

# ANNIHILATION

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

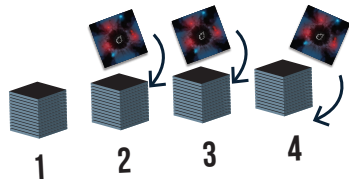
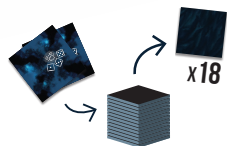
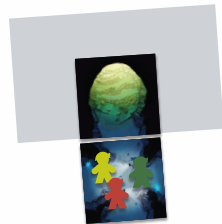
This expansion is set after the events of Sub Terra. Instead of trying to escape the cave, you're going back in to destroy it.

## COMPONENTS

- 1 Exterminator Player Board
- 1 Exterminator Meeple
- 8 poison tokens
- 3 bomb tokens
- 3 "bomb" item cards
- 3 bomb tiles
- 2 unstable cave-in tiles

## ALTERNATE SETUP

1. Select characters and place them on the start tile, as normal.
2. Move the start tile to one edge of the playing area, and connect the exit tile to it facing outwards: During the game, tiles cannot be placed in the shaded region – treat it as an impassable wall.
3. Shuffle the two unstable cave-in tiles into the tile stack. Then return the top **eighteen** of those tiles to the box without looking at them.
4. Divide the remaining tiles into four roughly equal piles. Shuffle a bomb tile into each of the middle two piles. Shuffle the final bomb tile into the last five tiles of the last pile. Finally, re-stack the piles.
5. Give the three bomb cards to three different covers.
6. Construct the hazard deck and determine the starting cover as normal.



# BOMBS

Your objective is to deliver the three bomb cards to the three bomb tiles and escape the cave alive.

Carrying a bomb gives that caver a special action – for one action point, they can discard the card to place a bomb token on the current tile.

If the game ends without all three bomb tiles containing bomb tokens, the cavers lose the game (i.e. score nothing).

Like any other item card, bombs can be transferred between cavers by using the **Transfer** action:



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## Transfer

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

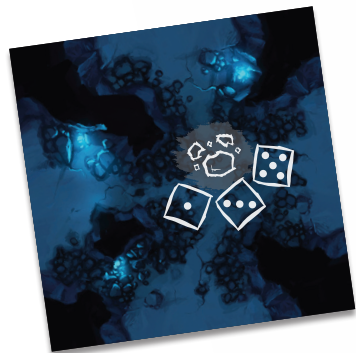
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*SPECIAL RULE: If playing with the Agent from Sub Terra: Investigation, discarded bomb cards cannot be regained by using the Recover action.*

# UNSTABLE CAVE-IN TILES

This expansion includes two additional cave-in tiles. These function exactly like the other cave-in tiles, except they have three numbers that trigger them rather than just two.

Not only does this make them more dangerous to stand on, but they're also more likely to collapse and block your return journey. Plan accordingly.



# NEW CHARACTER: EXTERMINATOR

The Exterminator belongs to Erebus' clean-up crew. He's used to hostile environments such as this one.

With his Despoil action, he can place a poison token on his current horror tile or an adjacent horror tile. For the rest of the game, that tile is no longer considered a horror tile, and it will not spawn horrors.

*(Horrors will continue to spawn on horror tiles without poison tokens).*

His gas mask also completely protects him from the effects of gas tiles.



## DESPOIL ⌚

Place a poison token on your current horror tile or an adjacent horror tile (🦠). For the rest of the game, that tile is no longer considered to be a horror tile, and it will not spawn horrors.



## RESPIRATOR +

PASSIVE: You do not lose any + from Gas hazard cards or from entering gas tiles (EZ)

## ITEM CARDS

### BOMB

Action: ⌚, ☒: Place a bomb token on your current tile.

*(This item cannot be recovered after use)*



## ACKNOWLEDGMENTS

### Game Design

Tim Pinder

### Illustration

David Franco Campos

### Graphic Design

Zak Eidsvoog

### Project Management

Peter Blenkarn

