- HELP CARD -

## INTRUDER BAG DEVELOPMENT

- Perform a Noise Roll in order.

- Place a Metagorger in each Room with Heavy Object and/or Metagorger.

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- Place a Butcher miniature in Room with Character with Slime and resolve an Encounter.

- Add 1 Metagorger to the Intruder Bag.

- HELP CARD -

## INTRUDER ATTACK STEP - FEEDING

**If a Carnomorph is not in Combat and in Room with a Heavy Object and/or Metagorger:**

**1)** Check which Carnomorph in the Room is affected by Feeding, in order of precedence:
**a.** Butcher
**b.** Fleshbeast
**c.** Shambler
**d.** Metagorger

**2)** Remove all Injury markers from affected Carnomorph.

**3)** Replace affected Carnomorph's miniature with miniature of Carnomorph of next level.

**4)** Check which Heavy Object/Metagorger is affected by Feeding, in order of precedence:
**a.** Character Corpse
**b.** Intruder Egg
**c.** Intruder Carcass
**d.** Metagorger

**5)** Remove from the board Heavy Object/ Metagorger miniature affected by Feeding.

Repeat steps 1-5 for each Carnomorph not in Combat, in Room with a Heavy Object and/or Metagorger.

Remember that a Metagorger may Feed on another Metagorger

- HELP CARD -

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# CARNOMORPH BOARD

CARNOMORPH SYMBOLS:

- METAGORGER
- SHAMBLER
- FLESHBEAST
- BUTCHER

EGGS IN THE NEST

## CARNOMORPH ADAPTATIONS:

SHAMBLER
CHARACTER CORPSE

FLESHEATER
INTRUDER CARCASS

BUTCHER
INTRUDER EGG