GET DOWN!

Spend 1 heroism point or add 2 to your total.

9

Spawn the Vrilmeister from the darkness.

He is At Ease.



DAMMIT!

Discard 1 card.

6.

Alert enemy units immediately attack. If they cannot attack, they move. This is not an activation.



DID YOU SEE THAT?

Spend 1 heroism point or add 2 to your total.

6

An enemy patrol appears from the darkness. It is Suspicious.





CATACLYSM

Add 3 to your total.

Alert enemy

Alert enemy units immediately attack. If they cannot attack, they move. This is not an activation.

