







CHLOROFORM

Place Chloroform in your discard to interact with a

KEEP

INFIRMARY

3



THROW A ROCK

1 or draw a card.



YARD DOOR

THROW A ROCK

1 or draw a card.



YARD DOOR

X

MISDIRECT

Place any number of cards from your hand in the Play Area and get 2 for each.

KEEP

1



RADIO TOWER

When Radio Tower appears, slide all cards all the way next to it.

6



MISSION ONE

"First things first, you should find yourself a map"

GOAL get

6

1

GUARD UNIFORM

KEEP

LOCKER ROOM

8



RECALL

Take a card from your discard pile to your hand.

INSPECTOR

At the Line Scroll, Inspector flips the last card in the line face up. "When appears" effects activate.

7



GEAR UP!

Draw a card for every  you have currently equipped, to a maximum of three cards drawn.

SIREN

12



When discarded, place every card in the line on the Obstacles Discard. Only raise the alarm for the Siren.

You can now interact with up to TWO obstacle cards per turn.

NEW RULE

MISSION TWO

"Now you know where to go, it's time to blend in!"

GOAL get

6

& the GUARD UNIFORM

C

PLAN AHEAD

Look at the top three cards of your deck. Keep one and put back the rest in any order.

ARCHIVE DOOR



D

RETRACE STEPS

Shuffle the obstacles discard with the obstacles deck to form a new obstacles deck.



D

C.C.T.V. ROOM DOOR

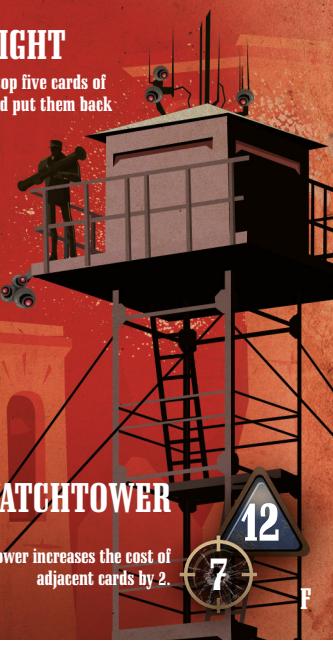
12

7

D

FORESIGHT

Look at the top five cards of your deck and put them back in any order.



WATCHTOWER

Watchtower increases the cost of adjacent cards by 2.

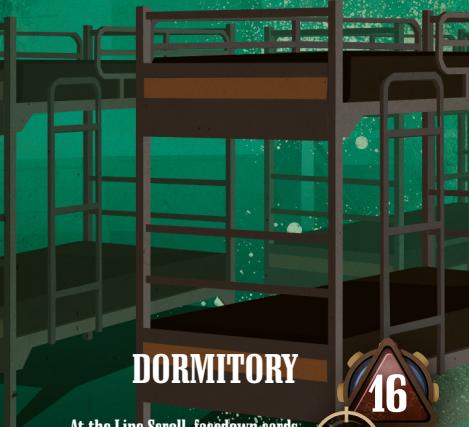
12

7

F

DISTRACTION

Pull an obstacle card back to the start of the line.



DORMITORY



D

At the Line Scroll, facedown cards don't slide to the right. Faceup cards still do.



D

E.M.P.

Place E.M.P. in your discard to interact with a ♀.

KEEP



ENGINEERING BAY



D



SNIPER



F

JUST THE THING

Search your deck for a card. Shuffle it, then place it on top.

NEW RULE

At the start of the turn, draw FIVE cards instead of four.



SNIPER

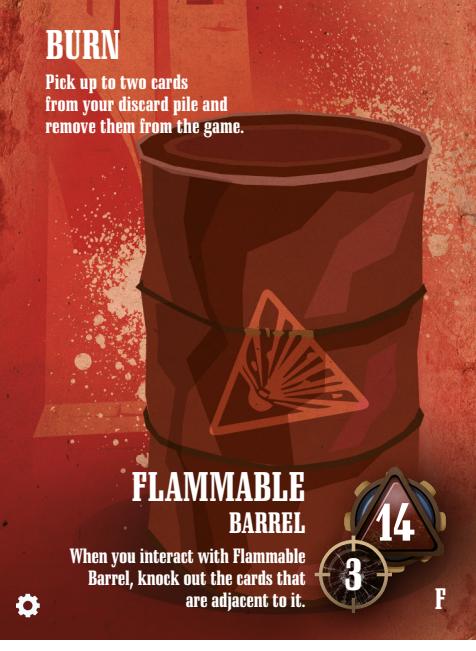
Sniper can't be interacted with unless it's the only ♀ in the line.



F

BURN

Pick up to two cards from your discard pile and remove them from the game.



FLAMMABLE BARREL



F

When you interact with Flammable Barrel, knock out the cards that are adjacent to it.



F

PRISONER

KEEP



PRISON DOOR

10

5

F

F

F

5**BAZOOKA**

When Bazooka is used, it gets discarded to the obstacles instead of your own.


GUARD WITH BAZOOKA
8

F

NEW RULE
 You can now interact with up to THREE obstacle cards per turn.
4**OPTIC CAMOUFLAGE**

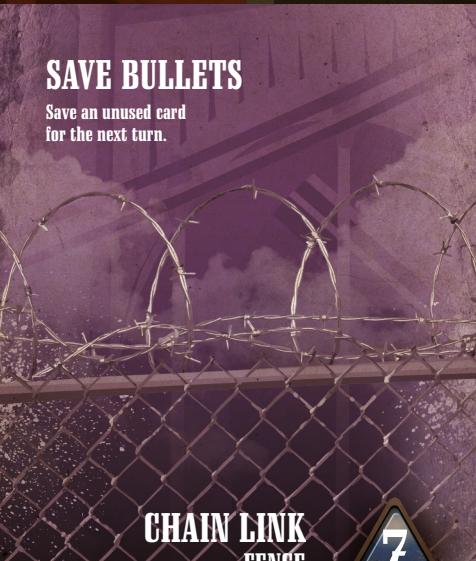
When Optic Camouflage is used, it gets discarded to the obstacles instead of your own.


TECH CONTAINER
10

H

SAVE BULLETS

Save an unused card for the next turn.


CHAIN LINK FENCE
7

H

SUPERSPEED

Draw three cards.


14

H

HEAVY HAND**3**
CLUMSY GUARD
8

H

When you interact with Clumsy Guard, you may instead knock out an adjacent card.


4**AUTO RIFLE**
ARMORED GUARD
12

H

SWAP

Swap your deck with your discard.


HAWK**12**

H

When Hawk is faceup in the line, You can't interact with cards that cost only 

MISSION COMPLETE
MISSION FIVE

"That's it! Now all that's left to do is a clean getaway!"

GOAL

Knock out the six cards in the line



I

