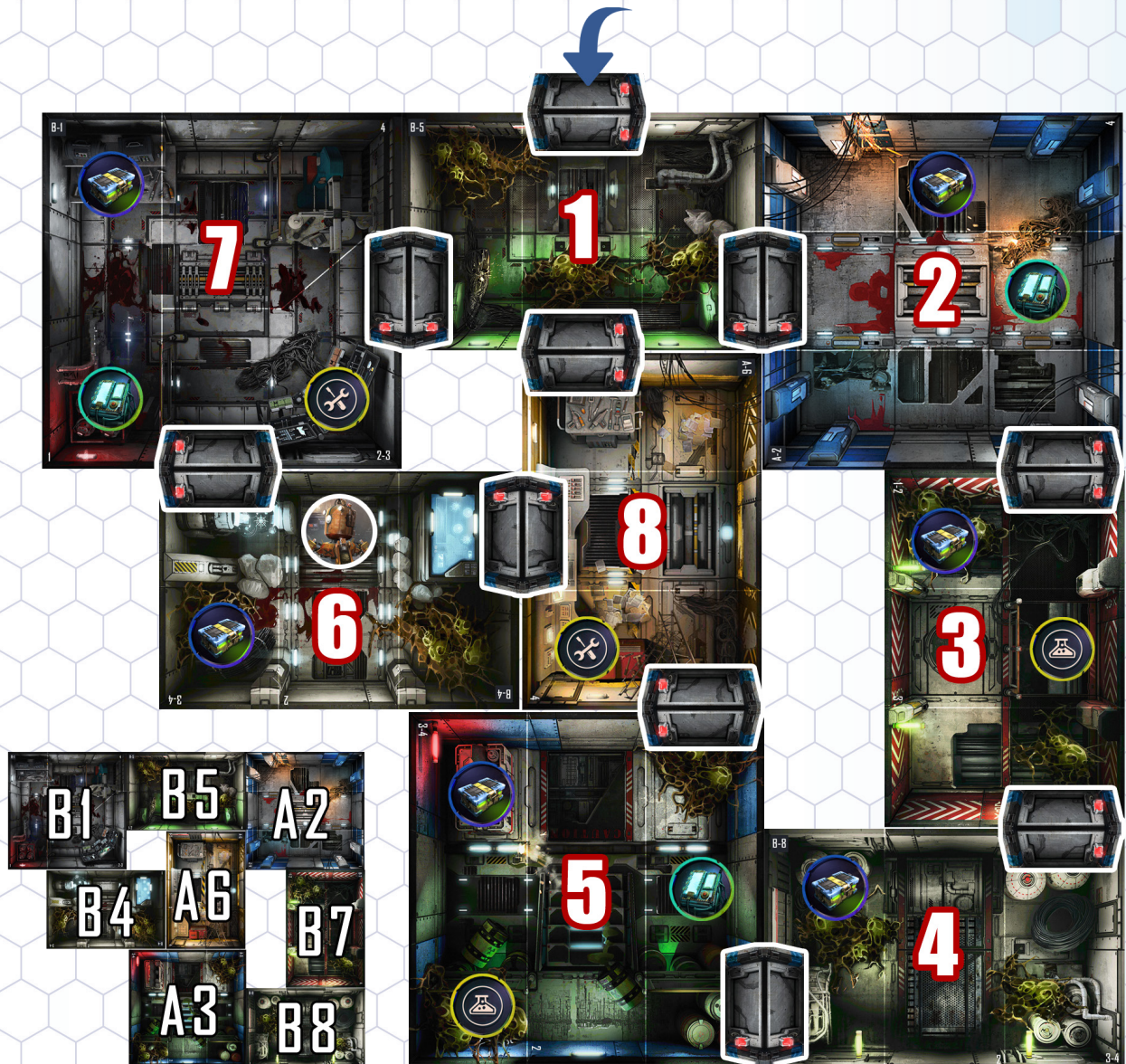


SPECIAL ENCOUNTER: THE CLIMBER

"As we moved through the rooms of this level, I couldn't shake the eerie sensation of being watched. You know those wildlife documentaries where the silent predator stalks its prey, moving stealthily to ambush it... Well, I'm not a fan of playing that role in real life."



Mission objectives

- Seek and destroy.

Victory conditions

- Defeat the Climber.

Additional Rules

- The Climber: This boss has the ability to move quickly from room to room using the air ducts. As long as it is not on the ground, it cannot be attacked. During setup, place an Objective token in sector 2. This is the location where your scanner has picked up activity in the air ducts. If an Alien Activation card shows the Special Activation icon, when the Climber is in the air ducts, move the Objective token 1 sector clockwise (the Climber never goes in sector 8).
Note: If there is no Alien miniature on the board, skip the Alien Activation phase as the Climber doesn't move.

- Flush it out: When the Objective token is in a sector without a Terminal (or with a broken Terminal), any Crew Member in that sector can spend 1 Action to scan the room and force the Climber to find another hiding spot: roll 1d6 and move the Objective token that many sectors clockwise (ignore sector 8). When the Objective token is in a sector with an Active Terminal, use the Redirected Electrical Feedback action to flush the Climber out of the air ducts.
- Redirected Electrical Feedback: Using an Active Terminal, any Crew Member can perform the Electrical Feedback programming test. If successful, place the Climber miniature in the area where the test was performed. This Electrical Feedback does not require a second Active Terminal and does not damage the Climber.
- Silent hunter: At the end of each turn, if the Climber is on the board, it runs back into the air ducts. Remove the miniature, roll 1d6 and move the Objective token that many sectors clockwise (ignore sector 8). If the Climber is not on the board, resolve a Climber attack on each Crew Member located in the same sector as the Objective token.



SPECIAL ENCOUNTER: SCIENCE FAIR

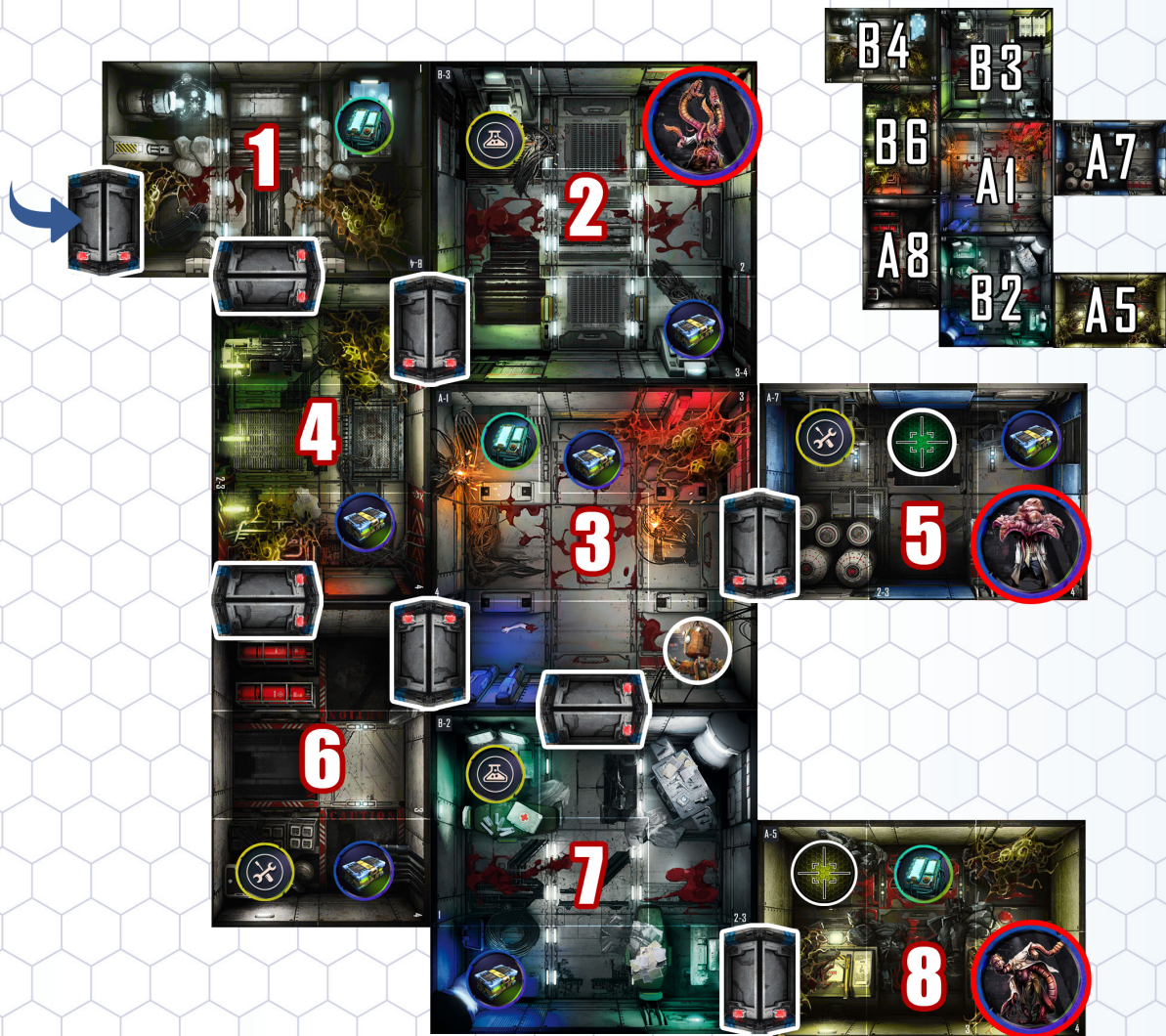
-Hmm...

-What is it?

-This is the science division. I was supposed to work here. The finest tech and the world's most brilliant biologists gathered in one place...What a shame.

-Well, looks like your former colleagues are still in there somehow.

-Let's pay them a visit! We might be able to understand what happened to the World Exit Research Station.



Mission objectives

- Gather the scientific data and get rid of the former science crew.

Victory conditions

- Pick up the two objective tokens.
- Kill the scientists.