Paper invasion

	H
Hero	P
Powered-up Hero	O
Enemy (Active)	●
Enemy (Neutralised)	V
Vault	E
Event	

N

W

E

S

Game board

Vault:

1. **Flamer:** Erase 3 Enemies in current/adjacent room
2. **Builder:** Seal a Barrier or Opening in current room
3. **Mover:** Move through one extra room for free
4. **Shaker:** Skip one Enemy turn
5. **Shover:** Move Enemies from one room to adjacent
6. **Sniper:** Erase 1 Enemy in any room
7. **Dodger:** For one turn, all Enemy Grabs fail
8. **Survivor:** Add a Hero to the Game Board
9. **Fixer:** Close an Opening in any room

Event

1. **Kool-aid man:** Create an Opening in any room containing a Hero
2. **Sleeper awakens:** Change one Hero to an Enemy
3. **Paper thin:** Erase one Barrier
4. **Secret passage:** Add one room
5. **Terror-stricken:** Skip the next Hero turn
6. **It's a trap:** Erase 1 Hero
7. **Freak accident:** Erase 1 Enemy
8. **Bad:** Add 2 Enemies
9. **Worse:** Add 4 Enemies

Heroes

Move and take 1 action:
* **Kill** 2 Enemies
* **Seal** an Opening or Barrier
* **Smash** a Wall or Barrier
* **Loot** a Vault

Enemies

Move and take 1 action:
* **Smash** a Wall or Barrier
* **Grab** a Hero

Slots

	1	2	3	4	5	6
A-Z						
1-9						

Randomiser

1 Pick a theme, such as Space Miners vs. Aliens or Survivors vs. Zombies.
2 Choose a word this theme makes you think of, like **ripley** or **chainsaw.**
3 Write the first six letters of your word in the A-Z line of the **Slots** grid. If your word doesn't have six letters, write it until you fill six boxes.
4 On the 1-9 line, decode each letter into its numerical position in the alphabet: A=1, B=2, C=3...X=24, Y=25, Z=26

Setup

1 [1 + Slot 5] = Number of rooms. Draw them in the Game Board window..
2 [Slot 1] = Number of Heroes. Place each Hero (H) in any room.
3 [Slot 2] = Number of Enemies. Place each Enemy (O) outside each room, working around your map clockwise from the North.
4 In any one room, write V to represent a Vault.
5 In any one room, write E to represent an Event.

Gameplay

If [Slot 5] is odd, Heroes go first

› Heroes may move through a Single Barrier or Opening, and take 1 action from the Heroes list. You can do this in any order. When a Enemy is killed, fill in its O token.
› Enemies move through any available Opening, and take 1 action from the Enemies list. Enemies prefer Grab when possible, and Smash as an alternative. When a Hero is Grabbed, convert it to an Enemy.
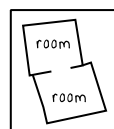
Barriers

Opening
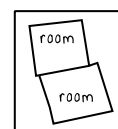
Single Barrier
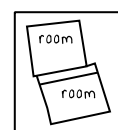
Double Barrier

Vault

When a Hero Loots a Vault, it is Powered-up. Change that Hero to (P).
Refer to [Slot 3] in the Vault list to find out what a Vault contains.
Vault items are single-use and can be used during the Hero turn.
After a Vault item is used, change the Powered-up Hero back to Hero (H).

Event

An Event is triggered when there are 2 Enemies left, or the first time there is a turn in which Enemies are unable to Move for any reason other than a special effect from a Vault. Refer to [Slot 4] on the Event list.