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SUB TERRA VOL. II  
**TYPHAON  
WAKES**



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SUB TERRA II TYPHAON WAKES RULEBOOK.  
INSIDE THE BOX BOARD GAMES LLP, MMXIX



“...and so, deep in the fires of Arima, the Heart was returned to Typhaon’s breast. No other must rise. No other must shake the world. Such vast power belongs to the Gods, and the Gods alone...”

As the 20th century dawns, you have discovered fragments of a forgotten history, whispers of a mysterious artifact trapped beneath the earth. They have led you to the remote island of Aenaria, in the midst of the Tyrrhenian Sea, where the slumbering Mount Arima towers above the verdant hills.

The locals are wary of outsiders, and claim to know nothing of the lost temple you seek. But a young villager, desperate to impress, offers to guide you to some strange ruins high on the mountain. You follow, and eventually reach a crumbling stone portal set into the cliff. The inscriptions speak of fire, of danger, of blood. You pay them no heed, quickly breaking through with your picks, and open a passage into the depths of the volcano.

You enter.

# INTRODUCTION

**Sub Terra II: Typhaon Wakes** is the second expansion for **Sub Terra II: Inferno's Edge**. Face the full might of the Ashen Legion, or wield the power of the sleeping god and obliterate your friends - the choice is yours...

This expansion has three parts:

- A new temple mode ("Legion")
- A new game mode ("Typhaon")
- Two new explorers

The **temple mode** changes the hazards you'll face - it can be used with any game mode. The **game mode** lets one additional player play against the explorers - it can be used with any temple mode. You can use any combination of **explorers** with any temple mode or game mode.

	Core Game (Inferno's Edge)	Expansion One (Arima's Light)	Expansion Two (Typhaon Wakes)	Expansions 1+2
<b>Temple Mode</b> (choose one)	Core Tiles	Intrepid	<b>Legion</b>	Intrepid + Legion
<b>Game Mode</b> (choose one)	Core Objective	Ark	<b>Typhaon</b>	Ark + Typhaon
<b>Explorers</b> (choose freely)	10	5	2	-



# TEMPLE MODE: LEGION

## SETUP

During set up, remove these seven core-game tiles from the tile bag:

- 1 x Bridge
- 1 x Ruin (T-6)
- 1 x Dart Trap
- 2 x Spike Trap
- 2 x Guardian (dead-ends)



Then add these seven expansion tiles to the tile bag:

- 1 x Ranged Guardian
- 1 x Volatile Guardian
- 1 x Eternal
- 2 x Legion
- 2 x Detection Trap



Finally, replace the two Wing tiles from the core-game with the expansion's Ranged and Volatile versions.



*(perform the other set-up steps as normal)*

# TILES


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## **RANGED GUARDIAN (x1) VOLATILE GUARDIAN (x1)**

These tiles function the same as the (Melee) Guardian tiles from the core game, except they create a different type of guardian.

When a Guardian tile is placed, place a guardian on it that matches the type of the tile (melee, ranged or volatile).

When  is rolled on the hazard die, find the closest Guardian tile of any type to the current explorer. Place a guardian of the matching type on that tile.



- If there are no more guardians of that type left in the supply, choose the next closest Guardian tile of an available type instead.
- If there are no Guardian tiles in the temple that match an available type, no guardian is placed.



## **ETERNAL (x1)**

When this tile is placed on the board, place the Eternal guardian on it, but lying flat on its side. It sleeps... for now...

Unlike "normal" Guardian tiles, this tile does not create any more guardians for the rest of the game - after it's placed, this tile has no special attributes.



## LEGION (x2)

These tiles start with three guardians on them, of the types indicated on the tile. If there aren't enough guardians of a required type left in the supply, place as many as you can.

Unlike "normal" Guardian tiles, Legion tiles do not spawn any more guardians for the rest of the game - after it's placed, this tile has no special attributes.



## DETECTION TRAP (x2)

If an explorer on this tile or a connected adjacent tile rolls  on the hazard die, treat it as if  was rolled instead.



## Typhaon Mode

Detection Traps work slightly differently when playing in Typhaon mode.

Instead, when this is triggered, Typhaon may place a guardian of any type from the supply onto any Guardian tile that matches that type.

(i.e. Typhaon chooses which guardian appears and where they appear)

# GUARDIANS

With this expansion, there are now four types of guardian:



## Melee Guardians (x5)

(These are the five “normal” guardians from the core game)



## Ranged Guardians (x3)

Slower than normal, but can attack from a distance.



## Volatile Guardians (x2)

Faster than normal, but explode when they attack, damaging all explorers on the tile.



## The Eternal Guardian (x1)

Relentless, lethal and nearly unstoppable. Be afraid.



## RANGED GUARDIANS

These activate once at the end of each round (instead of twice), and once whenever Activate Guardians is rolled on the hazard die.

Whenever they activate, they do the first applicable action from this list:

**1. SHOOT:** If they can see an active explorer within two tile steps of their current location, the closest such explorer loses a ♥.



**2. MOVE:** Otherwise, they move one step towards the closest active explorer, if not blocked by a rubble token.

**3. DIG:** Otherwise, they remove the obstructing rubble token from that tile.

Unlike Melee Guardians, Ranged Guardians do not attack explorers who leave their tile.



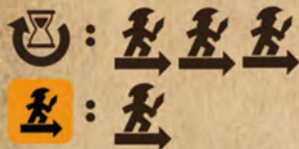
## VOLATILE GUARDIANS



These activate **three times** at the end of each round (instead of twice), and once whenever Activate Guardians is rolled on the hazard die.

Whenever they activate, they do the first applicable action from this list:

**1. EXPLODE:** If they're on the same tile as an active explorer, they explode. ALL explorers on that tile lose ♥♥, then return the Volatile Guardian to the supply..



**2. MOVE:** Otherwise, they move one step towards the closest active explorer, if not blocked by a rubble token.

**3. DIG:** Otherwise, they remove the obstructing rubble token from that tile.

Unlike Melee Guardians, Volatile Guardians do not attack explorers who leave their tile.



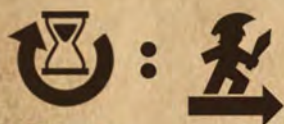




## THE ETERNAL

When the Eternal tile is placed on the board, The Eternal is placed on it, but lying flat on its back (dormant). While in this state, it's harmless, but cannot be destroyed.

It stays dormant until the Artifact is first picked up, at which point it wakes up - stand it upright.



From now on, it activates once at the end of each round (instead of twice), and once whenever Activate Guardians is rolled on the hazard die.

Whenever it activates, it does the first applicable action from this list:

- 1. WAKE:** If it's dormant, it wakes up. (stand it upright)
- 2. ATTACK:** Otherwise, if it's on the same tile as an active explorer, an active explorer on that tile loses ♥♥♥♥.
- 3. MOVE:** Otherwise, it moves one step towards the closest active explorer, if not blocked by a rubble token.
- 4. DIG:** Otherwise, it removes the obstructing rubble token from the board.

If an explorer tries to leave The Eternal's tile while it's awake, they must roll the number die. On a 4+, they leave the tile safely. Otherwise, they lose ♥♥♥♥.



If it would be destroyed, it instead becomes dormant again - lie it flat on its current tile. (It will wake up again the next time it activates)



The only way to permanently destroy The Eternal is if its current tile flips over as part of the eruption - but by this point it may already be too late to escape...



**REMINDER:** The lead explorer chooses the order in which guardians are activated.





# GAME MODE: TYPHAON

This game mode adds a new player to the game, playing against the explorers. This increases the maximum number of players to seven.

## SETUP

1. The opposing player gets the Typhaon board, and must sit to the right of the lead explorer. They will take the last turn each round.



2. Go through the Doom cards and select those that indicate they are to be used with the number of explorers present in the game (3, 4, 5 or 6). Shuffle these to form the Doom deck, and return all the other cards to the box.



3. Typhaon draws a (secret) hand of three Doom cards from the top of the deck.



4. Set the volcano track to the following number, based on the number of explorers in the game (i.e. excluding Typhaon, who is not an explorer):

3 explorers	4 explorers	5 explorers	6 explorers
27	21	18	16

5. Finally, **put the hazard dice back in the box.** You will not need them.

*(perform the other set up steps as normal)*

## NEW OBJECTIVE

If the Artifact leaves the temple, the explorers WIN.

If the game ends before this happens, Typhaon WINS.

# NEW OBJECTIVE

Explorers no longer roll the hazard die. Instead, hazard effects come from the Doom cards. Each round, after all explorers have taken their turn, Typhaon takes their turn. They perform the following actions in order:

## 1. Build Temple

Draw a tile from the bag. You may place it anywhere in the temple as long as it:

- a) Connects to another tile



- b) Doesn't start a new column of tiles unless there are at least two tiles in the previous column



- c) Isn't a Key tile.



All effects that would normally happen after placing that tile still occur. If you choose not to place this tile, return it to the bag.

## 2. Spread Doom

Play a Doom card from your hand, then draw a new card to replace it. If the deck is empty, shuffle the discard pile to form a new deck.

After performing both of these actions, the round ends as normal (i.e. Guardians activate, the volcano track decreases).

Typhaon does not control the guardians - once they're placed on tiles, they behave as normal.

# DOOM CARDS

There are six types of Doom card:




## DESPAIR

All explorers lose one health point.




## LAVA

Treat this as if Lava was rolled on the hazard die once for each  on this card.

However, if the volcano is erupting, this only causes lava to spread once in total (see below).




## COLLAPSE

Treat this as if Collapse was rolled on the hazard die once for each  on this card.



## TRAP

Treat this as if every explorer has just rolled  on the hazard die. (The same trap can be triggered multiple times from the same card if there is more than one explorer nearby)



## WAKE GUARDIANS

Choose one:

**a)** Choose the indicated number of guardians from the supply, in any combination of types. Place these guardians on Guardian tiles that match their type, divided as you choose. (These guardians will activate at the end of the round as normal);

or

**b)** Activate all guardians once.



## ACTIVATE GUARDIANS

Activate all guardians twice.

# THE VOLCANO

This works slightly differently. Now, the volcano will erupt as soon as the volcano track reaches zero - there's no need to wait for a Lava effect. If this doesn't make Typhaon win the game, the eruption will then spread twice at the end of each subsequent round (as normal).

Additionally, playing a Lava, Trap or Collapse card also causes the eruption to spread one additional time, regardless of how many hazard symbols are on the card.



➔ +1

# EXPLORERS: THE FACULTY

This expansion contains two new explorers for you to play with. They belong to The Faculty - a group of curious academics in search of strange new discoveries.

You can mix and match these characters with explorers from the base game or other expansions.

## THE INVENTOR

### Mine ●

Deploy a Mine.

### Barrier ●●

Deploy a Barrier.

### Turret ●●●

Deploy a Turret. (It starts with ♥♥♥, and cannot shoot this turn)



To deploy an object means to place an object of the specified type at your current location. If there aren't enough spare objects of that type remaining in your supply, you may first destroy one you've already placed. There is no limit to the amount of times you can deploy an object in one game.

Deployed objects are returned to your supply when destroyed.



## MINE

SUPPLY: 3

When an enemy enters or is placed on a tile containing a Mine:

1. Destroy a Mine on that tile.
2. Destroy all guardians on that tile.
3. All explorers on that tile lose a ♥.

*(Mines do not immediately detonate if placed on a tile that already contains an enemy. Mines must detonate if able)*

## BARRIER

SUPPLY: 1

Explorers on the same tile as a Barrier cannot lose any ♥ except from guardian attacks. (they still pay ♥ to exert)



## TURRET

SUPPLY: 1

At the start of each of your turns, destroy an enemy the Turret can see within two tile steps of the Turret's location, but not at the same location.

The Turret is treated as an explorer, except it doesn't take a turn, can't perform normal actions, and can't Move for any reason.

If the Turret loses all ♥, it is destroyed and returned to your supply.

- Guardians will chase and attack the Turret, and tiles/abilities can cause it to lose ♥ - including your Mines!
- Your Barrier can prevent the Turret from losing ♥.
- The Turret can regain ♥ through the actions of other explorers (e.g. Heal).
- The Inventor chooses what the Turret shoots at.
- The Turret is not counted when deciding the starting position on the volcano track, or when determining your final score.

## THE CARTOGRAPHER

### Map

Reveal a tile within two tile steps of your current location.



### Contradict

If you or another explorer would place a tile from the bag within two tile steps of your current location, you may return it to the bag instead.



### Map

- This is equivalent to performing a Reveal action as if you were standing on an adjacent connected tile. You don't need to be able to enter that tile to do this (e.g. you can Map past tiles blocked by rubble).
- You must specify which tiles you're revealing "from" and "to" before you draw the tile from the bag.
- You can Contradict any tile you would place in this way.

### Contradict

- This ability is optional! You decide if this tile is placed or not, after seeing what it is.
- No action points are refunded if a tile placement is blocked - that action is wasted.
- If the rejected tile would have been placed as part of an Explore action, that explorer does not move, as there's nowhere to move to.
- This ability can only block tiles drawn from the tile bag. Importantly, this cannot affect:
  - The Sanctum
  - The Aristocrat's Journal tiles
  - The Magician's Transform tiles (from the Arima's Light expansion)
- Unfortunately, you cannot block Typhaon placing tiles, as they are not an explorer.

# ACKNOWLEDGEMENTS

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Tim Pinder: Game Designer, Creative Director

Rose Atkinson: Game Development, Narrative Development

Leigh Murphy & Heather McDade: Assistant Development

Diana Franco Campos: Illustrator

Marco Luna Villela: Graphic Designer

Peter Blenkharn: Project Manager

Character Development Consultants:

Tia Brawn

Patrick Lickman

Sye Robertson

Ursula Searle

Fawn Hunkins-Beckford

Breyana Scales

Lee Hulme

Skyler Klee



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