

# TERRORSCAPE

## PUTREFIED ENMITY

### Components:

• The Queen miniature	x2	• Poison token	x3
• Zombie miniature	x12	• Encouragement token	x3
• Ophelia miniature	x1	• Toughness token	x1
• Dylan miniature	x1	• Killer's skill card	x13
• Caleb miniature	x1	• Item card	x7
• Game board	x2	• Killer assistance token	x3
• Killer board	x1	• Color ring	x3
• Survivor board	x3	• Special rule card	x1
• Survivor information card	x3	• Rule sheet	x1
• Survivor health status tile	x3	• Survival guide	x1
• Collapse tile	x8	• Organizer	x1
• Relic chamber token	x1		

## NEW MAP - THE TOMB

As the archaeologists stepped into the tomb, their torches flickered over the wall paintings of the newly discovered mountain tomb. The murals depicted an old tale: an unspeakable being sealed by the ancients deep below the earth. How had no one heard of this? What treasures and secrets lay beyond the darkness? Yet no one could have known that in the stone tunnels, something cold and ravenous had been awakened. The tomb that was once forgotten, will be a stage for fear and blood...

During setup, players may choose which map to use. This expansion provides the Tomb map. This section will introduce the special features of the map.



### Passage Collapse

During setup, both sides place a set of 4 collapse tiles (indicating R4, R5, G5, G6) on the designated space (not on those locations on the map) for future use.



Whenever the Killer is leveling up, before you execute any immediate effect of the Killer and reshuffle the cards, the Killer shuffles the remaining collapse tiles and lets the Survivors draw one randomly. The location indicated on the drawn tile is collapsed:

1. Remove all tokens or minions from the location, such as Huntress' traps, Strangler's cores, Queen's zombies, and block tokens. If there is any Survivor, damage them, and they must [MOVE]x1 to leave the location immediately. If the Killer is there, (reveal it if in stealth,) the Killer must discard all cards from hand and [MOVE]x1 to leave the location immediately.




2. After that, both sides place the corresponding collapse tile on the collapsed location. It no longer counts as a location in the game. No character can enter or affect it.



Throughout the game, the four passages will collapse one by one, in random order. When the Killer reaches level 5, all of them will be collapsed, and no further collapses will take place.

### Only two locations

Different from most of the other maps, the tomb only has two  locations for Survivors to perform search action.

### Relics

During the Survivor's setup, shuffle the 5 relic cards (with relic chamber icon and green background) to form the relic deck. Place the deck on the designated location for future use. Also, place the relic chamber token face up on R6.





During the Survivor's turn, if the relic chamber token is facing up, a Survivor can do an **extra action**: Draw a card from the relic deck there, then flip the token.

At the beginning of the Survivor's turn, if the relic chamber token is facing down, flip it back to face up.



## SURVIVOR - OPHELIA

The ability of Encouraging Words can target any survivor of your choice (can be Ophelia herself). Remove all  of the target, and place an Encouragement token on their survivor board, if they don't have it originally. The token is hidden from the Killer. Survivors don't have to tell the Killer whether Ophelia used the ability or not.

When a Survivor with the token is affected by [FEAR], they may show the token to the Killer to cancel one  gaining. Remove the Encouragement token after use.

When a Survivor with the token is defending in an encounter, they may show the token to the Killer to +1 defense. It doesn't count as a weapon item. Remove the token after use.





# KILLER - QUEEN

## Special setup:

- The Queen hunts with the assistance of her army of zombies. During setup, both sides place 2 zombies on the starting location of the Queen, and place 4 zombies near the map ready for use.
- When facing the Queen, the Survivors start with a Crossbow item card. Select one of the Survivors to hold the Crossbow at the beginning of the game.



## Gameplay:

- Zombies are minions of the Queen. A zombie doesn't count as a Killer, but by the Queen's abilities and skill cards, it is able to [MOVE] and [SEARCH] like a Killer. (Therefore, [MOVE] and [SEARCH] by zombies can also be affected by special effects that could affect the Killers, such as the contraption gate in the castle.)
- The strength of a zombie is always identical to that of the Queen.
- When the Queen or a zombie encounters any Survivor, the attack strength is the sum of the strength of the Queen and all zombie(s) in the encountering location.

- For instance, if the Queen and 2 zombies encounter a Survivor, the Killer attacks with a strength value of  $2+2+2 = 6$ , in a case without any strength modification effect.



$$2 + 2 + 2 = 6 \text{ total strength value}$$

- If 2 zombies encounter a Survivor, the Killer attacks with a strength value of  $2+2 = 4$ , in a case without any strength modification effect.



$$2 + 2 = 4 \text{ total strength value}$$

- The Queen can spawn new zombies by her abilities. However, **if there are already 6 zombies on the map, the spawning effect is canceled.** A location can have more than 1 zombie.
- The Queen can lead the horde. Whenever the Queen [MOVE], she can also [MOVE] any amount of zombies in the same location to the same destination.

- When a zombie is spawned, moved, or removed, the player should immediately inform the opposing team to do the same on their map.
- The Crossbow can be used by the Survivors for unlimited time. As a special action, it can eliminate up to 2 zombies in or adjacent to the user's location. The 2 zombies can be in different locations.

### Important rule for the zombies:

Zombies will NOT stop the Survivors from searching or repairing!

## New keyword: [POISON]

- When you [POISON] a Survivor, if there is no poison token on their health status tile, put a poison token on it.



- If there is already a poison token, the target is damaged.



- The poison token will stay on the Survivor unless they're healed by any [HEAL] effect. When a Survivor is being [HEAL], they can remove the poison token and also flip the health status tile to its uninjured side. An uninjured Survivor could also be [HEAL] to just remove the poison token.

## Further explanation of Domination:

- Be aware that it [SENSE] one single location instead of a color zone. If you have spotted any Survivor, they have revealed their exact location. You then choose one of them, and the target shall [MOVE]x0-2 under your control.
- The controlled [MOVE] is still restricted by all movement rules, such as, cannot move through a block token.
- Move away a Survivor from the exit by Domination is a legal way to stop the Survivors from escaping.

