



SCP:

Apollyon

**A Horror-Themed Co-Op
Board Game for 1-6 Players**

Made by The Prismatic Forge



SCP: Apollyon

A horror-themed co-op board game for 1-6 players

SCP:Apollyon is a cooperative, turn-based horror-themed board game based on the SCP Foundation, a fictional modern organization that undertakes whatever means necessary to discover anomalous objects and contain them from the public that they threaten. 1-6 players each take on the role of a Site Director, a high ranking Foundation member responsible for the management of their own Foundation Blacksite. Players must work together to maintain the all-important **Masquerade** by containing the never-ending flow of anomalies, and maybe, just maybe, subverting one of many possible **XK-Class End-of-World Scenarios**. It is inspired by and similar to games such as **Spirit Island** and **Arkham Horror**.

*Summary:
1-6 players, 120-180 minutes,
Ages 15+
Complexity: 6/10*

Goal

The Foundation has discovered, through incontrovertible anomalous means, that an undetermined **Apollyon**-class anomaly will appear in six months time. **Apollyon** is the classification given to anomalies considered impossible to contain, and in this case are certain to cause at least the end of the world, if not the end of reality as we know it.

Players have six months to prepare their sites by building up assets, talented agents, and intel. As they do, they'll also need to diligently respond to Situations – anomalous happenings all across the globe that could be caused by some horrific creature hellbent on the destruction of humanity... Or just a bowl of candy that responds negatively to being stolen from.

If Players fail to manage the stream of threats to humanity, they risk **Breaking the Masquerade**, revealing to the world the dire straits they're really in. If too many Situations pass unresolved, too many anomalies let loose to wreak havoc in the public, then humanity will surely fall.

Thus, the Foundation's motto: "We die in the dark so that you may live in the light."

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Overview

The Masquerade

The mission statement of the Foundation is to protect Humanity from the horrific truths that live in the darkness around every turn. If the facade of normalcy were ever to break on a large scale, the sheer panic could potentially end hundreds of thousands of lives, as well as destabilizing countless power structures. Thus, it is your job as Site Director to ensure the “**Masquerade**” never breaks. To that end, you have many tools at your disposal – high grade amnestics, disinformation teams, and of course, undercover agents in every government around the world.

Keyword: Amnestics

Amnestics, or amnesiacs, are a type of memory-affecting agent that targets memories in a subject's brain once consumed. There are several types of amnestics, with all serving the purpose of erasing problematic memories.

The **Masquerade Tracker** quantifies the widespread health and ignorance of the masses. Should it ever fall to 10, you will incur a **SK-Class “Broken Masquerade” Scenario**, also known as a “Lifting of the Veil”. Please note that allowing such a scenario to occur will greatly decrease Humanity’s likelihood of survival, and severely hamper Foundation work. If the **Masquerade Tracker** ever drops to 0, then the Foundation has officially lost control of the world, and anomalies rule. Your best option at that point might well be to utilize the self-neutralization pill supplied to you upon your promotion to Site Director. Players have lost.

Situations and Anomalies will have a **Masquerade Cost**, which must be paid from the **Masquerade Tracker**. This can represent many things – usually largescale civilian casualties, but it could refer to the release of a memetic cognitohazard that reveals anomalous secrets, a single man in Time Square turning himself inside out once an hour, or generally anything that could cause a headache for the Disinformation Bureau. Best not to think about the first option – in this line of work, sometimes you can’t afford to.

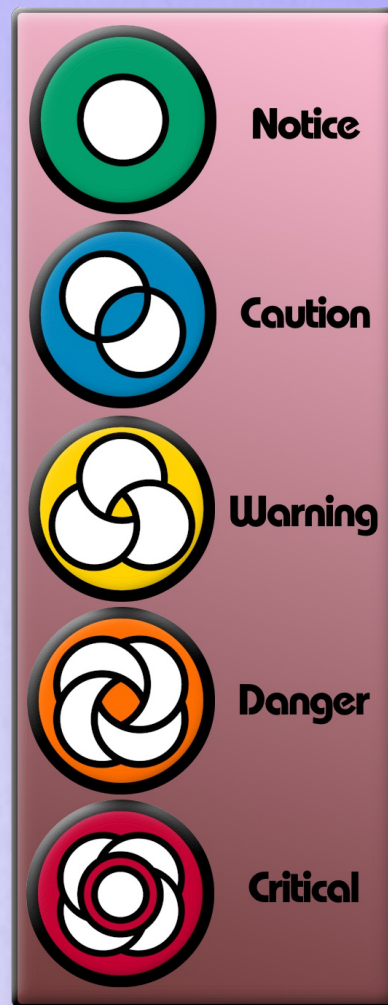


Situations

Situations are constantly occurring all over the globe. Anomalous reports, from missing persons to people falling straight upwards, which local authorities are instructed to pass up the hierarchy and then forget about. Eventually, all reports reach your global information network. Though witness testimony can tell you a lot, the only way to figure out what’s really happening is to send in a Mobile Task Force (MTF). Make sure your agents are prepared for combat, no matter how innocent the report. Remember that murderous, man-eating monsters are still on the less frightening side of SCP objects that your team must eventually contend with.

Each situation has a Danger rating, displayed on the lower left side of the card. That’s the Foundation’s best estimate as to how well equipped your team should be before you send them off, based on eye-witness reports. It’s helpful – but never totally accurate. Be prepared for anything... especially to lose your team. Each situation also has a **Masquerade Cost**, displayed on the lower right side of the card. These have to be paid as soon as a situation shows up – but don’t worry.

Anytime you successfully resolve a situation, your agents spread out and suppress the truth, amnesticizing any witnesses and cleaning up anything that might put a suspicious civilian on edge. Thus, the **Masquerade** remains. That’s *if* you successfully resolve the situation, though...



Notice

Caution

Warning

Danger

Critical

Characters

As you and your fellow Site Directors pull strings, you will be able to acquire Character cards, which represent the best of the best personnel you've hired. These are agents with individual skills who can be sent into the field to resolve Situations or perform other missions. You'll get the opportunity to assign them into one of your two Mobile Task Forces (MTFs).



Characters can have an array of **Skills**. Each **Skill** represents a different way the Character can benefit you – **Experts** gain bonus successes to any rolls they attempt, **Firepower** allows you to decrease the damage dealt by an anomaly, and many more. For a full list, refer to the Reminder Card Alpha or the back

end of this rulebook.


Character cards, like Anomaly cards, are measured by two important numbers. The first, on the left, is the **Threat Rating**, which denotes how much damage a Character can do. The right number is its **Subdue Rating**, which refers to how much punishment they can take before they are **Destroyed**. Unlike the monsters you'll be fighting, your teams will be full of fragile but versatile human beings. You'll need to rely on **Skills** and good old tactics to keep your teams alive.

Attached to every **Threat Rating** is a **Damage Type**. When Rolling your Threat in combat, the **Damage Type** refers to the type of tokens it places on any success.

Characters also have a Cost, which shows how many Assets are needed to purchase this card when it is for sale in the Black Market.


Anomalies

Anomalies, often called SCP objects, are the main threat you face. What denotes an object, creature or location as anomalous are effects that appear to defy common explanation. Each anomaly is given a designation (usually SCP-Number) and an object classification.




False Alarm

A Situation in which nothing anomalous has actually taken place. Could be a serial killer, a simple kidnapping, a particularly convincing stage magician... in any case, Foundation interference was not necessary.



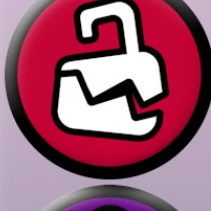
Safe

Anomalies that are easily and safely contained. This is often due to the fact that containment does not require significant resources or anomaly requires a specific and conscious activation or trigger.




Euclid

Anomalies that require more resources to contain completely or where containment isn't always reliable. Usually this is because the SCP is insufficiently understood or inherently unpredictable.




Keter

Anomalies that are exceedingly difficult to contain consistently, with containment procedures often being extensive and complex. The Foundation often lacks the technology to properly contain or counter it.



Thaumiel

Anomalies that the Foundation specifically uses to contain other SCPs. Even the mere existence of Thaumiel-class objects is classified at the highest levels of the Foundation.



Apollyon

Anomalies that by nature are uncontainable, or expected to breach any containment they are placed under. Such anomalies are usually associated with world-ending threats.

Object classifications used by the Foundation. It's worth noting that the designation of an SCP Object does not reflect its material threat to human life – only the difficulty of containment.

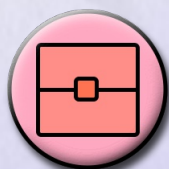
Apollyon classification is reserved for highly destructive active anomalies which are functionally impossible to contain – something past Keter. An Apollyon-class anomaly is an anomaly more or less guaranteed to ultimately destroy the world, no matter what is done to stop it. The only thing which can avert that particular XA-class scenario is if something else, likely some other Apollyon-class anomaly, destroys the world first. Their relative threat level is measured not in material containment resources but in inevitable years.” - There is No Antimemetics Division

Just like Characters, each Anomaly has a **Threat Rating** and a **Subdue Rating**, representing their danger and difficulty to take down. Unlike Characters, when an anomaly takes Wound Tokens equal to its **Subdue Rating**, it is subdued, not **Destroyed**. **Destroying** an anomaly (safely) requires running **Neutralization Trials**, which are costly and difficult. However, subduing an Anomaly is sufficient to stop its anomalous effects on the world, referred to as its' **Card Text**.

Many Anomalies run by different rules, which are written on the card and referred to as the **Card Text**. They can impose punishments or rewards on players for various actions, can modify the stats of Characters and Anomalies, or anything else.

Any plain **Card Text** on the anomaly is considered to always be in effect until subdued or Contained – however, there exist many forms of garnish which represent conditional rules the card text must follow. **Monthly Effects** occur at the end of every turn if an anomaly is loose in the public, **Contained Effects** only occur while the card is in Active Containment. **First Contact!** effects apply the very first time an Anomaly is discovered and engaged, and **Every Contact!** effects apply every time an anomaly is engaged. Turn icons, such as Start of Turn (▶), Event Phase (⊖), and End of Turn (⊞), indicate that the card effect applies once per turn during a specific phase. Refer to the Keywords at the end of this rule-book as a quick reference to learn more about all these forms of card text.

If an Anomaly does have an effect that takes place during a specific phase, they will always have a unique corresponding Anomaly Token. Whenever you draw an Anomaly, players are encouraged to find the corresponding Anomaly Token and place it on the **Turn Order Board** at the corresponding phase(s) it activates, making it much easier to remember the effect when it should happen.



When you attempt to resolve a situation, you will almost always draw and engage one of these



Anomalies. If you manage to subdue it, you take it back to your site and can then pay the **Containment Cost** to place it into Active Containment. If you fail to subdue the anomaly, it will escape into the Public Zone, where it will cause untold panic, and likely many deaths. For every turn that it remains in the Public Zone, its **Masquerade Cost** must be paid from the **Masquerade Tracker**, and it will cause its **Monthly Effects**, if it has any.

The Foundation's policy is to Contain anomalies they don't fully understand, but under certain circumstances, it may be necessary to **Neutralize** them. To do so, you'll need to have a Character with the **Neutralizer Skill**, and you'll need to surpass the Anomaly's

Target Rating with it, which is its **Threat** and **Subdue** added together. This can be done via a **Neutralization Trial** during the Site Phase.

Assets

Each blacksite has an Asset Pool, which holds a set of tokens that represent the assets the Site Director has on hand. There are four kinds of Assets – Personnel, Resources, Space, and Intel. Various effects throughout the game will ask you to Spend them, which usually means discarding them.

Asset Cards

Throughout the game, you will have the opportunity to draw Asset Cards. Each Asset Card has a list of Assets on it. When you get an Asset Card, you may immediately take the Asset Tokens listed on the card from the Public Zone and place them in your Asset Pool, and then discard it.

Containment Tokens

When an Asset Token is **Spent** to Contain an Anomaly, it is converted to a Containment Token, and is placed on top of the Anomaly. Assets used as Containment Tokens can't be **Spent**, but can be targeted by an effect if no Asset Tokens remain to target.

Asset Token Reference



Personnel tokens represent a broad spectrum of Foundation agents and researchers working round-the-clock – or a replenishable income of D-Class sacrifices it has on-hand.



Resources tokens represent a serious chunk of monthly capital gain – but it can also refer to the connections, information, or other means required for the Foundation to get their hands on rare, expensive materials, or perform construction projects.



Space tokens represent an amount of physical space under Foundation control. While this most typically refers to a room or buildings, this can also refer to farmland, stretches of ocean, or whatever is required to contain location-based anomalies. Space is special and cannot be **Destroyed** during **Containment Breaches** - unless the Anomaly can seriously manipulate reality.



Intel Tokens materially represent the collected documents, connections, relationships, and ground-work done to further the Foundation's goal and ease the work of the troops on the ground.

Rolling for Success

Many mechanics in SCP:Apollyon will ask you to **Roll for Success**. This refers to rolling a number of six-sided dice, then counting how many are greater than or equal to the **Success Measure**. For simplification, SCP:A follows a few simple shorthands when it asks you to **Roll Success**. The format is as follows:



Roll X for Success(Y)


X refers to the number of dice that you need to roll, and Y refers to the **Success Measure**. For example, the phrase “**Roll 4 for Success (3)**” means rolling 4 dice, then adding together how many are higher than (or equal to) 3.

Incidentally, the default **Success Measure** is 3. Anytime the **Success Measure** isn't specified, it should be assumed to be 3. Similarly, if it's not specified how much you're rolling, then you are only rolling 1. For example, if a card tells you to **Roll for Success**, they are asking you to roll a single dice, and anything 3 or higher is a success.

Another common shorthand is to say “**Roll your Threat**”, or “**Roll your Neutralizer Skill (4)**”, etc. This means the number of dice you must roll is equal to your aggregate **Threat** or **Neutralize Rating**, as is applicable in the moment.

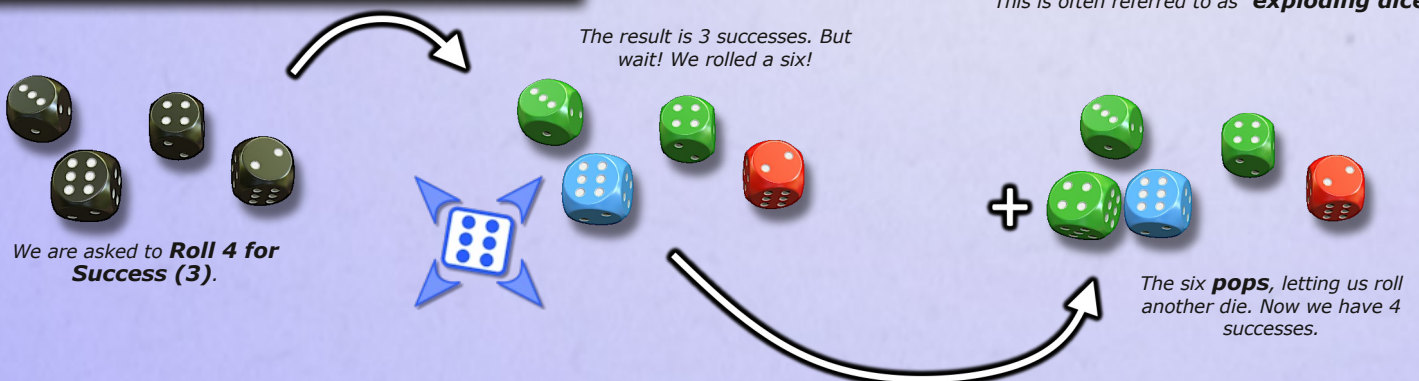
Popping

When rolling dice in SCP:Apollyon, rolling a 6 causes the die to **Pop** . A **Popped** die most often grants the roller a special benefit. Anywhere it does, you will see this symbol  followed by the special rule. Usually, **Pops** will allow you to roll an extra die. This means you can get very lucky with an outmatched team – or, you can get very unlucky with an overmatched one.

In most cases, a  effect occurs in addition to the regular effects of the roll.

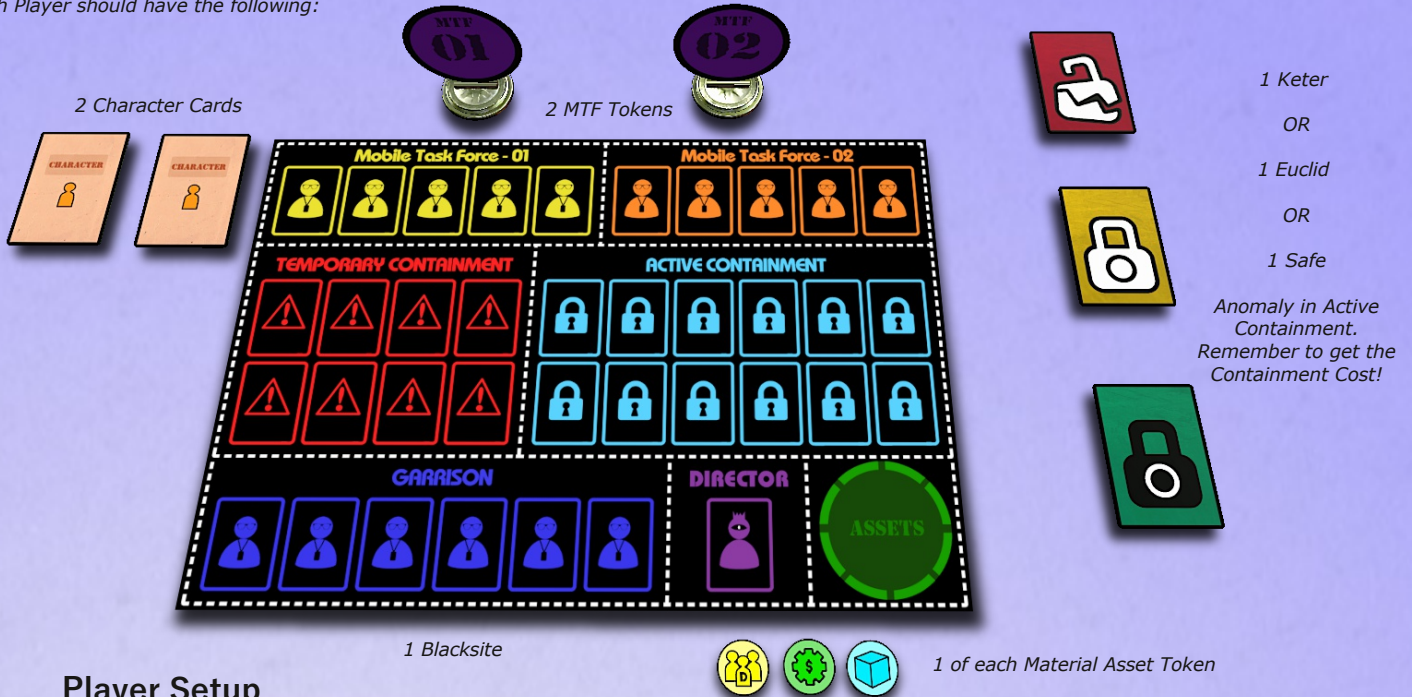
*This is often referred to as “**exploding dice**”.*

Rolling For Successes:










Gameplay

Each Player should have the following:



Player Setup

Each player should follow these steps to set up for beginning the game.

1. Take a "Site Facility" Board and place it in front of you.
2. Pick a **Site Director** card. This is who you will play as for the game.
3. Choose a color and take the two corresponding MTF Markers, labeled MTF-01 and MTF-02.
4. Take your starting assets from the Public Zone - 1 Space , 1 Personnel , and 1 Resource . Draw 2 Character  cards and place them face-up in your **Garrison**, so everyone can see them.
5. You start with one Anomaly already in Active Containment. Choose between the Safe , Euclid , or Keter  classification, then draw a random anomaly from the corresponding deck.

Place the resulting anomaly face-up in Active Containment. Take the required Containment Cost from the public and place it on top of the anomaly - for now, it is fully Contained.

Administrator Setup

Players should decide however they like on one player to be **The Administrator**. **The Administrator** should then take the following steps to set up the game.

1. Shuffle each deck. This should be 6 Anomaly decks, as well as the Character, Asset, Intel, and Event decks. Set them down in an easy-to-reach place, using the provided Deck Pads if desired.
If you are playing in Campaign mode (pg. 19), remove all previously-beaten Apollyon cards from the deck before shuffling.
2. Shuffle the Situation deck, placing whichever one

you'd like on the top. If you are playing with 3 or less players, place two False Alarm cards face-down over the 7th and 8th Situation Slots. You may not use them this game.

3. Set the **Masquerade Tracker** to 15, and then add 2 for each Player. Place a six-sided die next to it, then turn it to six. This is your Turn Tracker. When it would hit zero, your teams run out of time, and must face the Apollyon.

4. If desired, place the **Turn Order Board** in a comfortable place where anyone can reach it. This board will help assist players in remembering the tasks for each turn and the order of them. If any Anomalies or Characters on the board already have a **Card Effect** that occurs during a specific phase, denoted by a **Phase Icon**, or a **Monthly Effect**, they should find the corresponding token for that anomaly and place it on the **Turn Order Board** now.

5. Finally, draw one card from the **Apollyon** deck, and keep it face down! Place it in a place where it will be on all player's minds all game. This is the foretold **Apollyon** threat that everyone must prepare for, even without knowing what they're preparing for. Humanity must find a way to survive, no matter what! You may place all the other **Apollyon** cards aside for the game.

Phases

SCP: Apollyon is played over 6 turns, each representing a single month. Every turn passes through several phases, as detailed by the next few pages. Each phase, all players may take actions simultaneously, and the play only continues to the next phase once all players are ready.


1) Intel Phase

Time passes, and **The Administrator** should set the Turn Tracker to the next lowest number. If that number would be zero, discard the Turn Tracker, and refer to **The Apollyon/Winning the Game**.

Lost Characters roll their **Recovery Checks**. The Default Success Measure is 3. Refer to the Token details at the end of the rulebook for more info.





If any cards have **Start-of-Turn Effects**, they apply. Check the Turn Order Board for any card tokens to remind yourself.

Then, Situations are dealt. Anytime a Situation is Dealt, it is dealt to one of the Situation Slots in the Situation Zone, with the “Unknown Situation” side face up (the side with the big question mark). Players pay the **Masquerade Cost** on the card immediately, and then place that number of **Masquerade Tokens**  on top of the card. These are to remind the players how much **Masquerade** they will recoup when the Situation is resolved.

To get the number of Situations you deal this turn, first, you deal 1 Situation for every 2 players at the table, rounding down, then deal another one. Or, just refer to this handy chart:

1 Player – 1 Situation
2-3 Players – 2 Situations
4-5 players – 3 Situations
6 Players – 4 Situations

Each player rolls an **Intel Check**. An **Intel Check** entails **Rolling for Success (4)**. For each failure rolled, you deal one more Situation. On , Players recover 1 Masquerade .

There are a maximum of eight slots in the Situation Zone. If playing with 3 or fewer players, there are only six slots (ignore slots 7 and 8).

If you must deal a Situation but the Situation Zone is full, and the Masquerade has yet not been broken, leave the Situation where it is. You pay its Masquerade Cost immediately.

*If, instead, the Masquerade is Broken, **Reveal** the Situation and draw the corresponding Anomaly, ignoring any special rules on the Situation. Place it immediately into the Public Zone. Discard the Situation. You do not pay its cost, but neither do you gain its rewards.*


2) Growth Phase

This phase represents a top-secret meeting between players to discuss the optimal ways to allocate their resources over the following month. Players will work together to pool their assets and figure out the optimal way to tackle the state of the board. Players may do a number of things in this phase in any order: **Draw, Transfer, Shop, and Promote**.

Draw:



Players will draw 2 Asset Cards each and place them into a **Draw Pile** face-up. Players can then discuss who needs what. Then, each Player will take at most 1 card from the pile. Any cards in the **Draw Pile** not taken are discarded.

Transfer:

Any player may transfer Asset Tokens and Characters at will during this phase. Each player may also attempt to transfer one Anomaly to another site once per turn. If an anomaly is transferred, **Roll for Success**. On a failure, place a Counter Token  on the transferred anomaly. It will **Breach Check** during the Event Phase. The Counter can then be discarded.

Shop:

Before the Black Market can be accessed this turn, it is refreshed. **The Administrator** may choose to discard up to 1 Character and Intel card from any that are currently available. Then, they will draw a new card for each slot that is empty until the Black Market is full.

During this phase, Players may freely spend their Assets at the market to purchase any available cards, or spend 2 Resources  to purchase 1 Space .

Promote:

Players may spend Medals  from their Characters to upgrade them with Promotions, according to their individual costs.

3) MTF Phase

3a) Assignments

The MTF Phase begins with assignments. Players first assign their Character cards to a team, and then they assign each MTF to a mission.

MTFS

You can assign a Character to either MTF-01 or MTF-02 by placing it into the corresponding MTF zone in your site. When a Character is assigned to an MTF, they are considered to be away from the Site until the Recovery Phase, and so are unable to respond to emergencies at the site or take advantage of any site-bound skills.

Garrison

Any Characters left in the Garrison are considered to be assigned there. They are still active and will be important for handling site duties, such as managing containment breaches or other site-based **Skills**.

On Vacation

To place a Character "On Vacation", place them in the Public Zone. This immediately clears a single Cognitohazard Token 🧑 from them, which can be useful for getting them back in action. However, for this turn, they are considered to be deactivated. That means their **Skills** and **Card Text** are considered null until they return to the regular flow of play at the end of the turn. They can't be targeted with any effects that wouldn't also target a **Lost** Character.

When Characters are all assigned, you can assign each MTF to various missions by moving the appropriately-colored MTF markers to the location of the mission.

After all Characters and Teams have been assigned, you may move on to the next subphase.

Early Assignments

Although assignments only technically occur during this phase, players may choose to begin assigning their Characters and MTF markers during Intel and Growth phases. This can help players to strategize and figure out how best to allocate their resources. However, once this phase is over, assignments are locked in until the end of the turn.

Card Limits

Although the physical board may have limits, there are actually no limits to the number of Characters that may be assigned to the Garrison or MTFs. However, their order does matter for the effect of certain cards, so keep them placed in a straight line.

Missions

Investigate

Send your team to resolve an active Situation in one of the Situation Slots.

Intercept

Send your team to draw and resolve the top card of the Situation deck. When you do this, place the card and the MTF token to the side. It has no Masquerade cost, and does not take up a Situation Slot.

Capture

Send your team to engage an anomaly in the public zone.

Scouting

Send your team to acquire resources. The team **Rolls for Successes**, gaining valuable Intel if successful, and facing potential danger on any failures.

3b) Resolve Missions

Players may decide to resolve their missions in any order they like. It's worth noting that the order can make quite a difference, as certain situations or Anomalies could produce global effects that affect other missions.

It is recommended that players start with Capture missions, then resolve Scouting missions, and then resolve Investigate and Intercept missions clockwise around the Situation Slots starting from 1, if no other impetus exists.

*If two different MTFs collaborate on a mission, such as Investigating the same situation, they attempt the mission together. They may add their **Threat** together and distribute the Wounds across either team. The MTFs effectively combine into one larger MTF and are considered on the same team for all effects. All MTFs that are Scouting, for example, combine into one big MTF.*

This is important for effects such as Leader and various Anomaly Card Texts. Any Characters acquired during this phase or the next are placed "On Vacation".

4) Event Phase

If the players are using Event cards for this game, one is drawn immediately and its effects are processed. If not, players must roll the Event Die.



Event Die

A player may roll the Event Die instead of drawing an Event. The following must be processed immediately, based on the result.

Roll	Result
1	Each player has a Breach Cascade .
2	Each player picks one different non-Safe or Thaumiel anomaly to Breach Check .
3	One anomaly per Player in Temporary Containment has a Breach Check . They do not need to belong to the Player's site.
4	
5	Deal a situation per 3 Players, rounding up.
6	Distribute 1 Character per 2 Players, rounding up.



After processing the Event, any card with an Event Phase **Card Effect** activates that effect in any order.

Scientists, for example, may gain Study Tokens , **Amnestics** regenerate **Masquerade** , and many Anomalies may induce their effects.

If the **Apollyon** card is active, instead of the Event, the **Apollyon** engages all active Characters at once in one giant MTF. This includes Characters in MTFs AND inside Garrisons, but not Characters "On Vacation" or Lost. Certain **Apollyons** will not engage in this manner. Check the rules on the **Apollyon** card.

5) Site Phase

First, MTFs return subdued Anomalies to their home-sites. The MTF is still out of commission this turn and does not rejoin the Garrison yet. MTFs may bring subdued Anomalies to any other site that has agreed to it instead of their own.

Any Anomaly brought to a site immediately enters one of the site's **Temporary Containment** fields. An Anomaly in **Temporary Containment** does not gain their anomalous effects, and is otherwise totally contained. However, **Temporary Containment** is prone to failure, and **Temporarily Contained** anomalies will often **Breach Containment**.

Players primarily do the two following things during this turn.

Contain Anomalies

Players can spend the **Containment Cost** on any anomaly in their **Temporary Containment** zone to move it to **Active Containment**.

Neutralization Trial


Players, assisted by Characters with **Neutralizer**, can attempt to put down an Anomaly in **Active Containment** once per turn.



6) Recovery Phase



If any card has an **End-of-Turn Card Effect**, it happens first. Check the **Turn Order Board** to remind yourself.

Then, all Characters (who are able to) remove all Wound Tokens  and return to the Player's **Garrisons**, including any Characters who are "On Vacation".

Once all Characters have returned to the **Garrison**, Players must pay the **Masquerade Cost** for all anomalies that are loose in the public zone. Any anomaly that is not **Contained** then applies their **Monthly Effect**, if they have one.

It is now the next turn. Start the Intel Phase.

The Apollyon/Winning the Game

Play continues as normal until the **Turn Tracker** die has been discarded. After it has been discarded, flip up the **Apollyon** card that was set aside during Set-up. It moves into the Public Zone. Gather all players, and have one Player read its **Card Text** aloud.

Most **Apollyons** come preloaded with a devastating effect that will permanently and severely cripple Foundation operations immediately. On top of that, every Event Phase, rather than an Event, the **Apollyon** will engage ALL Characters (Unless otherwise specified by the card).

Excepting the Event Phase and any **Card Text** on the **Apollyon**, play continues as normal until the Players either **Contain** the Anomaly, or their **Masquerade Tracker** drops to 0. Normally, the **Masquerade Tracker** dropping to 0 is the only loss condition, however, certain **Apollyons** have additional win or loss conditions.

In order to win, players must subdue the **Apollyon** AND place it into **Active Containment**. The turn they do so, they must also survive to the end of the turn. If they make it to the end without falling to any other Anomalies, Humanity has found a future, and the Foundation will survive! Players have won the game.

*If playing in Campaign mode, make sure to write down the name of the **Apollyon** card you defeated so that it may be removed from the pool for future playthroughs.*



Mechanics

Containing an Anomaly

During the Site Phase, you will have the opportunity to fully **Contain** any anomalies that are held within **Temporary Containment**.

There are two Containment zones in your site – **Temporary Containment** and **Active Containment**. **Temporary Containment** is an all-purpose facility where you place Anomalies subdued in the field until you can afford to pay their **Containment Cost** – in other words, construct a unique containment unit built to their specifications. **Temporary Containment** is very dangerous. It is highly recommended to place anomalies (especially the more dangerous ones) into **Active Containment** at the soonest possible opportunity. While in **Temporary Containment**, like while subdued, an Anomaly's card text is inactive. This includes **Contained Effects**, which only take effect in **Active Containment**.

Each Anomaly has a **Containment Cost**, which is a displayed on the card. In order to **Contain** the anomaly, you must **Spend** the **Containment Cost** in Asset Tokens. When you **Spend** Assets for Containment, rather than discarding them, you place them on top of the Anomaly. They are now considered Containment Tokens, and remain with the anomaly (until it... vacates containment).

Once you've paid the cost, you may place the anomaly into **Active Containment**.

Containment Rules

When adding an anomaly to Active Containment, you must add it to the row with the least number of contained anomalies.

If you fill up the first two rows, and still have the required space tokens, you may begin filling up a third row, following the same rule that all anomalies must be added to the row with the least anomalies. If your third row becomes empty, and there is room left in your first two rows, the third row disappears until it is needed again.

This may continue onto 4th, 5th, 6th rows, ad infinitum, following these rules.

*When containment is vacated (such as if an anomaly is **Neutralized**, **Moved**, or **Breaches Containment**), you get all your Containment Tokens back as Asset Tokens. However, when an anomaly attempts to **Breach Containment**, it very well might **Destroy** the Containment Tokens used in its containment.*

Overcontainment

During the Site Phase, players may choose to place additional tokens on an anomaly in **Active Containment**. They act as though normally contained, but will by nature be much more secure when it comes to surviving a **Breach Check**.

Resolving a Situation

Situations appear and harbor potential anomalies that must be investigated by an MTF. They start with the "Unknown Situation" face up, which is the side with a big question mark.

A situation is a piece of intel that has been data-mined from official government servers or gathered by undercover agents from local law enforcement, and is a situation that very well could be anomalous in nature. It could represent a series of potentially anomalous disappearances, strange happenings, or eyewitness reports of a gruesome murder – in any case, an MTF must be sent to investigate before further harm can be done.

When a team is ready to resolve a Situation, they begin by flipping the card over to the **First Contact!** Side.

FIRST CONTACT!

1 Your team has underestimated this mission. Each member of the MTF gets -1 Threat, to a minimum of 1 each.

2 [Large Green Padlock Icon]

3 [Green Gear with Dollar Sign Icon]

1- First Contact Effect
2- Anomaly Classification
3- Rewards


The image in the middle of the card refers to the Classification of Anomaly you have found. You will have to draw and engage an Anomaly from this deck.

The **First Contact!** paragraph will explain any special rules that will happen during First Contact with the Anomaly. These only apply during this Situation, and the effects disappear as soon as this Situation is discarded.

If you successfully engage and defeat the entity, you gain any rewards displayed at the bottom of the card. If for any reason the First Contact concludes without a clear victor, the rewards are lost. However, as long as your team survives the engagement, after the situation is resolved, they recoup the **Masquerade Cost** of the situation. When the Situation is fully resolved, it is be discarded.

After processing the First Contact effects, you have the opportunity to Issue a **Retreat Order**, if you feel as though your team is outmatched. Doing so will allow you to attempt to escape with minimal casualties – at the cost of allowing the Anomaly to enter the Public Zone uninhibited.


Once you've decided whether you are Issuing a **Retreat Order** or not, you must draw the corresponding Anomaly and immediately engage it.

Some Anomalies will also have text that reads **First Contact!** or **Every Contact!** - these represent any special rules or effects the encounter will go by in addition to the text on the **First Contact!** card. A good example is "Each MTF member recieves 1 ". If the text is **First Contact!**, then these rules will only apply during the first time this Anomaly is engaged, when it has just been discovered - whereas **Every Contact!** text will apply every time.



Engaging an Anomaly

Engagement refers to a violent clash between the MTF and an Anomaly. While this usually refers to physical violence and boots-on-the-ground military action, Anomalies come in as many forms and suppression requirements as there are letters to categorize them with. This could refer to cyber-warfare, erecting no-civilian zones, or even an arcane ritual.

When processing an engagement, any **First Contact!** effects occur first. Then, both MTFs and anomalies will **Roll their Threat for Successes** at the same time. The anomaly's **Threat** will be rolled by the Player to the left of the owner of the MTF.

Each success rolled by either party results in 1 damage to the other party, represented by a single token each. Check the **Damage Types** – while every Character will place Wound Tokens , some anomalies may place Cognitohazards  or other unusual tokens.

*When an MTF **Rolls their Threat**, they add together the **Threat** of all the members on the team. Because both parties **Roll their Threat** at the same time, any effects of the placed damage tokens cannot effect the number of **Threat** rolled.*

When receiving a Token from damage, you must place it on a Character on your team, though you may choose which one. Any team member that has Wound Tokens  equal to or greater than their **Subdue Rating** is **Destroyed** immediately and is placed into the discard. Any team member that has Cognitohazard Tokens  greater than or equal to three is similarly **Destroyed** immediately. When a Character is **Destroyed**, all tokens on them are discarded.

False Alarm

*If the Classification on the **First Contact!** Card is False Alarm, the rules are slightly different. A False Alarm refers to a situation that ended up being totally non-anomalous, which means Foundation interference is not necessary. This means the team will clean up the situation automatically, recouping the **Masquerade Cost** immediately. The player may then choose whether or not to draw the False Alarm card and engage it. There are no penalties for not engaging the False Alarm, but if they engage it, they may still get the Situation rewards. A False Alarm could still potentially result in a challenging or dangerous situation, so there is weight to the choice of leaving well enough alone or not. It may also represent an additional chance to gain potential Assets. However, if a player does end up engaging a False Alarm card, note that it is not an Anomaly, and thus does not need to be contained and does not move to the Public Zone. Whether or not the team succeeds the engagement, the card is simply discarded at the end.*

During engagements, for both you and the Anomaly. : Roll an extra die. The Anomaly will always choose to do this.

If you previously Issued a **Retreat Order**, the engagement goes slightly differently. Your team does not get to **Roll their Threat**, but the anomaly now only succeeds on , replacing the previous effect.

If the number of Wounds on the Anomaly matches or exceeds the Anomaly's **Subdue Rating**, and any members of your MTF are left alive, the Anomaly is subdued. Any **Card Text** on an anomaly is nulled while it is subdued, but it is not yet considered "**Contained**". When a card is subdued, place it on top of your MTF. When the team returns to base during the Site Phase, it will get placed into **Temporary Containment**. You may optionally have your MTF deliver it to any willing player's site instead of your own.

*If your MTF is emptied for some reason after they subdue an Anomaly but before they return with the subdued Anomaly, you are still able to return it to your **Temporary Containment**.*

If your team fails at subduing the Anomaly, or never tried, such as a **Retreat** or a cancelled engagement, the anomaly will move to the Public Zone. This is bad for morale and likely fatal to a large number of people. During the Recovery Phase, you will have to pay the Anomaly's **Masquerade Cost** and it will get its **Monthly Effect**, if it has one. It's **Card Text** will also remain effective until it is subdued and/or **Contained**.

Training

Every time you successfully resolve a situation, your team improves. You may place 1 Medal on any Agent still living when the dust settles. Each Medal counts for +1 Threat in all future engagements, and when you've collected enough Medals, you can spend them during the Growth Phase to Promote a Squad member, giving them a new skill.

Promotions

Characters may have as many Promotions as they'd like. Each Promotion has a Medal cost which must be paid by the Character receiving the Promotion, and when received, they count as a permanent **Skill** for that Character.

1 "The Ambassador"

05-4 2

Scout 3

4

5

Once per turn, you can discard everything in the Intel shop and refill it with new cards.
When you roll while Scouting, you may draw a instead of an Asset card.

He works with the Administrator in a more traditional ambassador role, privately with heads of state and high-tier organizations such as the Global Occult Coalition or ns. Has a sizable staff of diplomats working under him. Allegedly capable of traveling vast distances in an impossibly short time - apparently by foot.

The Prismatic Forge

1- Title
2- O5 Designation
3- Favored Class
4- Card Text
5- Flavor Text

Site Director

The Site Directors, or the O5 Council, are the most powerful and mysterious figures in The Foundation.

"Most Foundation personnel spend their entire careers without seeing them. Members below Clearance Level 2 don't even know they exist. Most people outside the Foundation have never heard of them, or don't think they are real.



Most everyone is afraid of them. An O5 walks into a room, and everyone pisses their pants. That's what happens when you hold supreme power over one of the scariest organizations in world history."


Every Site Director has a special effect which applies to your entire site the entire game. In addition, different Directors have different specialties. This is represented by the "Favored Class", which is a Promotion that this Director excels at acquiring.

Any Promotion of this type you purchase for your Agents costs 1 less Medal .

Scouting

Scouting refers to a variety of subtle, more people-oriented tasks - spying, researching, and investigating. Agents will find a spread of more background ways to bolster The Foundation's efforts.

All MTFs assigned to **Scouting** are combined into one. They **Roll X for Success**, where X is the number of agents in the MTF. Players gain 1 Intel  immediately for every success, and : Draw 1 Asset Card.

If any rolls fail, then the **Scouts** have gotten too close to the danger. Draw the bottom Situation from the Situations Deck. If it is a Keter , it is discarded - otherwise, they must immediately engage the situation like a regular **Capture** mission.

Intel


Intel is one of the most important resources The Foundation can acquire. There's no greater truth in The Foundation's business than that information is power. Intel can be spent at the store to purchase Intel Cards. When you buy an Intel Card, you immediately activate the effect on the card, and then discard it.



Neutralization Trial



During the Site Phase, players may attempt a **Neutralization Trial** on any Anomaly they currently have in **Active Containment**. This can be attempted on only one Anomaly per turn, unless otherwise specified.


In order to successfully **Neutralize** an Anomaly, you must **Roll your Neutralize Rating**, hoping to meet the Anomaly's **Target Rating**, which is equal to its **Threat** and **Subdue** added together.

Your **Neutralize Rating** is equal to sum of all your Garrisoned Character's **Neutralizer Skills**, plus 2 for each Study Token  on the Anomaly in question.

If you meet or exceed the Anomaly's **Target Rating**, it is successfully **Neutralized**. You may return all Containment Tokens to your site's Asset Pool, and you may place the Anomaly in the Anomaly discard.

In each **Neutralization Trial**, the Anomaly will attempt to fight back. The player to your left **Rolls the Anomaly's Threat**. If the Anomaly gets more successes than your **Neutralize** attempt did, it will immediately **Breach Containment** (without damaging any Containment Tokens, since your team brought it to a specialized secondary location to attempt killing it).

When rolling a **Neutralize** check, : Cancel one of the Anomaly's successes. The Anomaly has : Roll an extra die.



Every time you fail a **Neutralization Trial**, you gain two Study tokens  which are placed on top of the Anomaly, and stay with it for the rest of the game. These tokens represent the hard-earned research and knowledge-base about the Anomaly that your scientists have generated. Each one gives you a +2 to all future **Neutralization Trials**. An Anomaly may have any number of Study tokens placed upon them.

Breaching Containment

A **Containment Breach** can occur for a variety of reasons. When an anomaly **Breaches Containment**, the anomaly immediately engages all characters stationed inside the site's Garrison as though they were an MTF engaging the anomaly in public.

Breach Engagements

Breach Engagements have slightly different rules.

- Sites provide a home-field advantage, giving the anomaly +1 **Success Measure** on rolls.
- Each Personnel Token in the Asset Pool counts as a 1/1 Minion .
- The anomaly has : trigger a **Breach Cascade**.

If, during a **Containment Breach**, you have no garrison for the Anomaly to engage with, it still **Rolls its Threat** for the purpose of triggering **Breach Cascades**. If you have Personnel Tokens available, but no Garrison, you may choose whether or not they engage the Anomaly.

Like regular engagements, if you place at least as many Wound Tokens as it has **Subdue Rating**, and there are any surviving Characters, it is subdued. If a breaching Anomaly is subdued, then it is "**Re-Contained**". Even if Personnel are still alive, you need at least 1 Character card to **Re-Contain**.

A **Re-Contained** Anomaly moves to **Temporary Containment**, if it wasn't there already. You have a unique opportunity to immediately spend as many Assets as you can to attempt to **Contain** the Anomaly, no matter the phase.

If you fail to reach the Anomaly's **Subdue Rating**, or you no longer have any living Characters on the site, the anomaly escapes to the Public Zone, where they will gain the effects of their **Card Text** and act as normal until recaptured.

After you resolve the engagement with the **Breaching** Anomaly, you must resolve any **Breach Cascades** that occurred.

Breach Cascade

Choose which row of the facility the **Cascade** affects – you may not pick a row that is empty, or only consists of Anomalies that cannot **Breach**. If there are no such applicable rows, this **Cascade** fails.

Roll a six sided dice. Use that number to count from the left through your Anomalies in the picked row,

restarting at the beginning of the row every time you hit the end. You also skip any Anomalies that have **Breached** this turn. That Anomaly immediately undergoes a **Breach Check**. This **Cascade** then ends.


If you make it through all the **Breach Cascades**, you can breathe easy – this **Containment Breach** is resolved! Play returns to normal.


Breach Check

Any Anomaly can undergo a **Breach Check** when prompted to. The likelihood of the **Breach Check** succeeding is dependent on the Object Classification of the Anomaly.

If an Anomaly is in **Temporary Containment** when they **Breach Check**, they immediately **Breach Containment**.

If an anomaly is in **Active Containment** when they **Breach Check**, Players have a chance to use Containment Tokens as **Containment Measures** to negate the **Breach** attempt.

During a **Breach Check**, the Anomaly **Rolls its Threat** one dice at a time. Before each dice roll, you choose one of the Containment Tokens attached to the anomaly and place it in front of the card. It is now the **Containment Measure** opposing the breach. If the Anomaly rolls a success, that **Containment Measure** has failed. Place that token to the other side, and pick a new **Containment Measure**. The Anomaly has : **Destroy** the **Containment Measure** instead.

As Space tokens cannot be **Destroyed**, even when Anomalies , they are the ideal first choice as a Containment Measure.

If all **Containment Measures** have failed, the Anomaly **Breaches Containment**. Return all set aside Containment Tokens to the Asset Pool and process the new **Breach** immediately. If it did not **Breach Containment**, you may return all set aside Containment Tokens to the card instead.

Breach Check Success Measures

The **Success Measure** of an Anomaly's Breach attempt depends on the object's Classification.

Safe/Thaumiel - (6).


Cannot Destroy Containment Measures.

Euclid - (5).

Keter - (4).

Apollyon - (2). Always destroy Containment Measures, on any success.

Broken Masquerade

The first time you drop to 10 **Masquerade** or below, you immediately trigger a **XK-Class Broken Masquerade Scenario**. When this happens, each player must **Destroy** half of their own Material Assets (Personnel, Resources, Space) and Characters rounded down. For every 2 Assets Destroyed by this, Players gain 1 .

From now on, humanity as a whole will begin fighting back in their own way. When excess situations are drawn, they go immediately to the Public Zone. The Masquerade Cost of every anomaly in the Public Zone is reduced by 1, to a minimum of 0.

Once the **Masquerade has been Broken**, there's no going back.

Card Text

- **Monthly Effect** – Anything on an Anomaly card surrounded by thick brackets is a **Monthly Effect**. If the Anomaly in question is in the Public Zone or otherwise has its effects uninhibited during the Recovery Phase, this effect will apply. These effects are usually quite devastating – but not always. Some Anomalies may provide helpful monthly effects if left undisturbed.

- **Contained Effect** – Anything on an Anomaly card covered in a black box is a **Contained Effect**. Whatever the contents of the box are, they only apply if the Anomaly is safely in **Active Containment**. These effects can sometimes be helpful, representing the Foundation turning the anomalous effects of a card to their own benefit – but not always.

- **Turn Order Icons** – Any piece of **Card Text** on an Anomaly preceded by one of these icons is a discrete effect that occurs once per turn during a specific phase. When the Anomaly is drawn, you should find the corresponding Anomaly Token for that Anomaly and place it on the **Turn Order Board** to remind yourself of the effect each turn.

- **First Contact!/Every Contact!** – If a piece of **Card Text** on the Anomaly is preceded by **First Contact!**, then they are special rules that apply only during the very first engagement with the Anomaly, when discovering it from a situation for the first time. If the **Card Text** instead says **Every Contact!**, it applies during every engagement with the

anomaly. **Every Contact!** rules don't apply if the anomaly is not currently in an engagement. For both **Every Contact!** and **First Contact!**, the effects apply before the engagement officially begins. Characters **Lost, Destroyed**, or otherwise incapacitated will be unable to participate.

- **Reveal** – When a card is **Revealed**, it is flipped over and displayed to all players. Any text on the card does not apply until it normally would if the card wasn't **Revealed**. When **Revealing** a Situation, the Situation is flipped over, but the Anomaly is not drawn. The **First Contact!** effects of the situation still apply.

*Any time **Card Text** specifies that a targeted effect should happen, but doesn't specify how the target is chosen, that means players may decide amongst themselves which target should be picked. Eg. A card says "**Destroy 1 Personnel**". Players may pick any Personnel Token in the game to **Destroy**.*

*Any time **Card Text** asks you to "pick a random X", but doesn't specify how it should be picked, you may invent your own fun random selection process. If you don't have any ideas, the standard is to assign a number to each object and roll a dice to decide between them.*



Tokens

Masquerade Token

These represent points on your **Masquerade Tracker**. Anomalies have a **Masquerade Cost** that must be paid from the **Masquerade Tracker** every turn they remain uncontained, and Situations have a **Masquerade Cost** that must be paid every time they are dealt.



If a card ever specifies that you “Gain X”, that means you may add X points to the **Masquerade Tracker**.

Wound Token

When rolling in engagements, most Anomalies and Characters will place 1 Wound Token on their opponent for every success.



Players may choose who to place these Wound Tokens on, but any Character who has a number of Wound Tokens on them equal to their **Subdue Rating** is immediately **Destroyed**.

Cognitohazard Token

Any time a Character has one or more Cognitohazard Tokens, all their **Skills** and **Card Text** are considered null and they have a **Threat** of 0. (Note – this does not undo successes a Character has already rolled in an engagement.) If a Character ever has 3 or more Cognitohazard Tokens, they are immediately **Destroyed**. When a character is sent “On Vacation”, they clear one Cognitohazard token.




Lost Token

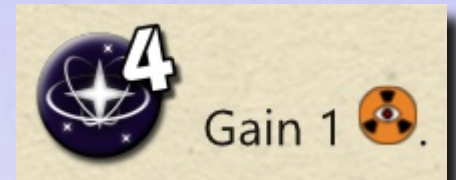
When a Character is **Lost**, they are immediately removed from gameplay. Take them from wherever they are and place them somewhere to the side of the card they are **Lost** in, then place a Lost Token on them. Unless specified, for the purposes of all other mechanics in the game, they do not exist.



At the start of each turn, during the Intel Phase, every **Lost** Character rolls a **Recovery Check**, which is a **Roll for Success (4)**. The **Success Measure** for this roll is called a **Recovery Measure**, and Lost Tokens applied by certain cards may have higher or lower **Recovery Measures**. The default **Recovery**


Measure is 4. If a Character has **Scout**, their **Recovery Measure** is reduced by 1, causing the default to be 3 instead. Recovery Checks have : **Recover** 1 other Character that is **Lost** from the same **Source**.

Any Character that succeeds a **Recovery Check** is **Recovered**, returning to regular play. If a Character fails the roll, they remain **Lost**, and they are subjected to the **Lost Effect**. The **Recovery Measure** of a **Lost Source** is shown by a number in the upper right, and the **Lost Effect** is listed to the right.



If a **Lost** Character would undergo something that **Destroys** them while they are **Lost**, they are not **Destroyed** until they are **Recovered**. When a **Character** is **Recovered**, all Tokens and effects placed upon the **Lost** Character while it was **Lost** all apply at once, as though they were placed on that turn. Characters may accumulate Cognitohazard and Wound Tokens beyond what is necessary to **Destroy** them in this way.

Minion Token

Some cards, be they Anomalies or Characters, may have Minion Tokens. Each Minion Token acts as a separate instance of that card with it's own stats, usually specified by the card. (Such as, “a 1/1 ”. If not specified, all Minions are 1/1 by default.) The **Threat** of each Minion Token is added to its parent during engagements. Unless otherwise specified, Minion tokens do not have agency, and must stay with their parent card. (Character Minions may not be assigned to different MTFs than one another, Anomaly Minions do not need to be individually contained.)



Though Minions count as separate instances of the same kind of card as their parent card, Minion Tokens may not receive their own Tokens, such as Wound or Cognitohazard Tokens. Instead, Minions are **Destroyed** to cancel a number of other Tokens equal to their **Subdue Rating** (Minions can't meaningfully interact with any other kind of Token). Like most things, this only occurs after the Minion's **Threat** is added to the parent's Threat Roll. A minion can only be **Destroyed** if there are enough

Tokens to **Destroy** it completely. Minions may not be partially **Destroyed**.

During **Neutralization Trials**, an Anomaly's Minion's full stats count towards the anomaly's **Target Rating**, but for every 2 successes players roll during a **Neutralization Trial**, they may **Destroy 1 Subdue Rating's** worth of Minion tokens.

Counter Token

Certain cards may require the use of Counter Tokens. They are usually used to keep track of certain things, and don't generally have any use besides what is specified on the card.




If a card ever refers to Counter Tokens as a stand-in for a number, such as (2 + **X**) or (**Roll X for Successes**), they are referring to the number of Counter Tokens on the card.

Asset Tokens

Asset Tokens sit in the player's Asset Pool, and represent their societal power. Assets can be **Spent** for various beneficial effects. Their primary purpose is to be turned into Containment Tokens and used to contain the various anomalies that threaten **The Masquerade**, or to purchase goods and services from the **Black Market**.

Study Token

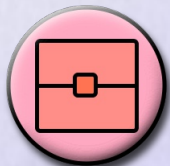
Players may place Study Tokens on an Anomaly primarily via Characters with the **Scientist Skill**. Each represents +2 rolls on **Neutralize** checks for that Anomaly. There is no limit to the number of Study Tokens that may be on an Anomaly, and they stay with it even if it **Breaches Containment** or is re-contained elsewhere. If kept on a Character, Study Tokens can act as 0/1 Minions  to block negative tokens.



Anomaly Token


Many Anomalies and Characters (especially those with an effect that occurs during a specific phase) have a unique Anomaly Token.

Anomaly Tokens have two sides – one with the SCP Designation of the card they represent, and another with a miniature icon taken from that card's art.



When an anomaly is drawn, if it has a **Monthly Effect** or some other **Turn Order Icon**, players are encouraged to find the associated Anomaly Token(s)

and place them on the applicable place(s) on the **Turn Order Board**.

These tokens can also be used to symbolize permanent effects that a card provides to another card. Any time a card makes reference to a , they are specifying their own associated Anomaly token. If you ever run out of relevant Anomaly Tokens, you are free to use Counter Tokens as a substitute


Medal Token

Medal Tokens represent the hard-won expertise that can only be earned by surviving countless horrific battles. A Character has +1 Threat for each Medal they've earned. If you would place a token on a Character with Medals that would Destroy them, you have the option to perform a **Last Ditch Effort** - discarding ALL of their Medals to cancel the token. Medals can be spent during the Growth Phase to upgrade your Character with skills.





Medals cannot be exchanged between Characters besides Last Ditch Efforts, Promotion, or certain purchases.


Skills

- **Amnestics X**: This Character may **Roll their Amnestic Rating (4) for Successes** if  they are Garrisoned during the Event Phase. Each success restores 1 point to the **Masquerade Tracker**.
- **Defender X**: Cancels the first X Wound Tokens that would be applied to this Character's MTF during engagements.
- **Expert X**: Anytime this character would Roll multiple dice, they add X successes to the roll. Works for engagements, **Neutralize** attempts, or anything else.
- **Firepower**: The MTF this Character is on may cancel as many **Threat** rolls as they like to cancel the same number of **Threat** rolls for the enemy during an engagement. The amount of **Firepower** to use is decided before any rolls are made. If there are multiple Characters with Firepower in a squad, each one after the first reduces Enemy Threat by 1.
- **Leader X**: Adds 1 **Threat** to every other member of the MTF, on up to X Characters or Minions. Each Character or Minion can only have one **Leader** affecting them.
- **Memetic Resistance X**: Prevents X

Cognitohazard Tokens per turn from being applied to this Character. Place any Cognitohazard Tokens deflected this way next to this token, and dismiss them during the Recovery Phase.

- **Neutralizer X:** While Garrisoned, this Character adds X rolls to any **Neutralization Trials**.

- **Scientist:** Place a Study Token  on this Character if it is Garrisoned during the Event Phase. It may be transferred to any Anomaly in the same site as this Character during any Phase. 

- **Scout:** This Character's **Recovery Measure** is decreased by 1. If this Character Scouts, it gains 1 additional  regardless of roll, and can cancel 1 failure for the purposes of having to engage.

- **Sentinel:** This Character has +2 **Threat** while Garrisoned. When an anomaly **Breaches** in this site, it cannot escape to the Public Zone unless this Character is **Destroyed**. It stays in **Temporary Containment**.

- **Tranquilizer X:** Reduces the **Subdue Rating** of any engaged card by X.

Last Words

Tips

- When deciding which Anomaly to draw as your Starting Anomaly, you ought to consider the strengths of your starting team, and probably never take a Keter. It's true they may offer a more tempting Asset bonus, if you manage to Neutralize them - and some may even have very powerful effects for you! But the overwhelming majority of Keter-class objects are a huge pain to contain and represent massive danger to an unprepared site.

- All the players are working together as a team. If everyone doesn't cooperate, the world is most certainly doomed! Don't be afraid to pass off Character cards, Asset Tokens, or even Anomalies, if they're needed elsewhere.

Alternate Play

If you want, you can play in Campaign mode. In Campaign mode, each time you beat an **Apollyon**, you remove it from the pile.

If you want an easier game, you can select an **Apollyon** card in advance and **Reveal** it at the start of the game.

Thanks for Playing!

This game was a labor of love for me. I hope you found it enjoyable, and if not – or if you have any comments or suggestions for future development, feel free to contact me on Discord at (barking333), or send me an e-mail at caryreese@prismaticforge.com.

Credits and Attributions

SCP: Apollyon is a game based off of the SCP Foundation (scpwiki.com) and is licensed under a Creative Commons Attribution-ShareAlike3.0 Unported License.

Every Card is based off concepts from specific entries in the SCP wiki. Each Card refers to the specific entry it refers to. Game Design, Graphic Design, and Concept by Cary Reese, @ThePrismaticForge

Illustrations from SINSEKAI (sinsekai20130227.tumblr.com)

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