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# INTRODUCTION

*War rages on in distant galaxies as an alien force continues to assault our colonies. Glassed planets and shattered moons lay in their wake and we do not have what it takes to stop them. Our only hope is a rumour, a myth of a weapon known as the Reaper's Gambit found in the depths of a planet beyond our borders. You have been tasked with leading an expedition to find that weapon. Win the war. No matter the cost.*

UMBRA is a solo map-drawing game about exploring an alien planet in search of a mysterious weapon known as the Reaper's Gambit. As you dig into the planet you'll uncover natural formations, alien ruins, xenofauna, and a whole host of horrible effects. But unlike other games in this series, UMBRA comes with the added challenge of surface building. With attacks coming from above and below, will you be able to survive?

UMBRA takes inspiration from films and games like Alien, the Halo series, Dead Space, The Thing, and Starship Troopers, but the actual visual style of your colony is up to you. As such you'll find that rooms, units, and enemies tend not to have visual descriptions beyond some prompts to help your artistic vision.

Combat and managing your colony are designed to be key aspects but the focus is on simplicity. If you find that any element doesn't work for you, feel free to rip it out and treat this game as a guided drawing exercise.

Likewise, if you want more complexity, future expansions will include new mechanics, discoveries, and challenges.

Good luck, Commander, we're counting on you.



# HOW TO PLAY

## What you need to play

- Pencil & eraser
- 1" grid paper (you may freehand on blank if preferred)
- Notepad (for chronicling your colony, tracking game info, and taking notes)
- Deck of standard playing cards
- A bunch of tokens (or coins, dice, buttons, scraps of paper, etc.)

## Rolling with cards

Throughout this zine, you will often see instructions to "roll 1D4" or "roll 1D2". These are role-playing game terms that mean to roll a four-sided die (a D4) or flip a coin (a D2). If you don't have these items available, you can use your deck of cards instead:

Wherever this zine says Roll 1D4, draw a card and refer to its suit.

♠ — 1      ♣ — 2      ♦ — 3      ♥ — 4

For anywhere it says Roll 1D2, draw a card and refer to its colour.

**Black** — 1      **Red** — 2

## Setting up your colony

Your goal is to find the Reaper's Gambit, a special alien weapon that is believed will save your species. However, in order to do that you will first have to survive. You must keep your colony powered, fed, and protected.

Create a section on your notepad to track your Resources, Funding, Power, and Food as follows:

Resources (♥) are used to build rooms and security systems. You begin the game with 20 Resources.

Funding (♦) is used to recruit units, launch Expeditions and construct barriers. You begin the game with 20 Funding.

Power (⚡) is what makes the various rooms of your colony work. If your power drops to 0, your lowest rooms shut down until you gain more power.

Food (⊗) determines your maximum number of units; you may have a number of units equal to your total Food value. If your Food drops below your total number of units, you must eliminate units until you have an equal number of units and Food.

Choose a row on your grid paper that will be your planet surface. Everything above this row will be the surface, everything below it will be underground. Draw a line to represent this divide.

Your colony begins with your Bridge, the command centre of your whole operation. Draw this somewhere on the surface row so that it touches the ground. Your Bridge begins the game with a small starting force of units to help protect your new colony: 25 STR worth of Marines (see Recruiting page 7).

To the left or right of your Bridge, draw a Ship's Generator, which will serve as a source of Power for your colony, giving you 25 Power (⚡) to begin the game.

To the opposite side of the Ship's Generator, draw a Landing Pad. This special room will allow you to hire new units. If you are ever without a landing pad, you will be unable to recruit new units.

Next, remove the Jokers, shuffle the deck of playing cards and put them aside until you reach depth 5 (the fifth row down from the surface).

### Planet type

Your first action as Commander will be to determine what type of planet you've landed on. Roll 1D4, and consult the table below. Record the planet type and any effects in your notepad.

1	Barren rock. This planet has had its atmosphere ripped away by solar winds, leaving it exposed to the cold vacuum of space. Any rooms open to the surface experience Decompression (page 10).
2	Extreme Climate. An ice ball, desert world, or worse, this planet is more than just inhospitable, it's deadly. Habitat rooms cost double.
3	Inhabited. This planet is covered in alien life, from lush forests to floating mountains, simple insects to alpha predators. Whenever you explore a Surface grid space, roll 1D4: on a 1, a hostile 10 STR Creature attacks. On a 4, you find some useful Resources (gain 5♥).
4	Goldilocks. This planet has everything we need to survive on the surface. You no longer need Habitat rooms to build on the surface.

# TURN STRUCTURE

UMBRA takes place over a series of turns. Each turn, you will choose a new grid space on your map, adjacent to an existing room or explored grid space, that you will explore, and discover what lies within. You will also get to build new rooms for your colony, which will help increase your chances of finding the Reaper's Gambit.

## Each turn follows this structure:

1. Explore by drawing a card to determine what you find, then drawing it on your map.
2. Resolve combat if it occurs (see page 8).
3. Trade some of your Resources for Funding, or vice versa.
4. Build new features in your colony, including rooms and security systems.
5. Recruit new units.

## Exploring

At the start of every turn, choose an adjacent empty grid space to explore. You can explore to the left or right of any room in your colony, as well as upward or even downward!

Oh, and if you're the sort of free spirit who wants to play with blank paper, "grid space" is a lot more loose in its definition. Draw how you like and just try keep your idea of a grid space somewhat consistent.

After choosing an empty space, draw from the deck of playing cards. Check below to see what the card you've drawn represents:

♥ – Resources  
(Used to build rooms and traps)

♣ – Natural Formations  
(Caves, rivers, etc. — see pages 20 – 21)

♦ – Funding  
(Used to recruit units)

♠ – Remnants  
(Ruins and foes — see pages 22 – 23)

If you draw a ♥ or ♦, add the value of the card, plus your current depth to your Resources (♥) or Funding (♦). Aces are worth 1, Jacks are worth 11, Queens are worth 12, and Kings are worth 13. Once you do, feel free to draw an empty cavern in the space you chose, to represent what you've just explored. Or if you prefer a slower pace, leave the space blank so it can be explored again.

If you draw a ♣, you have found a natural formation. Check the table on pages 20 – 21 to see exactly what you’ve discovered, and then draw it on your map in the space you chose to explore.

If you draw a ♠, if you are at depth 1, ignore that card and draw again; this will allow you some time to build up your hold, recruit units, and prepare your defences. At depth 2 or below, if you draw a ♠, you will encounter a remnant. Check the table on pages 22 – 23 to find out what you’ve stumbled upon, and then draw it on your map in the space you chose to explore.

## Trading

Once per turn after exploring, you may trade: choose any amount of either your Resources or Funding, and exchange them as follows:

One unit of Funding (♦) is worth two units of Resources (♥).

One unit of Resources (♥) is worth half a unit of Funding(♦).

After trading, you may then proceed to building (and repairing) rooms, preparing security systems, and recruiting new units.

## Power and Food

Surviving on an alien planet is a difficult task, but thankfully, you have been trained for this. The most important thing to remember is to be mindful of your Power ⚡. Without Power, you’re done for. To help you keep track, each room has a Power cost (⚡). Whenever you build a room, subtract its Power cost from the total Power in your supply. If building a room would put you below 0, you cannot build it.

If rooms are damaged, they stop producing / using Power. If your Power drops below 0 because a room was damaged, rooms start shutting down. Starting with the room furthest from your Bridge, shut these rooms down, and refund their Power cost until your Power is at least 1. Rooms with a positive Power cost don’t shut down. If a room is shut down, it does not provide its usual function; Food producing rooms will produce no Food, Mechanical unit rooms do not spawn units during combat as they are unable to charge, etc.

Your second concern is Food 🍴. Much like Power, certain rooms will add to your Food total. However, each unit you recruit (excluding Mechanical units) requires Food 🍴. If you would ever have more units than Food, units will die from starvation until your Food total is at least 1. You have full control over which units starve, if you can handle that responsibility.

# BUILDING

Starting at the Bridge, your colony will expand as a series of rooms. The rooms that you build, as well as the caverns, ships, and ruins that you clear, all become part of your colony.

Each Room has a function that provides your colony with various special abilities and effects, and will usually cost an amount of Resources (♥) and / or Funding (♦).

Rooms will lose their function and no longer spawn units if they are either damaged through a game effect, disconnected, or have no Power (⚡).

A room is considered disconnected if your units would not logically be able to reach it from the bridge (e.g. blocked by a flooded room).

You are limited to building one room per turn.

## **To build a room:**

1. Choose an unexplored space (one you haven't drawn in) or an empty cavern, habitat, or surface space.
2. Consult the room list on pages 12 – 16, and choose the room you want to build.
3. If the chosen room has a cost, reduce your supply by the amount of ♥ and /or ♦ listed.
4. Draw the room in your chosen space, making sure it connects to at least one adjacent explored grid space.

Whether or not you build a room on your turn, you can also build as many security systems as you can afford. See 'Security Systems' on page 18 for a full explanation of how they work.

You may also repair damaged rooms during this part of the turn. To repair a damaged room, pay  $\frac{1}{2}$  of the room's cost (rounded down) from your supply. You may repair as many damaged rooms as you like on a turn, as long as you can afford to do so.

Rooms filled by liquid or gas can be drained at a cost of 5♦. Lava can be drained for 20♦, but treat that room as damaged after it is drained.

When you build a room above or below another, you can draw ladders, lifts, stairs, whatever you like, allowing your units to travel up and down your colony.

# RECRUITING

Aside from building rooms and security systems, you can also improve your colony's defences by recruiting new units. Units are the various types of people and machines that fight to protect your colony.

Every unit has a strength (STR) value that determines its health, as well as the amount of damage it will deal each turn when in combat.

When you recruit units, they are housed in an appropriate room in your colony. Each room's description (see page 13) will describe what units may be housed within, and the maximum number of units it can house. Units with the Mutant or Alien tag require Specialised Quarters (page 13).

After you finish any building on your turn, you may recruit as many units as you are able to house and afford, by referring to the table below. When recruiting units, make note of how many you recruited, and where they are housed.

While not in combat, recruited units stay in their rooms and can be affected by events like meteors, anomalies, or undesirable liquids.

At the start of combat, units spawn from whichever room they have been allocated to (a Barracks for Marines, a Charging Bay for Mechanical units, etc.) and will group up with others from that room to form a Troop.

During combat, a Troop moves as one unit and its STR is the total of all units in that Troop. For example, a Troop of three Robots would have a STR of 30.

UNIT	STR	COST	SPECIAL ABILITY
Marine	5	8♦	Ranged.
Hacker	2	10♦	See Hacking (page 11).
Support Droid	0	5♦	Mechanical. Provides a 5 STR shield.
Robot	10	20♦	Mechanical. Ranged.
Mutant	15	20♦	Mutant
Alien Mercenary	25	30♦	Requires Event to unlock. Ranged
Cyber Zombie	8	15♦	Mechanical. Revives with ½ STR after combat unless STR would be less than 1.
Dwarf Soldier	5	6♦	Requires Anomaly to unlock.
Hive Drone	5	10♦	Alien. Requires Anomaly to unlock.

# COMBAT

Planning ahead, choosing your units wisely, and using security systems liberally will help you, Commander, but don't be foolish; when war rages, people will die.

## Starting Combat

Combat occurs when you discover an enemy in the space you are exploring or when one or more of your units or Troops becomes hostile to you. This pauses your normal turn until combat ends.

To begin combat, spawn the enemy you discovered by placing a token on the space you explored to represent it. Your rooms that spawn units at the start of combat do so now. Coins or little drawings work fine here — whatever helps you keep track of your units.

The discovery that triggered combat will give you an enemy's starting STR value, but as you go deeper under the ground, or further out on the surface, they will get stronger. When spawning an enemy, add 5 to its STR for each level of depth, or each grid space worth of distance from your Bridge on the surface.

*Example: you draw a Q♣, discovering a large creature lair. If it was discovered at depth 4, it would have 80 STR: 60 Base STR + 5 for each level of depth.*

If the same result was found on the surface, 6 grid spaces from your Bridge, it would have 90 STR: 60 Base STR + 5 for each grid space away from the Bridge.

## Resolving Combat

Combat progresses in rounds. Each round, every unit and Troop will move one grid space, and then attack.

You choose the order in which all units and Troops will move, but make sure you resolve the move and attack for each one before moving to the next.


You control where your own units and Troops move. Multiple units / Troops of different types may share a grid space during combat.

When a unit or Troop you control would move into the same grid space as an enemy, or starts a combat round in the same grid space as an enemy, it triggers an attack.

In an attack, your unit or Troop will deal damage equal to its STR to the enemy, but the enemy also deals damage equal to its STR to your unit or Troop. This damage is dealt simultaneously. When any unit or Troop is dealt damage, reduce its STR by the amount of damage.

*Example: If a 30 STR enemy attacked a 10 STR Troop of marines, the marines would be defeated but the enemy would be left with 20 STR, as the marines would reduce its STR by 10.*

If multiple Troops engage in combat at the same time, deal the enemy's damage out among them as you see fit. The only rule is that if the damage would be enough to defeat a unit in that Troop (i.e. 6 damage to a Troop of marines), then a unit is defeated.

Enemies will, unless otherwise stated, move one grid space per round towards your bridge, taking the shortest possible route. Enemies with this  icon can use your Secret Passages (page 19).

If an enemy's move would cause it to enter the same grid space as one of your units or Troops, it triggers an attack that resolves as above.

If it would be impossible for an enemy to progress towards your Bridge, a takeover occurs (see page 10).

Combat ends once all enemy units are defeated by reducing their STR to 0, at which point your turn resumes.

If an enemy manages to reach your Bridge and defeat any remaining units / Troops there, the colony falls. Log the colony's story and remember their journey.

## **Special Combat Abilities**

Ranged units can fire up to 2 grid spaces away, but cannot move and fire in the same combat round.

Shields are temporary buffs provided by Support Droids. When resolving damage, Shields take the damage instead of your unit / Troop. Shields are not a boost to STR and do not increase the damage dealt to an enemy. Support Droids can only apply shields to units / Troops that are in the same grid space or directly adjacent.

# ADDITIONAL RULES

## RULE #1

If you can't find a rule, or you get stuck, just do what makes for the best story!

## RUNNING OUT OF ROOM

There may not be enough space to fit a particular room or discovery in the grid space you chose to explore (for example, if there are rooms on either side). If you can, choose a nearby grid space that will work. If no such grid space is available, place an empty cavern instead.

If you would ever reach the edge of a page, go ahead and start another page!

## LIQUIDS AND GASES

Liquids and gases flow from their source grid space when they are first discovered. After they've travelled as far as they can, they stop. The only rooms that can be built on water are Corridors.

Liquid spills out and flows if it is discovered by exploring to the left or right, or if you dig up into it. Digging down into a liquid source has no effect. Liquid flows up to two grid spaces from its source, and as far down as it can reach via stairs or vertical shafts.

Gas always spreads, regardless of how you discover it. Gas flows to the nearest two grid spaces from its source, and then as far up as it can reach.

Non-Mechanical units in rooms affected by liquid or gas are immediately defeated. Mechanical units are unaffected by liquid or gas excluding lava.

## DECOMPRESSION

Whenever a portion of your colony is exposed to decompression through habitat breaches, openings to the surface, or certain events, count the grid space where it occurred as the source. Now, follow each path you can until you reach an airlock. Any unit rooms that can be reached from the source have their housed units defeated. Sucked out into the vacuum or just freeze dried, your choice.

After that, the breach is sealed and life goes on as normal for those that remain.

## JOKERS

Jokers are only found during Exploration. For any other draw, ignore them and redraw.

## **BURROWING ENEMIES**

Burrowing enemies that reach the surface will turn around, and dig back downwards in an adjacent column of grid spaces. Roll 1D2 to determine which column: on a 1, it moves left, on a 2, it moves right. The grid spaces in the path of a burrowing creature are cleared out, update your map with the burrowed tunnel.

## **FALLING**

If a unit or enemy would fall (e.g., if a bridge is removed, a floor gives out, etc.) they suffer 50 STR damage for every explored grid space they pass through before hitting a floor. If this drops them down a mining scar and off the page, they are immediately defeated.

## **TAKEOVERS**

A takeover happens when it is impossible for an enemy to reach their target (usually your Bridge). Instead, the enemies will spread their influence.

During a takeover, enemies will claim every room they can reach until they are defeated by security systems or no unclaimed rooms remain. At this point, the takeover is complete, and combat ends. Before continuing with your turn, each claimed unit room will spawn enemy versions of the type of unit normally spawned there.

If you would ever reconnect with this part of your colony, combat starts with any units in the area that was taken over.

## **HACKING**

As a result of some events, Hackers can be used for certain events (described in the event descriptions) in order to access the Info table (pages 24 – 25).

To determine if a hack was a success, roll 1D2.

On a 1 — something went wrong and the hacker has been defeated.

On a 2 — the hack was a success, draw on the Info table (pages 24 – 25)

When using the Cognitive Override power to hack an enemy during combat, roll 1D4.

On a 1 to 3 — the hacker is defeated in the attempt

On a 4 — the hack was a success, take control of that unit. Terrors are immune.

# ROOMS

The rooms available to build in your colony are listed below, with their building cost in Resources and / or Funding, their Power cost, and their function.

Rooms fill one grid space unless otherwise stated. If you build a room adjacent to another room of the same type (e.g., a Barracks next to another Barracks) you may choose to draw a larger version of the room instead; it will have the same effect as two separate instances of the room (e.g. a two grid-space Barracks can house 10 Marines).

## CORRIDORS AND STAIRS

Corridors and Stairs can be built for free, though you are still limited to one per turn.

Corridors are rooms that have no effect other than to expand the size of your colony, or to connect two disconnected rooms, and may be built in an unexplored space to the left or right of an existing room or empty cavern.

Stairs allow you to move to higher levels of your colony, and may be built in an unexplored space above or below an existing room or empty cavern. When building a room above or below another room, you can connect them with stairs for free as part of that build phase.

## SURFACE ROOMS

HABITAT — Free — 0⚡

*It's much easier to build when bits aren't floating and the void ain't calling.*  
Habitats are required for surface building for all planet types except for Goldilocks. Each Habitat can house a single room.

LANDING PAD — 20♥ — 5⚡ (must be open to the sky)

*Your allies need somewhere to land after all.*

You need at least one working Landing Pad in order to hire units. If you have the UMBRA: STATIONS expansion, you may also land ships here for additional bonuses.

ORBITAL DEFENCE SYSTEM — 30♥ — 20⚡

(Requires Orbital Defences Research, must be open to the sky)

*Missiles, lasers, some sort of magnetic railgun, whatever your needs, this defence system will protect this section of your colony from attack.*

Cancels Asteroid or Strafing Run events that would target this room and any rooms below it in this column, but must be replenished for 10♦ after each use.

## UNIT ROOMS

### BARRACKS — 15♥ — 2⚡

*A place for your trained soldiers to maintain their fitness and practice their aim.*

Each grid space of Barracks houses 5 Marines.

### CREW QUARTERS — 10♥ — 2⚡

*Your crew needs somewhere to live and sleep while you search for the Reaper's Gambit.*

Each grid space of Crew Quarters houses 5 Hackers.

### CHARGING BAY — 20♥ — 6⚡

*While droids don't sleep, they do require somewhere out of the way to recharge.*

Each grid space of Charging Bays houses 2 Mechanical units.

### SPECIALISED QUARTERS — 20♥ + 10♦ — 4⚡

*As the colony expands, so too do our horizons. Aliens, mutants, and weirder still will eventually join our ranks.*

Each grid space of Specialised Quarters houses 5 units that do not fit elsewhere: alien mercenaries, mutants, dwarves, etc.

### FABRICATION BAY — 18♥ — 8⚡

*The ball joint goes in the socket, the socket goes in the... other part.*

The Fabrication Bay allows you to construct Mechanical units, as well as Security Systems (page 18) and Barriers (page 19)

### GENETICS LAB — 25♥ — 4⚡

*Don't let popular science fiction fool you, making mutants is hard work.*

The Genetics Lab allows you to hire Mutants. Probably best not to think too much about what that entails...

## POWER ROOMS

### GENERATOR — 30♥

*If it ain't the sound, it's the smell. If it ain't the smell, it's the radiation.*

Generators provide 25⚡ but leak radiation into all adjacent grid spaces. No unit rooms (except those housing Mutants) can be built in these grid spaces.

Units may pass through this room without any effect.

### SOLAR PANELS — 15♥ (must be open to the sky)

*Generates power from solar rays.*

Provides 10⚡, for each adjacent solar panel increase the total ⚡ gain of the panels by an extra 5. This way three connected panels would provide 40⚡.

# ROOMS CONT.

ERUPTION ENGINE — 25♥ (must be built on an Eruption grid)

*What better source of energy than the very planet on which we stand.*

These specialised generators provide 15⚡ while also capping an Eruption grid, preventing it from flooding.

## MISCELLANEOUS ROOMS

AIRLOCK — 5♥ — 1⚡

*Sometimes it's just nice to have a thick metal door between you and the void.*

Prevents decompression and the spread of gas or liquids. Units passing through an airlock during combat must spend a round waiting inside of it.

HYDROPONICS — 18♥ — 4⚡

*Grows such colony favourites as porrots and catatoes.*

Each grid space of Hydroponics provides 10✂.

LABORATORY — 10♥ + 20♦ — 10⚡

*The value of our mission is not measured in precious stones and conquered enemies. It is measured in the knowledge we gain.*

For every 50♦ invested into the Laboratory, you may draw a card and consult the Research table (pages 26 – 27). Ignore results you already have.

MEDBAY — 20♥ — 8⚡

*Cutting edge medical technology. Or at least, it was when we left.*

After combat, revive one non-Mechanical unit or Troop at full STR.

REPAIR BAY — 20♥ + 5♦ — 8⚡

*A couple engineers, a pot of tea and a broken robot, sounds like paradise.*

After combat, pay ½ the unit / Troop's cost to revive one Mechanical unit or Troop at full STR.

RESEARCH AND DEVELOPMENT — 50♥ — 12⚡

*The core design purpose of weaponry throughout history: how to best deliver a piece of metal into that smug face over there.*

All units that spawn on this floor get double STR. Security Systems on this floor may trigger twice before needing to be reset.

SCANNER — 80♥ — 6⚡

*Deep subterranean scans made possible with a mixture of thermal imaging, sonar, seismography, and other expensive things.*

The Scanner allows you to draw two cards while exploring and choose which one to keep. However, thanks to fate's dark humour, if the Black Joker is drawn, you may not discard it; it must be resolved.

## ZOOLOGICAL RESEARCH DIVISION — 10♥ — 2⚡

*Who would pass up the opportunity for science?*

When you defeat a creature from the Natural Formations ♣ table, you can revive it in this room at full STR as a unit you control.

## ADVANCED ROOMS

These rooms require the completion of research (usually through Research events, see pages 26 — 27)

### ALIEN BEACONS — 40♥ — 20⚡ (Surface only)

(Requires Alien Beacons Research)

*Luring ships down to our colony is harder than it sounds but these beacons really help.*

Roll 1D4 at the end of every turn; on a 4, a ship has been lured into landing. Consult the Spaceships table on pages 32 – 33 to determine what ship lands. Once a ship has landed, the beacon is used up.

### ANOMALOUS RESEARCH LAB — 12♥ — 10⚡

(Requires Anomalous Materials Research)

*Dedicated to the study of anomalies, this lab recreates the strange effects of one.*

Draw a card and consult the Anomalies table (pages 30 – 31) to determine which anomaly this lab recreates. Place that anomaly in this grid space.

### CLONING BAYS — 20♥ + 20♦ — 18⚡

(Requires Cloning Research)

*Suspended vats filled with short-lived clones. The ethics committee would have a fit if they knew.*

Any unit that enters this room during combat is duplicated. However, the clones only last to the end of combat. The vats must be refilled after use for 20♥.

### NECRYOGENICS — 30♥ — 8⚡

(Requires Cybernetic Revival Research)

*Cybernetically enhanced corpses kept in freezing temperatures to ward off decay.*

This room cannot be passed through as it needs to be temperature controlled and the wandering dead are enough to frighten even the most jaded of scientists. You may now recruit Cyber Zombies.

# EXPEDITIONS

Once you have built a Motor Pool (see below), you may launch Expeditions on the surface. These journeys into the unknown allow you to find Resources, Funding, and alien artefacts.

Be careful though, you only bank what your Expedition finds if they safely return to the base. If an Expedition is destroyed, you lose everything they've collected.

**MOTOR POOL** — 40♥ — 30⚡ (Surface Only)

*Boldly going where no one has gone before. Well, except the natives. And the last expedition...*

You may pay 20♦ to start an Expedition from this Motor Pool. Use your notepad to keep track of its findings and any damage to it.

When you have an ongoing Expedition, draw a card at the end of each turn:

If it is a ♣ or ♠, the Expedition takes 1 point of damage.

If you draw A–10 of ♥ or ♦, the Expedition has discovered that amount of Resources or Funding — note the value in your Expedition notes, but do not add it to your supply yet. (Aces are worth 1.)

If you draw a red face card (J, Q, or K of ♥ or ♦), draw again, and consult the Expeditions table opposite.

If you draw another face card, draw again until you get two numbered cards, and combine the two results to get something that provides both benefits but is narratively related (i.e. Stranded and Cargo could be an alien who crash-landed and offers you their cargo to rescue them; Living + Giant could be a giant slug that produces a delicious edible slime trail, acting as a hydroponics).

You may end an Expedition on any future turn (before you would draw for it). When you end an Expedition, you must draw one final card, representing its return journey.

If the Expedition receives 3 damage (even on the final card), it is destroyed, and you lose all of the Resources, Funding, and Expedition discoveries it found.

# DISCOVERIES

A	Living. “We found an interesting life-form on the surface. It’s been sedated and collected.” Can be housed at Zoological. Has 1D4 x 20 STR.
2	Relic. “Ha ha! Jackpot, commander! We found an alien relic just laying out on the surface.” Draw a card and consult the Artefacts Table (page 35) to see what it is.
3	Giant. “It’ll be hell to get this thing home but it looks like there’s something built inside.” Gain a free room of your choice; the Expedition ends.
4	Stranded. “We came across a stranded alien mercenary; they’ve agreed to join us as thanks for saving them.” Gain one free Alien Mercenary.
5	Cargo. “We located some lost cargo pods.” Draw three cards, add their value as Resources (♥) to the Expedition.
6	Dynamo. “This thing is crackling with energy! We could use it to help power the colony if we can get it back.” If this Expedition returns safely, place a free Generator. Be creative with its design! It is alien after all.
7	Civilisation. “We blundered into a still-populated alien city. Thankfully, they seem friendly, and have offered to join the colony. When drawing units and tech, consider how the new recruits might impact the way they look.
8	Experience. “One of our units learned a thing or two from this trip.” Choose a unit, increase their STR by 10 upon return.
9	Epiphany. “One of our researchers had a moment of clarity.” If this Expedition returns safely, draw a card and consult the Research table.
10	Mechanic. “An old automated mechanic or passing alien — we couldn’t tell which — helped patch us up.” You may spend 5♥ per point to remove damage from the Expedition.

# SECURITY SYSTEMS

**Once you have built a Fabrication Bay, you may build security systems.**

Automated machine guns, laser grids, psychic mind crushers; security systems are as diverse as the disparate species of the galaxy. As such, UMBRA doesn't have an exhaustive list of security systems. Instead, they are made up of several components that define their abilities and STR. Each security system can have up to 3 components.

Each component costs 1 Power (⚡).

Security systems can, by default, make one attack per combat.

## STANDARD COMPONENTS

A security system may have multiple copies of these components.

Ranged — Cost: 5♦ — This component adds 5 STR, and allows this security system to attack like a ranged unit.

Damage — Cost: 5♦ — This component adds 10 STR.

Pinning — Cost: 10♦ — This component allows the system to hold its target in place for a combat round.

Blinding — Cost: 10♦ — No ranged unit may fire within 2 grids of this system. Distance increases by 2 each time this system is taken.

Reloading — Cost: 10♦ — This component allows the security system to attack an additional time.

## SPECIAL COMPONENTS

These advanced components are limited to one per security system.

Confusing — Cost: 20♦ — When an enemy enters the attack range of this security system, roll 1D2. On a 1, they turn back the way they came until they reach a dead end. On a 2, they are unaffected.

Gas — Cost: 30♦ — A nanobot cloud, or a specially designed poisonous gas that our colonists are inoculated against, this spreads as per normal gas rules, dealing 50 STR damage to any enemy it touches.

Assistance — Cost: 50♦ — This ingenious component doubles the STR of any units / Troops within its attack range.

# BARRIERS

Once you have built a Fabrication Bay, you may build barriers.

Barriers are built inside rooms and serve as ways to stop enemies or at least slow them down long enough for your units to get into position. Barriers come in two types, defensive and offensive. Both of which can be upgraded to level 3.

DEFENSIVE BARRIER — 10♦ — 3 Power (⚡)

*Vault-like doors, forcefields, whatever it takes to keep those things at bay.*

Each level of a defensive barrier has 50 STR.

Barriers cannot attack, but enemies must destroy it to pass through.

Starts at level 1, upgraded at a cost of 10♦ per level.

Defensive barriers block line of sight for ranged units and can be used to stop gas and liquid and decompression from spreading.

OFFENSIVE BARRIER — 20♦ — 5 Power (⚡)

*Electrified panels, spiked walls, barbed wire, etc*

Each level of an offensive barrier has 20 STR.

Like defensive barriers, enemies must destroy it to pass through but take damage equal to the barrier's STR.

Starts at level 1, upgraded at a cost of 20♦ per level.

Offensive barriers do not block line of sight for ranged units and do not stop gas or liquid.

Both types of barriers can be repaired for 10♦ per 20 STR of damage.

Lastly, secret passages are a special type of barrier that most enemies cannot see. Mark these with some sort of identifier like an 'S' or an 🗨️

SECRET PASSAGES — 50♦

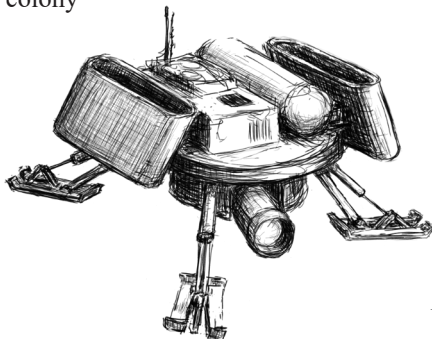
*Sliding wall panels, spacious vents, or even just holograms.*

These special barriers will allow your units to pass through the colony while keeping your enemy's options limited.

However, be aware that enemies with the 🗨️ can use these passages.

These barriers only have 10 STR and cannot be upgraded.

If enemies cannot see a way out of your colony because of secret passages, they start a Takeover (page 11).




# ♣ NATURAL FORMATIONS ♣

A	Draw a card and consult the Surface Events table (pages 28 – 29).
2	If underground, a sudden shift in the stone causes a breach to the surface, damaging any rooms above this grid space. On a barren rock planet, trigger decompression. Else, check your planet type for effects (page 3). On the surface, you find wreckage: draw until you get a ♦ and gain Funding as normal.
3	A chamber full of eggs. Roll 1D2. On a 1, the mother is present. 80 STR. On a 2, Spawn 40 STR parasite at the nearest Medbay or non-Mechanical Unit Room.
4	A waste dump, crawling with mutated creatures (20 STR, Ranged). Liquid. Resolve the liquid result first, then begin combat. Space needs to be drained before it can be passed.
5	Spores. Your workers got infected and have turned into horrible creatures (20 STR). They spawn at the nearest Medbay or Airlock if no Medbay has been built. If neither of those have been built it spawns at the nearest non-Mechanical Unit Room.
6	Eruption. Lava from the planet's core floods from this grid and all other Eruption grids. Liquid.
7	Worms. Strange hole-dwelling creatures that wait in ambush for our units to approach before shooting out and biting chunks off them. This grid space is filled with their holes, non-Mechanical units and enemies that pass through take 40 STR damage. Can only trigger once per combat.

8	Unstable ground. This grid space won't support a room of any kind, but units can still pass through it. If a Terror enters this grid, the floor collapses (see "Falling", page 11)
9	Extreme river, liquid nitrogen or boiling mercury. Liquid. Gas. All affected rooms are damaged and non-Mechanical units are defeated. Draw to the nearest map edge.
10	Some kind of laser has cut a thin tunnel into the planet. A remnant from an ancient battle, or other miners? Draw to the bottom of the page.
J	A cavern or clearing filled with flora and fauna. 4 grid spaces in size. Roll 1D2. On a 1, the fauna (50 STR) is hostile. On a 2, it is not hostile.
Q	A large creature (60 STR) has made its remarkable habitat here. 2 grid spaces. The creature will not leave its habitat.
K	A strange localised anomaly. Draw a card and consult the Anomalies table (pages 30 – 31).

# ♠REMNANTS♠

A	Draw a card and consult the Surface Events table (pages 28 – 29).
2	An automated defence system (50 STR, Ranged) has awoken. It cannot move. Can be ignored but rooms in its line of sight are counted as disconnected. Any unit that enters its line of sight in a later combat is attacked. Combat can be started voluntarily to deal with this threat.
3	Barrier. Someone didn't want us coming this way. Choose a Hacker and on a successful hack (see "Hacking", page 11), open the barrier and draw a card, consulting the Info table (pages 24 – 25). Otherwise, the barrier cannot be passed.
4	A monolith with strange markings. Our workers have started praying to it. Roll 1D2. On a 1, scan the grid space below. On a 2, the nearest Troop turns hostile.
5	Buried alien probe. Choose a Hacker and on a successful hack (see "Hacking", page 11) draw a card and consult the Info table (pages 24 – 25).
6	An outpost, complete with alien explorers. The real threat is the mining machine (50 STR) they've unleashed. The explorers (10 STR) are hostile and follow 1 grid space behind.
7	There's something (30 STR) in the walls! Start with your lowest depth room and roll 1D2 for each room. On a 1, the thing appears in that room and combat begins as normal. Else, keep rolling for every room until it appears. If you never roll a 1, it disappears.

8	<p>A dormant war machine (100 STR, Ranged), bristling with weaponry. We can leave it be or try to commandeer it. Choose a Hacker and roll 1D4. On a 4, claim it. Otherwise, it attacks.</p>
9	<p>Clone vats. It spits out a horde of hostile cloned workers before suffering irreparable damage. The horde's STR is 1D4 x 20.</p>
10	<p>An empty alien room. It's in good enough condition that we can easily repurpose it. Choose any non-Advanced Room and draw it here.</p>
J	<p>Silence. Something is jamming our signal. This Assassin (30 STR, ) ignores security systems. Units cannot leave their rooms unless this enemy comes within 2 grid spaces of them.</p>
Q	<p>Cryogenic pods that look like ours, just... older. You can open them. Roll 1D2. On a 1, gain one free unit. On a 2, trigger the Spores event (Natural Formations 5♣, on page 20).</p>
K	<p>A teleporter. At the end of each turn, roll 1D4. On a 1, an armed expedition (30 STR) spawns from this grid space. A Hacker can close the teleporter with a successful Hack roll (see "Hacking", page 11). If you have the UMBRA: STATIONS expansion, you can enter the teleporter...</p>

## ♥ INFO ♦

A	<p>Failsafe. The data was protected and has activated a failsafe program. Roll 1D2.</p> <p>On a 1, activate an automated defence system (Remnants 2♠, page 22).</p> <p>On a 2, a fire-purge triggers, killing all units within 2 connected grid spaces.</p>
2	<p>Alarm Call. Someone noticed our intrusion, they're on their way. An Invasion (Surface Events J, page 29) happens at the end of this turn.</p>
3	<p>Copyable. We've checked it over and we're confident we can transfer some of the hardware into one of our own units. Choose a Mechanical unit and give it +15 STR.</p>
4	<p>Snitch. Linked by some oversight in their data structures, this machine has the coordinates for an alien room (Remnants 10♠, page 23) on the surface. Place this Room in an empty surface Grid.</p>
5	<p>Maintenance. We've managed to get in touch with this machine's customer support AI and trick it into helping us repair our Mechanical units. Repair Bays now repair units for ¼ of their printed cost.</p>
6	<p>Digitise. Somehow the machine was able to...digitise our hacker? We aren't able to retrieve them, but they will now prevent any future Failsafe results (if an Ace is drawn on this table, discard it).</p>
7	<p>Clue. We've found half of a map! It might lead to the Reaper's Gambit! On your notepad, note this card's suit. If you draw this card again, search the deck for both Jokers and put them aside. The next time you explore, instead of drawing from the deck, choose one of the two Jokers at random, and resolve it. Shuffle the Jokers back into the deck once you've done this.</p>

8	Open Source. This machine had a helpful little mistake in its code which has allowed our hackers to study it. From now on, roll twice when attempting a hack. This effect does not stack.
9	Virus Detected. Something has gotten into our systems! All Mechanical units become hostile for 3 rounds of combat. At the end of the third round, the units return to normal.
10	Malfunction. I just don't know what went wrong. If the machine has the ability to deal damage, it makes one final attack. Otherwise, this attempt was successful.
J	Weakness. An old scrambled file holds clues about the terrors below. Choose a trait on the Terror list; any Terror with that trait loses 25 STR.
Q	Breakthrough. Our researchers had a look at the information we pulled and have had a breakthrough. Draw a card and consult the Research table (pages 24 – 25)
K	Jackpot! The machine had information about a hidden cache nearby. Draw from the deck until you have 3 ♦ cards and add their combined value to your Funding.

## ♥ RESEARCH ♦

A	Screams can be heard from the laboratory as a bloodied hand smacks against the glass. In the chaos, a fire breaks out. The room is damaged. There is no evidence of what happened.
2	Deep Clean Protocols. Our airlocks will now spray down returning workers. Whenever a Spores event (Natural Formations 5♣, page 20) occurs, roll 1D2. On a 2, cancel the event.
3	Firewalls. Whenever an enemy unit hacks a Mechanical unit or room, roll 1D2. On a 2, deal 20 STR damage to them.
4	Cloning. People are expensive. Biological matter is not. The only issue is their short lifespan... You can now build Cloning Bays.
5	Splicing. Our biology simply isn't suited to the conditions of this world. At least, it wasn't. By splicing alien DNA into our non-Mechanical units we can improve their speed. Base speed is now 2 grid spaces per round.
6	Orbital Defences. By researching some classified military files, we've reverse engineered their surface-to-orbit defences. You can now build Orbital Defence Systems.
7	Chem Vines. A peculiar mix of botany and chemistry, these fast growing vines can be harvested for 5♥ per turn. They harmlessly spread until they reach an airlock or the surface.

8	Extractor Fans. Our security systems can now serve a secondary purpose: extracting any gas they detect. Gas cannot pass through rooms with security systems.
9	Zoological Marvel. We've found a way to breed fauna in our care. Whenever you build a Zoological Research Lab, you may create a copy of an existing creature unit for 20♦.
10	Anomalous Materials. By studying that which should not exist, we can make huge leaps in our understanding of the universe. You can now build Anomalous Research Labs.
J	Cognitive Override. At the end of the day, a brain is just a wet and squishy computer, and we've just found a way in. Hackers can now attempt to hack a non-Mechanical enemy (see "Hacking", page 11). If successful, gain control of that enemy for 2 rounds (it will act as if it is your unit).
Q	Cybernetic Revival. Why waste good nervous systems? With the power of cybernetics we can revive defeated units as Cyber Zombies. You can now build Necrogenics.
K	False Beacon. Alien ships are filled with useful items, they just need to be lured first. Using this fake distress call, we can force them to land. You can now build Alien Beacons.

**NOTE: When consulting this table, if you have already triggered a particular event, draw again until you get one that hasn't triggered (unless you draw the Ace, which resolves as normal).**

## ♣ SURFACE EVENTS ♠

A	Asteroid. We've been hit! Draw a card and, starting from the left-most grid space, count its value (A is 1, J is 11, Q is 12, and K is 13). Loop back to the start if you run out of grid spaces. Damage any surface rooms in that column.
2	Glowing Asteroid. A crystalline structure that seems to pulsate with energy. Use the rules for Asteroid as in A above. If it lands in an empty grid space, draw it there and treat it as a Generator.
3	Crash Landing. A ship, one of ours by the looks of it. Use rules for Asteroid as in A above. If it lands in an empty grid space, you find 30♦ in the wreckage.
4	Murder. A unit has been found dead in the corridors. Looks like they were shot from behind. Choose which unit it was and remove them.
5	Solar Flare. All of our Mechanical units have been shut down by electromagnetic radiation! For the next combat, no Mechanical units spawn.
6	Power Cut. Someone, or something, has cut the power. For the next combat, Ranged units have their range reduced to 1 grid space, and all security systems are deactivated.
7	Mercenaries. A group of mercenaries hail us and offer their services. We can now hire Alien Mercenaries for 30♦ (25 STR). They must be housed in Specialised Quarters.

8	<p>Attack! A single grid space sized alien ship lands at the nearest empty surface grid space. It damages the nearest room on the surface. Decompression occurs if necessary, then alien invaders (50 STR, Ranged) engage you in combat.</p>
9	<p>Supply Drop. Our allies have sent a package full of supplies to help our burgeoning colony. Draw until you get 3 red cards (♥ or ♦) add the depth of your deepest explored grid space to each of their values.</p>
10	<p>Blockade. Our allies can't get through. We can't hire any non-Mechanical units on this turn or the next.</p>
J	<p>Invasion! Armed aliens (100 STR) beam into the highest, most central surface room. Ranged. If there are multiple routes to the Bridge, they split into equal groups.</p>
Q	<p>Strafing Run. An alien ship zips by, shooting at us as it does. The top room of each column is damaged by the attack.</p>
K	<p>Friendly Alien. An alien with a damaged ship lands on a surface grid space of your choice and offers their services. Their ship serves as a room of your choice: choose a room and place it here for free.</p>

## ♣ ANOMALIES ♠

A	The buzz of an alien hive rings in the mind of all who look upon it. Roll 1D2. On a 1, the hive is hostile (50 STR) and attacks. On a 2, the hive is friendly, you may now hire Hive Drones (5 STR) for 10♥.
2	We're not sure how but we've stumbled upon a room that is clearly ours but it looks like it's been abandoned for quite some time. Choose any room and place it here. It is damaged until you repair it.
3	Gravity shift. For the next row beneath this anomaly, all rooms you build or discoveries you find must be drawn upside down.
4	A miniature sun hangs here. Solar Panels may be built underground adjacent to this anomaly, producing double Power. Nothing can pass through this grid.
5	A ball of pulsing light floats in the air, warping any living tissue it touches. Any non-Mechanical unit / Troop that enters this grid space must roll 1D2. On a 1, they mutate — this doubles their STR, but they lose Ranged if applicable. On a 2, best not to ask what happened... the unit is defeated.
6	Spectral static fills the air. Whenever combat starts, roll 1D4. On a 1, electrical ghosts rush screaming from this anomaly, deactivating all security systems on this floor until the end of combat.
7	Travellers from another dimension. Short, hairy people carrying ancient tools appear. They seem quite amicable. Recruit Dwarven Soldiers (5 STR) for 10♦. You may also now build rooms from the game DELVE, at twice their printed cost.

8	A toxic pool, radioactive waste or bio-hazardous material; whatever it is, don't touch it. This anomaly deals STR damage to any non-Mechanical unit that passes through it. Roll 1D4 x 20 for how much damage it deals.
9	The beacon, it calls us. They want us to join them... When this anomaly is discovered, roll 1D4 for each Troop. On a 1, that Troop ventures through the portal, never to return. Afterwards, this anomaly becomes inactive. On 2-4, they resist the call.
10	Psychic screams emanate from this anomaly. Any unit rooms on this floor need to have their units immediately rehoused in an appropriate unit room with space for them or they are driven to madness and turn hostile.
J	"Keep clear!" is carved into the wall here. If this grid has no room in it when a Terror is drawn, a Cyborg Commando (80 STR, Ranged) arrives from the future to help you. They can be housed in any available empty unit room.
Q	You've found a timespace tear that leads to the evil dimension! Goateed doppelgängers are invading! Add the total STR of all your units to determine the STR of this Evil Army. Split the Evil Army into four Troops. The tear closes after combat ends.
K	Our explorers have found a mysterious blue box with a phone and a note saying "ring for help" on the front. This can be used once to cancel any event (i.e. stops an Asteroid, defeats a Terror). If drawn while a blue box is present, the previous one disappears and reappears here.

# SPACESHIPS

A	Salvage Ship. Rusted and ramshackle. Has 3 grid spaces inside. Happy to join, no fight needed. Gain 3 Hackers.
2	Plague Ship. Desolate and dark. The ship is filled with alien corpses. Best to leave it alone. Cannot be built in or entered.
3	War Drone. Small but dangerous. Hostile (50 STR. 2 Grid Movement) Mechanical unit. If defeated, can be repaired and controlled for 20♥.
4	Mining Vessel. Powerful and sturdy. Choose a column; for every 6♦ paid, dig out a grid space. Draw a card for each grid space cleared this way, treating ♣ as ♥, and ♠ as ♦, and gain all Resources and Funding drawn.
5	Temple Nomads. Austere and serene. These psychic aliens offer guidance. Their ship counts as a Scanner (page 14).
6	Peacekeepers. Heavily armed and armoured. Their ship has 2 grid spaces inside. Acts as a Solar Flare (Surface Event 8, page 28). Armed Enforcers (150 STR) attack upon landing. After combat, their prisoners join you. Gain 2 Alien Mercenaries.
7	Pleasure Yacht. Beautiful and sleek. Functions as a 5 grid space unit room that can house any unit type. Units stationed here have double STR.

8	Fighter. Bold and powerful. Serves as an Orbital Defence System. You must defeat the Pilot (50 STR) first.
9	Care Ship. Sterile and quiet. Functions as a MedBay. Ship is fully automated and happy to serve the needs of your colony.
10	Science Ship. High tech and stunning. This ship acts as a Virus Detected (Info 9, page 25). It has 2 Advanced Rooms (page 17) of your choice and an Anomalous Research Lab.
J	Smuggler. Filled with character. They strike a deal to find you equipment and resources. All rooms are now ½ their written ♥ cost, but you must pay the Smuggler 2♦ per turn, or they will leave, and you lose their benefit.
Q	Pirates. Damaged but impressive. They act as an Attack! (Surface Event 8, page 29) but with Pirates (100 STR) instead. If you defeat them, their thieving drones provide you with 5♦ at the start of every turn.
K	Imperial Frigate. Gleaming and massive. Has 12 grid spaces inside, may choose to hover above the base. There is a 10 STR security system pre-installed in each room. Imperial Marines (200 STR) attack upon landing.

# ♥♣ LEGENDARY FINDS ♦♠

Xeno-archaeology is rarely without its surprises, though these wonders will surely stand out. Once you have reached depth 5, shuffle the Jokers into the deck.

Jokers only appear during the Exploration phase. If a Joker appears during any other type of draw (Expedition, Research, Info, etc) ignore it and draw again.

**The Black Joker** represents a Forgotten Terror, an ancient alien of devastating power. When you draw the Black Joker, follow the rules for Forgotten Terrors on page 36.

**The Red Joker** on the other, nicer hand, represents an alien artefact that will aid you immeasurably.

When you draw the Red Joker, draw two cards to determine what traits the artefact has. If it is not the Reaper's Gambit (see below), consult the chart below to determine the artefact's form. If you draw the same trait twice, double its effect. In this way, traits like Sentient would give 40 STR instead of 20, Holy would grant 10♦ per turn, and Aim Assist would increase the range by two grids. For duplicates of a trait that has no obvious stacking effect (i.e. Recruiter), you may choose to redraw, or come up with an improvement of your own.

If you draw two face cards for the Red Joker's traits, you have found the Reaper's Gambit! This mysterious and powerful weapon is transported to your government for use in the Galactic War. You are rewarded with Colony Status and no longer need to worry about Food (✕) as you receive constant shipments.

However, there is a new challenge awaiting you. At the centre of the planet is a creature known as the Collector. Taking the Reaper's Gambit will awaken it from its slumber. When you draw the Black Joker after reaching depth 30, you will encounter the Collector, a Forgotten Terror with 6 traits and 300 STR. Defeat the Collector, and the galaxy will give you whatever you desire.

To determine what form the artefact takes, roll 2D4 and check the table below:

	1	2	3	4
1	Plant	Software	Drone	Machine
2	Hologram	Biotech	Crystal	Suit
3	Gadget	Cybernetic	Cryptid	Firearm
4	Obelisk	Tool	Sword	Land Vehicle

# ARTEFACTS

A	Wormhole. This artefact is able to link us to the surface of a Goldilocks planet (page 3). On a new piece of paper, choose a row to be the surface and place the other end of the wormhole there.
2	Recruiter. This artefact is able to create living Marines out of raw resources. Marines now cost 8♥ instead of 8♦.
3	Aim Assist. Increase the range of all units by one Grid.
4	Shield Generator. At the start of combat, place a level 3 Shield in one of your rooms.
5	Quantum Linked. Choose two grid spaces; this artefact links them both. Units can move and fire between them as if they were adjacent.
6	Charged. When friendly Mechanical units enter this grid space (or it enters theirs), their STR is doubled. Counts as a security system with 3 Damage Components (30 STR).
7	Plasma. Units that enter this grid space gain the ability to shoot through walls during this combat. This may cause decompression if the shot would open a hole to the surface.
8	Anomalous. This artefact can create a single anomaly. You may activate this power at any time; when you do, choose an anomaly (pages 26 – 27) and place it in a grid space of your choice. This can only be done once.
9	Holy. This artefact is sacred to a particular alien species. At the start of every turn, gain 5♦ from alien pilgrims visiting the site.
10	Assembler. Swarms of drones, remote printing, hard-light; somehow this artefact can build rooms. You may build an extra room each turn.
J	Psychic. A voice whispers to you from beyond the void. From now on you may discard the result of a hack, Research, or Alien Beacon. Do not redraw.
Q	Reality Scrubber. This artefact has the ability to nullify anomalies, removing their effects. The physical anomaly may still remain.
K	Sentient. This artefact counts as a unit. It's STR is 20 multiplied by the column you rolled. e.g., "Machine" is in column 4, so: $20 \times 4 = 80$ STR.

# FORGOTTEN TERROR

With untold millennia to themselves, there are beings out there in the cosmos that have perfected terror. Beings that have redefined the term apex predator. Beings that have been trapped for the good of the galaxy.

And you've just stumbled across one.

To determine what particular Terror you've unleashed, draw three cards and refer to the table on the next page. If you draw duplicate cards, increase its STR by 50 for each duplicate. This way, you will end up with a sci-fi monstrosity with a range of powers, e.g., a rapidly spreading mass of wires (9) that gains power from our generators (3) and drips acid whenever it is damaged (6).

All terrors begin with 100 STR (plus the depth bonus) and damage any room they pass through.

To really hammer home how special this Terror is, it needs a name. Something that will go down in history, that survivors will whisper of with their dying breath or that hunters will boast about in bars across the galaxy. If you can think of a name yourself, great, go for it. Otherwise, compare the three cards you drew earlier to the table below. Add function words (the, of) and re-order as needed to make a good sounding name. For example, our acid wire monster could be: Siall the Spreading Corrosion or The Caustic Mass of Static.

Don't be afraid to get creative with it.

A	Prou	Anomalous	Void
2	Remlin	Toxic	Ruiner
3	Siall	Greedy	Static
4	Barsoon	Infamous	Terror
5	Vate	Shifting	Killer
6	Vulcia	Caustic	Corrosion
7	The	Assimilating	Collective
8	Mirtha	Vengeful	Guardian
9	Rikoo	Spreading	Mass
10	Klesteros	Holo-	Hunter
J	Zocha	Desperate	Captive
Q	X-19	Digital	Tyrant
K	Vorgaunt	Glorious	Ruler

A	Vacuum. Somehow, once its STR drops to 0, this Terror is able to cause decompression (page 10) to occur.
2	Noxious. Biologically, or through some other hidden mechanical means, at the end of each combat round, this Terror is the source grid space for poisonous gas.
3	Charging. This Terror targets your nearest generator. Each round it is in contact with a generator, the colony loses 5⚡ while the Terror gains 50 STR. If the colony reaches 0⚡, the Terror then targets the Bridge.
4	Horrifying. This Terror is so frightening that Marines and Hackers will retreat from it. If they are adjacent to the Terror and can move, they will move away from the Terror. They will fight if they cannot move away.
5	Teleporting. This Terror can relocate at will. Whenever it takes damage, roll 1D4. It moves that many grid spaces towards your bridge. It cannot pass through walls, barricades, or floors.
6	Acidic. Whenever this Terror takes damage, acid drips from it. Each round, this acid will burn into the grid space below until it reaches an unexplored space. Rooms affected are damaged while units / Troops are defeated.
7	Hive Mind. Whenever this terror enters a unit room, it stops for a round. If not attacked during that round, it spawns 5 of that room's units under its command.
8	Distress Call. Whatever we just stumbled upon has called out to its protector. This Terror starts on the surface of this column and makes its way to this grid space through your base.
9	Expanding. Walls of flesh, machinery, or plant matter spread at an alarming rate. Every time this Terror moves, it fills the grid space it has just left. If it has multiple paths, it takes both. Can only move every second turn.
10	Hologram. Where is it?! Roll 1D2 every time this Terror attacks or is attacked. On a 1, it was a hologram that can neither deal nor receive damage.
J	Prisoner. Watchful eyes have noticed its release and have initiated a fail-state protocol. If this Terror is still alive after 10 rounds, a laser cuts through the column it is in, killing it and damaging any rooms above.
Q	Virus. This Terror can control our security systems. While this Terror is alive, your units / Troops are damaged by security systems.
K	Leader. Finally free, this Terror contacts its allies. Grunts (100 STR) spawn at the highest, most central surface room of your colony. At the end of each combat round, roll 1D4. On a 1, a Strafing Run (Surface Event Q, page 29) occurs.

# WORLD LAYERS

This mechanic is completely optional but may help to make your planet feel more unique (and difficult).

You start the game on the 'All Normal' layer. Every time you draw the K♣, you break through to the next layer on the list below. Moving into a new lawyer activates its effect for your current depth and below. Once you move to a new layer, the previous layer's effect is no longer active

If you are using World Layers, the Reaper's Gambit cannot be found until you've reached the RUINS or deeper, and the Collector cannot be found until you've reached the CORE; once you do, the first Black Joker you draw will summon the Collector, which has 6 traits and 300 STR.

ALL NORMAL — See Planet Type (page 3) for effect.

CAVERNS — Tremendous caverns filled with alien geology.

RUINS — Strange machinery and alien glyphs, an ancient temple, or outpost long since fallen into disrepair. Rooms can be built here for ½ their printed cost.

FROZEN LAYER — Crystalline permafrost, towering icicles; this layer is exceptionally cold. Rooms built in this layer require +2⚡, for the necessary heat.

LIVING LAYER — Sentient flora or alien fauna, this layer is filled with life. Units housed on this layer do not lower your Food total when hired. Creatures from the Natural Formations table have double their printed STR.

MANTLE — Lakes of magma and sulphurous gas. All instances of liquid in this lawyer are now lava. Rooms built in this layer require +2⚡, for necessary cooling.

CORE — No ball of molten rock, not even heat or pressure like we'd expect, this anomalous layer seems to mock our understanding of physics. Whenever you find an anomaly (pages 30 – 31), draw twice and apply both effects to a single anomaly. Forgotten Terrors found in this layer have four traits instead of three.



# TERRAFORMERS

*Whoever hid the Reaper's Gambit didn't want it to be found. Through malicious terraforming, the weapon's creators have forged a planet that threatens destruction at every turn.*

These optional challenges are for the foolhardy and the brave. Each one has an associated boon marked by the + sign, but be warned: reward is not without risk and you will find these terraformers make the game much harder. To activate them, simply make note on your map which terraformers are active.

## SOLAR INTERFERENCE

*Thanks to this system's unstable star, our electronics need strong shielding to function. Unfortunately we haven't found a way to apply this shielding to mobile machines.*

You cannot use Mechanical units.

+ Ignore any event that only affects Mechanical units.

## TIDAL LOCK

*This planet doesn't rotate and we've had to land on the dark side of the planet. Hope you brought your torches.*

Solar Panels will not function on the surface here.

+ Ignore Eruption (Natural Formations 6♣, page 20)

## MACHINE WORLD

*Made by an ancient forerunner race, this metallic world is fraught with danger.*

Any hacking result also triggers the Failsafe (Info A, page 24) result.

+ Any ♥ cards drawn during the Explore phase are worth double.

## PSYCHIC STORM

*Clouds of malevolent thoughts poison the minds of our units leading to bouts of panic and anger.*

After combat, draw from the deck. If you draw a face card, a Troop of your choice defeats itself in a sudden bout of violence. This does not start a new combat.

+ All non-Mechanical units have +3 STR.

## STRIP MINED

*This planet was raided of its valuables long before we got here.*

♥ and ♦ cards found during the Explore phase are worth ½ (rounded down).

+ Ignore the Alien Explorers (6♠) result.

## DEEP SPACE

*Hidden away in a dark corner of space, far from interstellar shipping lanes or even inhabited planets, you really are on your own out here.*

You cannot use Alien Beacons and can only hire Marines and Hackers once every four turns. Droids can still be built as normal, units can still be mutated, and anomalies can still provide units at the regular rate.

+ Ignore any Surface Event (pages 28 – 29) that involves an enemy attacking.

## FORBIDDEN SPACE

*It is illegal to land on planets in this quadrant and the Galactic Peacekeepers aren't known for their leniency.*

Every four turns one of four possible Surface Events (pages 28 – 29) happen. Roll 1D4 to determine which:

1 — Blockade (Surface Event 10)      2 — Strafing Run (Surface Event Q)

3 — Attack! (Surface Event 8)      4 — Invasion! (Surface Event J)

+ The first ship you call with the Alien Beacon will be a Smuggler (Spaceships J, page 35) who does not need to be paid.

## UNDER STRANGE SKIES

*Ancient beings that make gods look like mere insects watch this planet with patient interest, their mysterious but no doubt horrific desires waiting to be unleashed.*

Draw 6 boxes on your notepad. Every time you draw the Murder (Surface Events 4) or Monolith (Remnants 4♣) events, fill one of the boxes in. Once you have filled every box, the skies tear open and your colony is subject to some unimaginable horror, ending the game.

+ Every time you draw the Monolith event, you immediately unlock a Research.

## DYING

*This planet is crumbling into itself at an alarming rate.*

You have 30 turns to find the Reaper's Gambit before the planet crumbles and the relic is gone forever.

+ It'll all be over soon.

# CHALLENGES

While your main goal is to find the Reaper's Gambit and defeat the Collector, there are some optional achievement style challenges for you to undertake. These can be completed in a single colony (but do not need to be).

RIPLEY KNOWS BEST — Find the Reaper's Gambit without running afoul of Spores or Eggs.

DEVIANTS — Research Cognitive Override, Splicing, and Cloning.

ANALOGUE ONLY — Find the Reaper's Gambit without ever building a Mechanical unit or security system.

AUTOMATION — Find the Reaper's Gambit without hiring any non-Mechanical units.

SPACE TRUCKER — Have an Expedition travel and survive for 20 turns.

IN SPACE, NO ONE CAN HEAR YOU SCREAM - Find the Reaper's Gambit with every Terraformer active.

HUBWORLD — Have 10 ships landed at a single colony.

HERE TO KICK ASS AND CHEW BUBBLEGUM - Kill a Forgotten Terror without losing a single unit.

DELVING DEEP — Reach the Living Layer and find the Reaper's Gambit.

BLOODY ETHICS COMMITTEE — Find the Reaper's Gambit without using Cloning, Cybernetic Revival, Splicing, False Beacon, or mutating any units.

HACK THE PLANET — Get every Info result in a single colony.

EXTERMINATOR — Defeat the Collector.

PROGRESS CANNOT BE STOPPED — Complete every Research result in a single colony.

MASTER OF THE UNIVERSE — Find the Reaper's Gambit on each planet type.

# PROMPTS & IDEAS

UMBRA's events are kept purposefully vague in order to allow you the creative freedom you so rightly deserve, but in an infinite universe it's easy to find our imagination overwhelmed. Whenever that happens, check the handy prompts below for ideas.

## ALIEN SPECIES

### 1 - Frontier human

*Basically us but a little hardier.*

### 2 - Ghastian

*Limbless psychics that manipulate themselves and objects with telekinesis.*

### 3 - Joogs

*Hulking reptilian aliens with toad-like complexion.*

### 4 - Val

*Quadrupedal and furry, not far off our own otters.*

### 5 - Mechanites

*The last survivors of the cybernetic collective. More machine than biology now.*

### 6 - Bollos

*Small, round, and pastel coloured, these aliens are clumsy but endearing.*

### 7 - Omes

*Tall insectile aliens that worship a black hole.*

### 8 - Atraxi

*Furry bipeds not unlike old world depictions of foxes.*

### 9 - Hypha

*Sentient fungi that mimic our shape, albeit with a mushroom cap instead of a head.*

### 10 - Jarians

*Goblin-like aliens with a love of trinkets.*

### J - Krelli

*Sentient plants that crawl using their dexterous roots and speak through colours.*

### Q - [Unknown]

*Strange shapeshifters that take on whatever form they want at the time.*

### K - Saurids

*Turns out some dinosaurs managed to escape before the asteroid hit. These are their descendants.*

## MUTATED CREATURES 4♣

- 1 - Many-tentacled orbs
- 2 - Four-armed cave humans
- 3 - Giant blue rats
- 4 - Glowing insects

## LARGE CREATURE Q♣

- 1 - Asteroid worm
- 2 - Space invader octopus
- 3 - Hatchling world turtle
- 4 - Living stone

## EGG PARASITES 3♣

- 1 - Wasp larva
- 2 - Tiny people
- 3 - Chest-breaking alien
- 4 - Host-controlling brain bug

## DEFENCE SYSTEM 2♠

- 1 - Tesla coil
- 2 - Laser turret
- 3 - Spiderbot hive
- 4 - Bone teleporter

## IN THE WALLS 7♠

- 1 - A mob of gremlins
- 2 - Carnivorous plants
- 3 - Hexapedal tiger
- 4 - Disgruntled technician

# QUICK REFERENCE

**Depth** is your current row down from the surface. The surface counts as depth 0.

**Jacks** are worth 11, **Queens** are 12, **Kings** are 13, and **Aces** are 1

**Liquid** spreads to the nearest 2 open grid spaces before stopping. If liquid can go downwards, through stairs/ladders/holes, it will go down as far as possible.

**Gas** spreads to the nearest 2 open grid spaces before stopping. If gas can go upwards, through stairs/ladders/holes, it will go up as far as possible.

**Flooded** rooms are unusable until you pay 5♦ to drain them. Non-immune units (i.e. Machines) in rooms that get flooded are defeated.

**Lava** flows like liquid but any rooms it floods are damaged and cost 20♦ to drain.

**Damaged** rooms can be repaired for ½ the rooms cost.

**Resources** are represented by ♥ and are worth ½ ♦ when trading.

**Funding** is represented by ♦ and are worth 2♥ when trading.

**Funding and Resources** increase in value as the depth increases. Whenever you discover a ♥ or ♦ add the current depth to its value.

**STR** is the measure of a unit's health and how much damage they deal to enemies.

Wherever this zine says **Roll 1D4**, you may instead draw a card and use its suit.

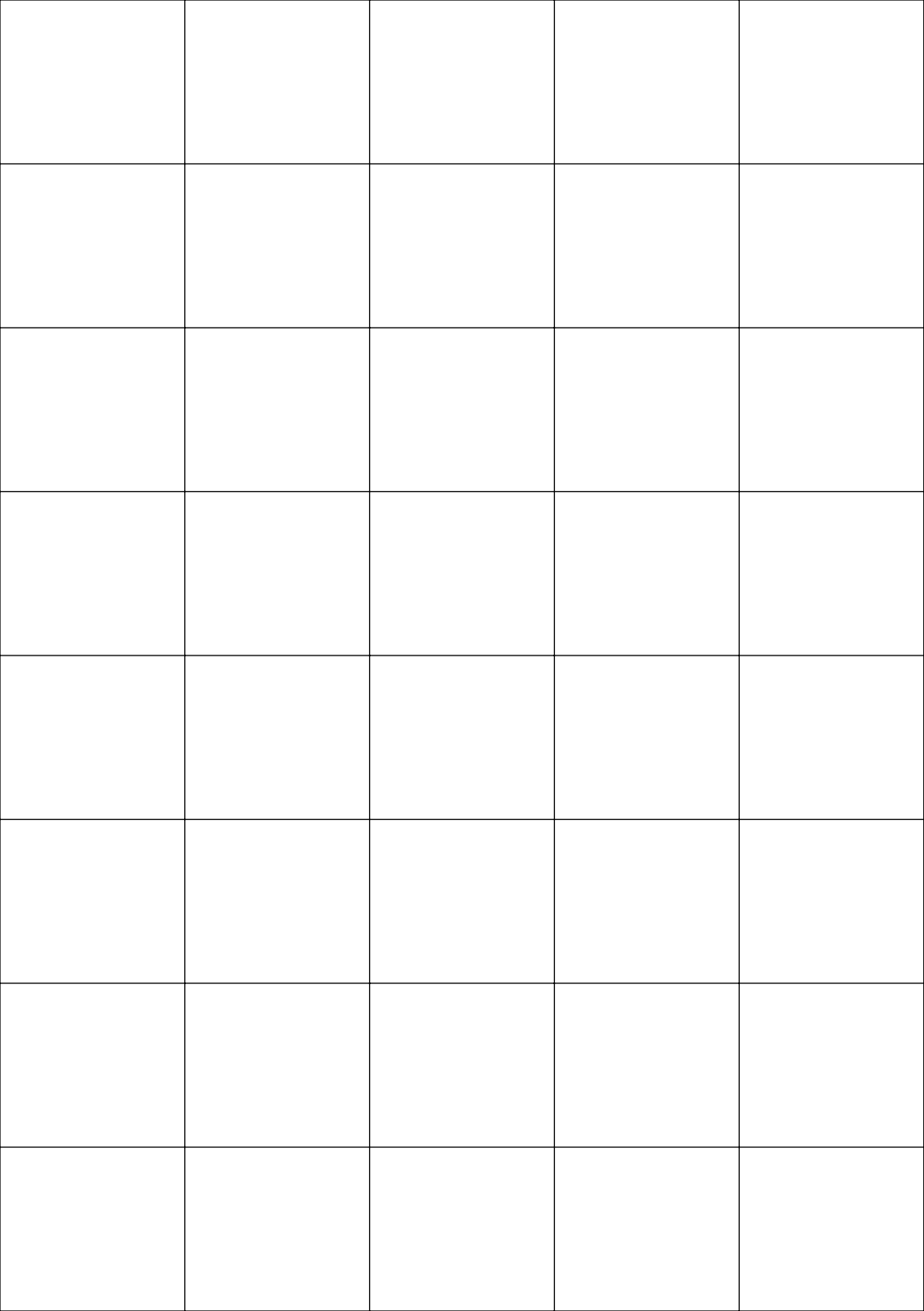
♠ – 1   ♣ – 2   ♦ – 3   ♥ – 4

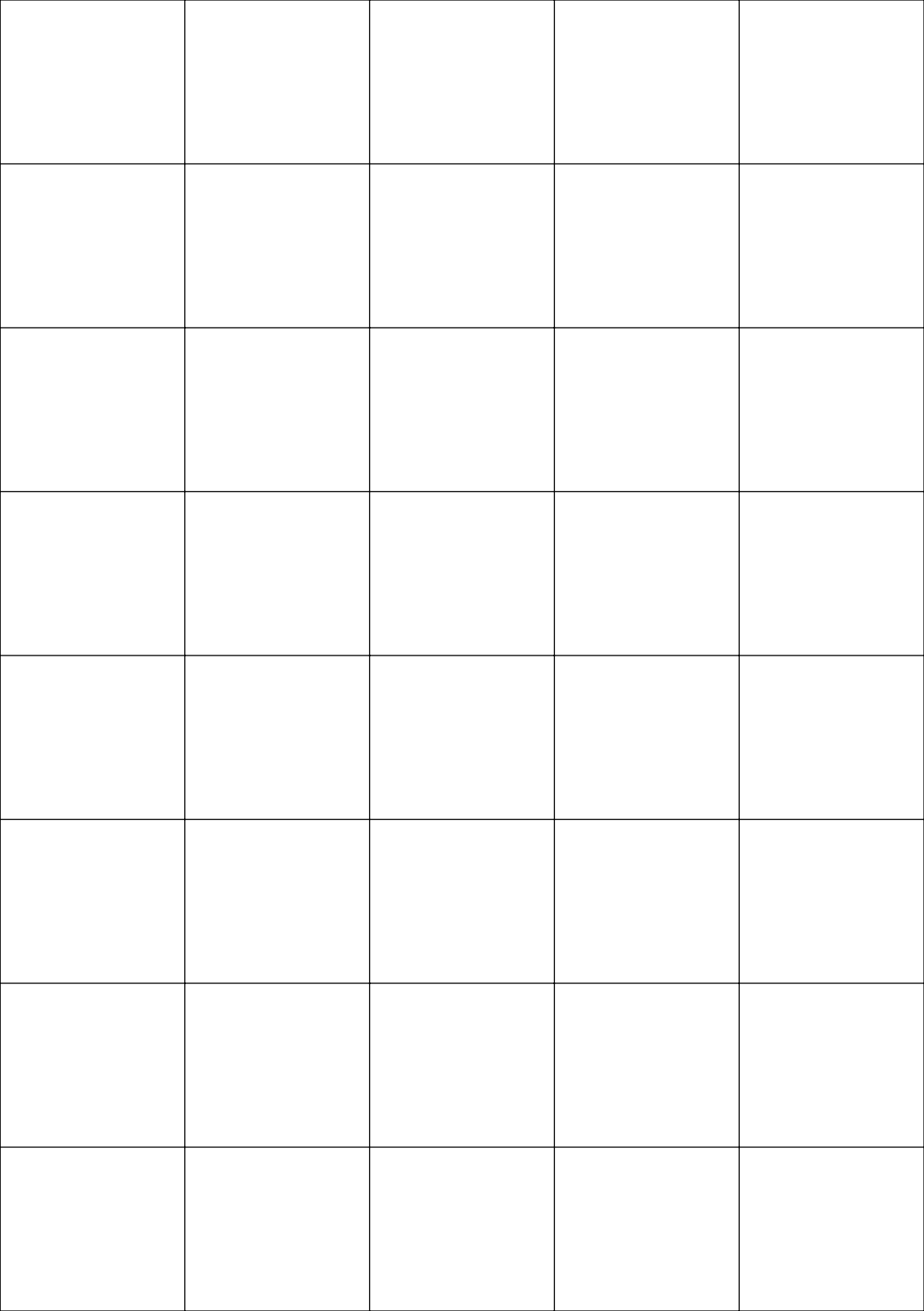
For anywhere it says **Roll 1D2**, flip a coin or draw a card and refer to its colour.

**Black** – 1   **Red** – 2

**Ranged** units can fire up to 2 grid spaces away and cannot fire and move on the same turn.

**Shields** reduce the damage dealt to a unit or Troop (it does not increase the damage that unit or Troop deals).





UMBRA: A Solo Game of Final Frontiers is a solo tactical drawing game that puts you in control of an extraterrestrial colony as you fight against starvation, the void, and the multitudes of awful creatures waiting under the planet's surface.

Along the way you'll create and draw a unique colony with the rooms you build and locales you discover. But this alien world isn't quiet and you will be forced to defend yourself in lightweight tactical combat.

UMBRA is great for world building and creating organic feeling locales for your RPG or novel.

### **Credits**

Designed and written by Anna Blackwell

Edited by Mark Butt (Ironclad Writing)

Artwork by Dominik Lobkowicz, Ed Lynden-Bell

Sephora font by Vladimir Nikolic

Eye Icon from Icons8.com

Lightning Bolt icon and Food icon made by Freepik from [www.flaticon.com](http://www.flaticon.com)

**Also check out my other solo drawing games**

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