


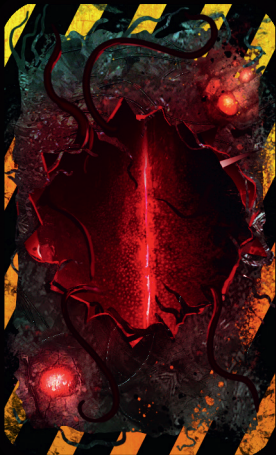
# GET DOWN!

Spend 1 heroism  
point or add   
to your total.



9

Spawn the Vrilmmeister  
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.



1



# CATACLYSM

Add  to your total.



8

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

