



# ZOMBIE


Bad Medicine

Campaign missions: N3 N4

## MEATSHIELD

When an area contains an enemy unit with the **meatshield** keyword, Heroes may not make ranged attacks against other enemy units in the **meatshield's** area while it is a valid target.

## RELENTLESS

This unit ignores  effects.











## COWARD

This unit will not move into the same area as a Hero. Additionally, this unit will move out of an area containing a Hero during the *Action Stations!* phase. The unit will stay in the area if it is unable to move. **Coward** takes precedence over **guard**.

## XENOBIOLGIST

Alien units in this unit's tile gain +1 ranged attack/melee attack/support.



# SCIENTIST

Bad Medicine

Hugo's Success

Campaign missions: N1/N2/N3/N4

















## ELUSIVE

This unit cannot be targeted while there is an enemy unit without the **elusive** keyword in its area. In addition, this unit can only be wounded by spending a ★ result.

## NO HANDS

This unit cannot open or unlock doors.

## VRIL ACID

You cannot use items during defence tests against this unit's ranged attacks.



# DIE KLEINEN

Bad Medicine

Hugo's Success

Campaign missions: N1 / N2 / N3 / N4









# DIE KLEINEN

**Bad Medicine**

Campaign missions: N3 / N4

## ELUSIVE

This unit cannot be targeted while there is an enemy unit without the **elusive** keyword in its area. In addition, this unit can only be wounded by spending a ★ result.

## NO HANDS

This unit cannot open or unlock doors.

## OVERWHELM

When spawning this unit, place two units on the map instead of one.

## VRIL ACID

You cannot use items during defence tests against this unit's ranged attacks.











## NO HANDS

This unit cannot open or unlock doors.

## POUNCE

When this unit moves into an area, any heroes in that area are **knocked down**.

## SCUTTLE

This unit gains **fast** if it has a line of sight to a Hero before or after moving during the *Action Stations!* phase.



# AUGEN

Bad Medicine

Hugo's Success

Campaign missions: N1 / N2 / N3 / N4









## NO HANDS

This unit cannot open or unlock doors.

## OVERWHELM

When spawning this unit, place two units on the map instead of one.

## POUNCE

When this unit moves into an area, any Heroes in that area are **knocked down**.

## SCUTTLE

This unit gains **fast** if it has a line of sight to a Hero before or after moving during the *Action Stations!* phase.



# AUGEN

Bad Medicine

Campaign missions: N3/N4









### 3 WOUNDS

This unit can take 3 wounds before dying.

### CRUSH

Heroes wounded as a result of a melee attack by this unit are **knocked down** in addition to any other wound effects.

### NO HANDS

This unit cannot open or unlock doors.

### POUNCE

When this unit moves into an area, any Heroes in that area are **knocked down**.

### SCUTTLE

This unit gains **fast** if it has a line of sight to a Hero before or after moving during the *Action Stations!* phase.



# AUGENMUTTER

Bad Medicine

Campaign missions: N3/N4









# DIE AUSGEBURT

Bad Medicine

Campaign missions: N3 N4

## 3 WOUNDS

This unit can take 3 wounds before dying.

## PSYCHIC BLAST

This ranged attack targets all Heroes in the target area. This is a **versatile** attack.

## PSYCHIC SHIELD

This unit gains +4 defence against ranged attacks.











# ALIEN HANDLER

Hugo's Success

Campaign missions: N1/N2

## AUGEN HANDLER

When spawning this unit, also spawn an Augen in the same area.

## ENCOURAGE

This unit adds its support value to each attack by another unit in its area that has the **no hands** keyword.











# ALIEN HANDLER

Hugo's Success

Campaign missions: N1/N2



## DIE KLEINEN HANDLER

When spawning this unit, also spawn a Die Kleinen in the same area.

## ENCOURAGE

This unit adds its support value to each attack by another unit in its area that has the **no hands** keyword.











### 3 WOUNDS

This unit can take 3 wounds before dying.

### VRIL ACID

You cannot use items during defence tests against this unit's ranged attacks.

# ELITE ÜBERSOLDATEN

Hugo's Success

Campaign missions: N1/N2











### 3 WOUNDS

This unit can take 3 wounds before dying.

### CHAIN FIRE

This ranged attack targets all Heroes in the target area.

### REPULSE

Heroes who are wounded by this unit are **knocked back** in addition to any other wound effects.



# VRIL CANNON TEAM

Hugo's Success

Campaign missions: N1/N2











8



8



# SHRIEKER

**Bad Medicine****Hugo's Success**

Campaign missions: N1 / N2 N3 N4

## RELENTLESS

This unit ignores  effects.

## ARMoured

An **armoured** unit cannot be wounded unless the attack is **armour piercing**.

## SMASH!

Heroes who are wounded by this unit in melee are **knocked back** and then **knocked down**, in addition to any other wound effects.

## SWEEP

This melee attack targets all Heroes in the target area.





1

2



SHRIEKER

Bad Medicine

Hugo's Success

Campaign missions: N1 / N2 / N3 / N4

## ARMoured

An **armoured** unit cannot be wounded unless the attack is **armour piercing**.

## SMASH!

Heroes who are wounded by this unit in melee are **knocked back** and then **knocked down**, in addition to any other wound effects.

## SWEEP

This melee attack targets all Heroes in the target area.







# SHRIEKER

Bad Medicine

Hugo's Success

Campaign missions: N1 / N2 / N3 / N4

## ARMoured

An **armoured** unit cannot be wounded unless the attack is **armour piercing**.

## SMASH!

Heroes who are wounded by this unit in melee are **knocked back** and then **knocked down**, in addition to any other wound effects.

## SWEEP

This melee attack targets all Heroes in the target area.







# SHRIEKER

Bad Medicine

Hugo's Success

Campaign missions: N1/N2/N3/N4

## ARMoured

An **armoured** unit cannot be wounded unless the attack is **armour piercing**.

## SWEEP

This melee attack targets all Heroes in the target area.





# DOCTOR KOPPF

Detail: 2 Vrill acolytes, 2 Die Kleinen.

Bad Medicine

Campaign mission: N3



5

2



10



NEO28

## PSYCHIC BLAST

This ranged attack targets all Heroes in the target area. This is a **versatile** attack.

## PSYCHIC SHIELD

This unit gains +4 defence against ranged attacks.

## CONFUSION

Discard one of the Hero's Action cards if they are wounded by this unit.







52



# DOCTOR KOPFF

Bad Medicine

Campaign mission: N3

## COWARD

This unit will not move into the same area as a Hero. Additionally, this unit will move out of an area containing a Hero during the *Action Stations!* phase. The unit will stay in the area if it is unable to move. **Coward** takes precedence over **guard**.

## ENHANCED SHIELD

This unit gains +6 defence against ranged attacks.

## PSYCHIC BLAST

This ranged attack targets all Heroes in the target area. This is a **versatile** attack.





# HUGO HANDLER

Detail: None.

Hugo's Success

Campaign mission: N2

## EASILY DISTRACTED

This unit has -2 defence for each Hero in its area.

## SWEEP

This unit's melee attack targets all Heroes in its area.

## VRIL ACID

You cannot use items during defence tests against this unit's ranged attacks.







# HUGO HANDER

Hugo's Success

Campaign mission: N2

## EASILY DISTRACTED

This unit has -2 defence for each Hero in its area.

## SWEEP

This unit's melee attack targets all Heroes in its area.

## VRIL ACID

You cannot use items during defence tests against this unit's ranged attacks.



# Mission N1: PORTAL COMBAT

					#
<b>A</b>	<b>OFFICER</b> DUG IN / GUARD	4  +2	3 +2		4
<b>B</b>	<b>SOLDIER</b> BODYGUARD / DUG IN / GUARD	4  +2	3 +2		16
<b>C</b>	<b>AUGEN</b> NO HANDS / POUNCE / SCUTTLE	- -	5 +3		8
<b>D</b>	<b>DIE KLEINEN</b> ELUSIVE / NO HANDS / VRIL ACID	4  +2	4 +2		8
<b>E</b>	<b>ALIEN HANDLER</b> AUGEN HANDLER / ENCOURAGE	- -	3 +3		4
<b>F</b>	<b>ALIEN HANDLER</b> DIE KLEINEN HANDLER / ENCOURAGE	- -	3 +3		4
<b>G</b>	<b>ELITE UBERSOLDATEN</b> 3 WOUNDS / VRIL ACID	5  +3	7 +4		2
<b>H</b>	<b>VRIL CANNON TEAM</b> 3 WOUNDS / CHAIN-FIRE / REPULSE	10  +5	5 +3		2
<b>I</b>	<b>SCIENTIST</b> COWARD / XENOBIOLOGIST	- -	-		4
<b>J</b>	<b>SHRIEKER</b>	See card			1



# Mission





# Mission N2: A WHOLE NEW WORLD



#

<b>A</b>	<b>OFFICER</b> DUG IN / GUARD	4  +2	3	3	4
<b>B</b>	<b>SOLDIER</b> BODYGUARD / DUG IN / GUARD	4  +2	3	4	16
<b>C</b>	<b>AUGEN</b> NO HANDS / POUNCE / SCUTTLE	-	5	5	8
<b>D</b>	<b>DIE KLEINEN</b> ELUSIVE / NO HANDS / VRIL ACID	4  +2	4	*	8
<b>E</b>	<b>ALIEN HANDLER</b> AUGEN HANDLER / ENCOURAGE	-	3	3	4
<b>F</b>	<b>ALIEN HANDLER</b> DIE KLEINEN HANDLER / ENCOURAGE	-	3	3	4
<b>G</b>	<b>ELITE UBERSOLDATEN</b> 3 WOUNDS / VRIL ACID	5  +3	7	7	2
<b>H</b>	<b>VRIL CANNON TEAM</b> 3 WOUNDS / CHAIN-FIRE / REPULSE	10  +5	5	6	2
<b>I</b>	<b>SCIENTIST</b> COWARD / XENOBIOLOGIST	-	-	2	4
<b>J</b>	<b>SHRIEKER</b>	See card			1

**Vrilmeister**

**HUGO HANDER**

See card

1



# Mission





# Mission N3: KOPFF DROPS

					#
<b>A</b>	<b>VRIL ACOLYTE</b> BODYGUARD / RELENTLESS	-	4 <sup>+4</sup>	3	4
<b>B</b>	<b>ZOMBIE</b> MEATSHIELD / RELENTLESS	-	5 <sup>+3</sup>	6	12
<b>C</b>	<b>DIE KLEINEN</b> ELUSIVE / NO HANDS / VRIL ACID	4 <sup>+2</sup>	4 <sup>+2</sup>	*	8
<b>D</b>	<b>AUGEN</b> NO HANDS / POUNCE / SCUTTLE	-	5 <sup>+3</sup>	5	8
<b>E</b>	<b>DIE KLEINEN</b> ELUSIVE / NO HANDS / VRIL ACID / OVERWHELM	4 <sup>+2</sup>	4 <sup>+2</sup>	*	8
<b>F</b>	<b>AUGEN</b> NO HANDS / OVERWHELM / POUNCE / SCUTTLE	-	5 <sup>+3</sup>	5	8
<b>G</b>	<b>AUGENMUTTER</b> 3 WOUNDS / CRUSH / NO HANDS / POUNCE / SCUTTLE		8	8	1
<b>H</b>	<b>DIE AUSGEBURT</b> 3 WOUNDS / PSYCHIC BLAST / PSYCHIC SHIELD	7 <sup>+2</sup>	-	6	1
<b>I</b>	<b>SCIENTIST</b> COWARD / XENOBIOLOGIST	-	-	2	4
<b>J</b>	<b>SHRIEKER</b>	See card			1
<b>Vrilmeister</b>		<b>DOKTOR KOPFF</b>			1



# Mission





# Mission N4: A NESTY BUSINESS

					#
<b>A</b>	<b>VRIL ACOLYTE</b> BODYGUARD / RELENTLESS	-	4 <sup>+4</sup>	3	4
<b>B</b>	<b>ZOMBIE</b> MEATSHIELD / RELENTLESS	-	5 <sup>+3</sup>	6	12
<b>C</b>	<b>DIE KLEINEN</b> ELUSIVE / NO HANDS / VRIL ACID	4 <sup>+2</sup>	4 <sup>+2</sup>	*	8
<b>D</b>	<b>AUGEN</b> NO HANDS / POUNCE / SCUTTLE	-	5 <sup>+3</sup>	5	8
<b>E</b>	<b>DIE KLEINEN</b> ELUSIVE / NO HANDS / OVERWHELM / VRIL ACID	4 <sup>+2</sup>	4 <sup>+2</sup>	*	8
<b>F</b>	<b>AUGEN</b> NO HANDS / OVERWHELM / POUNCE / SCUTTLE	-	5 <sup>+3</sup>	5	8
<b>G</b>	<b>AUGENMUTTER</b> 3 WOUNDS / CRUSH / NO HANDS / POUNCE / SCUTTLE		8	8	1
<b>H</b>	<b>DIE AUSGEBURT</b> 3 WOUNDS / PSYCHIC BLAST / PSYCHIC SHIELD	7 <sup>+2</sup>	-	6	1
<b>I</b>	<b>SCIENTIST</b> COWARD / XENOBIOLOGIST	-	-	2	4
<b>J</b>	<b>SHRIEKER</b>	See card			1



# Mission





# Hive Mined!

*These creatures pose a terrifying threat to all mankind. The Reichbusters' objective is a simple one: total annihilation.*

## SETUP

Place a False Objective token at (X), (Y) and (Z). Demolition charges may be planted on False Objective tokens using a Give Item action.

## OBJECTIVE

**A Hero with the Detonator Objective token must escape through the portal after all demolition charges have been planted.**

## STORES

- |                        |                          |
|------------------------|--------------------------|
| ■ 3 demolition charges | ■ 1 stick grenade bundle |
| ■ 1 detonator          | ■ 1 vril orb             |
| ■ 1 grenade            |                          |

## TRACKERS

8 7 6 5 4 3 2 1





# RAID

Objective





# Hugo's Success

					#
<b>A</b>	<b>OFFICER</b> DUG IN / GUARD	4  +2	3 +2	3	4
<b>B</b>	<b>SOLDIER</b> BODYGUARD / GUARD / DUG IN	4  +2	3 +2	4	16
<b>C</b>	<b>AUGEN</b> NO HANDS / POUNCE / SCUTTLE	- -	5 +3	5	8
<b>D</b>	<b>DIE KLEINEN</b> ELUSIVE / NO HANDS / VRIL ACID	4  +2	4 +2	*	8
<b>E</b>	<b>ALIEN HANDLER</b> AUGEN HANDLER / ENCOURAGE	- -	3 +3	3	4
<b>F</b>	<b>ALIEN HANDLER</b> DIE KLEINEN HANDLER / ENCOURAGE	- -	3 +3	3	4
<b>G</b>	<b>ELITE UBERSOLDATEN</b> 3 WOUNDS / VRIL ACID	5  +3	7 +4	7	2
<b>H</b>	<b>VRIL CANNON TEAM</b> 3 WOUNDS / CHAIN FIRE / REPULSE	10  +5	5 +3	6	2
<b>I</b>	<b>SCIENTIST</b> COWARD / XENOBIOLOGIST	- -	-	2	4
<b>J</b>	<b>SHRIEKER</b>	See card			1

**Vrilmeister**

**HUGO HANDER**

See card

1



# RAID

Faction





# Portal Danger

(See *Not of this Earth!* Rulebook, p. 17)

N2b ✕	N10a	N11b	N3a ✕
N19a Z	N14a ✕	N24b ✕	N4b
N5a ✕	N6b	N12a	N7a ✕
N1a ↕	N8a ✕	N13b	N20a Y
	N21a X	N22b	



# RAID

## Map





# Out Of This World

(See *Not of this Earth!* Rulebook, p. 18)

	N2a	N15a	N3b
N19a Z	N11b ✓	N1a X	N12b ✗
N4a	N13a	N20b	N16b
N14a ✗	N23a ✗	N24b	N5a ✓
N21b X	N6a	N10b	N22a Y



# RAID

## Map

