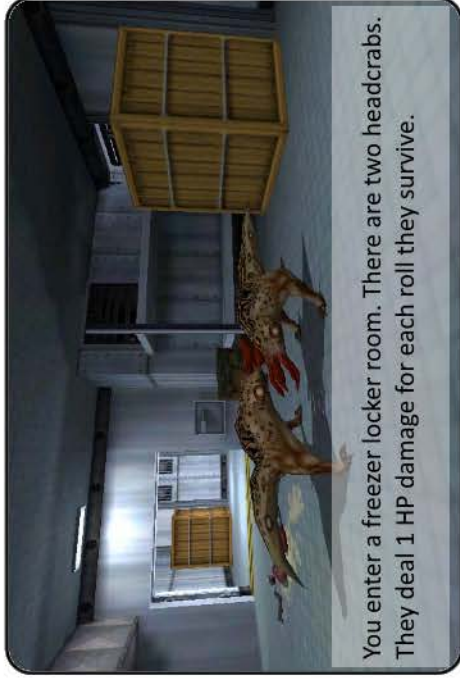


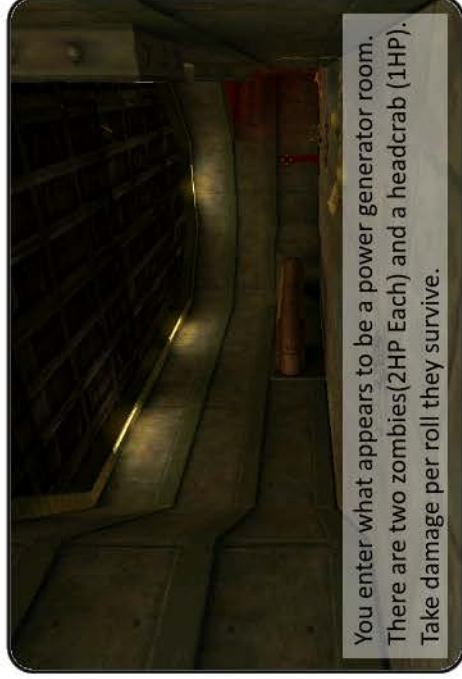
You enter a storage warehouse. You encounter two Vortigaunts. They deal 5HP per roll they survive. If you take no damage, draw an extra Loot card.



You enter a freezer locker room. There are two headcrabs. They deal 1 HP damage for each roll they survive.



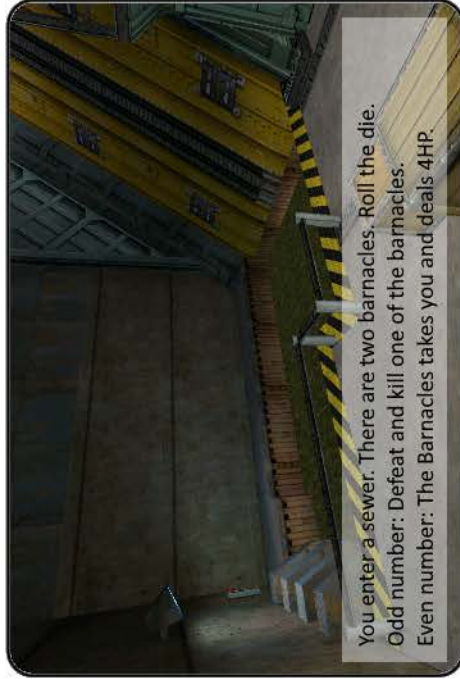
You enter the alien borderworld of Xen. You meet some friendly Vortigaunts. They hand you the Grenade card. Collect the equipment card or refill your current charges if already owned.



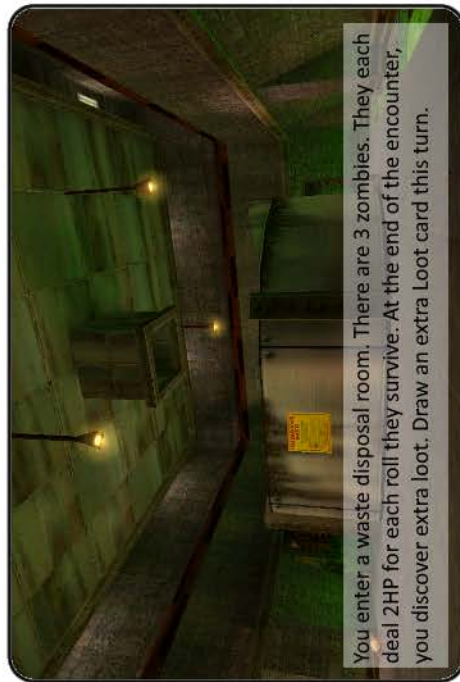
You enter what appears to be a power generator room. There are two zombies(2HP Each) and a headcrab (1HP). Take damage per roll they survive.



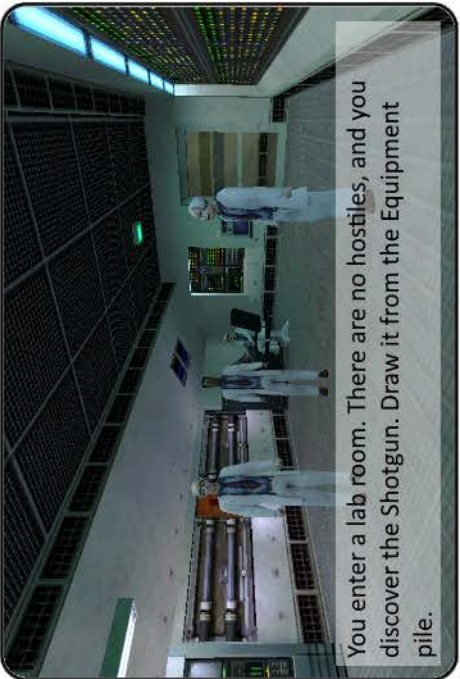
You encounter a headcrab while crawling around in some vents. It deals 1HP damage for each roll it survives.



You enter a sewer. There are two barnacles. Roll the die. Odd number: Defeat and kill one of the barnacles. Even number: The Barnacles takes you and deals 4HP.



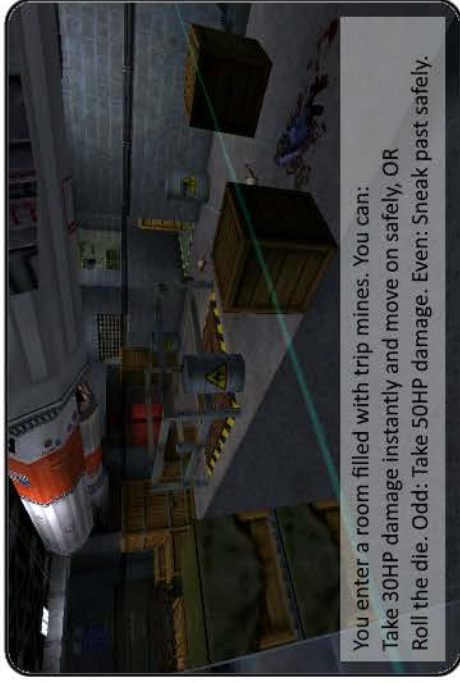
You enter a waste disposal room. There are 3 zombies. They each deal 2HP for each roll they survive. At the end of the encounter, you discover extra loot. Draw an extra Loot card this turn.



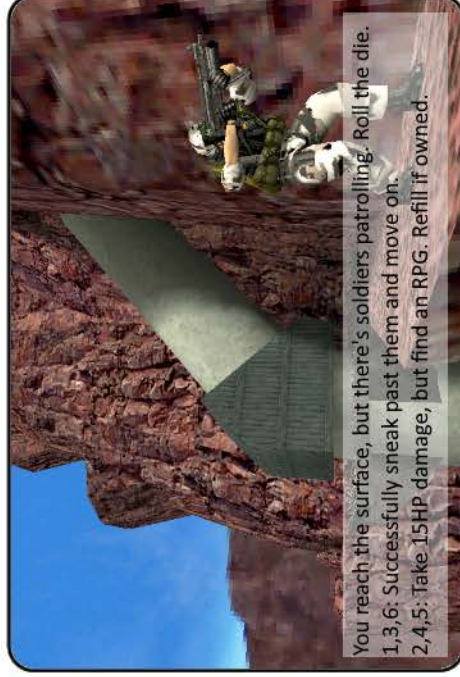
You enter a lab room. There are no hostiles, and you discover the Shotgun. Draw it from the Equipment pile.



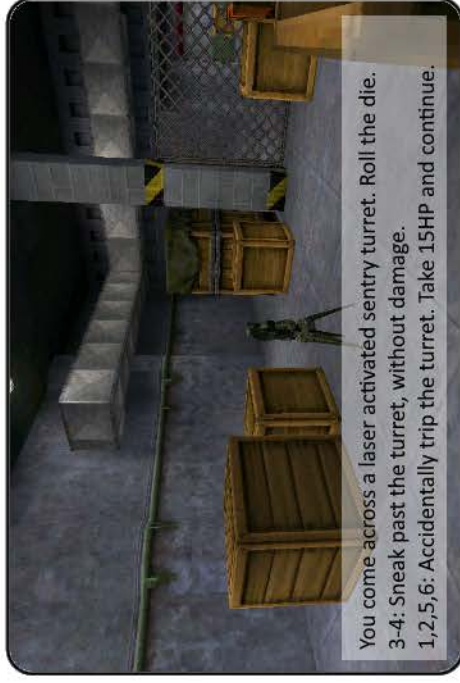




You enter a room filled with trip mines. You can:  
Take 30HP damage instantly and move on safely, OR  
Roll the die. Odd: Take 50HP damage. Even: Sneak past safely.



You reach the surface, but there's soldiers patrolling. Roll the die.  
1,3,6: Successfully sneak past them and move on.  
2,4,5: Take 15HP damage, but find an RPG. Refill if owned.



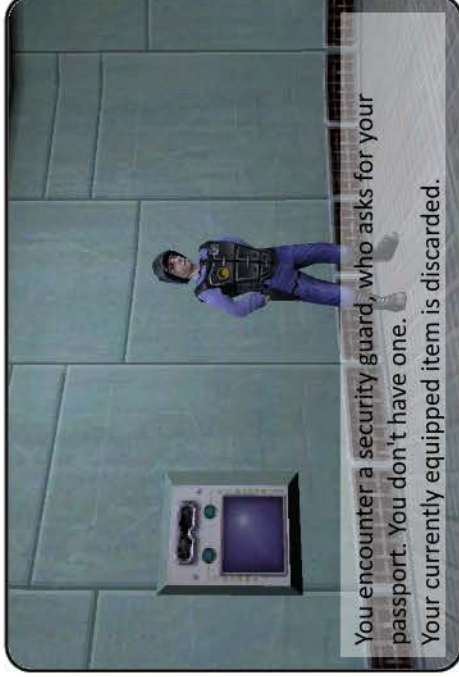
You come across a laser activated sentry turret. Roll the die.  
3-4: Sneak past the turret, without damage.  
1,2,5,6: Accidentally trip the turret. Take 15HP and continue.



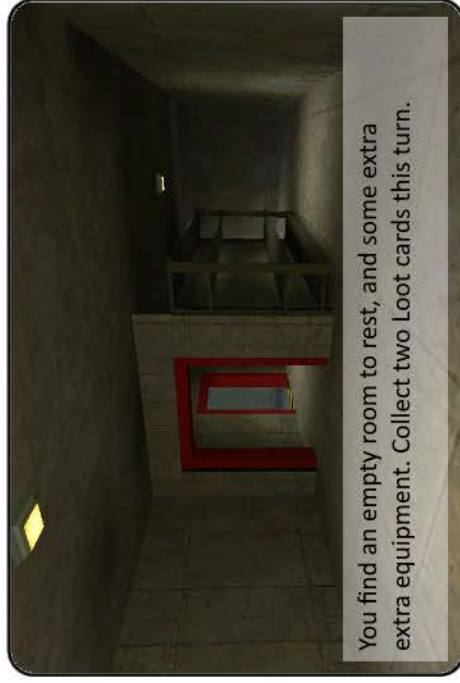
You are briefly teleported to the borderworld of Xen.  
You are attacked by a horde of Poison Headcrabs. Roll the die.  
Even: Escape, taking 5HP damage.  
Odd: Escape, but lose your current item and lose 15HP.



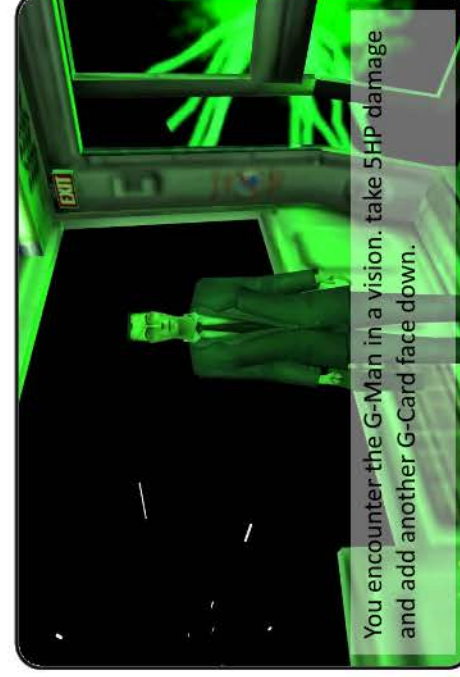
You encounter an ambush by a group of soldiers. They knock you out and leave you for dead. Reduce your HP to 20 and lose all equipment except for the Crowbar.



You encounter a security guard, who asks for your passport. You don't have one.  
Your currently equipped item is discarded.



You find an empty room to rest, and some extra extra equipment. Collect two Loot cards this turn.



You encounter the G-Man in a vision. take 5HP damage and add another G-Card face down.



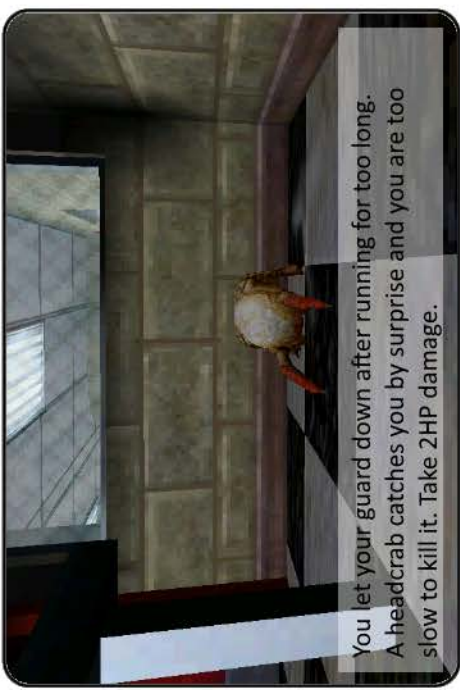
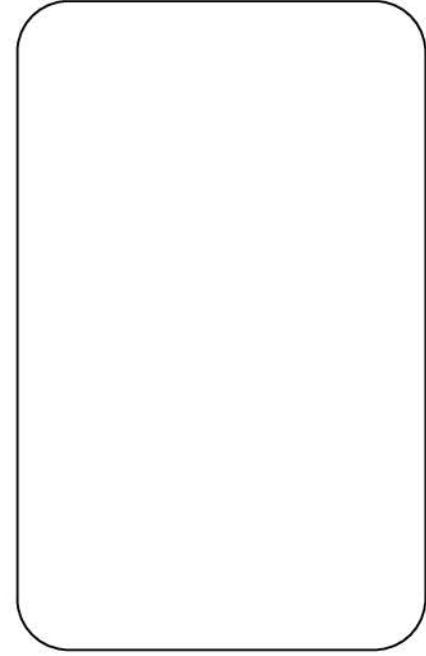




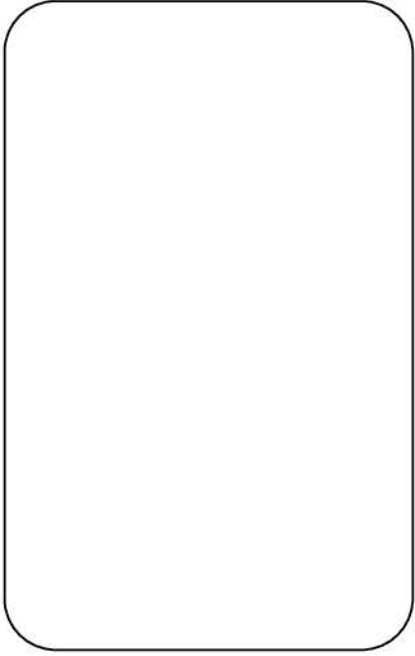
A puzzle blocks your path that you must solve.  
4,6: You solve it, but it takes you too long. Add another G-Card.  
1,2,3,5: Solve the puzzle, but take 2HP damage after an error.



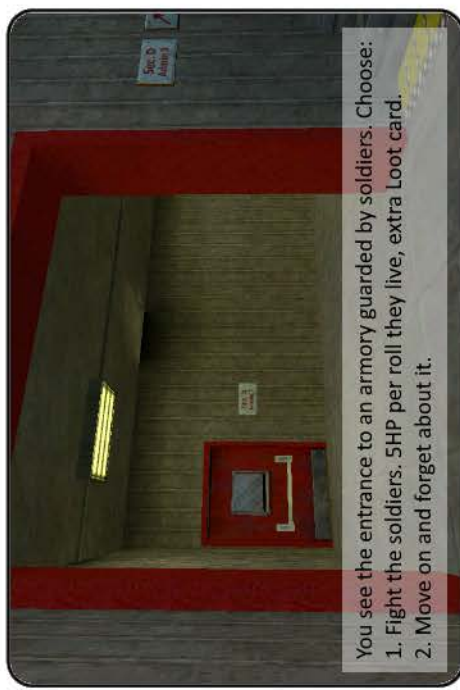
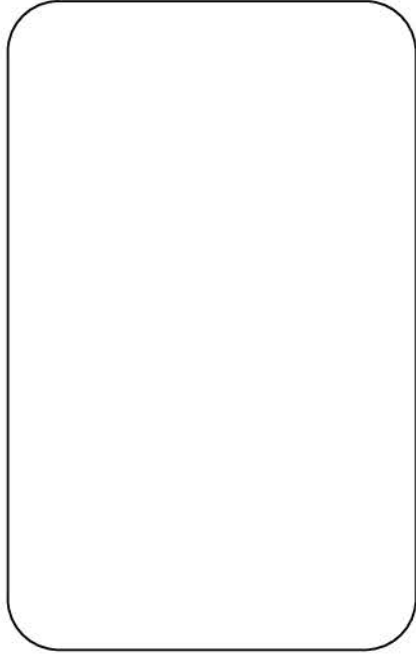
Come across two soldiers guarding a hallway.  
They deal 5HP each per roll they survive.



You let your guard down after running for too long.  
A headcrab catches you by surprise and you are too  
slow to kill it. Take 2HP damage.



Enter a room flooded with water, which is electrocuted. Roll die.  
1-3: Successfully escape unharmed.  
4-6: You slip into the water and take 2HP damage. Try again.



You see the entrance to an armory guarded by soldiers. Choose:  
1. Fight the soldiers. 5HP per roll they live, extra Loot card.  
2. Move on and forget about it.

