

ATTACK OF THE CRABS

A MINI-EXPANSION FOR SUB TERRA II – INFERNO'S EDGE

Oh no! The temple is being guarded by giant lava crabs for some reason! They're slow, but tough. Don't let them get their claws on you!

COMPONENTS

- 2 × alternate art "Wing Tiles"
- 4 × alternate art 'Guardian Tiles'
- 5 × Lava Crab miniatures

ADDITIONAL SET UP

1. Replace the Wing Tiles and Guardian Tiles from the base game with those from this expansion.
2. Replace the Guardian meeples with the Lava Crab miniatures.

HOW TO PLAY

In this expansion, the Guardians have been replaced with Lava Crabs. Any rules that refer to "Guardian" now refer to "Lava Crab" instead.

Lava Crabs differ from Guardians in the following ways:

1. SLOW

Lava Crabs will only activate once at the end of each round (*instead of twice*), and once whenever "Activate Guardians" is rolled on the hazard die (*as normal*).



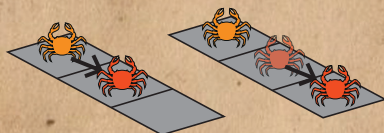
2. RELENTLESS

If you would place a Lava Crab on a tile, but all five Lava Crabs are in the temple, activate the Lava Crab closest to your Explorer instead.



3. BIG

There can be at most one Lava Crab on each tile. If a Lava Crab would be placed on or move onto a tile containing a second Lava Crab, activate the second Lava Crab once instead.



4. TOUGH

If a Lava Crab would be destroyed, it becomes stunned instead (*turn it upside down*).



If a stunned Lava Crab would be destroyed, return it to the supply (*as normal*).



Stunned Lava Crabs will not attack explorers that move out of their tile.
When a stunned Lava Crab activates, it will stop being stunned (turn it the right way up).
This is instead of taking a normal dig, move, or attack action.



5. STRONG

An Explorer loses ♥♥ each time a Lava Crab attacks (*instead of ♥*).
This applies both when Lava Crabs activate, and when explorers leave their tile (*as normal*).

6. VOLCANIC

Lava Crabs are not destroyed if their current tile flips to its lava side.
They will continue to treat these tiles as if they were not flipped (*Guardian tiles flipped to the lava side are never considered when placing enemies*).

CREDITS

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