EXTRACTION

COMPONENTS

Sub Terra: Extraction is a modular expansion for the game Sub Terra. You can choose to use it in a game of Sub Terra by performing the additional set-up steps given below.

This expansion is set after the events of Sub Terra. You've returned to the cave, and you're not alone. A new threat has emerged from the shadows - faster, deadlier, and hunting you down...

- 1 Mercenary Player Board
- 1 Mercenary Meeple
- 1 Fortify token
- 3 Leaper horror pieces
- 6 "Leaper" hazard cards
- 3 "Biosample" item cards
- 2 horror tiles
- 1 sanctuary tile

ADDITIONAL SETUP

LEAPERS

1. Shuffle the two new horror tiles and the sanctuary tile into the tile stack during set-up, then return the top three tiles of the stack to the box without looking at them.

2. Shuffle the appropriate Leaper cards in with the other hazard cards, then construct the hazard deck as normal.

CHALLENGE: EXTRACT SAMPLES

If playing with the Extract Samples challenge variant, distribute the three Biosample item cards among the cavers at the start of the game.
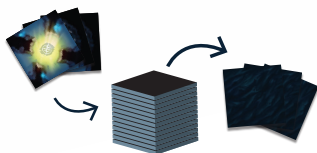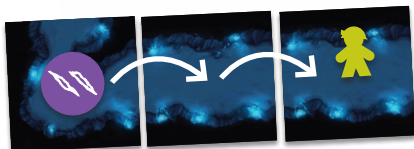
LEAPERS

This expansion contains a new type of fast-moving horror called a leaper. Leapers are horrors: they move and spawn in the same way horrors do, and are affected by all abilities that refer to horrors (such as the Hide action, or those of the Bodyguard or Scout).

However, they differ in precisely the following two ways:

1. **FASTER MOVEMENT**
   Leapers move two steps towards their closest victim each time horrors move (instead of one).

2. **SLASH ATTACK**
   When a leaper enters a tile containing a conscious caver, remove the leaper from the cave. The conscious caver on that tile with the lowest caver number loses ✚✚ .

The Leaper hazard cards function identically to the Horror hazard cards except they spawn leapers instead of horrors.

Note that both Leaper hazard cards and Horror hazard cards will move both leapers AND horrors.

SANCTUARY TILE

The sanctuary tile cannot be entered by horrors, and you should take this into account when determining the closest victim (i.e. consider it an empty space in the cave).
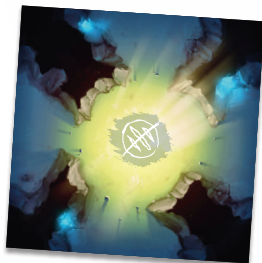
Cavers on this tile can therefore never be chosen as the closest victim. (Horrors trapped in an area with no conscious cavers will be removed from the board when they next try to move, as before).

EXTRACT SAMPLES

As an optional objective, you may choose to start the game by giving the three Biosample cards divided as you choose among any number of starting cavers.

This is a special item card.

- Any caver holding it must subtract 1 from all their skill check (🎲) rolls.
- At the end of the game, if any samples were left in the cave (not held by a caver on the exit tile), all cavers **are defeated**.
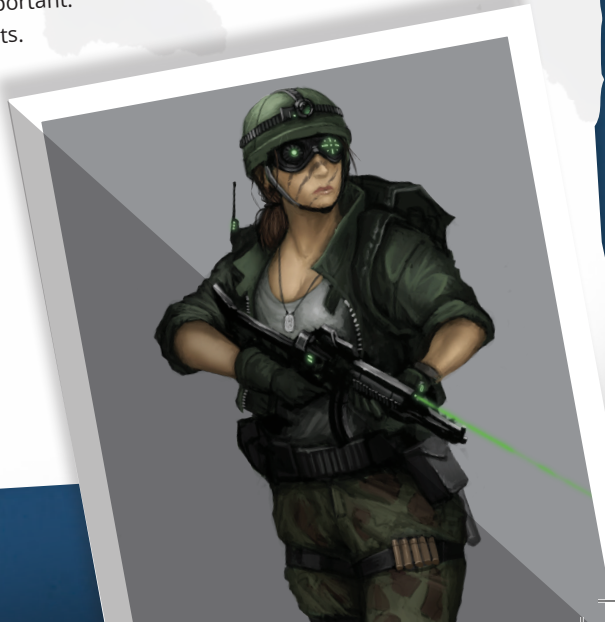
Like any other item card, it can be transferred between cavers by using the **Transfer** action:

Transfer 🕓

Transfer an item card from a caver on this tile to another caver on this tile, as long as all players involved agree

Extracting the samples is important. Protect the carriers at all costs.

BIOSAMPLE

🎲 -1

NEW CHARACTER: MERCENARY

The Mercenary is an ex-special-forces soldier who has been working on behalf of Erebus for some time.

Like the Bodyguard, the Mercenary can also remove horrors (and now leapers) from the cave. After using her Fortify action, until she leaves her current tile, all horrors that would move onto it are removed from the cave instead. Use the Fortify token to mark the fortified tile - remove it when the Mercenary moves to a different tile or falls unconscious, as this ends the effect.

(Note that this doesn't stop horrors spawning on her current tile, which will still cause her to lose ✚ as normal)

The Mercenary can also use her night-vision goggles to quickly **Survey** the environment, performing two Reveal actions in a row.

FORTIFY 🕐🕐
Until you leave your current tile or fall unconscious, if a horror would move onto your current tile, remove that horror from the cave instead.

SURVEY 🕐
Perform two Reveal actions.

ITEM CARDS

BIOSAMPLE
Passive: Subtract 1 from all 🎲 rolls you make.

If any samples remain in the cave, all cavers score nothing.

ACKNOWLEDGMENTS