



EXO TOMB

Exo Tomb

Ein Spiel von Tobias Spitzbarth

Credits:

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With the kind support of Dice Per Second 3D Printing.

No generative AI was used in the creation of this game.

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Please note!

Exo Tomb is not yet a finished game. These rules are a playtest version. If you feel that these rules contain errors or omissions, are poorly balanced, or are otherwise flawed, we would appreciate your feedback. Please send it to halyx@bristle-and-broadsword.de.

Exo Tomb

Playtest rules - Version 0.8.1

2301 – Exoplanet 12: In the midst of the barren wasteland, a massive structure, weathered by sandstorms, looms tall. The entrance resembles a gaping, black maw. You have no interest in the meaning of the strange symbols on the walls. You're just a dude with a plasma blaster. And the remains of the alien civilisation promise good money.

Do you dare to enter?

The basics

What is Exo Tomb?

Exo Tomb is a miniature-agnostic sci-fi dungeon crawler for a single player. You take on the role of a Tomb Warrior, roaming the ruins of a long-forgotten alien civilisation in search of treasure. You might be a mercenary, a research adventurer, or simply a looter. With nothing but your blaster and your wits, you venture into the dark depths of the ruins, battle ancient dangers and collect relics. Every decision could be your last.

What does 'miniature-agnostic' mean?

Exo Tomb isn't tied to any particular manufacturer's range. Simply use a miniature you like. Whether it's a figure you already have in your collection, or one you've 3D-printed or kit-bashed, there are no limits to your creativity when it comes to how you want your space adventurer to look.

Kitbashing

Exo Tomb actively encourages you to kitbash. The Tomb Warriors on Exoplanet 12 come from a wide variety of backgrounds, and their equipment is often a makeshift hodgepodge of old military technology, colonial gear and salvaged relics. That's why kitbashing fits the game's setting perfectly. Don't hesitate to modify models, alter equipment or combine parts from different kits to create your own Tomb Warrior. Worn armour, makeshift modifications and unusual technologies fit particularly well into the harsh world of Exo Tomb.

Game materials

To play Exo Tomb, you only need a handful of game components:

- A set of dice (D4, D6, D10, D100)
- A miniature representing your Tomb Warrior (base size 25–32 mm)
- Miniatures to represent the creatures of the Ruin (base size 32 mm)
- Pen and paper
- Character sheet
- A map of the Ruin
- Ruin markers
- Combat Assistant

Combat Assistant

The Combat Assistant is a physical, simplified representation of the battlefield where battles in Exo Tomb take place. It features four positions. These are intended for enemy creatures and indicate their distance from your Tomb Warrior. They are: Melee (**Melee**), Short Range (I), Medium Range (II) and Long Range (III). You can find further information on the Combat Assistant in the 'Combat' chapter (*see page 10*).

Ruin markers

Ruin markers (or simply 'markers') are used to indicate important objects and events within the ruins. Only one marker may be placed per room. You can find out how to place markers and what effect they have in the game on pages 8 and 28.

Ruin pool

The Ruins Pool consists of all the markers required for the game. All markers must be kept out of sight. A dice bag, for example, is suitable for this purpose.

Attributes

A Tomb Warrior has three attributes that directly affect gameplay:

Health

This represents the Tomb Warrior's health, stamina and overall condition. If he is wounded whilst in the ruins, his health decreases. You lose the game if your Tomb Warrior's health drops to 0 or below.

Energy

This represents the supply of energy cells that the Tomb Warrior carries with them. Energy is required, for example, to scan rooms, activate special abilities of equipment, or use certain room actions. Certain negative effects within the ruins can also drain energy cells, causing them to be lost.

Armour

Armour is an umbrella term for the various types of defensive mechanisms available to a Tomb Warrior (and their opponents). These may include, for example, physical armour, energy shields or other forms of damage reduction. Each point of armour reduces the damage taken from attacks by 1.

Charakter sheet

First, fill out your character sheet. By default, every character starts with

- 12 Health
- 1 Energy
- 0 Armour.



Every Tomb Warrior starts the game with a **KDS plasma blaster** and a **combat knife** (*see the 'Combat' section, page 8*).

Gameplay

A game round always consists of three phases: the **Scan Phase**, **Expedition Phase** and the **Colony Phase**.

During the **Scan Phase**, the layout of the entire ruin is determined. The arrangement of the various rooms is established and the positions of creatures and relics are revealed.

In the **Expedition phase**, your Tomb Warrior sets out to explore the previously scanned ruin. In this phase, he moves from room to room, fights creatures, collects relics and other resources, and attempts to escape the ruin with rich spoils (*page 8*).

In the **Colony Phase**, the Tomb Warrior returns to Sūryōdayaṃ City to sell the relics he has found, upgrade his equipment and recover. This phase is only relevant in campaign play (page 16).

The Scan

Before you enter the ruin for the first time, you must first scan it. To do this, follow these steps:

1. Use the pre-made map included in the download to represent the ruin.

Alternatively: Draw a ruin with 9 rooms and connect them however you like. These rooms can be of any shape, size and level of detail. You decide the layout of your ruin yourself. Assign each of these rooms a number from 1 to 9. Then select one room to serve as the entrance and another as the exit.

2. Now roll a D10 for each room on the room table to determine what type of room it is. Make a note of the result on a piece of paper or directly on the map. **You will find a list of all rooms on page 27.**

3. Place a creature marker from your ruin pool onto the exit room.
4. Now place all ruin markers into the ruin pool (e.g. in a small dice bag). Draw one marker blindly for each room and place it on the corresponding spot on the map. Only one marker may be placed per room. Repeat this until every room has a marker. Use the following markers:
 - 2 relic markers
 - 4 creature markers
 - 3 event markers
 - control markers
 - terror markers
5. Place your Tomb Warrior in the entrance room.

Important! The entrance room must not have a creature markers. If you draw a creature marker for the entrance room, return it to the ruin pool and draw another.

Re-Scan

Once per ruin, at any time during the game (outside of combat), you may spend **1 Energy** to scan the ruin again. This gives you the chance to refill rooms you have already searched with creatures, as well as with relics. A re-scan will refill any room that no longer contains a marker with markers. Blindly draw one marker for each empty room.

It is possible that rooms will contain no markers if there are not enough markers in the ruin pool.

Room actions that you have already activated are reactivated and can be used again.

The room you are currently in is **not** affected by the scan and remains unchanged.

The Expedition

During the expedition phase, your Tomb Warrior sets out to explore the ruins. He always starts in the entrance chamber. During the expedition, he will face dangers and challenges. This chapter explains how to deal with them.

Rooms

In each turn, you can move to an adjacent room, provided it is connected to your current location. Whenever you enter a new room, the following actions are applied in exactly this order (where applicable):

1. Room Effect
2. Collect/use ruin markers
3. Combat
4. Room Action
5. Miscellaneous (e.g. using items, using control markers, etc.)

Most rooms have special rules that you can and/or must interact with. These are divided into effects and actions.

- **Effects** are passive special rules; they apply as long as you remain in that room.
- **Actions** are special rules that you can use, but are not obliged to. Each room action can only be performed once per run, unless you scan the ruin again (*see "Re-Scan", page 7*).

Ruin Marker

Markers are divided into four categories:

Relics

Relic markers indicate where the valuable alien relics are located within the ruins. To win the game, you need a certain number of relics (*see page 14*). Every relic marker you collect therefore brings you closer to your goal.

If you enter a room containing a relic marker, take it and place it in a separate pile.

Creatures

The ruins are guarded by hostile creatures. Some are ancient tomb guardians who have been wandering the dark corridors for millennia. Others are alien beings who have built their nests in the crumbling halls. Creature markers indicate which rooms these creatures are in. Important: The markers do not indicate exactly which creature it is.

If you enter a room with a creature marker, roll the dice on the creature table on page 30 to see which creature stands in your way. A battle then ensues with that creature. You can find the rules for combat on page 10. Then return the marker to the ruin pool.

Events

There is far more to discover in the ruins than just relics or creatures. Event marker present you with challenges or decisions.

When you enter a room with an event marker, roll the dice against the table on page 27 to find out what lies ahead. Resolve the corresponding event and then return the marker to the ruin pool.

You may choose to ignore the challenge. In this case, you do not need to resolve the event. Return the event marker to the ruin pool.

Horror

Terror markers represent unique and particularly dangerous creatures. They are used exclusively in mission ruins. The specific horror represented by the marker depends on the mission in question.

Control Marker

This marker represents an ancient control device. With its help, the Tomb Warrior can command creatures to move out of the way, reveal hidden relics, or otherwise clear the path.

If you enter a room containing a Control Marker, you may take it. At any time during the game, you may sacrifice the Control Marker. When you do so, blindly draw five markers from the ruin pool and select three of them (if you have fewer than five markers in your ruin pool, draw as many as possible). Now exchange these for any three markers already in the ruin. Return the two remaining markers and the three exchanged markers to the ruin pool. The control marker is lost and is not returned to the ruin pool.

Combat

Weapon Profiles

Every weapon in *Exo Tomb* has its own profile. This consists of the weapon's name, its attack value (which may vary at different ranges), two different types of damage, and any special rules. Damage is divided into melee (top) and ranged (bottom) and separated by a /. The number before the / is the standard damage the weapon inflicts on a normal hit. The number after the / is the damage dealt on a critical hit (see below).

Example:

KDS plasma blaster:

Melee: -	I: 7	II: 5	III: 3	Damage:	1/1 4/D4	Special: -
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Combat Knife:

Melee: 1	I: -	II: -	III: -	Damage:	2/D4 -/-	Special: -
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Battle lineup and actions

When you enter a room containing a creature marker, first roll the dice using the table below to determine which creature it is. You can find the relevant profiles on page 35.

*(If you're playing *Exo Tomb* as a campaign, use the creature table on page 30.)*

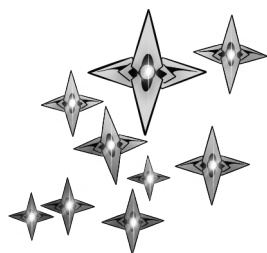
D6	Creature
1-3	Defence Drone
4-5	BiMec Fusilier
6	BiMec-Sentinel

If you engage a fight, place the model of the attacking creature on the Combat Assistant. Unless otherwise specified by special rules, place it on **Slot III**.

If you are carrying multiple weapons, you may select two of them at the start of the combat (e.g. a plasma blaster and a combat knife). These two weapons must be used for the entire combat and cannot be swapped, except when switching from ranged to close combat.

You may perform one of the following actions per round:

- **Ranged/Melee Attack:** You attack with your weapon (see below)
- **Advance:** Move the enemy model one distance slot closer to you. Roll a D6: on a **5+**, you may immediately perform another action.
- **Fall Back:** Move the enemy model one distance slot further away from you. Roll a D6: on a **5+**, you may immediately perform another action.
- **Use equipment:** Use an item from your inventory.



Once you have carried out your action, your turn ends and it is the creature's turn (*see below*).

The battle ends when the Tomb Warrior has lost all its health, when the creature has lost all its health points, or when it flees from the battle. Some creatures leave behind items after death that you can take. These are listed in the creature's profile (*e.g.: On victory: +1 Energy*).

Important! The enemy model can never be more than **III** away from you and can never get closer than **Melee** range.

If a creature is at **III**, you cannot move any further away from it when you perform the **Fall Back** action.

If the creature is at **III** and performs the **Fall Back** action itself, nothing happens instead and the creature's turn ends.

Ranged Combat

To attack a creature with a ranged weapon, it must stand on one of the ranged squares (I–III). You then roll a **D10** and need to **match or beat** the attack value of the weapon you are wielding. The attack value may vary depending on your distance from the opponent. If the attack succeeds, it deals damage to the creature in accordance with the weapon in question.

Example:

Let's take a look at the plasma blaster from the example above. Its weapon profile shows that it hits on a roll of 7 or lower at close range (I). At long range (III), it only hits on a 1, 2 or 3. Under 'Damage,' 1/D4 is listed. This means that it deals 1 damage in close combat. In ranged combat, however, it deals D4 (i.e. 1–4) damage.

Creature Round

The creatures (also known as *enemies* or *enemy models*) in Exo Tomb do not have separate weapon profiles. All their attack values and abilities are summarised in their profile. Furthermore, they behave unpredictably. To represent this, roll a D100 to see which action the enemy creature will perform, provided it is on a ranged slot. Different creatures have different actions available to them. These are listed in the creature's profile. Four examples of typical enemy actions are:

- **Ranged Attack:** The creature uses ranged weapons in the same way as the Tomb Warrior.
- **Advance:** The creature moves one slot closer to you.
- **Fall Back:** The creature moves one slot away from you.

- **Flee:** The creature flees from the fight. Remove its miniature from the Combat Assistant. You do not receive a reward for this fight.

Guaranteed failure

No matter what modifiers you receive from equipment, environmental effects or other circumstances, an attack roll of 10 always counts as a failure.

Critical Hit

If you roll a **1 on your attack roll, you score a critical hit**. When this happens, you deal additional damage to your opponent. Roll a die as specified after the / in the weapon profile. Add the result to your regular damage. For example, the KDS plasma blaster has a ranged damage of 4/D4. So, if you score a critical hit with this weapon, you roll a D4 and add the result to the normal damage of 4.

Melee

If a creature lands on the "Melee" slot on the Combat Assistant, a battle ensues; this continues in every subsequent round for as long as the enemy model remains on "Melee".

Unlike ranged combat, melee engagements are **fought simultaneously**. This means that the player's turn and the creature's turn merge into one, and melee attacks are rolled at the same time. As long as a creature is on the Melee slot, you cannot perform any other actions apart from fighting in close combat.

In close combat, you roll two D10s – one for your Tomb Warrior and one for the enemy model. Add the attack value of the melee weapon or the enemy's Melee value to the roll result. The side with the higher result wins and deals damage according to its melee weapon. In the event of a tie, both sides deal damage simultaneously.

If you win a melee round and inflict damage on the enemy, you may choose to continue the melee or perform the '**Fall Back**' action. You start the next turn.

Armour

Armour can reduce the damage you take. For every point of armour you or your opponent has, incoming damage is reduced by 1, down to a minimum of 1. This means that every attack, regardless of your or your opponent's armour value, deals at least 1 damage. Armour only protects against damage sustained in combat and not against other sources of damage.

Discard markers

Once the battle is over, return the creature marker to the ruin pool.

Items

In Exo Tomb, there are many items available to your Tomb Warrior on his quest. These are divided into three categories: equipment, support items and relics. Due to their importance to the game and within the world of Exo Tomb, relics are dealt with separately in the next chapter.

Equipment

Equipment refers to any item that the Tomb Warrior carries with them at all times. This includes, for example, weapons and armour. You cannot change your equipment whilst on an expedition in a ruin. You must decide at the start of the game round which equipment you will take with you. Any equipment you leave behind is not lost, but is stored in your Tomb Warrior's private storage.

Support-Items

Your Tomb Warrior can carry as many of these items as you like. Unless otherwise stated in the item description, support items are consumed and removed from the game after their first use.

Support items can be used at any time before, during or after the game. The only exception is during combat. In combat, using an item requires an action (see 'Combat, page 10').

On each expedition, you may take equipment items from the following categories:

- 1x Armour
- 2x Weapons
- 2x Support items

Relics

The ruins of Exoplanet 12 are full of ancient treasures. Many of these could be of inestimable value to the colony's survival. If you enter a room containing a relic marker, you can take it with you. There is no limit to the number of relics you can carry.

Make a note on your character sheet of how many relics you have found.

Leaving the ruins

You can complete the treasure hunt and leave the ruins victorious once you have met all of the following conditions:

- You have at least 3 relic markers with you
- You have reached the exit room
- You have at least 1 life



Defeat

You lose the game if

- your health drops to 0.
- you have not yet collected all the necessary relic markers and there are neither relic nor creature markers in the ruin and/or you have no energy left to scan the ruin again

Unable to leave the ruin, your Tomb Warrior wanders aimlessly until his supplies run out and his suit's systems fail.

If your Tomb Warrior dies during the game and you wish to start a new game, you may choose to generate a new ruin or use the ruin that has already been generated. For the latter, leave all rooms as they are and reactivate the room effects/actions. Then, place all ruin markers into the ruin pool and distribute them according to the rules on page 6.

The Campaign

*Exhausted and weary, Tomb Warriors return from their expeditions to the colony: **Sūryōdaya City** – humanity’s new home on Exoplanet 12. Beneath the vast domes, they can breathe freely, have their wounds tended to, and exchange the relics they have secured for highly sought-after salvage points. Here, the adventurers find rest and peace, and most importantly of all: hope.*

Exo Tomb can be played as a one-off expedition into the ruins of Exoplanet 12. However, if you’re looking for a longer adventure, you can also send your Tomb Warrior on several missions in succession. In this campaign game, you start the game as described in the basic rules above. Once you have successfully left the first ruin, you can continue the game during the colony phase:

Colony phase

During the colony phase, you can perform the following actions in any order:

- **Regeneration:** Your Tomb Warrior recovers from the exertions of the expedition (see below).
- **Sell:** Sell the relics found in the last ruin (*page 17*).
- **Replenish:** Buy new weapons and equipment (*page 17*).

Salvage Points (SP)

Salvage Points are an unofficial currency issued by Halyx Interstellar to Tomb Warriors in exchange for salvaged Ka relics. In return, SP can be used to purchase weapons, armour and other equipment. You do not have any SP at the start of the campaign.

Regeneration

While your Tomb Warrior is in the colony, the following happens:

- Your Tomb Warrior regenerates **2d4 health**, up to its maximum value.
- You can spend **50 SP** to restore your Tomb Warrior's health to its maximum value.
- The Tomb Warrior's current energy is transferred to the next ruin. If the current energy is 0, it is increased to 1.

Selling

The *Halyx Interstellar Corporation* is the first stop for explorers and treasure hunters venturing into the dark caverns of the alien ruins. Halyx Interstellar is happy to exchange relics for SP and, in return, provide Tomb Warriors with the necessary equipment.

Halyx Interstellar pays you **50 SP per relic**. You **must** sell all relics in your possession and may not hold any back. You may also sell all items of equipment in your possession. Refer to the trade table on page 34 for details.

Buying Equipment

You can use your SPs to buy new equipment. See the trade table on page 34 for details.

Personal Storage

As described on page 14, you can only take a certain amount of equipment with you on your expedition. Any additional items that you do not take with you can be stored in your Tomb Warrior's camp. There is a separate section for this on your Tomb Warrior's character sheet. Items stored in the camp cannot be used during the scanning and expedition phases. Relics cannot be stored in the camp; instead, they must be sold after the expedition.

Heading for the next ruin

Once you have sold all the relics, you can head to the next ruin. Use the instructions in the 'The Scan' section on page 6 to generate the new ruin. Please note the following changes:

- Each new ruin contains an additional room.
- Add +1 to the creature table for each new ruin.
- Add an additional creature marker to the ruin pool for each new ruin.
- Add an additional relic marker to the ruin pool for every other new ruin.
- Add an additional event marker to the ruin pool for every third new ruin.
- Add the control marker to the ruin pool from the second ruin onwards.
- For every additional ruin, you need an extra relic marker to leave it.

Mission ruins are ignored for this process.

Example::

The first ruin your Tomb Warrior enters contains nine rooms, and you need 3 relics to leave it. When you encounter a creature, roll a D6 to determine which creature it is.

The second ruin contains 10 rooms and you need 4 relics to leave it. On the creature table, you roll a D6+1.

In the fifth ruin, you will find 13 rooms and need 7 relics. On the creature table, you roll a D6+4.

Missions in sealed-off ruins

In the vast, untouched wilderness of Exoplanet 12 lie hundreds of ruins, just waiting for intrepid Tomb Warriors to plunder their treasures. Yet some of these ruins have been sealed shut for millennia, and their secrets remain hidden from humanity – until now.

For those with the money and influence among the right people can acquire the knowledge and equipment needed to open these ancient structures.

Mission ruins are unique structures where there is far more at stake than simply recovering relics. Missions into these hostile caverns could determine the survival or downfall of humanity.

Unlocking Missions

To unlock a mission and open a locked ruin, you need relics. The total number of relics you have collected with this character counts, not just those from the current or last ruin. You can find out how many relics you need to unlock a mission in the relevant mission description.

Integration into the campaign and structure

Once you have collected enough relics and are ready to leave the colony, the next ruin you enter will automatically be a mission ruin. These have a fixed layout and a set number of rooms. Some mission ruins contain unique room types, the mechanics of which are explained in the relevant mission description.

Horrors

Each mission features a particularly powerful, unique creature known as a 'Horror'. These stand out from the ruin's ordinary creatures due to their combat strength and special rules. In the

game, they are represented by Horror markers. Once a horror has been defeated, the marker is removed from the game.

Victory Conditions

Relic tokens can be collected as normal in mission ruins and then sold. However, you do not need a minimum number of relics to leave a mission ruin. To do so, you must meet the victory conditions for that particular mission ruin.

Reward

Once you have completed a mission and met the victory conditions, you will receive a reward. These effects are permanent.

Mission 1 - Primary objective

Biomechanical Warriors – there is scarcely a Tomb Warrior who has not yet encountered them. These hideous hybrid creatures, part flesh and part machine, patrol the darkness along strict routes, following their own alien algorithms. Yet the BiMecs in this ruin are different: coordinated, purposeful, as if guided by a distant will.

The Colonial Council has authorised an expedition to this ruin and issued the order to track down and destroy the source of this guiding will. This could not only provide a vital source of information on how the BiMec warriors function, but also eliminate a potential threat to the colony.

Required relics: 6

Victory Conditions: Eliminate the BiMec Controll Unit

Rooms: 9

Markers:

- 2 Relik markers
- 6 Creature markers
- 4 Event markers
- 1 Controll marker
- 1 Horror marker

Setup: The control node room counts as an Empty Hall.

Place the horror marker in the control node room. Then follow the standard rules for determining rooms.

Special Rules:

- When you collect a control marker, you also receive **1 Combat Stim**.
- Creatures receive the following special rules/bonuses:
 - *Defence Drone*: If the Defence Drone deals damage in close combat, it immediately jumps back to slot III.
 - *BiMec Fusilier*: The special rule **Vigilant** is activated on a roll of 3 or higher on a D6.

- *BiMec Sentinel*: The Sentinel gains +1 to all attack rolls.
- *BiMec Bulwark*: The Bulwark's health increases to 17. The rule **Bone Shield** is activated as soon as its health drops to 6 or lower.

Reward: Your Tomb Warrior gains +1 damage against defence drones, BiMec fusiliers, sentinels and bulwarks.

BiMec Control Unit					
Melee	I	II	III	Damage	Special
-	5	4	2	D4/D4+1	<i>Tactical retreat: See below.</i>
Armour	1				<i>Commander: See below.</i>
Health	18				
Shoot	Fall Back				
1-25	26-100				

Tactical Retreat: Whenever the BiMec Nerve Centre takes 3 or more points of melee damage, it immediately falls back to slot II.

Commander: During combat, the Control Unit can summon BiMec Fusiliers to assist him. These are always placed one slot in front of him. If this is not possible (e.g. because the Nerve Node is in **Melee** mode), no Fusiliers can be summoned. Only one Fusilier can be on the Combat Assistant at any one time.

As soon as a Fusilier appears on the Combat Assistant, the Control Unit uses only the Fall Back action until it is on III. From then on, it uses only the Shoot action. If the Fusilier is defeated, the Control Unit acts according to its profile again.

In the creature round, the Control Unit always carries out its action first. Once it has done so, the fusilier follows.

The Control Unit can shoot at the Tomb Warrior over the Fusilier. The Tomb Warrior, however, cannot do this in return, but must always attack the Fusilier as long as one is on the Combat Assistant.

At the end of the first round, after both the Control Unit's and the Tomb Warrior's actions have been resolved, the Control Unit automatically summons a Fusilier.

Whenever the Control Unit is placed on III, it immediately summons a Fusilier (provided there isn't already one on the Combat Assistant.)

At victory:

Exhausted and badly battered by biomechanical warriors, you step out into the sunlight. Your magazine is almost empty, your energy reserves depleted. Yet you were victorious.

The recordings from your helmet camera and the tissue samples you collected during your mission will serve the colony well. Xenobiologists will analyse the data and find a way to combat the Ruin Guardians more effectively in future.

With the death of the Control Unit, the threat of an invasion is also highly unlikely – at least one less problem for the settlers to worry about.

You sit down on a rock and take a deep breath. Your gaze wanders over the horizon, where a setting sun is turning the clouds pink and purple. You feel a deep sense of peace, if only for a moment.

Mission 2 - Disturbing signals

6 June 2301: Colony radio operator Sergio Maddan reported receiving recurring radio transmissions originating from Ruin C589. The voice pleaded with him to visit the ruin to help it. Maddan blocked the channel after realising it was his own voice.

34 August 2301: Tomb Warrior Kristin Rao reported a bizarre encounter in Ruin C589. At the far end of a deactivated light bridge, a woman was staring at her. Rao described her face as 'not quite right'. According to Halyx records, there was no other person in the ruin at that time. Rao has refused to leave the colony ever since.

Several Tomb Warriors are missing. Disturbing radio transmissions are plaguing the colony. The entrance to this ruin resembles a black abyss. The beam of your torch cannot penetrate the darkness. You reload and begin the descent.

Required relics: 10

Victory Conditions: Find the missing Tomb Warriors by collecting all the relic markers and defeat the Flawed Form.

Rooms: 9

Markers:

- 3 Relic markers
- 3 Creature markers
- 3 Event markers

Once you have distributed all markers throughout the ruin, place two additional relic marker and the Horror marker into the ruin pool.

Setup: Generate the ruin as described in the chapter 'The Scan'.

Special Rules:

- Relic markers found in this mission do not count as relics. They cannot be sold during the Colony Phase and do not count towards the total number of relics found.
- Each time you find a relic marker, draw a token from the ruin pool:
 - If it is another relic marker, treat it as the 'Battleground' event
 - If it is the Horror marker, a battle with the Flawed Form begins.

Reward: You receive 1 Polonium Core.

Flawed Form					Specuak	
Melee	I	II	III	Damage		
2	7	3	7	D4/D6+1		
Armour		2	<i>'Don't shoot!': See below.</i>			
Health		26				
					<i>On victory: Bio-projectile cannon</i>	
Shoot		Advance		Fall Back	Shedding	Freeze
1-50		51-70		71-85	86-95	96-100

Hit and Run: Whenever the Flawed Form lands a successful ranged hit, it immediately performs the Fall Back action.

'Don't shoot!': The Flawed Form pretends to be a Tomb Warrior. In the first round of combat, you may neither attack, advance nor fall back. The Flawed Form's first action is always Shoot.

Skinning: The Flawed Form restores 4 Health.

Freeze: The Flawed Form freezes in mid-movement. It cannot perform any further actions this round.

At victory:

Dead! They're all dead! You knew some of the Warriors who met their end in these ruins. The creature that killed them... What was it? A human mutated by Ka technology? A particularly advanced BiMec unit? Or something completely different? You have no answer. But now it too has been destroyed. Yet whatever it was, the colony must be warned! If there are beings in the

ruins capable of imitating a human so well, then there is a chance that more of these beings are already within the colony!

Reference tables

Rooms

D10	Description	Room Effect
1	Empty hall	no effect.
2	Collapsed hall	Effect: You take a -2 penalty to ranged attacks. If you retreat or advance, you cannot perform any further actions this turn.
3	Crystal cave	Effect: You take a -2 penalty to ranged attacks.
4	Birth chamber	Effect: If there is a creature in this room, add +1 to the creature table.
5	Natural cave	Effect: Creatures do not flee from combat. Any relevant rolls are repeated.
6	Flooded crypt	Effect: You take a -1 penalty to melee attacks. Creatures start the fight at II, regardless of any special rules.
7	Teleport dome	Action: Go straight to the entrance hall or to another teleportation dome.
8	Control room	Action: 1 Energy: Identify all creatures in the ruin. Roll the dice for each room on the creature table.
9	Resonance pyramid	Effect: All your ranged attacks gain +1.
10	Artificial oasis	Action: Instantly restore 4 health points.

Events

D6	Event	Description
1	Leerer Thron	<p><i>A vast space. In the centre stands a magnificent throne, created for the former ruler of this edifice. Now it stands empty. You have a mission in these ruins... Yet the temptation is great.</i></p> <p>Roll a D6:</p> <p>1: -4 HP</p> <p>2–4: Creature (roll on the creature table)</p> <p>5: +4 HP</p> <p>6: +1 Relic</p>
2	Sealed sarcophagus	<p><i>Here lies a Ka, one of the former rulers of this planet. It is said that the grave goods contain valuable relics. But not all graves are unguarded.</i></p> <p>Roll a d6:</p> <p>1–4: +1 Relic</p> <p>5–6: A BiMec Sentinel appears on I</p>
3	Abandoned nest	<p><i>An alien creature has built a nest amongst the remains of a collapsed machine. Now it is deserted.</i></p> <p>Roll a D6:</p> <p>1: no effect</p> <p>2–4: +1 Energy</p> <p>5: +1 Combat Stims</p> <p>6: +1 Relic</p>
4	Supply tube	<p><i>A leathery hose winds its way across the floor. With the right tool, you could tap into it.</i></p> <p>+1 Energy</p> <p>Roll a D6: If you roll a 1, you lose 1 health.</p>
5	Battleground	<p><i>The walls of this room are scorched by plasma discharges and</i></p>

		<p><i>partially melted. The floor is covered in blood. In one corner, surrounded by dead alien constructs, lies the corpse of a Tomb Warrior.</i></p> <p>You receive a random item. To do this, consult the 'Battleground' table (page 30).</p>
6	Ambush	<p><i>The ground is littered with fallen boulders, making it difficult to get through. Suddenly, without warning, one of the boulders begins to move.</i></p> <p>A Crawlclaw appears on I.</p> <p>This event cannot be ignored.</p>

Creatures

D6 +Ruin	Creature
2-4	BiMec Fusilier
5-6	Defence Drone
7-8	BiMec Sentinel
9-10	Zentropode
11	BiMec Fusilier
12-13	BiMec Bulwark
14	BiMec Sentinel
15+	Sentient Spark

Battleground

D20	Waffe
1	Ganymede plasma blaster
2	Shotgun
3	Shock stick
4-6	Battle stims
7-9	Emergency battery
10	P.T.

Weapons

KDS Plasma Blaster

Melee	I	II	III	Damage	Special
-	7	5	3	1/1 4/D4	-

Ganymede Plasma Blaster

Melee	I	II	III	Damage	Special
-	7	5	3	1/1 5/D5	1 Energy: Reroll failed attack rolls for the rest of the fight.

Kali Plasma Carbine

Melee	I	II	III	Damage	Special
2	8	5	2	3/D4 4/D4	-

CI-7 Plasma Pulverizer

Melee	I	II	III	Damage	Special
-	8	6	3	1/1 8/D6	1 Energy: Ignores armour for the rest of the battle.

Shotgun

Melee	I	II	III	Damage	Special
-	8	4	1	1/1 6/W6	If the result of an attack roll is 1, the opposing model is pushed back 1 slot.

Vengeance Hullbreaker

Melee	I	II	III	Damage	Special
-1	9	4	2	1/1 8/W10+1	Ignores armour If you retreat or advance, you cannot perform any further actions this turn.

Combat Knife

Melee	I	II	III	Damage	Special
1	-	-	-	2/D4 -/-	-

Shock Stick

Melee	I	II	III	Damage	Special
2	-	-	-	4/D4 -/-	Ignores armour.

Earth relic

Melee	I	II	III	Damage	Special
2	-	-	-	6/D10+1 -/-	Ignores armour at an attack roll of 10.

Bioprojectile cannon

Melee	I	II	III	Damage	Special
-	1	5	6	1/D4 4/D10	Ignores armour. If the attack roll is a 10, you take 1 damage.

Armour

Armour type	Armour rating	Special
Standard field armour	1	-
Reinforced field armour	2	-
Exo Battle Suit	2	If you perform the 'Advance' action during combat, you can then perform another action on a roll of 4 or higher. If you perform the 'Fall Back' action, you cannot perform another action afterwards.

		1 Energy: Prevent an additional D4 ranged damage. Use this ability after the opponent has rolled for their damage.
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Support-Items

Item	Description
Battle Stims	+5 Health
Emergency battery	+1 Energy
God Juice	Increases your maximum health by 4.
Weapons chest	<p>Before entering a ruin, you may select up to three weapons and/or support items from your personal inventory to store in the weapon chest. These items cannot be used during the expedition phase and do not count towards the maximum number of equipment items, as described on page 14.</p> <p>The weapon chest itself does not take up a slot for support items. If you find a control marker in a ruin with your current or future Tomb Warrior, you may choose to ignore the marker's normal function and instead use it to open the weapon chest and take the items stored within.</p> <p>These rules also apply when you enter a completely new ruin with a new Tomb Warrior.</p>
Halyx Xeno Bridge	If you carry the bio-projectile cannon, it gains a +3 bonus to all attack rolls.
Polonium Core	Deals 3d6+3 damage to an enemy. Deals d6 damage to yourself when used.
Ra'Tak-Symbiont	If your health drops to 0, you can sacrifice the Ra'Tak symbiote to instantly restore 4 health.
P.T. (Personal Terminal)	<p><i>These are the personal terminals of the men and women who set out to save the people of Exo12 from destruction. Those who were brave enough to enter the ruins, to fight and to die.</i></p> <p><i>Memories of Earth, hopes for their new home, childhood stories, glorious tales from their youth, wistful dreams of true love: these are the records of those who descended into the darkness and never returned.</i></p>

	<p><i>Honour them.</i></p> <p>Make a note of finding a P.T. on your character sheet.</p>
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Trading table

Item	Sell	Buy		Item	Sell	Buy
Full Regeneration	-	50		KDS Plasma Blaster	10	30
				Ganymede Plasma Blaster	15	100
Battle Stims	20	50		Kali Plasma Carbine	70	120
Emergency battery	20	50		CI-7 Plasma Pulverizer	60	225
Halyx Xeno Bridge	10	50		Shotgun	15	100
				Vengeance Hullbreaker	135	450
Standard field armour	25	175		Combat Knife	10	30
Reinforced field armour	60	275		Shock Stick	15	80
Exo Battle Suit	180	350		Earth Relic	55	450
				God Juice	-	400
				Weapons chest	-	50
				Ra^Tak Symbiont	100	500
				Polonium Core	40	140

Creatures

Defence Drone					
Melee	I	II	III	Damage	Special
-	5	4	4	1/D4	Hit and Run: Whenever the defence drone lands a successful ranged hit, it immediately performs the Fall Back action.
Armour:		0	On victory: +1 Energy		
Health:		4			
Shoot	Advance				
1-75	76-100				

BiMec Fusilier					
Melee	I	II	III	Damage	Special
-	7	8	7	1/1	Vigilant: If you use the Advance or Retreat actions and then roll a 1, the fusilier immediately performs the Shoot action.
Armour:		0			
Health:		2			
Shoot	Advance				
1-75	76-100				

BiMec Sentinel					
Melee	I	II	III	Damage	Special
1	6	5	4	D4/D4	At victory: +1 Relic
Armour:		0			
Health:		6			
Shoot	Advance		Flee		
1-60	61-99		100		

BiMec Bulwark					
Melee	I	II	III	Damage	Special
-1	5	6	7	D4/D4	Bombardment: If the Bulwark is placed on slot III (except in the first round), it immediately performs the Shoot action and, if it hits, deals 3D4 damage. Bone Shields: If the Bulwark's health drops to 4 or lower, it gains +1 armour from the next turn onwards. On victory: +1 Relic
Armour:		1			
Health:		15			
Shoot	Fall back				
1-80	81-100				

Centropode					
Melee	I	II	III	Damage	Special
3	-	-	-	D6/-	Stalker: Roll a D6 at the start of combat: 1–5: Place the Centropod on II; 6: Place the Centropod on I.
Armour:		1			
Health:		7			
Shoot	Fall back		Flee		
1-80	81-95		96-100		

Crawlclaw						
Melee	I	II	III	Damage	Special	
2	-	-	-	D4/-	Pincer Attack: If the Clamp Crawler lands a successful melee attack, you cannot use the 'Fall Back' action for the rest of the battle.	
Armour:		1				
Health:		4				
Advance		Fall back		Flee	On Victory: 1 Energy	
1-80		81-95		96-100		

Sentient Spark					
Melee	I	II	III	Damage	Special
6	7	7	1	2D4/2D4	Piercing: Ignores armour
Armour:		0	Overload: If you hit with the Electric Consciousness, you gain +1 Energy .		
Health:		6			
Shoot		Advance		Flee	
1-60		61-99		100	

Codex

Earth 2204

Without a respirator, people can no longer step outside. A 100 m² flat is considered a luxury that only the top 5% can afford. The planet's few remaining nature reserves are shrinking year on year. Earth is full.

Humanity, groaning under the weight of 22 billion souls, is struggling for survival. There is no living space. There are no resources. Mars and the Jupiter-Saturn Alliance are unable to help.

The Astral Exodus

In accordance with the controversial Volkov Directive, the secret organisation of the same name completed the construction of six massive colony ships in 2189. Equipped with long-term cryostasis capsules and a Lazar drive, these were intended to transport several hundred thousand people to distant exoplanets. The aim was not to relieve the overpopulated Earth – that point had long since been passed – but to give humanity a chance at a fresh start.

Depending on the destination planet, the journey would last between 78 and 200 years. As the ships were to be dismantled for the construction of the colonies, a return journey to Earth or to the other exoplanets was out of the question. Each colony was to become its own small bubble of a new human civilisation. Shielded from the rest of the universe and looking forward with hope to a new beginning.

In the year 2204, the first three colony ships set off on their decades-long journey: Garuda, Yggdrasil and Olympus. With a mixture of wistfulness and hope in their hearts, they set off towards the stars, leaving Earth behind them forever.

Sūryōdaya City

In the year 2293, the colony ship Garuda reached the orbit of Exoplanet 12, a strange yet peaceful planet of bizarre beauty. Its surface was covered by vast oceans, hot deserts and scattered forests composed of coral-like life forms. These produced oxygen, which meant that the settlers could, in theory, have breathed the planet's air. However, the air also contained the substance karmenium, which proved to be toxic to the human organism, meaning that it could only be tolerated for a few minutes without respiratory protection.

The first and so far only settlement on the planet was named *Sūryōdaya City*. The inner core of the colony, such as the reactors and life support systems, consisted of recycled components from the Garuda. Surrounding it was a protective wall of steel and concrete, designed to shield the settlers from sandstorms and hostile wildlife. Concerns about the latter, however, soon proved unfounded, as there were hardly any living creatures on the planet that could pose a threat to humans.

Ruins in the desert

The last colonists had not even been awakened from cryosleep before research teams set out on extensive expeditions to unravel the mysteries of Exo12. It soon became clear that the bizarre rock formations scattered across the desert regions were by no means of natural origin. Full of enthusiasm and awe, the scientists announced that they had discovered the ruins of an extinct, alien civilisation. The form and nature of this extinct people remained uncertain at that time. They were given the name Ka – a term reminiscent of an ancient memory from Earth's mythology.

As the Colonial Council strictly prohibited access to the ruins, thereby denying the researchers entry, the colonists could only speculate about the former purpose of these structures. Some believed them to be entrances to vast, underground residential complexes. Others suspected they were research facilities, brimming with technological marvels that far surpassed the

human mind. Yet some regarded the cyclopean structures as something else; something sinister. They gazed uneasily up at the ruins – and spoke of burial sites.

Tomb Warriors

Faced with the oxygen-rich yet toxic atmosphere of Exo12, humanity once again stood at a crossroads: were they doomed to hide away in their living units forever, venturing outside only in environmental suits? Or should they commit the original sin all over again and jeopardise the delicate balance of their new home?

What had initially been regarded as a mere precaution – whether out of fear, pragmatism or bureaucratic inertia – was reconsidered under the pressure of growing unrest amongst the colonists. As the quality of life in *Sūryōdaya City* plummeted, the Council finally authorised the first expeditions into the interior of the alien ruins. With the aid of alien technology, it hoped to break the deadlock in which the colony found itself. Everything the ruins concealed within was to be used to improve the colonists' quality of life without disrupting the planet's ecosystems. Consequently, in February 2301, the Council permitted selected individuals to enter ancient structures in order to bring alien relics back to the colony for examination.

In official reports, these individuals were referred to as Xeno-Explorers. The few who had entered the ruins and emerged alive gave themselves a different name: Tomb Warriors.

Halyx Interstellar

At the time of humanity's departure from Earth, Halyx Interplanetary was the largest megacorporation in the Solar System. With around 3.4 billion employees and branches on Earth,

Mars, Titan, Ganymede and various orbital platforms, Halyx Interplanetary controlled over 60% of resource extraction and interplanetary transport within the inner Solar System.

One of the secondary objectives of the Astral Exodus was to prevent the fate of humanity from continuing to be dictated by cold, ruthless systems such as those of the megacorporations. Expansion of these corporations onto exoplanets was therefore strictly prohibited.

Nevertheless, a cell of Halyx Interplanetary managed to smuggle itself onto the passenger list of the *Garuda* and, whilst still in transit, founded the officially independent company Halyx Interstellar. In *Sūryōdaya City*, the corporation operates a trading post for lab-grown vegetables as well as a recruitment agency for all work arising within the colony. But their presence runs deeper: anyone in Garuda-01 wishing to access resources, transport and skilled labour will find it hard to bypass Halyx. Beneath the surface, Halyx has spun an opaque web of contacts, spies and mercenaries that reaches right into the offices of the Colonial Council.

What began as the ideal of a self-determined new beginning had already become a farce before the first humans set foot on the planet. Amidst corporate interests, political infighting and mounting pressure to survive, the dream of independence seems like a relic – just like the ruins themselves. Unofficially, it has long been known that Halyx has its fingers deeply embedded in the colony. However, taking open action against the corporation would mean betraying one's own principles – or admitting that they have long since ceased to mean anything.

As no official radio contact with Earth has yet been established and space travel to the homeworld is out of the question, the true motives of Halyx Interstellar remain a mystery. However, the corporation appears to have been showing a strikingly strong interest in the alien ruins for some time now. Halyx's press spokespeople deny this, however.

Creatures

Defence Drone

The hulls of the defence drones are scratched and covered in a dark patina. Their movements are jerky and stuttered. Fragmented commands, spoken millennia ago, echo through their audio memory. Yet they still obey.

BiMec Sentinel

Organic machines – bred for war. Somewhere deep within them, a heart still beats, and their cold minds remember battles whose echoes have long since faded. Tireless and unstoppable, even after many thousands of years they remain ready for battle.

BiMec Fulier

Once, legions of them marched across the battlefields of Exo 12, spreading the glory of their masters across the entire planet. Today, they are silent sentinels in the dark ruins. Vigilant, ever vigilant, strange algorithms run through their minds, ready to fire at the slightest movement.

BiMec Bulwark

Biomechanical colossi bred for a single purpose: to defend the Ka's burial sites until the very end of their artificial lives. Their muscle strands, reinforced with silicone fibres, and their thick exoskeleton give them enormous resilience against both close-range and long-range attacks. In battle, they never abandon their positions, preferring instead to shower attackers from a distance with a hail of explosive projectiles.

Centropode

Sometimes even the faintest sound is enough to make a Tomb Warrior's blood run cold. For these insectoid ambush hunters are capable of squeezing themselves into narrow crevices in

the rock or under piles of rubble, despite their considerable size. When they strike, their victim usually doesn't even have time to react.

Sentient Spark

The will that guides these beings is beyond human comprehension. Yet it is clear that these entities possess an alert consciousness. A constant, flickering and crackling discharge. Beautiful, almost hypnotic. Even in a place as alien as Exo12, they seem otherworldly.

Weapons and Armour

KDS Plasma Blaster (Kolkata Defense Systems)

This weapon is based on the earliest designs for plasma technology and has been progressively improved and refined over the decades. These handy rifles were mass-produced in the factories of Kolkata Defense Systems. At the time of the exodus from Earth, the KDS plasma blaster was considered standard issue for many Earth armies and security forces.

Ganymede plasma blaster (Kolkata Defense Systems)

This advanced version of the standard plasma blaster was first deployed during the Ganymede suppression. Thanks to the widened plasma coil and the extended barrel, this weapon is not only more powerful but also more accurate.

Kali Plasma Carbine (Kolkata Defense Systems)

The plasma carbine was designed for combat in confined spaces, such as on spaceships or in bunker complexes. Thanks to its shortened barrel, it is easy to handle even in narrow corridors. A bayonet and a metal spike on the underside of the buttstock also make it a passable close-quarters weapon. This weapon was rarely used in the home solar system, but thanks to the opening of the Ka Ruins, it is enjoying growing popularity amongst the Tomb Warriors.

Shotgun

Despite the technologically impressive arsenal available to humanity, there are situations best resolved with a few rounds of tungsten and black powder. These weapons are regarded as relics from the old homeworld and are treated with great respect.

CI-7 Plasma Pulverizer (Cydonia Industries)

The Pulverizer was used by both Martian and Earth forces, serving primarily as a line-breaker and for storming fortified positions. Pulling the trigger fires two plasma charges in quick succession, which can inflict enormous damage on unarmoured targets. The weapon's thermal fuses can be bypassed with a simple trick, allowing the Pulverizer to be overheated in order to effectively engage even heavily armoured targets.

Halyx Laser Emitter (Halyx Interplanetary)

This weapon, which remains lethal even at long range, is rarely used due to the narrow, winding passages of the ruins. However, should a Tomb Warrior have the opportunity to target an enemy from a distance, the laser emitter reveals its full potential. With pinpoint accuracy, this weapon can bring down even the most resilient foes without the shooter having to move from the safety of their cover.

Vengeance Hullbreaker (Cydonia Industries)

This portable siege weapon, originally developed by Cydonia Industries, was intended to blast open ship hulls and bunker doors. Like most weapons designed for boarding operations, the Hullbreaker was rarely used. On Exo 12, however, where the seemingly indestructible ruin walls defy most attempts to breach them, it is worth its weight in gold. As it was originally designed for use in space, where weight is of little consequence, the Hullbreaker is, however, heavy and unwieldy.

Combat Knives

A knife is always part of the Tomb Warriors' standard close-quarters armament.

These are usually sturdy, mass-produced army blades. Some fighters, however, prefer to go into battle with traditional Earth weapons such as bichwas and kris knives.

Shock Stick

These electro-shock weapons, humorously referred to as stun batons, were primarily used by security personnel to control agitated crowds. They are a cross between a baton and a cattle prod and can deliver electric shocks of 6,000 volts. This makes them particularly effective against armoured opponents found in the depths of the ruins.

Bio-projectile cannon (Ka technology)

So far, 16 of these peculiar weapons have been found, and no two models are alike. They appear to be a portable version of the cannons integrated into the exoskeletons of the Ka's biomechanical soldiers. These bizarre weapons consist partly of an unknown metal alloy and partly of organic tissue. The surface of the cannon feels uncomfortably warm, and fluids pulsate just beneath the rubber-like casing. The ammunition consists of separate, larva-like lifeforms that mature inside the weapon and are expelled from the barrel by contraction. If handled improperly, these 'Ammo-Bugs' may escape from the weapon and attack the wearer.

Standard Field Armour

An aramid suit with integrated ceramic plates, worn on Earth primarily by reconnaissance and scout units, corporate militias and law enforcement special forces. It covers only the most vital parts of the body, but is lightweight, flexible and offers protection against most projectile and light plasma weapons.

Reinforced Field Armour

A large proportion of Earth's armies wore various versions of this type of armour. It generally consists of interlocking ceramic plates with titanium reinforcements over vital organs. This provides significant protection against most plasma and laser discharges, as well as against bladed and impact weapons. The armour also provides space for life support systems such as air filters, wound-sealing foam and a basic fluid recycler.

Exo-Combat Suit

Heavy, loud and unstoppable – that is the Exo-Combat Suit, worn only by elite shock troops in the most hostile war zones. On Exo12, few can afford this type of armour, which transforms them into a mobile weapons platform. Firearms can be linked to the combat suit's targeting systems, allowing them to be fired with pinpoint accuracy even whilst sprinting. The wearer is protected by multiple layers of titanium and cermet plates, driven by an internal servo mechanism. In emergency situations, a plasma deflector shield can be activated. This generates a short-lived, thin layer of ionised gas that deflects incoming projectiles.

Support-Items

Combat Stims

A potent cocktail of various pain-relieving, haemostatic and performance-enhancing substances, which are injected into the bloodstream either manually or via a suit-integrated injection system. Thanks to this preparation, a person can continue fighting even after sustaining the most severe injuries.

Emergency Battery

These compact, lightweight power units can be integrated into any human-worn device. The

adapter developed by Halyx Interstellar is even capable of connecting the batteries to Ka-technology.

Halyx Xeno Bridge

The Xeno Bridge utilises the same technology that has already made the Xeno Link an integral part of Tomb Warrior equipment. The device consists of a pistol grip, several straps and a set of Xeno Link adaptors, which allow the wearer to connect the Bridge to a Ka weapon, such as the bioprojectile cannon. This makes the alien weapon easier to handle and gives it an even greater lethal potential.

God Juice

This substance, developed on Mars, was administered to soldiers of the Hegemony and the lunar stations to counteract the inevitable muscle atrophy caused by life on low-gravity worlds. On Earth, it was considered a drug, the use of which was banned in all mega-nations. The few vials that were smuggled onto Exoplanet 12 are regarded as an absolute stimulant and are highly sought after among the Tomb Warriors.

Polonium Core

A secret research station orbits Ganymede. It houses the laboratories of Halyx Interplanetary, where ever newer and deadlier weapon systems and military equipment are developed. The Polonium Core is one of these abhorrent creations. The deadly radiation from this golf-ball-sized sphere penetrates both armour and energy shields, transforming organic matter into steaming slime in a fraction of a second.

You're amazing!

The ruins are dark, but you're bringing light to the scene!

Exo Tomb is created 100% without AI. All the rules are written by me and tested by real players.

The artwork is by Christian Dohlen, aka Travis, a talented artist who brings the world of *Exo Tomb* to life with a great deal of effort and passion.

But all of this takes time and – when it comes to artwork – money too.

With your support on Patreon, you'll enable me to:

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