

**PRIVATEER PRESS
DESIGNED BY WILL SCHOONOVER**

LEVEL 7[®] **[ESCAPE]**

REVISED RULEBOOK BY JUSTIN ALEXANDER
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CHARACTERS

Each player will take on the role of a specific character.

CHARACTER SHEET: Your character sheet provides the base stats for your character and allows you to track your character's current stats.

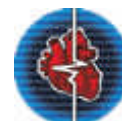


STATS: Each character has four stats: Intelligence, Strength, Speed, and Toughness. Your *base stats* are shown on your character sheet. Your *current stats* will be equal to your base stats unless they've been altered by your fear, adrenaline cards, skill cards, or other game effects.



FEAR: Subterra Bravo is a terrifying place. A character's *fear level* represents how scared they currently are. Your character's current fear level is indicated by placing a *fear token* on your character sheet's *fear track*. Symbols to the right of the fear track indicate how your fear level affects your stats, as summarized below.

- *Fear 0 or 1:* +1 Intellect, -1 Strength
- *Fear 2, 3, or 4:* No effect
- *Fear 5 or 6:* +1 Strength
- *Fear 7 or 8:* +1 Strength, +1 Speed, and the character cannot move through vents



VITALITY: A character's *vitality* shows how much permanent damage they have suffered. You can only have as many adrenaline cards as the number shown on your vitality track. (For example, if your character has suffered a point of damage and currently has a vitality of 4, you can only have four cards in your hand. If you had more than four cards in your hand, you would have to immediately discard one of them to no effect.)



THREAT: Your character's current *threat* – showing how dangerous the facility guards think you are – is tracked by placing *threat tokens* in the *threat box* on your character sheet.

Gaining Threat: When you gain threat, take a threat token from the scenario's threat pool and place it in the threat box on your character sheet. If the threat pool is empty when you gain threat, lockdown begins (see "Lockdown", page 17). (Note: You still gain threat even if the threat pool is empty. Take the threat token from the box.)



Losing Threat: Some effects cause you to lose threat. If this happens, take a threat token off your character sheet and remove it from the game. (Do not return it to the threat pool.) If you do not have any threat tokens on your character sheet, losing threat has no effect.

SKILLS: Each character has two *skill cards* that increase their stats and grant special abilities. They are always active and do not have a cost unless they say so. (Skill cards that modify stats show an icon of the stat and the bonus or penalty to apply.)



ITEMS: When your character gains an item, place the *item card* representing the item face up next to your character sheet. Each requires one hand to carry, so you can never carry more than two items unless the item's rules allow it. If you ever have more items than you can carry, you must immediately drop an item and place it face-up on your current tile.

Note: Weapons and Security Key Cards count as items.



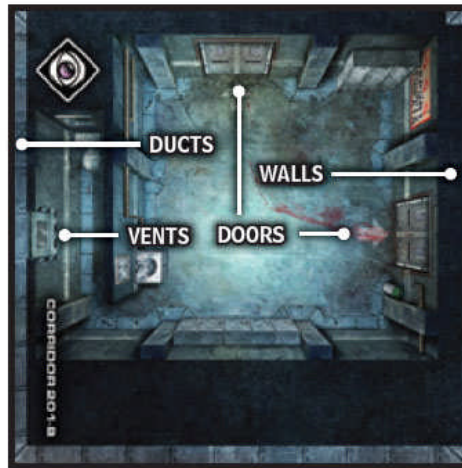
THE MAP OF SUBTERRA BRAVO

As you explore the Subterra Bravo facility, you will learn more about how it is constructed and guarded by placing the tiles on the table one at a time. Collectively, the tiles make up the map.

DISTANCE: *Distance* refers to the number of moves needed to travel between two tiles.

ADJACENCY: Tiles touching each other are considered *adjacent*, but only if there is a set of doors connecting them.

TILES



DOORS: Not every door in Subterra Bravo looks the same, but every door is marked with an arrow on the floor.

VENTS: Vents are marked with a yellow-and-black outline. They allow access to the facility's duct system. See "Moving Through Vents", pg. 10.

WALLS: Any side of the tile which does not have a door is considered a wall. Walls block movement.

TILE ICONS

A tile's icons indicate what type of room the tile depicts. These symbols also indicate what characters can do in the room; what happens when they explore the room; and what happens when they enter the room. Icons may also be important for specific scenarios.

EVENT ICONS: When you explore a tile with an event icon you trigger an event: Draw an event card and resolve the event with a matching symbol. Your turn then ends.

Before lockdown (and only before lockdown), in addition to triggering an event when explored, tiles with a reactivating event icon (indicated by a red aura) also trigger an event each time a character moves onto the tile.

(Note: Reactivating fear tiles are still considered fear tiles and reactivating security tiles are security tiles.)



FEAR



**REACTIVATING
FEAR**



SECURITY



**REACTIVATING
SECURITY**



FACILITY

EQUIPMENT ICONS: Tiles with equipment icons contain special equipment. In general, this equipment is only significant in specific scenarios and its use is described in those scenarios. The exception are Control Panels, which can be accessed as a challenge action. (See “Challenge Actions, page 11.)



CONTROL PANEL



ELEVATOR



GENERATOR



LAB

SUPPLY ICONS: Tiles with supply icons contain useful items and succor for your characters. When you start your turn on a *medical supplies* tile, you draw an extra adrenaline card. When you explore a tile with a *storage crate*, you draw an item card.



MEDICAL SUPPLIES



STORAGE CRATE

PLAYING THE GAME

CHALLENGES: During the course of the game, event cards and enemies present you with a variety of challenges. Each challenge has a specific *type* – either Strength or Intelligence – which is associated with one of your stats and a *challenge rating*.

Attempting a Challenge: When faced with a challenge, roll a number of dice equal to your character's rating in the stat which matches the challenge type (including any bonuses or penalties from skills, equipment, adrenaline cards, or other sources). If you roll a number of the matching stat's icon that is equal to or higher than the challenge rating, you pass the challenge. (A double icon counts as 2 for the roll.)

Exceptional Success: If you roll a number of the matching stat's icon equal to or higher than *twice* the challenge rating, you score an exceptional success on the challenge.

Rerolls: Many abilities and cards in the game will allow you to reroll part or all of a dice roll. Multiple rerolls can be applied to a single roll, but each individual reroll ability can only be applied once and each reroll ability must be applied separately (i.e., one at a time).

Exceeding the Number of Dice: If you need to roll more dice than the game provides, first roll the dice that are available and note the number of matching icons in that roll. Then reroll the number of dice required to make up the difference between what you have already rolled and what you need to roll and add any more matching icons to the total.

ADRENALINE CARDS: Each adrenaline card can be played in one of three ways: For the *stat bonus*, for the *special ability*, or to *manage your fear*. To play an adrenaline card, choose from one of the effects listed, discard the card from your hand, pay the fear cost (if applicable), and then resolve the effect.

Fear Cost: In order to play a fear card, you must be able to pay the fear cost. Pay the cost by moving your character's fear token along your fear track before resolving the card. If your character's fear track does not have enough available space to move the token the required amount, you cannot play that card.

Stat Bonus: The stat bonus of an adrenaline card is listed on the top half of the card. A bonus to Strength or Intelligence lasts until the next challenge roll of that type or the end of the turn, whichever comes first. A bonus to Toughness lasts for one enemy attack. A bonus to Speed remains active for the rest of the turn.

You can use an adrenaline card for a stat bonus even if the bonus does not benefit you. Stat bonuses from adrenaline cards stack. (For example, multiple adrenaline cards could be played to affect a single challenge or to allow a character to continue moving.)

Note: Cards that raise a stat must be played before you roll for the challenge. They cannot add dice after you roll for the challenge.

Special Ability: The special ability of an adrenaline card is listed on the bottom half of the card.

When playing an adrenaline card for the special ability, take note of when you can use the ability: You can use some abilities only on your turn and some at any time. You can use an adrenaline card for a special ability even if the special ability would have no immediate effect, but you can *only* play it for a special ability at the times allowed by the card.

Manage Your Fear: As noted in the bottom right corner of each adrenaline card, you can discard an adrenaline card at any time in order to raise or lower your fear by one point.

Losing Adrenaline Cards: The number of adrenaline cards you have in your hand represents how close you are to being knocked out. If you run out of adrenaline cards, you are knocked out. (See “Being Knocked Out”, pg. 16.)

You cannot play the last adrenaline card in your hand for effect. You must be forced to discard it.



ASSISTING: If your character is on the same or an adjacent tile of another player’s character, you can assist that player with a challenge by playing adrenaline cards. To do this, simply play the adrenaline card normally. Your character pays the costs for the card, but the stat bonuses increase the other player’s stat instead of your own.

SETUP

Choose a scenario from the *Scenario Book*. Each scenario has different rules for setup and play.

SHUFFLE DECKS: Shuffle the decks of adrenaline cards, skill cards, and item cards.

Note: The Security Key is an item card, but it should not be shuffled into the item card deck.

CHARACTERS: Each player should take a character sheet for their character.

- A character's fear begins the game at 3.
- A character's vitality starts at 5 (unless specified otherwise in the scenario rules).
- Draw two skill cards for each character and place them next to their character sheet.

DRAW CARDS: Each player should draw a number of adrenaline cards equal to their character's current vitality.

TOKEN POOLS:

- **THREAT POOL:** The rules for the scenario you choose will indicate the number of threat tokens which should be placed in the *threat pool* and the number of threat tokens each character starts with.
- **LOCKDOWN POOL:** The rules for the scenario you choose will indicate the number of lockdown tokens which should be placed in the *lockdown pool*.

TILES:

- **STARTING TILES:** Each scenario lists the tiles that start in play and which tile the character tokens should be placed on.
- **TILE STACKS:** The remaining tiles should be arranged into draw stacks as described in the rules for the scenario you're playing. (There will usually be three stacks: Stack A, Stack B, and a Final Stack.)
- **INFIRMARY:** The infirmary tile is not connected to the rest of the map. Set it to one side.

ENEMY RESERVES: Place the number of Guards, Clones, and/or Hybrids indicated in the scenario into the *enemy reserve pools*. When enemies are spawned, they will be taken from the appropriate enemy reserve pool in order. (For example, spawn Guard 1 before Guard 2.) Once an enemy reserve pool is empty, no more of that enemy type can be spawned.

(Note: While the reserves limit the number of enemies that can be spawned, other effects can put an enemy into play directly. If a card or effect instructs you to put an enemy into play but does not specifically spawn it, that enemy does not come from the reserves.)

SELECT STARTING PLAYER: The players can choose which player will go first or determine it randomly.

PLAYER TURNS

Beginning with the starting player, each player will take a turn. Once a player's turn is finished, play proceeds clockwise around the table.

Each turn consists of four phases, which occur in order:

1. Draw
2. Action
3. Event
4. End of Turn

If you begin your turn on a tile that you cannot leave because there is no legal connection to another tile, you are knocked out (see "Being Knocked Out", pg. 16).

If you draw an event card for any reason during your turn, skip directly to the event phase. Once the event phase is completed, your turn is over.

PHASE 1: DRAW

At the beginning of your turn, if you do not already have the maximum number of adrenaline cards allowed by your current vitality, draw an adrenaline card and add it to your hand.

Medical Supplies: If you start your turn on a tile with a medical supplies icon, you can draw an extra adrenaline card at the start of your turn.

PHASE 2: ACTION

During the action phase, a character can move a number of tiles equal to their Speed stat (see "Movement", page 10). They can also take these actions:

1. Trade with one player
2. Pick up or drop one item
3. Perform one challenge action

You can take these actions in any order and you do not have to do all three. You can move before, after, or between their actions.

Trade with one player: Once each turn, you can trade any number of items with another player on your tile. (You can also receive an item in exchange for nothing or give an item in exchange for nothing.) If either participant in the trade ends up with more items than they can carry, they drop the extras face-up onto their tile.

Pick up or drop one item: Once each turn, you can look through the items on your tile and pick one up. If this gives you more items than you can carry, place the extras face-up onto the tile. Alternatively, you can drop one item that you are currently carrying and place it face-up on your tile.

Perform one challenge action: See "Challenge Actions", page 11.

PHASE 3: EVENT

The Subterra Bravo facility is a constantly changing environment. Event cards represent the twists and turns that affect you as you attempt to survive and escape. During your turn, draw an event card each time you:

- Explore a tile with an event or reactivating event icon.
- Before lockdown, move onto a tile with a reactivating event icon.
- End your action phase without having drawn an event card.

Once you have drawn an event card for any reason, immediately skip to the event phase of your turn and resolve the event card (see “Event Cards”, pg. 12). Once you’ve resolved an event card for any reason, immediately end your turn.

PHASE 4: END OF TURN

At the end of your turn perform a *threat check* and a *lockdown check*.

Threat Check: Characters become more of a threat if they group with other characters. Some scenarios have a limit for how many characters a tile can contain. If you are on a tile that exceeds the limit, you gain one threat token at the end of your turn.

Lockdown Check: Many scenarios include a condition which triggers lockdown. At the end of your turn, check to see if the scenario lockdown has been triggered. (See “Lockdown”, pg. 17.)

MOVEMENT

On their turn, a character receives a number of *movement points* equal to their current Speed stat. If a character's Speed stat changes over the course of their turn, they will simultaneously gain or lose a matching number of movement points.

You cannot move if you are on a tile with an enemy (a Guard, Clone, Hybrid, or Dr. Cronos). (In order to move, you will need to attempt a challenge action. See "Challenge Actions", pg. 11.)

Darkness: If a character leaves a tile with a *darkness marker* their fear increases by 1.

Reactivating Event Tiles: If a character moves onto a reactivating fear tile or a reactivating security tile, they immediately trigger an event: Draw an event card and resolve the event with a matching symbol. The character's turn then immediately ends.

Threatened Guards: If a character moves onto a tile with a Guard while holding a weapon, they immediately gain a threat token.

MOVING THROUGH DOORS

Moving through a door to an adjacent tile costs one movement point.

MOVING THROUGH VENTS

A character on a tile with a vent entrance can spend one movement point and raise their fear by 1 point to move through the ducts and emerge onto another tile with a vent entrance that is connected to their current tile via an unbroken duct.

Once a character has moved through the vents, their turn immediately ends.

Characters with a 7 or 8 fear cannot move through the vents.

EXPLORING

You can spend one movement point to move your character through a door that does not have a tile on the other side and *explore*: Draw a tile and place it next to their current tile in a way that legally connects as many doors as possible. (If there are multiple ways to place the tile so that it connects with the most doors, the player chooses one.) Place your character onto the new tile.

In scenarios that use separate stacks of tiles, do not draw from a new stack until the previous stack runs out of tiles.

Storage Crates: If the new tile has a storage crate supply icon, immediately draw an item card. If this results in your having more items that you can carry, immediately place the extras face-up onto the tile.

Event Tiles: If the new tile has an event icon, draw an event card and resolve the event with a matching symbol. The character's turn immediately ends.

Special Exploration: If no doors lead to unexplored tiles on the entire map, any vent can be used as a door.

CHALLENGE ACTIONS

(if you fail a challenge action, the enemies on your tile will activate as described below)

ACCESS CONTROL PANEL: Make a 4 Intelligence challenge. If the challenge is successful:

- Command one Guard to either move to an adjacent tile or unlock a locked door on their current tile.
- Take a Security Key Card item card.

ATTACK: As a challenge action, you can attack an enemy on your tile. (You cannot attack a stunned enemy.)

- If you are attacking a Guard, gain 1 threat token.
- Make a Strength challenge with a challenge rating equal to the target's Toughness.
- If the challenge succeeds, the target is *stunned*. Lay the enemy marker down on the tile. A stunned enemy cannot attack or move.
- If you score an exceptional success, remove the target from play and put it back in the reserves.
- If your attack succeeded against a Guard, draw an item card.
- If the challenge fails, activate all the enemies on your tile.

BASH A DOOR:

- Gain a threat token and make a 3 Strength challenge.
- On a success, remove the locked door marker from the door.
- On a failure, activate all the enemies on your tile.

BULL RUSH: A bull rush allows you to move off and through tiles occupied by enemies.

- Make a Strength challenge with a challenge rating equal to the number of enemies on your tile + 2. (Each Hybrid counts as two enemies. Dr. Cronos counts as three enemies.)
- If the challenge fails, activate all the enemies on your tile.
- If the challenge succeeds, for the rest of your turn you can move off your tile using the normal rules for movement (spending a movement point and then moving through a door, moving through a vent, or exploring). For each additional tile containing enemies that you pass through, calculate the challenge rating (as above) +1 per previous tile with enemies you have left. If the challenge rating for a tile ever exceeds your original check, you cannot leave that tile.
- Gain a threat token for each tile you leave which has a Guard on it.

OUTWIT: As a challenge action, you can attempt to leave a tile with enemies without fighting them.

- Choose one type of enemy on your current tile to outwit.
- Make an Intelligence challenge with a challenge rating equal to the number of enemies on your tile of that type + 2. (Each Hybrid counts as two enemies. Dr. Cronos counts as three enemies.)
- If the challenge succeeds, you can leave your current tile.
- If the challenge fails, activate all the enemies of the type you failed to outwit. (Other enemies on the same tile do NOT activate.)

UNLOCK A DOOR:

- Make a 4 Intelligence challenge.
- On a success, remove the locked door marker. At the end of your turn, you can choose to leave the door unlocked or replace the locked door marker.
- On a failure, activate all the enemies on your tile.

EVENT CARDS



When an event card is drawn, resolve it by performing these actions in order:

1. Spawn Enemies
2. Resolve Event (if the event card was drawn due to an event icon)
3. Activate Enemies
4. Generate Enemies

SPAWN ENEMIES



GUARD



CLONE

- If the card has a Clone spawn icon, place a Clone on the closest Fear tile.
- If the card has a Guard spawn icon, place a Guard on the closest Security tile.
- If the current character's fear is 7 or more, spawn a clone on the closest vent in addition to any other enemies the event spawns.

If there is no appropriate tile available, do not spawn that enemy. (If the scenario uses the special rules for Alien Zones or Military Zones, the types of tiles available for spawning increase. See pg. 17.)

When spawning an enemy, take the matching enemy with the lowest number from the appropriate *enemy reserve pool*. (For example, spawn Clone 3 before Clone 4.) Once an enemy reserve pool is empty, no more of that enemy type can be spawned.

(Note: While the reserves limit the number of enemies that can be spawned, other effects can put an enemy into play directly. If a card or effect instructs you to put an enemy into play but does not specifically spawn it, that enemy does not come from the reserves.)

RESOLVE EVENT

If you draw an event card due to exploring a tile with an event icon or, before lockdown begins, moving onto a tile with a reactivating event icon, you must resolve the matching event listed on the event card.

Resolve only the event that matches the icon on your tile. Ignore the other events.

If an event offers a choice and one option is not possible, resolve the other option. (However, if part of an option is possible, you can still choose that option.)

ACTIVATE ENEMIES

Check to see which enemies activate (see “Enemy Activation” on pg. 14).

Clone/Guard Activation: The bottom row of boxes on each event card determines which enemies activate. Find the box marked with the number of players that started the game and take note of the enemy icons there.



Activate each Guard on the map in ascending order, starting with Guard 1.



Activate each Clone on the map in ascending order, starting with Clone 1.



Activate all Guards on the map in ascending order and then activate all Guards in ascending order a second time.



Activate all Clones on the map in ascending order and then activate all Clones in ascending order a second time.



Activate all Guards on the map in ascending order and then activate all Clones in ascending order.



Activate all Clones on the map in ascending order and then activate all Guards in ascending order.

Hybrid Activation: Hybrids activate at the end of every activation step starting the turn after the hybrids appear on the map. Roll a die. Each hybrid activates as many times as its symbol was rolled in the following order:

- Intelligence
- Strength
- Speed

GENERATE ENEMIES

After all enemies have been activated, the *clone nests* and *guard posts* in play generate new enemies. For each Clone activation on the current turn, spawn a Clone onto every tile with a clone nest. For each Guard activation on the current turn, spawn a Guard onto every tile with a guard post.

If the new enemy would put the tile above its limit for that enemy type, it does not spawn.

(Note: Enemies spawned by clone nests or guard posts come into play *after* enemies are activated. They cannot take any other actions during the turn that they are spawned.)

ENEMY ACTIVATION

The aliens of Subterra Bravo experience a sense of euphoria when consuming the adrenal glands of frightened humans. In a very real and terrifying way, human fear is an addictive drug to them; the more frightened you are, the more attracted the aliens are to you...

When an enemy activates, they will take actions in the following order:

1. They will **ATTACK**.
2. If they did not attack, they will **MOVE**.
3. If they are stunned, they will attempt to **RECOVER**.

(In practice, this means that an enemy will only take **one** action when activated: If they are on a tile with a character or other valid target, they will either attack or reinforce an attack. If they are not on a tile with a valid target, they will move. If they are stunned they cannot attack or move, but they will attempt to recover.)

ENEMY ATTACK

- Determine the enemy's target.
 - Guards will attack the target on their tile with the highest threat level.
 - Clones and Hybrids will attack the target on their tile with the highest fear level.
 - *Breaking Ties*: If there are multiple characters tied for the highest target level, enemies will target characters based on their turn order (starting with the current player). Enemies will attack characters before they attack other enemies. Guards will attack Hybrids before they attack Clones.
- Roll the enemy's Attack stat and count the number of *attack icons*. (Guards and Clones have an Attack stat of 3 and use Strength as their attack icon. Hybrids have an Attack stat of 6 and use Intelligence as their attack icon.)
 - Add +1 to a Guard's attack if the target's threat level is 3 or higher.
 - Add +1 to a Clone or Hybrid's attack if the target's fear level is 5 or higher.
 - Add +1 to an enemy's attack for each additional enemy of the same type on the attacker's tile. (This counts as the activation for each enemy granting a +1 bonus, but enemies will participate in the attack *even if they have already moved this turn*.)
- If the target is an enemy and the number of attack icons is equal to or greater than the target's Toughness score, discard one enemy plus an additional enemy for every attack icon rolled over the target's toughness.
- If the target is a character, the enemy deals damage according to its type:
 - Guard's and Clones cause their target to discard an adrenaline card for every attack icon rolled over the target's toughness. (If this causes the target to discard all of their adrenaline cards they are knocked out, see page 16.)
 - Hybrids cause their target to increase their fear by one point for every attack icon rolled over the target's toughness. (If this would cause the target's fear to rise above 8 they are knocked out, see page 16.)
- If the target is a character, the target must discard an adrenaline card for every attack icon rolled over their Toughness.
- If the target is a character, increase their fear by 1.

ENEMY MOVEMENT

Determine Target: When Guards move, they move one tile along the shortest path towards the target with the highest threat level. When Clones or Hybrids move, they move one tile along the shortest path towards the target with the highest fear level.

- A character on a tile adjacent to any enemy's tile adds +1 to their level for this purpose.
- If two targets have the same target level, the enemy moves towards the closest target. Distance is determined by the number of moves required to move into the target's tile.
- If two targets have the same target level and are also the same distance away, the enemy chooses between them based on turn order (starting with the current player).
- If the enemy's target is on a tile that has already reached its enemy limit, the enemy instead chooses the next available target. (See "Enemy Tile Limit", pg. 16.)
- If there are multiple shortest paths leading to the enemy's target, the player resolving the event card decides which path the enemy will follow.
- If no path exists between the enemy and any target, they do not move.

Enemies Movement Through Locked Doors: Guards and Hybrids can move through doors, but must unlock them first. When a Guard or Hybrid would move through a locked door, remove the locked door marker instead of moving the enemy. Guards and Hybrids must count this movement when determining their distance from targets.

Clones cannot move through locked doors and treats locked doors as if they were walls when calculating distance.

Enemy Movement Through Vents: Clones on a tile with a vent entrance consider all other tiles connected to their current tile via an unbroken duct as being adjacent. (Vent travel counts as a single move when calculating distance for Clone movement.)

Enemy Tile Limit: If an enemy would move onto a tile that would exceed the enemy limit for that tile, it instead passes through that tile and stops at the next available tile. (See "Enemy Tile Limit", pg. 16.)

ENEMY RECOVERY

When a stunned enemy activates, it will attempt to recover. If a character is on the same tile as a stunned enemy, the enemy skips its activation and remains stunned. If there is no character on the enemy's tile, the enemy stands up and is no longer stunned.

MISCELLANEOUS RULES

BEING KNOCKED OUT

When a player is knocked out during lockdown, they are killed and lose the game. (Their character is removed from play.)

When a player is knocked out (generally due to discarding the last adrenaline card in their hand), they immediately:

- Discard all of their adrenaline cards (if any).
- Place all the items they're currently carrying face-up in their current tile.
- If the scenario is not yet in lockdown, they lose 1 vitality and 1 threat and move their character marker to the Infirmary tile. (If this results in their vitality marker moving onto the skull, they are killed and lose the game.)
- If the scenario is in lockdown (or if the scenario enters lockdown before they leave the Infirmary), they are killed and lose the game.

If all the players are in the infirmary at the same time, the game ends and they all lose. (Ignore this rule for the single-player version of the game.)

A character in the infirmary remains in play and resolves an event card at the end of their turn. However, because there is no "closest" tile to the Infirmary, enemies will not spawn as a result of the event card.

At the start of their turn, a character in the Infirmary:

- Sets their fear to 4.
- Draws a new hand of adrenaline cards.
- Moves their character marker to any tile currently in play that contains a vent entrance. (If there is no vent tile available, they must remain in the Infirmary.)

(Note: You cannot move *to* the Infirmary through vents.)

ENEMY TILE LIMIT

Each scenario sets the limit for a number of enemies a tile can hold. The number of Guards on a single tile cannot exceed the *secure number* for the scenario. The number of Clones on a single tile cannot exceed the *pack limit* for the scenario. Scenarios that use hybrids will specify a limit for them as well.

SPECIAL SCENARIO RULES

ALIEN ZONE

In scenarios that use the Alien Zone rule, when spawning Clones you must treat tiles that vent entrances on them as if they were fear tiles.

LOCKDOWN

A scenario enters lockdown either when the threat pool is empty and a player needs to gain a threat or when the game meets the scenario's special lockdown conditions. (Note: You can continue to gain threat tokens during lockdown even if the threat pool is empty. Additional threat tokens are drawn from the box.)

Once lockdown begins, any player in the infirmary is immediately killed and loses the game.

Lockdown Pool: Some scenarios include a pool of lockdown tokens. Once lockdown has begun in these scenarios, each player will draw a lockdown token from the lockdown pool at the end of their turn. (See "Phase 4: End of Turn", pg. 9.) If a player cannot take a lockdown token from the pool at the end of their turn, the game immediately ends.


MILITARY ZONE

In scenarios that use the Military Zone rule, if you spawn a Guard on your turn and there are no legal security tiles for the Guard, draw a new tile from the bottom of the final stack. Place the spawned Guard on the new tile and connect it to the map as close to the active player's character as legally possible.

PEEKING

In scenarios that use the Peeking rules, the scenario set-up will identify a specific tile to be set aside before the tile stacks are created.

Once **Stack A** empties, players must peek before exploring:

- Roll a die before leaving your current tile. If the result is a double Intelligence icon , the peek was successful.
- If the peek was successful, place specified tile and choose whether or not to move onto it. (If you chose not to move, the peek does not use a movement point.)
- If the peek failed, draw and place a tile normally. (You must move onto the tile.)

Once **Stack B** empties, a peek is successful if *any* Intelligence icon appears on the die.

Once the specified tile has been found, players no longer peek when exploring.

DESIGN NOTES FOR THE REVISED RULEBOOK

The rulebook for *Level 7: Escape* has proven to be very difficult and convoluted to use during play: Rules are frequently missed and mistakes are often made. This has hampered my enjoyment of the game, particularly because it provides a hurdle to be cleared whenever I come back to the game after a long break (and all those niggling little rules go scurrying off again).

The key problem with the rulebook is that it features both procedural and indexed organization. (In procedural organization, rules are listed when you use them. With indexed organization, rules are grouped together into broad categories suitable for reference.) Using both methods of organization is fine if both sets of information are fully functional, but this isn't the case with the *Level 7: Escape* rulebook. Instead, half of the rules are indexed under general headings and half the rules are listed procedurally.

That's a really huge problem.

For example, there's a section of the rulebook titled "Raising Fear" and it includes a list of things that raise your fear. One of the items on the list is, "When you leave a tile with a darkness marker, raise your fear by 1." That rule is *not* listed in the procedures for moving off a tile. Later in the rulebook, however, there are other effects that raise fear which aren't listed in the "Raising Fear" section. You see the problem: If you're wondering if something raises your fear or not, you can't reliably check the "Raising Fear" index. Simultaneously, there are a whole bunch of these little indexed rules scattered throughout the rulebook that are then not referenced if you look at the rules for whatever it is you're actually doing.

This revised rulebook reorganizes the rules so that they are entirely procedural: If you need to move off a tile, look at the rules for movement and you'll see everything you're supposed to do (including raising your fear level if the tile has a darkness marker on it).

In practice, this has resolved a lot of the confusion surrounding the rules of the game and drastically reduced the number of errors being made during play. Hopefully you'll find the same experience to be true at your table!

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UNOFFICIAL ERRATA

This rulebook includes errata and clarifications from the official FAQ. However, in addition to those changes I also discovered a number of other discrepancies or unclear rules. In order to make the revised rulebook as clear as possible, I needed to include some “unofficial” errata. I’m listing those changes/clarifications here so that people can make different choices if they want to:

- This revised rulebook allows characters to deliberately drop items on their turn. It also allows a character drawing an item that would place them over their item limit to immediately drop items they’re already carrying and replace them with the new items. (Neither of these things are technically allowed by the original rulebook, but there are scenarios where you can end up in a no-win scenario because your hands are full and you’re unable to acquire a scenario-specific item. Plus, it just makes sense that people would be able to drop items they don’t want.)
- According to the original rules, reactivating event icons either (a) stop triggering events when you *move* onto them after lockdown but still trigger events if they are explored during lockdown or (b) they won’t trigger events under any circumstances once lockdown has begun. The rules are unclear and the designers have given two different responses to people online trying to figure out how they’re actually supposed to work. I’ve simply made the arbitrary decision to go with the former interpretation.
- I’ve made it explicit that an access panel can be used to make a Guard unlock a door. (This arguably proceeds from the general rules for Guard movement, but it could also be argued the other way depending on how you interpret the rules for access panels.)
- This revised rulebook includes tiebreaking procedures for Guards attacking either Hybrids or Clones.
- I’ve added rules explicitly detailing what enemies who have no legitimate targets will do when they’re activated (i.e., nothing). This primarily applies to Clones who are trapped behind locked doors (since they can’t unlock them).
- I’ve added a rule stating that you discard your cards if knocked out. (This corner case would come up if you’re knocked out for any reason other than discarding your last adrenaline card.)
- I’ve clarified whether you use a movement point when you peek but do not move. (There is no clear rule for this in the original rulebook. I’ve gone with no movement points being spent: So you can look in a room and then choose to spend your movement points elsewhere.)
- When generating enemies on clone nests and guard posts, the original rulebook uses the phrase “during X activations, spawn an X onto every tile”. This can be interpreted to mean either “during each turn on which X is activated, spawn an X” or to mean “for each X activation on this turn, spawn an X”. I’ve arbitrarily decided that the former makes more sense in the context of the turn order.

No effort has been made to resolve the difficulties with the *Scenario* book. I’m afraid that’s beyond the scope of this project. The official FAQ will resolve several of the most problematic mechanics (including the game-breaking errors in the final scenario), but when it comes to the remaining issues I recommend just taking your best guess. (When in doubt, go with the option which makes the game more difficult for you!)