

SPECIAL ROOMS

SAFE ZONES

These rooms are safe zones, as Drones cannot enter them (red barrier).

While inside one of these rooms, you have have access to Advanced Actions.

These rooms DON'T CLEAR when you enter them.

MEDBAY



Action: Revive

KO'd player inside revives with **3**  as their ONLY Action (if there aren't enough  in Scrapyard, other players must donate theirs).

(This is where players start the game, and where KO'd players go)

HELIPAD



Action: Air Strike

Players inside may discard **4**  to instantly destroy a Fusion Core room.

Action: Air Ferry

Players anywhere may discard **1**  to move to any revealed room.

DROPSITE



Players inside have access to Advanced Action:

Action: Insta-Drop

Take **1**  from the deck. Take an extra  if playing with 4+ players).

S.I.M.O.N. BRAIN

These rooms are found throughout the facility as players (or Drones) explore it.

When it appears, active player revealing it **must** execute sequence below.

If Brain was revealed by Drone, any player can execute sequence.

Once sequence was completed, the Brain has no further effects.

The Brain **DOESN'T CLEAR**, and BOMBS can't be armed inside.

- ① Advance **+1 S.I.M.O.N. Upgrade**
- ② Deploy **ALL**  from Assembly Line into the revealed room
- ③ Remove **ALL** CLEAR tokens from the board
- ④ Player revealing the Brain **loses the rest of their turn** (even S.I.M.O.N.)
- ⑤ [3-5 players] Player revealing this room also **DEVOLVES** (flip highest Level to Feral)

