

SUB
TERRA

CAMPAIGN

by Dfr07

PREVIOUS NOTES

The campaign is designed to be played with the core game Sub Terra and the expansions **Annihilation**, **Extraction** and **Investigation**.

It is recommended that future missions not be read until it is time for them to be played.

The number of players is from **1** to **4**. One of the missions is played with only one character, so it will have to be played by all players.

The campaign consists of **6** or **8** missions. If you want to play the short campaign, you will have to skip the missions marked with *****, **[4]** and **[6]**. It is also possible to replay one of the missions if you don't like the way it happened or if you want to achieve more objectives.

In the missions you mix the expansions and add some special rules. This is explained in each mission.

At the end of each mission a number of points are granted depending on the achievements. At the end of the campaign you'll check the level you have reached according to the points scored (in brackets the scores for the short campaign):



GOLD
1000 (850)



SILVER
800 (650)



BRONZE
600 (500)

For any questions, suggestions or queries you can contact me at **BGG**, user **dfr07** or through my email **dfr07@hotmail.com**

MISSIONS

The expedition had been months in the making, and there were rumours of a vast cave system, with underground rivers, deep shafts and kilometers of caves yet to be discovered.

Nothing suggested that it would be so complicated. The Scout went into the cave to plot an initial route for the rest of the team, but she did not return after the set time had expired.

[1] THE BEGINNING

You decided it was time to enter the cave. But your scouting party has become trapped deep in an uncharted cave system while exploring it. With no clues from the Scout and no way out, time is against you. You have to get out before it's too late...

The first expedition, of 4 members, will include:

- Leader
- Medic
- Climber
- Geologist

The **core game** will be used in **NORMAL** mode (22 cards).

GOAL: to find the exit and meet up with the Scout.

For each explorer who has left the cave, 25 points are awarded.

[2] THE SEARCH

The Scout did not show up. The Erebus company, who were on your trail, have offered to help in a second expedition to try to find her. Despite the slim chance of finding her alive, there is still some hope.

The second expedition will have 4 expedition members. The team will be made up of one Erebus Agent and 3 of those who escaped from the cave in the previous mission.

In case less than 3 members of the expedition have found the way out, the expedition will be completed with the following profiles and in this order:

1. Engineer (will be part of the group if 2 or less left)
2. Diver (will be part of the group if 1 or less left)
3. Bodyguard (will be part of the group if no one left)

The **core game** + the **Investigation expansion** in **EXPERT** mode (18 cards) will be used.

SPECIAL RULES: will be played without horrors. When the Horror card is drawn the effect will be ignored. In addition to the usual item, placing an Item Tile will randomly draw the meeple of a member lost in the previous game or that of the Scout. This new member will be unconscious and will be played as a new member of the expedition. It will not be able to perform the **run** action.

GOAL: to find the Scout and other possible missing members. Get out of the cave.

For each explorer who has left the cave, 35 points are awarded.

[3] DO MONSTERS EXIST?

Finally, and although everything pointed to the fact that the Scout would never survive, she has suddenly appeared safe and healthy.

Physically, at least. The days she has spent in the endless galleries of the cave seem to have taken their toll. She speaks of monsters, of non-human entities that dwell in the darkness. No one has seen them but her... Erebus' doctors recommend rest and forbid her to return to the cave.

While Erebus sends a team to investigate the supposed monsters, what if these beings really existed?

In this new 4-member expedition they will go down into the cave:

- Agent
- Bodyguard
- 2 members (other than the scout) from the core game. If it is a character that has survived the previous missions, it will carry an item to choose from the item card deck.

The **core game** + the **Investigation expansion** in **ADVANCED** mode (20 cards) will be used.

GOAL: to stand at some time in a tile adjacent to a Horror and find the exit.

35 points per character that is left. 50 extra points if GOAL is achieved.

[4] MEANWHILE... *

The Scout escapes from Erebus' custody and goes into the cave to try to prove that the monsters she saw are real.

This expedition runs parallel to [3] DO MONSTERS EXIST, with only one member, the Scout.

The **core game** will be used in with all Hazard cards except the x2 cards (25 cards). In addition, the Scout will carry the **LUCKY CHARM** item.

SPECIAL RULES: the Scout will carry the **LUCKY CHARM** item (this item will be carried on all following missions if she survives) and will have **4** actions per turn instead of the usual 2.

GOAL: share a tile with a Horror and find the exit.

If only left the cave 35 points are scored, if the full GOAL is achieved, a total of 50 points are scored.

[5] THE SAMPLE

After the last expedition it is confirmed that the monsters the Scout talked about do exist! They are very dangerous and Erebus wants to know more about them. He wants to study them as much as possible.

He will send a team with the idea of collecting samples of these beings, the team of 4 members is made up of:

- Agent
- Mercenary
- Bodyguard
- Scout (if she was able to survive her solo escapade). If not, a character from the base game box will join. If it is a character who has survived the previous missions, they will carry an item of their choice from the item card deck.

The core game + Investigation expansion + Extraction expansion will be used without Leapers in NORMAL mode (22 cards).

SPECIAL RULES: Killing a horror gives you a Biosample card. Leapers' Hazard cards are not used, the rest of the expansion (including tiles) is played as usual.

GOAL: get a sample of a Horror and find the way out.

For each explorer who has left the cave, score 25 points.

If the sample is obtained, add 50 more points.

[6] THE SURPRISE *

Erebus believes they has found a formula that will extinguish the horrors thanks to the sample that has reached them. To this end, they include a new member in the expedition, the Exterminator.

Therefore, the 4-member team is composed of:

- Exterminador
- Scout (if still alive). If not, a character from the core game will join.
- 2 characters from the core game or the Mercenary. The Agent will not be eligible.

The **core game** + the **Extraction expansion** + the poison tokens from the **Annihilation expansion** will be used in **NORMAL** mode (22 cards).

SPECIAL RULES: Poison tokens only apply to basic Horrors, not Leapers. That is, on a Horror tile with a Poison tile, a basic Horror will not be deployed when the corresponding card comes up, but a Leaper will be deployed if the card comes up. Killing a Leaper gives you a Biosample card.

GOAL: get a sample of a Leaper and find the exit.

For each explorer who has left the cave, score 25 points. If the sample is obtained, add 50 more points.

[7] EXTERMINATION

Rumours of a new type of Horror were confirmed, which Erebus has named Leaper because of its agility when moving. The formula for exterminating the Horrors has been improved and should now be definitive for all of them.

A new team is formed with **4** members:

- Exterminator
- Scout (if still alive). If not, a character from the core game will join.
- 2 characters from the core game or the Mercenary. The Agent will not be eligible.

The **core game** + the **Extraction expansion** + the poison tokens from the **Annihilation expansion** will be used in **NORMAL** mode (22 cards).

SPECIAL RULES: Poison tokens apply to all Horrors.

GOAL: place the poison on all the Horror tiles and find the exit.

For each explorer who has left the cave add 25 points. If you disable all the Horror tiles, add 100 more points.

[8] THE END

Erebus, who has taken control of the expedition and the cave, has decided that the best thing to do is to destroy it to make sure there are no new dangers (and thus be the only ones who will have the samples of the discovered species).

The final team will consist of **4** members:

- Scout (if still alive). If not, a character from the core game will join.
- 3 characters from the core game or the Mercenary or the Exterminator. The Agent cannot be chosen.

The **core game + Annihilation expansion** will be used in **NORMAL** mode (22 cards).

SPECIAL RULES: If the GOAL of mission 7 has been completed in full, all horror tiles will be removed in the preparation of the game. If not, do the preparation in the usual way with that expansion.

GOAL: place the 3 bombs and find the exit.

For each explorer who has left the cave, score 25 points. If you manage to destroy the cave, score 200 more points.