UNSTOPPABLE

OUTERDARK EXPANSION



RULEBOOK

INTRODUCTION

Beyond the limits of controlled space lies the Outerdark: haven of criminals, vagrants, and those who don't want to be found. The once-silent corridors of Kotahi Station now echo with the grinding of gears and the squishing of meat. Metal hands solder pieces of scrap into flesh, fusing a second skin. Cables and tubes pump saline solution into the back of a thick, scaled neck. A battle-scared golden leg is replaced, and the room is lit by a glowing yellow blade.

With a hiss, the tubes disconnect to free the cyborg. He breathes, the wet rasp of his lungs mixed with a robotic whine. A drone hovers over rows and rows of similar cyborgs, horrifying amalgamations of synthetic and organic. A roar rumbles through the Outerdark, an omen of what's to come.

COMPONENTS



2x Portrait Cards



6x Character Cards



6x Starting Threat Cards



32x Boss Cards



15x Outerdark Threat Cards



6x Extra Threat Cards
(2 Virenos, 2 Mithras, and 2 Ceres II threats)



54x Core Cards



22x Upgrade Cards



3x Boss Mats



1x Jengen Boss



1 Stationfall Map



65x Card Sleeves



2x Boss Trackers



6x Card Dividers



2x Reference Sheets

COMBINING *OUTERDARK* WITH OTHER *UNSTOPPABLE* PRODUCTS

Add the two new characters to your existing collection. You may play any character with any content.

Shuffle the new core cards, upgrades, Virenos threats, Mithras threats, and Ceres II threats into their respective decks.

Set the boss cards and Outerdark threat cards into their own section using the included dividers. You only use these cards when battling against those specific bosses.

NEW GAMEPLAY RULES AND MECHANICS

The following new rules replace or add to the existing rules of *Unstoppable*. Many of these are new additions exclusive to the ***Outerdark*** expansion.

Cooperative Drafting Rules

The following rule replaces the way players normally draft while playing cooperatively. It's recommended that you do this even if you're playing against bosses from the original *Unstoppable*:

Draft Phase: The players each simultaneously reveal a set of 2 cards from the deck marked with their own small level disc. Each player then picks 1 card to keep, but they must choose cards from different sets—both players cannot pick their cards from the same set. The other cards are returned to the bottom of their respective decks. It's useful to discuss the options before deciding who should have which card.
If one player has an effect that increases the quantity of cards they get to reveal or keep, it applies to them only—not their teammate. They may choose from either set when picking extra cards to keep.

Double-Slot Upgrades

These are new, extra-powerful upgrades that take both the top slot and bottom slot of your tactic or ally card's upgrade space. You cannot add a double-slot upgrade to a card that already has an upgrade in either slot. For effects that count upgrades, these still count as a single upgrade.



Dual-Faction Core Cards

Some of the new core cards have two or more faction symbols on them. Each of these cards counts as all of the symbols shown on them. If a dual-faction card has Focus, both factions are counted. So, a card with Focus and both Silver and Junker factions on it would count all Junker AND all Silver cards in play and in your hand.

Player Keywords

Sync (?)	*It's like Focus, but for other factions.* Sync (?) effects refer to an "X" value, which is the equal to the number of cards with that faction symbol you have in play and in your hand. "X" can be 0.
Teamwork	Each of your allies contributes their effort, amplifying the power of your abilities. Teamwork includes a value of X, which is equal to the total number of ally cards you and your teammate have in play. If you do not have any allies, X is zero.
Tough	*Tough allies can endure some of the dangers you face and stick around longer.* Tough gives allies a passive ability: If this ally would be discarded from play when it has no damage on it, put 1 damage on it instead and it remains in play. *This still counts as discarding an ally for effects that require it, like when you level up or Sacrifice.*

Threat and Boss Keywords

PILFER X

These threats are greedy and steal your credits to power themselves up. Defeat them to get your credits back!

When a threat with Pilfer becomes active, that player must put X of their credits onto it (if they have less than X credits, they must put all of their credits onto the threat). This threat has an additional 1 for each 1 on it and "When defeated: Gain all credits on this card."



Example: *James has 2. During the Cleanup Phase, a threat with Pilfer 2 becomes active. James takes his 2 and places them on that threat. That threat now has an additional 2 on it, so it will take and deal 2 more damage than before.*

REASSEMBLE

These threats resist being defeated the first time and must be defeated again to keep them down for good.

When this threat would be defeated the first time, remove all damage from it and rotate the card 180 degrees (so it's upside-down) instead of defeating it. That threat is now **Weakened**. Weakened threats are defeated when dealt 1 or more damage. *Weakened threats still deal their full damage during the Threat Phase. Any "When Defeated" effects trigger only when the threat with Reassemble is defeated the second time (while weakened).*



Example: *Sally assigns 3 to a Reassemble threat with 3 total health left. This would normally be enough to defeat it. She must remove all damage from it and rotate it 180 degrees, showing that the threat is Weakened. Later on, Sally assigns 1 more to the Weakened threat, which finally triggers the "When Defeated" effect, then she adds that card to her hand.*

RETALIATE

These surly threats fight back when they are struck!

When a threat with Retaliate is targeted by an effect that deals damage, it deals 1 damage back to that player. The Retaliate effect triggers with **each** separate damage effect targeting the threat, even if those effects come from the same card.

Example: *Kai targets a threat with Retaliate using an effect that reads: 1 2 3. Kai takes 3 total damage, 1 for each time he targeted the threat with damage.*

SACRIFICE

These ruthless threats deplete your resources with their dying breath.

When you defeat a threat with Sacrifice, you must discard 1 card from your hand or 1 ally from play. If you have no cards in your hand, you **must** discard 1 ally from play, and vice versa. If you have neither, ignore the Sacrifice effect. The Sacrifice effect applies to whoever defeated the threat, even if it was not their own threat.

NEW DIFFICULTY: UNBEATABLE

For those who have conquered the most challenging modes and are left still wanting more, you can try the new **UNBEATABLE** difficulty level. Use the **EXPERT** danger track, but each time you level up to levels 3–6, advance the danger marker by 1.

When scoring for single-boss play, **UNBEATABLE** difficulty level scores +600 points. Refer to the rest of the scoring rules in the original *Unstoppable* rulebook on p. 14.

NARRATIVE CAMPAIGN

Outerdark introduces an optional new way to play: a four-boss narrative campaign where you'll save some of your progress from game to game. You'll play the following four bosses in order:

1. Duomo's Menace (*Original Unstoppable*)
2. Evacuation (*Outerdark Expansion*)
3. Stationfall (*Outerdark Expansion*)
4. The Final Confrontation (*Outerdark Expansion*)

If you lose at any point in the campaign, it is over, and you should reset before you start your next campaign with Duomo's Menace.

At the end of each boss in the campaign, score your game using the standard scoring rules found in the main *Unstoppable* rulebook (p. 14), then reset your deck as normal with the following exceptions based on the boss you completed, which you'll carry through the rest of your campaign. Each of these additions are now considered part of your starting deck during setup, so you will start each subsequent boss with these cards even if you  that card during a boss.

End of Duomo's Menace

Write down which ending (A-H) you received, then, based on your letter, add one of the two cards listed below to your starting deck. In a two-player game, each player chooses 1 card to add to their deck. Keep these cards for the rest of your campaign.

Ending A
You spend a few weeks recovering from your injuries before the rumors reach you: Jenko has returned and he howls for your blood. The local Council reps promise nothing beyond a location tracking chip and free one-way passage to the Outerdark.
- Local Target, Level 1 Core card, sleeved with Sprite Mithras threat.
- Passionate Diplomat, Level 1 Core card, sleeved with Sandmother Mithras threat.

Ending B
Two weeks later, you receive a coded communique from the Silver roboticists. They're willing to sponsor another retrieval mission, this time from a remote station at the edge of the Outerdark.
- Silver Courtier, Level 1 Core card, sleeved with Sandmother Mithras threat.
- Recruitment Poster, Level 1 Core card, sleeved with Sprite Mithras threat.

Ending C
Your heist is executed flawlessly, but when you contact Jenko to deliver his cut, he tells you you'll have to deliver it in person at Kotahi Station. Every instinct you have screams "Trap!", but you head towards the Outerdark anyway.
- Gadwick's Emporium, Level 1 Core card, sleeved with Howler Mithras threat.
- "Optimized Logistics", Level 1 Core card, sleeved with Fugitive Gunslinger Mithras threat.

Ending D
After several months of raiding the spacelanes, traffic dwindles and pickings start to get slim. You haven't received any comms from Jenko in a while, so when a scrambled signal summons you to a "council of pirates" in the Outerdark, you proceed to Kotahi Station with maximum caution.
- Peaceful Agreement, Level 1 Core card, sleeved with Blitzer Mithras threat.
- Hired Guns, Level 1 Core card, sleeved with Fugitive Gunslinger Mithras threat.

Ending E
A month later, you are attacked by multiple vinespiders resembling Skärgen's deceased pet, except pieces of them are mechanical. You dissect a spider's motherboard and learn that it originated from Kotahi Station with one directive: "Exact vengeance." With support from some local Viren, you head to the Outerdark.
- Worker Mutiny, Level 1 Core card, sleeved with Viren Revanchist Virenos threat.
- Eat the Rich, Level 1 Core card, sleeved with Vinespider Virenos threat.

Ending F
The Council takes their time sending agents to retrieve Skärgen, only to find his body missing, cut free from the vines. They track his signature to the edge of the system and offer you a contract for retrieval.
- Optical Overlay, Level 1 Core card, sleeved with Deadwood Stalker Virenos threat.
- Mission Accomplished, Level 1 Core card, sleeved with Virenian Stag Virenos threat.

Ending G
Just a week later, you are attacked by a Black Market fixer, demanding the client's payment for the sword. They accuse you of stealing the sword back and selling it to an even wealthier client at Kotahi Station at the edge of the Outerdark. You decide to hunt down the thief yourself.
- Consolidate Power, Level 1 Core card, sleeved with Frillblaze Virenos threat.
- Scrounge, Level 1 Core card, sleeved with Frillblaze Virenos threat.

Ending H
Much to Don Caligari's delight, you arrive at the scrapworks along with your shipment. "I hope you have another big score for me," he says, "I sold that android for a pretty penny to some crank in the Outerdark." You dump half your hold on Mithras with the Don, then head to the Outerdark yourself. No use letting him get all the credits.
- Caligari Scrapworks, Level 2 Core card, sleeved with Viren Revanchist Virenos threat.
- Dangerous Dealings, Level 1 Core card, sleeved with Frillblaze Virenos threat.

End of Evacuation

Count how many spaces there are between your danger marker and [☠] on the danger track.

- **0-1 Spaces:** Each player may keep an upgrade with a printed cost of up to 3 on a Strike.
- **2-3 Spaces:** Each player may keep an upgrade with a printed cost of up to 4 on a Strike.
- **4-5 Spaces:** Each player may keep an upgrade with a printed cost of up to 5 on a Strike.
- **6+ Spaces:** Each player may keep an upgrade of any cost on a Strike.

Keep this upgrade for the rest of the campaign.

End of Stationfall

Each player selects a level 5 or 6 core card in their deck as their "Signature Card". Write the names of these cards down before returning them to their core decks. They will be used in the next boss, Final Confrontation (*see the "Start of The Final Confrontation" section below*).

Start of The Final Confrontation

Advance the danger track once (*according to your chosen difficulty level*). Set each player's Signature Card aside, then shuffle the core decks. Place each player's Signature Card on top of its core deck. (*If both cards are placed on the same core deck, the players may choose their order.*)

End of The Final Confrontation & Scoring Your Campaign

Tally the scores from your four campaign games for a combined campaign score. Each game should be scored using the standard scoring rules found in the main *Unstoppable* rulebook (p. 14).

CREDITS

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