You must destroy Anomalies if you have the means
- + You start with a usable Holy Artefact (UMBRA page 35)

CORRUPTION

The natural order of things is chaos, balance is an illusion, even the laws of nature can and should be corrupted.

- You cannot destroy Anomalies
- + You may draw twice when spawning Anomalies and choose which result to use

HELL WORLD

Raiders from this planet were the inspiration for many religion's darkest tomes. To brave this planet is madness and folly.

- You start on the Demon Layer. Only your Surface Rooms are safe.
- + You begin the game with a Slayer and Slayer's Chamber

ETHICS COMMITTEE

Our government refuses to let people fight, no matter how dire the need.

- You may only use Beasts and Mechanical Units in Combat.
- + You start with a Rapid Embryo Chamber

P.E.T.B

Through extensive lobbying and smear campaigns, we have new orders when it comes to dealing with dangerous xenofauna.

- You may not attack a non-hostile ♣ creature
- Any ♣ creatures that you Defeat are returned to the Grid Space they came from and gain 10 STR each turn until returned to their written STR.
- Once a ♣ creature regains its STR, it attacks again
- You may not build Zoological Research Chambers, Rapid Embryo Chambers, or any other Room that allows you to house ♣ creatures
- + Draw a card at the start of each turn and treat it as ♦ equal to the card's value as donations flood in from the core worlds.

CHALLENGES

DOOM SLAYER – Hire a Slayer and defeat a Forgotten Terror with the Doom Trait.

ENLIGHTENED COUNCIL – Have 6 Enlightened alive at once.

ORDER 66 – Betray your own Enlightened and have them all die in a single Combat.

TO HELL AND BACK – Make it through the Demon Layer.

A GLORIOUS MIND – Complete all the Research available in this expansion and UMBRA in a single colony.

WHY? JUST, WHY? – Get 3 Nonsense Research results in a single colony.

GETTING' WEIRD – Play with the Corruption Terraformer active.

FOR THE EMPEROR – Play with the Puritan Terraformer active.

ANIMAL LOVER – Play with the P.E.T.B Terraformer active.

SLAVE NONE – Successfully fight your way off of the passing slaver ship.

CHEW ON THIS – Overcharge a Generator and Defeat a Forgotten Terror with the explosion

NEW EVERYTHING!

