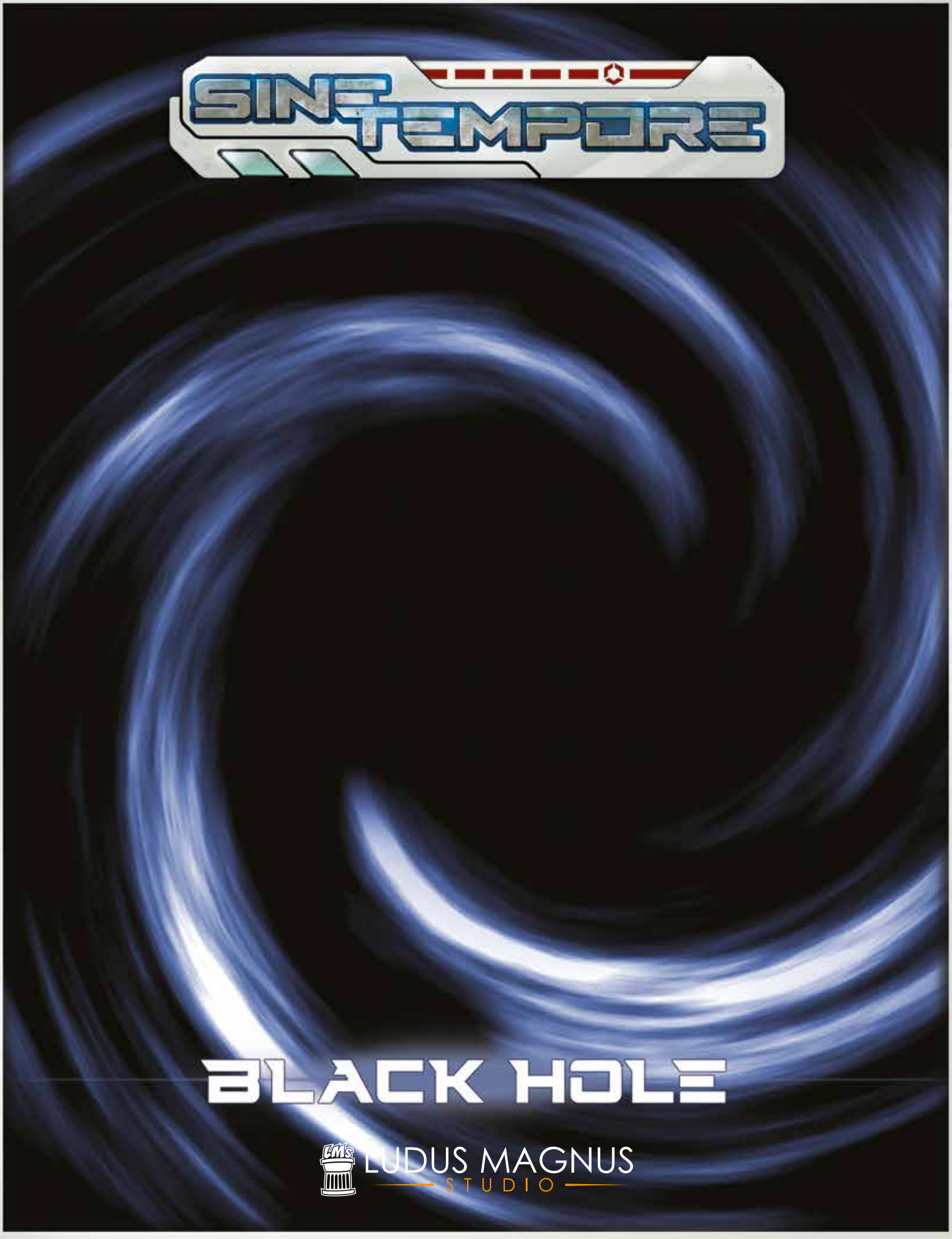
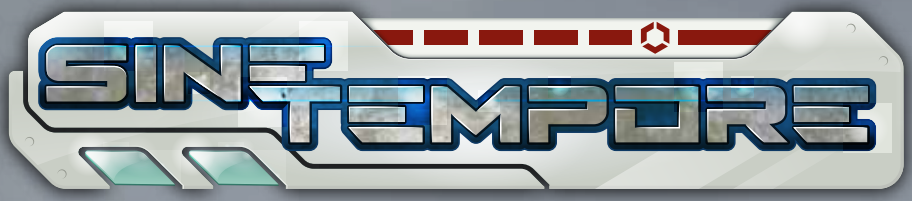

SINE TEMPORE
BLACK HOLE
LUDUS MAGNUS
STUDIO



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WELCOME TO THE BLACK HOLE

Welcome to the Black Hole Box. As its name implies, inside this box a new universe is waiting for you, a universe with all the marvels unlocked during Sine Tempore's Kickstarter campaign.
This precious box is an expression of Ludus Magnus Studio's gratitude towards all the supporters who believed in our second project.
We wish you happy reading and a thousand fantastic adventures in the world of Sine Tempore.
Once more and forever...

THANK YOU!

HOW TO USE THIS BOOK

In this book, you will find information and rules to play all the materials included in the Black Hole Box.
These are additional rules, Heroes, Missions and much more that you can add to your Sine Tempore campaign.
You can decide to add them all, or just the ones you like, personalizing your Sine Tempore game as you prefer.
It's up to you to decide!

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NEW HEROES

Luperco
Miniature, Hero Datapad, Skill Datapad, 16 Skill tokens,1 Activation token, 9 Equipment cards

Isaac
Miniature, Hero Datapad, Skill Datapad, 18 Skill tokens,1 Activation token, 9 Equipment cards

Molly
Miniature, Hero Datapad, Skill Datapad, 16 Skill tokens,1 Activation token, 9 Equipment cards

Ulisse
Miniature, Hero Datapad, Skill Datapad, 16 Skill tokens,1 Activation token, 9 Equipment cards

Simonia
Miniature, Hero Datapad, Skill Datapad, 16 Skill tokens,1 Activation token, 9 Equipment cards

Blessed Weapon
2 Miniature, Hero Datapad, Skill Datapad, 16 Skill tokens,1 Activation token, 9 Equipment cards

Arcade
Miniature, Hero Datapad, Skill Datapad, 16 Skill tokens,1 Activation token, 9 Equipment cards

Etna
Miniature, Hero Datapad, Skill Datapad, 16 Skill tokens,1 Activation token, 9 Equipment cards

Beli'ar
Miniature, Hero Datapad, Skill Datapad, 17 Skill tokens,1 Activation token, 9 Equipment cards

Starbus
Miniature, Hero Datapad, Skill Datapad, 16 Skill tokens,1 Activation token, 9 Equipment cards

Burp
Miniature, Hero Datapad, Skill Datapad, 16 Skill tokens,1 Activation token, 9 Equipment cards

Hornetta
Miniature, Hero Datapad, Skill Datapad, 16 Skill tokens,1 Activation token, 9 Equipment cards

Goldie
Miniature, Hero Datapad, Skill Datapad, 16 Skill tokens,1 Activation token, 9 Equipment cards

Andromeda 2.0 A.D.E. plug-in
Miniature.

11 NEW ENEMY TYPES

29 ENEMY MINIATURES
1 Andromeda 1.0
1 Sileno
1 Dark Seed
1 Boogieman
5 Dolls
5 Revenants
5 Temple Guards
1 Kaliboss
3 Fatue
1 Cryo Sphynx
5 Ravens

16 ENEMY CARDS

11 ENEMY ACTIVATION TOKENS

21 NIGHTMARE MODE ENEMY CARDS

NEW NEMESIS

Beli'ar
16 Nemesis Action Cards, 3 Equipment reward cards, 1 Nemesis Card, 1 Activation token, 1 Mission card

Marku
Miniature, 18 Nemesis Action Cards, 3 Equipment reward cards, 1 Nemesis Card, 1 Activation token, 1 Mission card

Tiberius
Miniature, 19 Nemesis Action Cards, 3 Equipment reward cards, 1 Nemesis Card, 1 Activation token, 1 Mission card

Rognon
Miniature, 16 Nemesis Action Cards, 3 Equipment reward cards, 1 Nemesis Card, 1 Enemy card, 1 Activation token, 1 Mission card

Ares
Miniature, 18 Nemesis Action Cards, 3 Equipment reward cards, 1 Nemesis Card, 1 Activation token, 1 Mission card.

1 PET
Faina Miniature, Pet card.

4 NEW DOUBLE-SIDED MAP TILES
Acid Swamp
Thunderthoot Field
Crash site
Genesis VR Room

5 MAP CONNECTORS

EQUIPMENT CARDS
30 Equipment cards
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30 SCENIC ELEMENTS
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4 Crystals
4 Loot Chest Miniatures
4 Terminal Miniatures
4 Tanks Miniatures

4 SCENIC ELEMENTS CARDS

SCENIC ELEMENT TOKEN
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1 Scenic Element card

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4 EXPLORATION MISSION CARDS

12 ENEMY HERO DATAPADS

EVENT CARDS

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8 WORLD EVENT CARDS

1 BGG SPECIAL EVENT CARD

RESOURCE CARDS
4 Purple Energy Cells
4 Black Energy Cells
1 Trap Card

3 NEW SERIOUS WOUNDS CARDS

3 NEW OBLIVION CARDS

20 HEROES STRIP DATAPAD

NEW HEROES

Inside the Black Hole Box, you will find a multitude of new Heroes ready to join your adventures! Most of the Heroes can be directly included in your crew without any special effort on your part: just add the name of the Hero to your Colony Card.

Other Heroes, instead, will be required to solve a particular Mission before adding them to the rest of the troop, while others should be added in specific moments of a campaign to respect the story of Sine Tempore. In both cases, you will find the rules to play them correctly in their section in the following pages.

STRUGGLE'S CREW

The 4 Heroes unlocked as Social rewards during the campaign are: Starbus, Burp, Hornetta, and Goldie. They are exceptional and humorous; you can decide to add them as you prefer in your games, but the best way to use them is probably playing an entire campaign with them, without adding more Heroes... in this case, prepare yourself for a definitely over the top campaign!

BLESSED WEAPONS

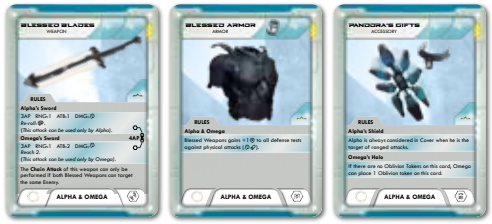
Alpha Miniature

Hero and Skill Datapads

Omega Miniature

16 Skill Tokens

Activation token



Starting Equipment

The Blessed Weapons are the mysterious agents of the gloomy Pandora, keeper of the universe's knowledge and guardian of the dreaded prison-laboratory that is named after her, a dark and huge orbiting station from where no one has ever left without Pandora's consent.

The two twins united by a spiritual bond are her best agents, sent by Pandora to investigate and capture whomever deserves the punishment of their mistress.

For unknown reasons, they were sent to Primaevus V with orders to help Captain Achab in his mission...

SPECIAL RECRUITMENT

You can add the Blessed Weapons to your crew at any time during the campaign of Primaevus V. After a period of initial distrust, Achab has decided to accept the help of these two strange beings who are friendly and kind, but seem to have no emotion whatsoever, excluding the bond that unites them. Every time someone speaks to them, asking why they are helping, the answer is always the same...

PANDORA WANTS SO

During the Pandora Campaign, you must remove the Blessed Weapons from your crew as they will be your opponents in that adventure! You can use their miniatures to play them as Enemies by replacing the tokens of the Pandora box.

GEMINI

Alpha and Omega are two distinct Models but have the ⚒ and the ♡ in common. Each time one of the two Models suffers Wounds, the Wound tokens are placed on the Blessed Weapons Datapad. When the number of Wound tokens is equal to the ♡, both Models go KO. Similarly, when one of the two Blessed Weapons is healed, both come back in the game.

When one Blessed Weapon suffers or gains a Status, place the token next to the Model to indicate which one of the two Blessed Weapons are affected.

ACTIVATION TOKEN

Blessed Weapons use a single double-sided Activation token. At the beginning of a mission, decide which Blessed Weapon will be activated first by positioning the respective exposed face. When their activation starts, the Blessed Weapon shown by the Activation token will be activated. At the end of the activation of a Blessed Weapon, flip over their Activation token.

TWIN EFFECT

Many Blessed Weapon Skills have this special rule that is triggered when the necessary condition occurs.

Activating this Skill does not require them to spend AP, and it is immediately performed if the condition is met.

LUPERCO

This robust Faun is truly unique among the members of an athletic and bellicose race like those of the Primaevi. Since he was young, he expressed more interest in knowledge than in the art of war, an interest that soon made him a victim of a sort of marginalization by his clan, given that such matters usually are left to the women or the sick in Primaeva society. This did not discourage Luperco that, after being kicked out of his clan, traveled to other planets and studied at the best universities of many systems acquiring an unparalleled knowledge of biology, to find in turn a school for biologists open to other Fauns. Now it's time for him to go home, but forced by a failure of his ship, he landed on an ancient hunting planet ... just when it seems that an alien ship is causing a bit of trouble...

Enemy Card

Hero and Skill Datapads

Starting Equipment

Miniature

SPECIAL RECRUITMENT

To add Luperco to the Genesis crew, you will first have to face and win his Special Mission "Hunting the Discovery" (Defcon Level 2) on Primaevus V. Add the Exploration Mission card to the Mission deck when it is formed by Mission Cards of Defcon Level 2.

TRAINER

Unlike the other Heroes, Luperco can own up to two Pets. One of the two Pets must always be Faina (see page 13). Luperco can decide to keep Faina from one mission to another without having to go back to the Laboratory.

16 Skill Tokens

Activation token

BELI'AR

Beli'ar is considered one of the most powerful Psionics of the known galaxy ... and probably is. But it is known that great power is never achieved without a heavy price to pay. Beli'ar had to comply with this law too, and for him, the price was his sanity. Jukas' old master is now dominated by his own power, which has made him an extremely unstable being, to the point that his own allies fear him... and they usually always come to a sad end.
Despite this, the relationship of love and hate with his students led Beli'ar in search of Jukas, even if – at each of their meetings – the reality as we know it risks to distort the reality as we know risks to distort and break up. Despite everything, Jukas keeps loving his teacher and tries every way to save him from his madness. The hatred for another Beli'ar' student bonds them: he is Darkseed, the traitor student responsible for the total descent into madness of the old master.

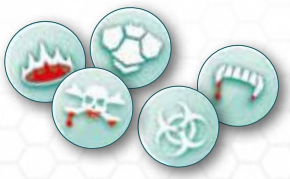
Hero and Skill Datapads

Starting Equipment

Miniature

SPECIAL RECRUITMENT

To add Beli'ar to the Genesis Crew, you will first have to face and win his Exploration Mission "Unleashed Dark Flame" by defeating Beli'ar's incarnation Nemesis. Because of Beli'ar's madness, this mission can be faced more than once even in case of victory, interpreting one of the dreadful mad rampages of the ancient Psionic. Beli'ar in Hero version and his Mission cannot be played during the Pandora campaign.



15 Skill Tokens

Activation token

ARCADE

Little is known about the dark Captain of the Kraken. His past is shrouded in mystery, and he rarely talks about it. Many speculate that he survived a massive tragedy on his home planet, but he came out profoundly changed and endowed with strange powers connected to the dark energy of the universe. He has taken on his shoulders the task of guiding the Kraken... but it seems that the adverse destiny has pursued him now that all trace of the Kraken has been lost...

SPECIAL RECRUITMENT

You can add Arcade to your Crew when you arrive on Silicio and win "The Lost Captain" Exploration Mission. Arcade is one of the few survivors of the Kraken and managed to escape capture, surviving until the Genesis came. Arcade will join your crew to take revenge on Andromeda and her cursed progeny!

Hero and Skill Datapads

Miniature

Starting Equipment

Activation token

16 Skill Tokens

SIMONIA

Simonia is the other Genesis Ranger, but unlike Molly, her specialties are infiltrations and surgical eliminations of the Enemies. Equipped with skills and special optical shields, Simonia can remain hidden for hours before finding the right moment to perform a lethal attack to her target. Achab uses her carefully because he knows that, once activated, Simonia will never stop until she has accomplished her mission.

Hero and Skill Datapads

Miniature

Starting Equipment

Activation token

16 Skill Tokens

MOLLY

The Scout Molly is an expert in exploration missions that, thanks to her swift Shadowfax hoverbike, she can perform with high effectiveness. Molly is a very experienced pilot and drives her vehicle as if it was an extension of her body. In battle her lightning-quick attacks and her great mobility can be decisive, not to mention the incredible amount of technological gadgets provided by her friend Isaac, which the scout uses to confuse and eliminate the Enemies!

Hero and Skill Datapads

16 Skill Tokens

Activation token

Starting Equipment

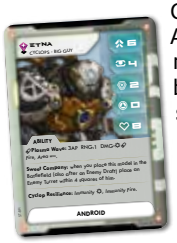
Miniature

ETNA

The gigantic Kraken's engineer is a proud example of the Cyclops race. Raised in the native system of this dominant race, Volcano, he learned everything he could from the greatest of all the blacksmiths and builders among the Cyclops, the ancient and mighty Vesuvius, universally defined as the most knowledgeable and skilled of all builders. In recent years he has joined the Kraken crew under the command of Captain Arcade. There is no trace of the Kraken since it reached the orbit of the frozen planet called Silicio ... what happened to its crew?

SPECIAL RECRUITMENT

To add Etna to the Genesis Crew, you will first have to face and win your Silicio Exploration Mission "The Lost Crew". Etna has fallen victim to the wicked Andromeda 1.0. Although the Gynoid could not wholly turn him into one of her soldiers because of Cyclops' particular resistance, she altered his mind, making him her slave. For this reason, until you can free him by winning his Mission, Etna's Enemy Card can be added to any Enemy Deck of missions on Silicio if its rank allows it.



Enemy Card

Hero and Skill Datapads

16 Skill Tokens

Activation token

Starting Equipment

Miniature

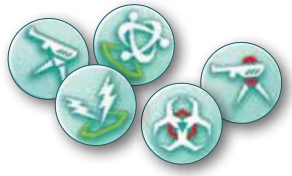
ISAAC

The brilliant Genesis' engineer is ready to take action alongside his teammates, bringing his knowledge and his skill in using the greatest technological invention of all time: the Nanomachines. Through the use of these microscopic semi-sensitive androids, Isaac can perform actions to the limit of the impossible, such as repairing equipment in the field in a few seconds, improving the characteristics of weapons and armor, sabotage those of opponents and interface with computers and machinery to the point where he can practically talk with them. Isaac has an adventurous temperament and does not disdain to join the other settlers on the field to provide support and ... to bash some heads!

Hero and Skill Datapads *Nano-Machine Tokens*

Miniature *Starting Equipment*

Activation token



17 Skill Tokens

ULISSE

This gigantic security officer perfectly embodies the impetuous nature of the Cyclops warrior race.
Heavily armed and equipped with the best the Volcanian technology can offer, Ulisse is a real force of nature, and few Enemies can oppose it.
Connected with Achab by deep ties of friendship, he has joined the Genesis during his journey and now supports Andromeda 2.0 in the crucial task of protecting his crew.

Hero and Skill Datapads

Miniature *Starting Equipment*

Activation token

16 Skill Tokens

THE STRUGGLE'S CREW

The bizarre crew of the Struggle's camper wanders the universe with the same task as Genesis, that is finding new habitable worlds. The problem is that the 4 crew members are very good at making trouble!
Captain Starbus is a bungling psionic who has yet to learn how to use his powers, and his nemesis, Dark Munchkin continually chases him.
His right-hand man, Burp, is a "proud" example of the Canis race, whose propensity for food has put him many times in embarrassing situations... but his talent as an engineer is out of the question!
Princess Hornetta has left the court of her planet to follow her beloved Starbus in her adventures... and more than once her innate shooting skill has brought them out of trouble.
The Gynoid Goldie follows her owner everywhere and, despite being a little-outdated Model, her healing and support abilities are indispensable for this bizarre group!

Starbus Starting Equipment

Hornetta Starting Equipment

Burp Starting Equipment

Goldie Starting Equipment

NEW CARDS

Inside the Black Hole Box, you will find new cards to add to the decks of the basic game:

4 x Event Cards
3 x Oblivion Cards
3 x Serious Wound cards
9 x Resource cards (4 Purple Energy cell, 4 Black Energy cell and 1 Trap).

Feel free to add these cards to your decks, regardless of the campaign you may be playing.

WORLD EVENT CARDS

The World Events are a new type of events that influences the planet on which you are playing or the Genesis; contrary to ordinary events that are applied during a mission, the effects of these events are applied during the Colony Phase.
If you decide to use them, as soon as a Mission is finished and before beginning the Colony Phase draw a card from the World Events Deck and apply its effect.
Same as the standard events, the effects can be Instant. Thus, they will be resolved immediately, or will be persistent; in this case, they will last for the duration of the Colony Phase.
At the end of the Colony Phase, put the World Event card back into its deck and reshuffle so that the entire deck may be ready for use during the next Colony Phase.

A - Event title.

B - This section describes the rules of the World Event.

ACHIEVEMENT MISSIONS

The Achievement Missions are specific tasks that the Heroes need to undergo to finish a Mission to obtain a bonus; such bonuses will be kept until another Hero will resolve the Achievement, gaining the bonus for himself/herself.

If you decide to introduce the Achievement Missions in your Campaign, at the beginning of each mission draw 3 cards from the Achievement Missions deck and place them on the table, so that everyone can see them.

Cards already acquired by a Hero are to be always considered as in the game; if at the end of the mission another Hero has satisfied the conditions, the Achievement will change owner.

E.g. At the beginning of a Mission, 3 Achievement Mission cards are drawn, but Achab and Alexandra have already an Achievement each, acquired from the previous mission. In this case, the number of Achievements counted as in play during the Mission will be 5: the three drawn from the deck and the two already in possession of the Heroes. Note that Achab and Alexandra will benefit from the bonuses of the respective Achievements for the duration of the Mission.
At the end of the Mission, Jukas is the Hero who killed the most Troop rank Enemies. Thus the Achievement Card "Exterminator" is passed from Achab to Jukas.

The only limit to the number of Achievements in play is their number. When their deck contains no more cards, the Achievements will have already been taken by the Heroes, and you can thus stop drawing the three cards at the beginning of every Mission. The Heroes will continue to compete for the Achievements, winning and losing them in each Mission.

PETS

Using these rules, you'll be able to manage the small helpers that will support your Heroes in battle.

If you choose to play Pets, each Hero will be able to select one of the available Pets for the next Mission by visiting the Laboratory during the Colony Phase.

These baby animals will gift their Hero (the Master) with 2 Skills. The first Skill allows the Master to move his pet on the battlefield by activating useful abilities.
The second Skill, on the other hand, is always active as long as the Pet model is hooked to the model of his Master.

Pets cannot be attacked and are removed from the game the first time their associated Hero is KO during a Mission. If a Hero goes KO during a game, the Pet will move away from the battle scene to be recovered at the end of the mission.
Some attacks or special Skills may make Pets their specific target. In this case, the Enemy card, with its Equipment and Skills, will always take precedence over the general rule.

A pet, unless otherwise specified, will always use the Hero's AP to activate their Skills or to move away from their its owner. If the Pet remains with their Owner, move them together, and in this case, the Pet movement is free.

At the end of a Mission, every Pet returns in the Laboratory, and the Hero has to come back into that sector to retake a pet.

PETS ARE FOR THE LITTLE ONES

The Heroes in this list cannot use Pets:
Beli'ar, Molly, Etna, Ulisse, Blessed Weapons.

NEW EQUIPMENT CARDS

In this box you will find a multitude of new Equipment cards: some of them, as usual, come in three copies (one for each upgrade level) and represent special items linked to the Heroes, that you will be able to acquire without the need to undergo specific missions.

Other Equipment cards will instead have only one level: they usually are rewards for specific missions and Nemesis.

Both the level 1 cards of the special Equipment and those acquired as rewards from Missions share the need to be assembled: the Heroes will have to pay a visit to the Workshop and spend the necessary Elements, specified on the back of the card, before being able to use them. For special Equipment that has more than one upgrade level, you need to consider the Elements cost on the back of the level 1 card.

NEMESIS

NEMESIS MISSION

The Nemesis are Hunting Missions against dangerous Enemies that can be met by the Heroes during their adventures.
Each Nemesis is linked to one Nemesis Mission and can be played instead of drawing an Exploration Mission.
A Nemesis Mission is unlocked and becomes available after the Heroes have conquered an Area of a specific color (For example, Tiberius Nemesis Mission is unlocked after the heroes conquer one Purple Area).
The Nemesis Missions do not assign the territory, in fact, they are special missions that lead the Settlers to move outside the scan range of the Genesis.
The clashes with these powerful Enemies take place differently from the standard Missions.
Each Nemesis has its own card (Nemesis Cards) and a deck of Action cards (Nemesis action cards).
On the Nemesis Card, you will find on one side its Characteristics and special Skills, which work similar to those of a regular Enemy.
On the other side, you will find instead the list of rewards that the Nemesis will leave on the battlefield once defeated.
The conditions for obtaining a given reward are different and vary from Nemesis to Nemesis.
Each Nemesis can be faced more than once, so regardless of the result of the Mission, you can play a Nemesis Mission again to obtain better results and better rewards.

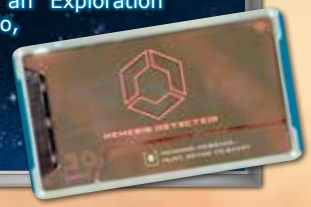
Disengage Attack: when a Hero tries to Disengage from a Nemesis, he suffers this attack.

NEMESIS ACTION CARDS AND NEMESIS DECK

Each Nemesis has a deck consisting of a variable number of Action cards. Each card provides the action that the Nemesis will play during its activation and its cost in AP. Apply the effect described in the card and then move its Activation token of a number of sectors equal to the AP cost of the Nemesis Action card (the ⮝ of a Nemesis is used only to establish the activation order within a Momentum sector).
With each new activation draw a new Nemesis Action Card. The first time you face a hunting Mission we advise you to keep the order of the Action cards, following the number over the card title to activate all the combinations in sequence. In subsequent hunts, you can shuffle the deck to increase the unpredictability of the Nemesis. If the Nemesis defeats you, or if you have not been able to kill her within the time set by the Mission, the Nemesis escapes by taking away the chance to get her rewards.

NEMESIS MISSION CARDS

These cards indicate the Area where a Nemesis can be found, and are not shuffled with the regular Mission Cards. When you are facing an Exploration Mission on Primaevus V or Silicio, or if you must draw a new Exploration Card on Pandora, you can choose instead to face a Nemesis Mission of the corresponding Area.



Reward Cards

Reward Cards

Reward Cards

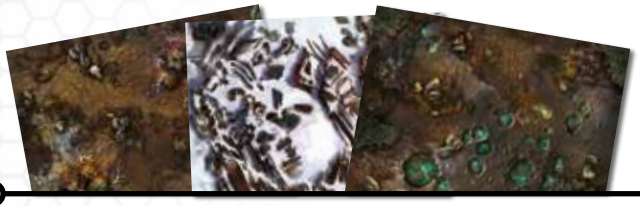
Reward Cards

NIGHTMARE MODE

This mode has been created for anyone who may want to boost the difficulty of Sine Tempore Missions, or if you're going to add up to 2 additional Players to your Missions.
In both cases, you can use Nightmare cards to increase the Enemy statistics you will face during any Mission.
After deploying the Enemies on the field at the beginning of the mission, randomly draw a Nightmare card for each enemy card in play. Place the Nightmare card under the Enemy card so that the right edge protrudes and Statistics modifiers and abilities are visible.
The same procedure is applied to the cards of the Enemies that enter the battlefield through Spawning point or special rules of the Missions.
Nightmare Cards can also be applied to Bosses.
Enemies with a Nightmare Cards purchase all changes to Features and additional skills; you can consider these changes as if they were written on their paper.
If you feel brave particulars (or if you are playing with two additional players), you can draw two Nightmare Cards for each Enemy card in play and apply modifiers and abilities of both cards. Good luck!

NEW TILE MAPS

This box included also 3 new Map Tiles with specific settings.
You can use these Tiles to increase the variety of the Tiles at your disposal during the setting of Explorative Missions, while you are on a given planet. The Tiles have all their own optional special rule that you may choose to apply to boost the difficulty of the Mission.



Acid Swamp (Primaevus) - All Heroes who enter this Tile for the first time must perform one Test and obtain ; otherwise they get a Poison Token.

Thundertooth Field (Primaevus) - All Heroes who are on this Tile suffer a -1 penalty.

Crush Site (Silicio) - All Heroes who enter this Tile for the first time must perform one Test and obtain ; otherwise, they get a Hindered Token.

VR TRAINING ROOM [SOLO MODE]

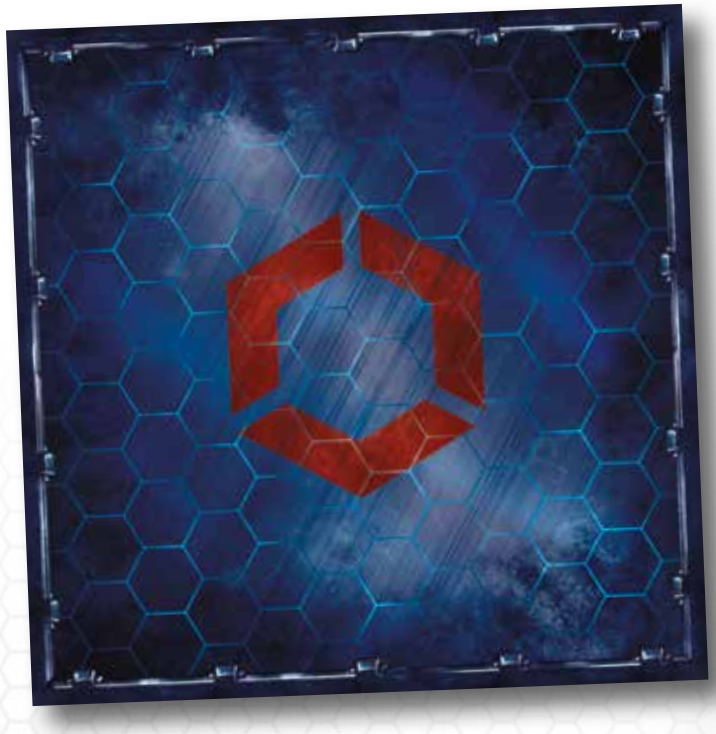
With the advent of Black Hole, Genesis gains a new sector: a room equipped for virtual reality simulations in which the crew is trained to brave the dangers hidden in the planets they're going to explore.

LV1 Activation cost

One Hero can visit this sector during a Colony Phase to play the ***VR Training*** version of the Mission ***Solo Mode Training*** (page 23).
At the end of a VR Mission, ignore any effects from Serious Wounds and discard the cards of this type without consequences or additional costs.

LV2 Upgrade cost

One or two Heroes can visit this sector during a Colony Phase. If just one Hero is present, he/she can play the VR Mission ***Solo Mode Training*** (page 23); if 2 Heroes are present you can play the Back to Back version of the Mission.
At the end of a VR Mission, ignore any effects from Serious Wounds and discard the cards of this type without consequences or additional costs.



NEW SKILLS

Android/Gynoid
All Enemies with this skill are Immune to Fire and Poison.

Dash
If the Hero encounters Tiny or Normal Enemies along their movement, the Hero pushes them out of their path by one square. Enemies moved in this way take a Stunned and Fire token. If the Hero encounters an Obstruction or a Big Guy model along their path, the Hero stops and becomes stunned.

Disturbing
When a Hero ends his movement adjacent to this Enemy, he must perform an test and obtains . If the test fails, the Hero must move away by two squares from this Model.

Like a Boss
Each Phase 6 places two Frag Spriggan adjacent to this Model. If there are no squares available, ignore this rule.

Multitarget
An attack with this trait always targets two different Heroes with the highest TV in the Battlefield inside the RNG of the attack. Perform a defense test for each target.

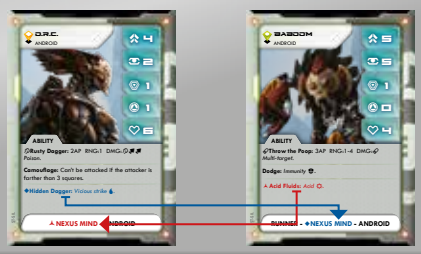
Scrap
When this model is removed from the battlefield, put a Debris token in its place. If all the Debris tokens are in the field, ignore this rule.

Nano-Weapon
The ATB of the weapon attack is increased by one for each Nano-Machine token present on the Equipment card. Discard all Nano-Machine tokens on the Equipment card at the end of the Hero's activation. An equipment card can have a maximum of 3 Nano-Machine tokens.

Nexus Mind: This ability appears on the Enemy cards in red (), green (✶) or blue (◆). An Enemy who possesses this Skill of a given color obtains all passive Skills identified by the same color owned by other Enemies on the battlefield.

NEXUS MIND

The O.R.C. on their card they have the Nexus Mind ability in red. As long as there are Babooms on the battlefield, which have the Acid Fluids passive ability in red, all O.R.C. will have the Acid Fluids ability as written on their card (and vice versa for the Baboons inherently the Hidden Dagger ability in blue◆).



NEW TOKENS

Bait: All Enemies within 6 squares, except for Bosses, must move towards the token during their activation. If an Enemy reaches this token, remove the Bait from the game.

Death Fortress: Discard this token to gains +2 to the next Physical Defence test.

Minefield: When an Enemy ends its movement within 2 squares of the Hero with this token, the Hero can discard this token and perform an RA test. For each result obtained, that Enemy suffers 1 Wound.

Nano-Machine: These tokens are used by Isaac to trigger many of his skills. They represent the tiny machines he controls.

Drone Scanner: This token is used by Luperco for two of his skills. The token effect changes depending on the Skill used.

Tamper: When an Enemy with this token attacks, if the defense test contains the and symbols, that Enemy suffers 1 Wound.

Target: All Heroes can re-roll one die when attacks Enemy with this token.

Tetra-Toxin token: This token is used by Luperco for two of his skills. The token effect changes depending on the skill used.

PRIMAEVUS V NEW ENEMIES

If you wish, you can add this Enemies (and/or replace the token miniatures) to those of the Primaevi faction when you play the Core Set campaign so that you can meet them as random Enemies.

SILENO CHIEFTAIN

TEMPLE VETERAN GUARD

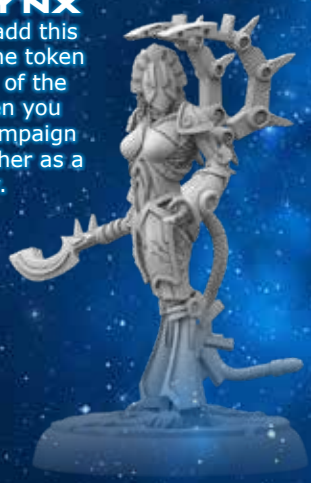
FATUA BABAYAGA

KALIBOSS SLAVE MASTER

KSUR

CRYO SPHYNX

If you wish, you can add this Enemy (and replace the token miniatures) to those of the Pandora faction when you play the Pandora's campaign so that you can meet her as a random Enemy.



DARK SEED DARK MUNCHKIN

If you wish, you can add those Enemies to those of any faction when you play the any campaign so that you can meet them as a random Enemy.

ADDITIONAL DRAFTABLE ENEMIES

If you wish, you can add the Draft Cards of this Enemies to your Enemy Deck. Remember to take into account the Enemies factions: red for the Primaevi, grey for Silicio, and orange for any faction.

SILICIO NEW ENEMIES

If you wish, you can add this Enemies (and/or replace the token miniatures) to those of the Silicio's faction when you play the Silicio's campaign so that you can meet them as random Enemies.

ENEMIES HEROES

In this box, you will find 12 Special Hero Datapads. They represent the Heroic version of some of the Enemies you encountered during the Primaevus V campaign.
These Datapad work similar to those of standard Heroes but have the pre-set Skills that will unlock playing their campaign.
These Datapads also contain the an Equipment area, where attacks and defenses available to the Enemy-Hero are indicated.

THE RESERVE AND THE DYING CHARACTERS

Players start the campaign with a Reserve consisting of 12 Primaeval characters. When players undertake one of the adventures, they choose 4 Heroes from the Reserve (or 6 if they play the campaign using Nightmare Mode rules).
Whenever a mission fails, the characters who have participated in it become Dying; these characters must be removed from the Reserve, and cannot be chosen to participate in other missions.
Whenever a mission is successfully solved, players can choose a single Dying character and put it back to the Reserve.
If after a mission the Reserve is empty, the campaign has failed.

PLAY THE CAMPAIGN

The Primaeval campaign takes place on a map divided into colored areas made up of a number of missions, which are linked together by dotted lines.
To play the Primaeval campaign, the players must read the introduction to the campaign, and then read the introduction to the starting area (white).
While playing this campaign's adventures, the descriptions included in the Briefings of the exploration Missions, the contents of the Debriefings, and the Nemesis Mission Cards, are not taken into consideration; simply play the Mission or the Nemesis Mission, when you reach the zone on the Map on page 21.
The characters must explore the map starting from the white area, playing the mission called "The Escape." During the campaign, regardless of whether a mission is solved or not (including Nemesis missions), players must proceed to the next Mission, choosing one of those connected by dotted lines.
When players pass the nemesis of a given area (whether they have defeated it or not), they read the text of the next area, and continue with the next mission.

THE PRIMEVAL CAMPAIGN

Sileno, the tribal chief, has gathered you in great secrecy. Aulampia, the elderly seer Fatua, has had a lousy vision: a threat coming from a distant reality wants to unleash an ancient dormant power of Primaevus; an event which may put an end to the prosperity of the planet.
You have been chosen to make an investigation of this new threat together with the clan guides.

WHITE AREA

All characters have access to skill 1 on their card.
Your investigations bring you into contact with a tribe settled on the lakes of the Agricola region. Rumors suggest that tribes of river hunters have recently waged battle against the clans of nearby camps.
Once in their camp, you are assailed by your fellows, who seem to be subjected to an obscure mental control which forces them to fight you.

BLUE AREA

From this point on, all characters have access to skill 2 on their board.
The mysterious individual in armor that you have faced escapes through a mysterious portal, not before losing, due to the fight, some of his items, including a datapad. The enemy you have just faced seems to be Beli'Ar, a powerful psionic mage, who is on Primaevus V in search of his traitor disciple, Dark Seed. You have probably fought a potential ally: according to what you read, this Dark Seed is known to subject his victims to mental control, and your fellows are likely influenced by his evil powers.
Information collected by Beli'Ar will direct you to seek Dark Seed in the Sharp Rocks region. Unfortunately, the journey to the area will be long and will force you to pass through the lands of the Three Sisters, under the control of the Berserk tribe, from which Rognon, the most powerful of your companions, comes. The Berserk, as you expected, pretend that you challenge them to pass through their lands; when you accept the challenge, Rognon decides he can not stand against his own tribe and leaves the company.
Special Rules: in this area, if he is not already in such condition, Rognon is considered Dying. If the characters win the Nemesis mission of this area, Rognon returns to the Reserve. If the characters are defeated by the Nemesis mission of this area, Rognon cannot re-enter the Reserve for the rest of the campaign.

GREEN AREA

From this point on, all characters have access to skill 3 on their board.
Once you overcome the challenges of the Three Sisters region, you finally reach the hills of Sharp Rocks, where the stranger capable of controlling your fellows' minds with his powers awaits you: Dark Seed. The powerful psionic defends a complex of caves in which one of his allies has settled, an alien who feeds on the blood of the Primaevals, and who is doing nefarious experiments to manipulate and dominate the primal energies of Primaevus V.
Is it possible that Aulampia's vision alludes to these energies as the mortal danger to the planet? You will find out only by thwarting the plans of these invaders.

YELLOW AREA

From this point on, all characters have access to the skill 4 on their board.
The vampiric enemy you have just faced, and his dark Psionic ally, flee from you, trying to hide evidence of the experiments they carried out in their secret lair.
Fortunately, your hunting skills help you find clues about their plans. Dark Seed defended the vampire ally from the Primaevals of the adjacent regions, while he carried out a study to distill three elemental energies of Primaevus V with which to

infuse supernatural powers to other beings.
You have stopped the experiments, but then you discover that the two aliens had brought with them a cybernetic life form from another planet and that they had already experienced the elemental energies on it before they fled to the Rapids of Blood.
Moreover, from the registers of the vampire, a large number of cells containing the three powers should be present in the caves, but they seem to have evaporated; the indiscretions make you understand that someone has taken away the cells recently stored.
The witch Xanthippe, perceiving the true nature of the three elemental energies that the vampire was distilling, is pervaded by terror and urges your expedition to hunt the android who fled towards the river, revealing that if the three energies have even minimally taken root in the being, it could soon be an extreme threat to the planet.
Your hunt is interrupted by some groups of hostile Primaevals, pervaded by a warlike fury: these individuals are covered with blood and scarifications, and seem to be adepts of some unknown cult; something means still crawls in your region, corrupting your fellows: apparently, chasing the two invaders was not enough.

RED AREA

From this point on, all characters have access to skill 5 on their board.
You fought against the cybernetic beast, finding out that, luckily, the elemental energies had not taken root on it.
As you try to recover from the difficult battle, from the heights of the Sharp Rocks mountains war songs and pyre fires rise. The mysterious adepts of the blood cult that you have faced in the last days are performing a ritual on the mountain. With a tremendous roar and an earthquake, three beams of light arise from the top of the mountain, followed by energies, magma, and plasma that create a storm of chaos in the sky. The ritual has awakened the three elemental powers distilled by the invaders!
Undertake the ascent of the mountains courageously to find out who is behind the imminent catastrophe!

PURPLE AREA

You have pushed back in his dimension Ares, the god of war, who has come to your planet seeking for a creature able to challenge him. Taking advantage of the two maleficent aliens at his service, and the tribes devoted to his cult, Ares managed to recall the three elemental energies of Primaevus, awakening the very soul of the planet, the terrible Hydra!
There is no time to waste, you must confront it as soon as possible and send it back to its eternal hibernation, or the whole planet will collapse. However, before you can face the monstrous being, you must recover or destroy an artifact which the blood cult still held.
The fate of Primaevus V and of all your people is in your hands!

EPILOGUE

SPOILER ALLERT: Read on only if you have defeated the Hydra!
The cataclysm unleashed on the battlefield is dissolving, sinking the planet into a deep quiet. The colossal guardian crouches on the ground and puts an end to his buzzing, while the creepy blood-red lights turn off. You managed to save Primaevus V, your sacred hunting ground. Unfortunately, you don't have time to celebrate, since Aulampia has a new vision: A giant metal ark will land on the planet, and the four foreigners who will cross the gates can be salvation or destruction for the Primaeval people.

NEW MISSIONS AND MAP LEGEND

NARRATIVE MISSION MAPS

Below are all the icons you will see in the Narrative Missions maps.
Icons represent special Tokens, Scenic Elements and Enemy models.

Heroes Deployment Zone

Tiles Free Passage

Mushroom 3D Scenic Element

Sentry Turret 3D Scenic Element

Amanita 3D Scenic Element

Shield Turret 3D Scenic Element

Bush 3D Scenic Element

Obelisk

Container 3D Scenic Element

Antennae 3D Scenic Element

Tall Grass

Puddle

Blue Spawning Point

Red Spawning Point

Acid Puddle

Terminal

Switch

Corpse

Debris

Teleporter

Loot Bag

Target Bag

Crystal

Flower

Battery

Simulacrum

Crystal

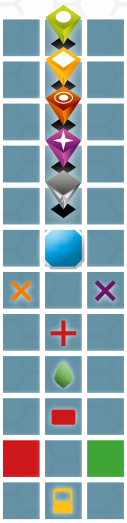
Rock

Frozen Ground

Barricade

EXPLORATION MISSION MAPS

Below you can see all the icons of an Exploration Mission map elements, as they will be represented on the the Mission Sheet.



Troop
Elite
Monster
Leader
Boss
Hero Deployment Zone
Mushroom / Amanita
Bush
Artifact
Loot Bag
Red / Green Zone
Terminal

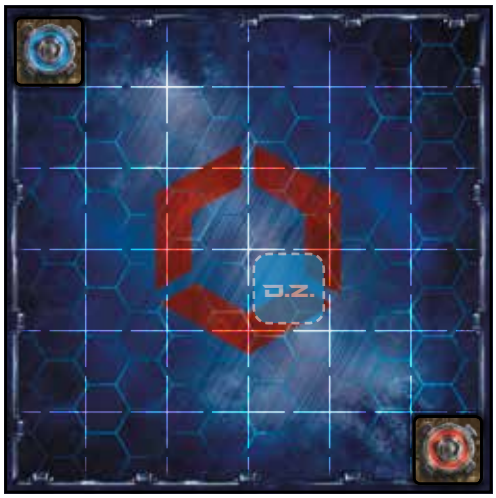
Sentry Turret
Shield Turret
Blue Spawning Point
Red Spawning Point
Switch
Teleport
Crystal
Rock
Container
Antennae

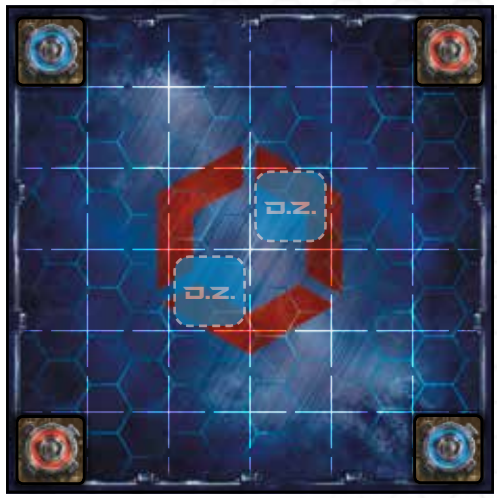
Frozen Ground
Barricade
Flower
Obelisk
Crystal (3D Scenic Element)
Corpse

SOLO MODE TRAINING

SOLO MODE MISSION

START MISSION: 1.6
END MISSION: -





VR TRAINING [ONE HERO]

A Hero can face this Mission alone to improve his skills in battle. The Mission uses the following special rules:

Increasing Difficulty: The Enemy Deck used for the drafts of this mission depends on the Hero's TV (see the table below):

- ***TV 1-3:*** The Enemy Deck is formed by the **Troop** cards you own (or the ones you choose to use for this Mission).
- ***TV 4-7:*** The Enemy Deck is formed by the **Elite** cards you have (or the ones you choose to use for this Mission).
- ***TV 8-11:*** The Enemy Deck is formed by the **Leader** the cards you have (or the ones you choose to use for this Mission).
- ***TV 12+:*** The Enemy Deck is formed by the **Monster** cards you have (or the ones you choose to use for this Mission). During this Mission, only one Enemy of this rank can spawn. After the rank Monster Enemy spawn, no more Enemies will spawn.

Blue Enemy Wave: Each **Phase 6** perform an Enemy Draft for Blue Spawning Point.

Red Enemy Wave: Each **Phase 12** perform an Enemy Draft for the Red Spawning Point. The Enemy deck for these drafts is formed by the Troop cards.

Killing Count: Wounding Enemies does not raise the Hero's TV; each Enemy of a given Rank eliminated by a Hero, raises his TV of the value indicated in the **TV+** column of that Enemy Rank.

End Training: This Mission ends when the Hero is KO or the moment his TV becomes 16.

Training Reward: When the Mission ends, the Hero earns the prize indicated in the **Reward** column relative to the TV value he has reached, plus all the previous TV values' rewards.

BACK TO BACK [TWO HEROES]

A player (or two) can face this Mission using two Heroes to improve their skills in battle. The Mission uses the following special rules:

Increasing Difficulty: The Enemy Deck used for the drafts of this mission depends on the sum of the Heroes TV's (see the table below):

- ***TV 1-6:*** The Enemy Deck is formed by the **Troop** cards you own (or the ones you choose to use for this Mission).
- ***TV 7-13:*** The Enemy Deck is formed by the **Elite** cards you have (or the ones you choose to use for this Mission).
- ***TV 14-19:*** The Enemy Deck is formed by the **Leader** the cards you have (or the ones you choose to use for this Mission).
- ***TV 20+:*** The Enemy Deck is formed by the **Monster** cards you have (or the ones you choose to use for this Mission). During this Mission, only one Enemy of this rank can spawn. After the rank Monster Enemy spawn, no more Enemies will spawn.

Blue Enemy Wave: Each **Phase 6** perform an Enemy Draft for Blue Spawning Point.

Red Enemy Wave: Each **Phase 12** perform an Enemy Draft for the Red Spawning Point. The Enemy deck for these drafts is formed by the Troop cards.

Killing Count: Wounding Enemies does not raise the Hero's TV; each Enemy of a given Rank eliminated by a Hero, raises his TV of the value indicated in the **TV+** column of that Enemy Rank.

End Training: This Mission ends when the Heroes is KO or the moment the sum of their TV becomes 26.

Training Reward: When the Mission ends, the Heroes earns the prize indicated in the **Reward** column relative to the TV value they have reached, plus all the previous TV values' rewards.

Single Hero's TV	2 Heroes TV's	Enemy Deck Rank	TV+	Reward
1-3	1-6	Troop	+1	Every Hero who participated in the Mission start the next Mission with a Re-roll token
4-7	7-13	Elite	+2	Every Hero who participated in the Mission start the next Mission with two Re-roll tokens
8-11	14-19	Leader	+4	Every Hero who participated in the Mission Gains an immediate free use of the Training Room
12+	20+	Monster	+6	Every Hero who participated in the Mission gains 1XP

GOD OF WAR

NEMESIS MISSION

START MISSION: 2.6
END MISSION: 5.6

ARES

BRIEFING

MISSION UNLOCKING
You can face this Mission on Primaevus V after you have unlocked the Yellow Areas.

Powerful unknown entities come from the remotest corners of the universe, wandering aimlessly in search of something or someone to satisfy their need for completeness. Ares, a being of unlimited fury, was attracted by your valor and the blood spilled on the battlefield. He stands before you in all his might, pointing his lance at you. Will you be able to give a God what he most yearns for?

VICTORY CONDITION
Defeat Ares before time expires.

DEFEAT CONDITION
Standard defeat conditions.

SPECIAL RULES

Like a Man: ares gets 3 Like a Man Token. As long as Ares has at least 1 Like a Man token, he suffers 2 additional wounds from Hero attacks if they deal at least 1 Wound. In the Ares Token Phase discards one Like a Man token from him.

Divine Weapons Token: a Hero adjacent to a Divine Weapon token (Spear or Shield) can perform a Collect action to take possession of it. A Hero with a Divine Weapon token can use it as a weapon following the rules corresponding to the collected token (see below). After resolving the attack, place the Divine Weapon token adjacent to the Ares Model.

ARES SHIELD
3AP RNG:1-6 ATB:1 DMG:✸
Armor Piercing 2, Like a Man.

ARES SHIELD
3AP RNG:1-8 ATB:2 DMG:✸
Armor Piercing 2, Like a Man

DEBRIEFING

VICTORY
The spear is broken, and the shield is cracked: at last, even a God can fall. The honorable combat ended with the happiest of the epilogues to the being known by the name of Ares. He has finally found those able to offer him a worthy fight so that he can return to his plane of existence. Eventually, his exile has come to an end, and you stand victorious, proudly showing off your indomitable courage.

REWARDS
Check the Nemesis Card back, to reclaim your rewards based on the conditions fulfilled during the Mission.

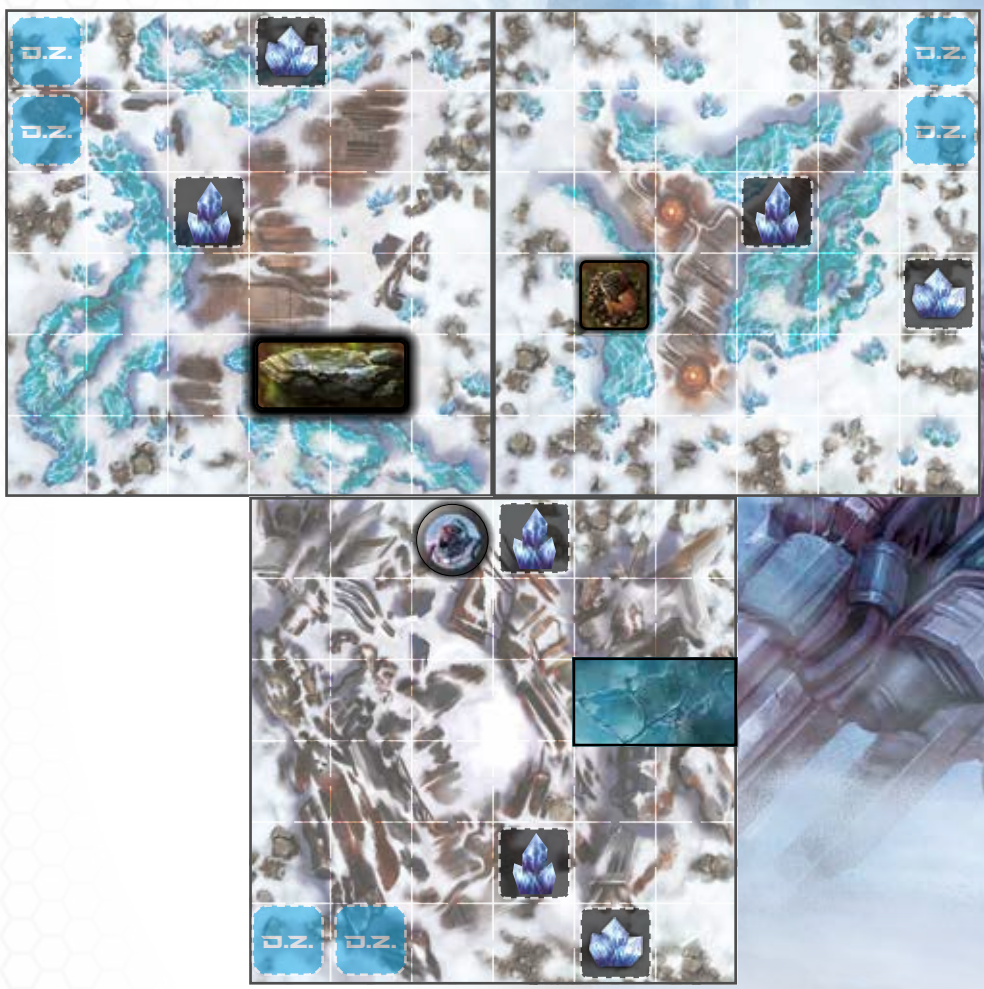
DEFEAT
You fall under the unrivaled prowess of Ares, who nullifies all your ridiculous strategies and ineffective attacks. The brave God looks with disgust at the indecent spectacle you have shown him, and regrets he was so stupid to believe that inferior beings could offer him a worthy challenge. Ares spares your life because he thinks that you do not deserve a glorious death by his hand: instead, you will live with the constant shame of your inadequacy.

NO REWARDS

GOING APE

NEMESIS MISSION

START MISSION: 4.7
END MISSION: 7.7



TIBERIUS

SINE TEMPORE

BRIEFING

MISSION UNLOCKING
You can face this Mission on Silicio after you have unlocked the Red Areas.

Silicio, the inhospitable planet of ice and metal, has already shown its darker side but has other mysteries to unveil. You bump into a monster with the appearance of a large primate, whose intelligence is out of the ordinary and is equipped with weapons too sophisticated for a simple gorilla. Your captain notices a symbol on the armor of the creature. The frieze belongs to a lost ark: the Kraken. Determined to discover more, you decide to face the beast.

VICTORY CONDITION
Defeat Tiberius before time expires.

DEFEAT CONDITION
Standard defeat conditions.

SPECIAL RULES

All Enemy are the Same: at the beginning of each Tiberius activation, all Heroes perform a ⚒ test. The Hero who obtains fewer symbols ◢ becomes the Target of Tiberius.
Break ties with the Tiberius Priority.

DEBRIEFING

VICTORY
It was not a simple challenge, due to the supernatural reflexes of Tiberius, who kept changing position from one hill to another, over and over, seriously testing your patience. Today you have not only survived, but you have come close to solving the mystery of the Kraken. In fact, by inspecting the beast's lifeless body, you notice that the symbol of the dispersed Ark is placed on the metal plates of the armor, which was obtained from the steel plates of the same spaceship. This leads you to think that the spaceship was destroyed when landing on an unknown planet and that someone, or something, used of the remains of the spaceship to create something new. You feel a shiver running down your spine. For you, dissolving the mystery around the Kraken does not seem impossible.

REWARDS
Check the Nemesis Card back, to reclaim your rewards based on the conditions fulfilled during the Mission.

DEFEAT
You have underestimated the strength of Tiberius, hoping that anger would have confused the creature's senses making him more predictable and vulnerable. Unfortunately, the lucid madness of the ape makes him unpredictable, ruthless and incredibly precise in his shooting attacks with his sniper rifle. Unfortunately, in the last assault, a member of your crew has suffered a terrible rib fracture; this forces you to retreat, not allowing you to continue the hunt and find out more about the mysterious Tiberius.

NO REWARDS

VAMPIRES DON'T SPARK

NEMESIS MISSION

START MISSION: 4.6
END MISSION: 7.6

MARKU

LIGHTNING CRYSTAL

BRIEFING

MISSION UNLOCKING
You can face this Mission on Silicio after you have unlocked the Red Areas.

Not all the inhabitants of the stars have liked the plan for preserving the human race and all their allied races. They defining themselves as keepers of the will of the universe to make the weaker races disappear, these grim secret societies pursued their mission by hiring terrible bounty hunters to eliminate the Captains of the Arks and to make the hopes of many populations run aground. One of the most feared cutthroats, the lethal Marku, has been entrusted with the mission to eliminate the Genesis crew. The scary being, who uses blood as his instrument and food, has now found you and does not intend to disappoint his bosses.

VICTORY CONDITION
Defeat Marku before time expires.

DEFEAT CONDITION
Standard defeat conditions.

SPECIAL RULES

Lightning Crystal: 5♡. When a Lightning Crystal is destroyed, and Marku is placed within 2 square, the vampire suffers one of the following effects, randomly rolled:
: Marku moves forward his Activation token by 2. -1 until the his next activation.
: Marku's and become 0 until his next activation.
: Inflicts 2 Wounds to Marku, ignores any kind of defense.

DEBRIEFING

VICTORY
Once his tricks have been discovered, the hunter has become the prey. Your overwhelming superiority has put the legendary killer on hold; all his deceptions and machinations to manipulate your strength to his own advantage and make you his puppets were worthless. The last moment you see his figure is when he, gasping, left his weapons behind and flees through one of his shadow portals. The wounds you inflicted on him go beyond the physical ones. Even if he survives, his reputation is forever tarnished.

REWARDS
Check the Nemesis Card back, to reclaim your rewards based on the conditions fulfilled during the Mission.

DEFEAT
The credits invested in hiring the infallible cutthroat proved to be well spent. Marku has succeeded with abject and mellifluous abilities to crush your will to continue the mission. The icy blade of his sword has severed not only your flesh but also your spirit, subjecting it to his will. Now, as empty beings with no intention or ambition, you wander around what will forever be the scene of your brutal defeat, until a glimmer of hope shines again in your mind.

NO REWARDS

THE TROPHY HUNTER

NEMESIS MISSION

START MISSION: 2.6
END MISSION: 5.6

BRIEFING

MISSION UNLOCKING
You can face this Mission on Primaevus V after you have unlocked the Green Areas.

The Bull-y is known to be the most obtuse and brutal creature of Primaevus V, but not all these beings share the same characteristics. Rognon, called "the White," possesses intelligence that is out of the ordinary if compared to his species standards, and his ambitions are not limited to uncontrolled destruction. In his simple mind, Rognon is a collector of trophies and memorabilia subtracted from those who he considers prey worthy of his attention. After the fight with Achab, the captain's cigars lie in the rough hands of the creature, who believes that he has stolen something of priceless value, and in a sense it is true.

VICTORY CONDITION
Defeat Rognon before time expires.

DEFEAT CONDITION
Standard defeat conditions.

DEBRIEFING

VICTORY
You have faced your first real obstacle on Primaevus and survived. In front of you, the gargantuan Rognon lies unconscious, covered with junk and weapons that he considers trophies. Achab boldly regains his cigars, and recovering from the strain of fighting sits on one of the mighty arms of the fainted enemy. With kind of a ritual gesture, the captain lights his cigar and puffs a cloud of smoke. At his signal, the crew is allowed to grab any object they consider useful: *"Never steal a man's cigars. Crew, see it as compensation, today it's on me"*.

REWARDS
Check the Nemesis Card back, to reclaim your rewards based on the conditions fulfilled during the Mission.

ROGNON

DEFEAT
A skilled hunter takes advantage of the environment, and you have been so crazy to challenge Rognon in his territory. Your armor has two deep cuts, that represent your shame, as Rognon's blades have tasted your blood. The White, approaching with curiosity and with an exceptional dexterity for a creature of his size, steals the object to which you most tender but does not rage over. Probably your life is not an attractive trophy for the collector.

NO REWARDS

SINE TEMPORE

UNLEASHED DARK FLAME

NEMESIS MISSION

START MISSION: 1.1
END MISSION: 4.5

BELI'AR

SINE TEMPORE

BRIEFING

MISSION UNLOCKING
You can face this Mission on Primaevus V after you have unlocked the Blue Areas.

The power of Beli'Ar is a double-edged blade. Thanks to his power he managed to overcome the threshold of human longevity, but this led him to free dark and cursed powers that made him a slave to the darkest drives and instincts that were hidden in his heart. The crises of Beli'Ar are becoming more frequent, and it is up to his pupil Jukas and the Genesis crew, to intervene to quell the uncontrollable psionic fury of the Lord of the Purple Flames.

VICTORY CONDITION
Defeat Beli'Ar before time expires.

DEFEAT CONDITION
Standard defeat conditions.

DEBRIEFING

VICTORY
After each battle Beli'ar's trust in you grows and strengthens, to show you his gratitude, he reveals you its precious secrets in creating powerful psionic equipment.

REWARDS
Add Beli'ar to your crew! Beli'ar has an XP total equal to the Hero with less XP in your Crew. His Equipment cards are all upgraded to level 2.

DEFEAT
The crisis due to oblivion poisoning has been devastating for Beli'Ar's psyche, to the point that it does not make a distinction between friends and enemies. The incredible power of the gentleman of the purple flames crashes on you without any brakes. Even Jukas, his pupil and one of only two people who know how to handle his crises, is in trouble and finds himself unprepared for this emergency. Leaving you at the mercy of fierce purple vortexes, he glances at you one last time before dispersing into them. You know that a power like that of Beli'Ar cannot be left on the loose so you will try again to inhibit the powerful psionics.

Beli'Ar abandons your crew in the grip of his madness. You can try to reunite with him by playing this Mission again when you get the chance.

SPECIAL RULES

Vortex Control: whenever an Action Card requires you to move one or more Void Vortex, use the Orientation card to determine the direction of the movement and roll a die to determine how many squares the Token moves. A Void Vortex token moves 2 squares for each Action symbol on the face obtained by the die roll. Void Vortex Tokens ignore models or Scenic elements during their movement but cannot stop on Impassable Scenic Elements, in case it is necessary, reduce its movement of one square. If a Void Vortex moves out of the battlefield with its movement, remove it from the game.

Void Vortex: a Void Vortex that crosses a space occupied by a Hero imprisons him inside, suffocating him. If a Void Vortex Token enters a square occupied by a Hero or vice versa, the Hero must immediately perform an test and get . If the test fails, the Hero is imprisoned and takes an Acted token. When a Void Vortex moves, move with it the Model of the imprisoned Hero. In his Token Phase, an imprisoned Hero suffers 1 Wound. After discarding an Acted token, an imprisoned Hero must perform the test again. In case of failure, he will retake an Acted token. If a Void Vortex with an imprisoned Hero leaves the battlefield, the Hero is considered KO and removed from the game. Draw the Serious Wound cards as usual. A Void Vortex can contain at most one Hero. Beli'Ar is immune to the effects of Void Vortex.

Banishment: all the Psionics who participate in the Mission have this Psionic Power in addition to their own (see the power rules below).

BANISHMENT
[2AP] test ( )
Attack: RNG 1-6 - Oblivion 1

If this Psionic Power targets a Void Vortex token, eliminate it from the game. If the target token had an imprisoned Hero in it, he discards the Acted token and is no longer considered imprisoned.

If this power targets Beli'Ar, the Psionic who used it can subtract any number of Oblivion token from Beli'Ar and place them on his Hero Datapad (or Equipment).

WRECK OF THE PAST

EXPLORATION MISSION

START MISSION: 3.B
END MISSION: 7.3

BRIEFING

After his soul came back from the world of purple flames, his body was never the same. His organs had been replaced by mechanical parts and his torn muscles had been repaired with silicon; all that remained of the man he once was, were a few faded memories and the torments of a ferocious death. To avoid physical deterioration, the Boogeyman is continuously in search of biological materials to replace his rotting tissue, enabling this creature to live forever.

VICTORY CONDITION

- Defeat the Boogeyman before the time runs out.

DEFEAT CONDITION

- The Boogeyman has converted all Corpse tokens into Revenant.
- Standard defeat conditions.

ENEMY'S OBJECTIVES

- Attack the Heroes.

Boogeyman:

- Move adjacent to the nearest Corpse token to convert it (TV7).

SPECIAL RULES

Conversion: when the Boogeyman is adjacent to a Corpse token, he has to spend 2 AP to convert it into a Revenant. Replace the Corpse token with a Revenant model. If necessary, place the Revenant Activation token in the sector at the time following the currently active one.
The so-created Revenants act as usual.

Rotten corpses: in this Mission, the Heroes cannot collect in any way with the Corpse token.

DEBRIEFING

VICTORY

The duty of a Captain is not limited to governing his ship, but sometimes, he is forced to perform some sad tasks. This thought flickers in the mind of Arcade, while his stiletto pierces the metallic chest of the one he considered companion and friend. The Boogeyman hangs heavily on the ground, while his macabre puppets follow their master towards oblivion. The Captain clutches in his cloak, but it is not the low temperature that chills his heart. The Crew goes away in a sign of respect, but when they are quite distant, the carcass of the psionic Android performs a slight movement, that the nightmare is not over?

REWARDS

The conquered Area provides you with its Elements. Add them to your reserves.

DEFEAT

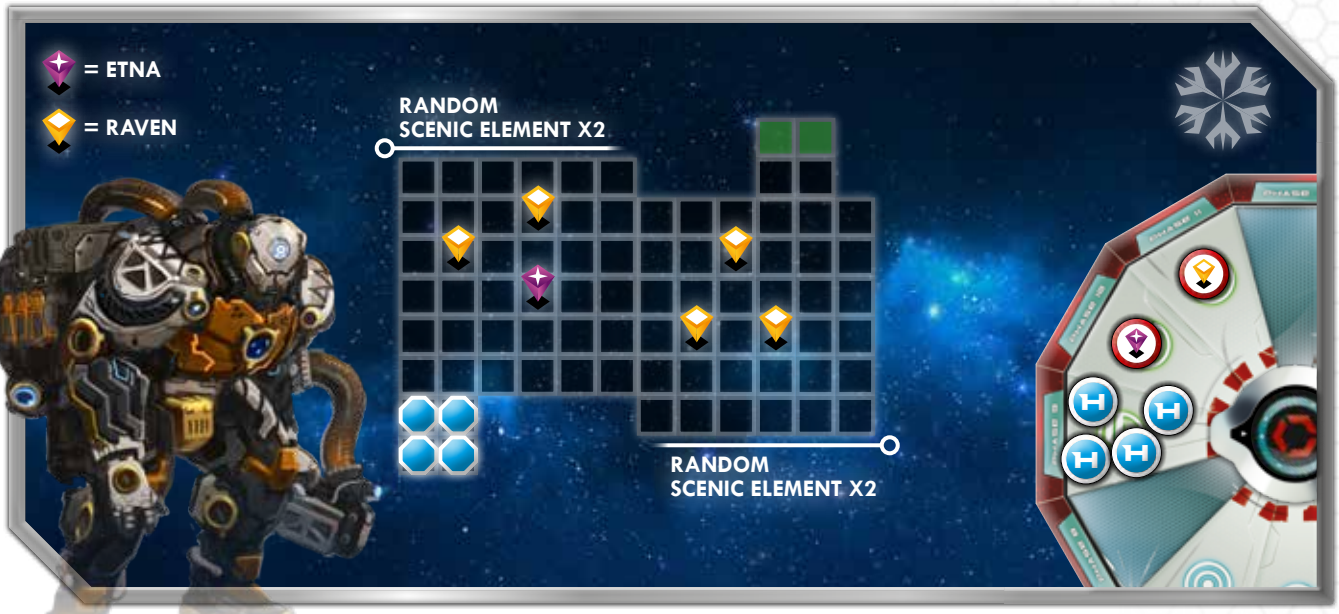
The deafening noise of the croaking mechanisms of the Revenant and Dolls covers the mad laugh of the Boogeyman that echoes in the desolate icy plane. The new body that was given to him by force has freed him from the path of mortal, making it something more. Watching you desperate and fleeing from his horrid servants, he stops to ponder the endless uses of his new abilities, while the desire for revenge against Andromeda 1.0 blazes in the icy heart of an immortal machine.

You can take on this Mission at a later stage, once your wounds have healed and your Equipment has been repaired.

THE LOST CREW

EXPLORATION MISSION

START MISSION: 2.9
END MISSION: 6.4



BRIEFING

Etna was the engineer on-board the Kraken, and when things started to get out of hand he managed to save himself, fighting through the aberrations of Andromeda 1.0, using his faithful plasma cutter. After reaching Etna, Andromeda 1.0 didn't kill him, rather taking him prisoner. Andromeda 1.0 applying a mental inhibitor on the cyclops' head, making him her slave without turning him into a warmachine. Now he roams around in search of all Kraken's survivors to bring them to Evil Gynoid. Will Achab and the others be able to find and free him from the subjugation of Andromeda 1.0?

VICTORY CONDITION

- Defeat all the Ravens before the time runs out.

DEFEAT CONDITION

- Etna leaves the battlefield or he's eliminated.
- Standard defeat conditions.

ENEMY'S OBJECTIVES

- Attack the Heroes.

Bad-Boom:

- Reach the Green Zone.

SPECIAL RULES

Survival Instinct: when 3 Raven have been eliminated, Etna move to reach the Red Zone (TV10).

Mental Link: Etna suffers 1 Wound if he is within 3 squares of a Raven that is wounded by an attack.

DEBRIEFING

VICTORY

Wandering through the snow and ice of the cold metal planet, you can easily see the enormous shape of the Cyclops. Your security can see the symbol of Kraken thanks to its viewers, understand that it is a survivor of the Ark believed lost, but something in its movements disturbs you. As you approach, the terrible battle begins: the brute force of the Cyclops is disarming, and its combat ability makes you realize that he had military training. The strangest thing is that despite the fact, does not seem to suffer or feel pain. When Achab manages to hit the Cyclops in the head, a small device detaches and falls into the snow. From that moment the Cyclops, Etna, regain and joins your group to find the Gynoid who had plagiarized him, to know what happened to the rest of the crew.

REWARDS

Add Etna to your crew! Etna has an XP total equal to the Hero with less XP in your Crew. His Equipment cards are all upgraded to level 2.

DEFEAT

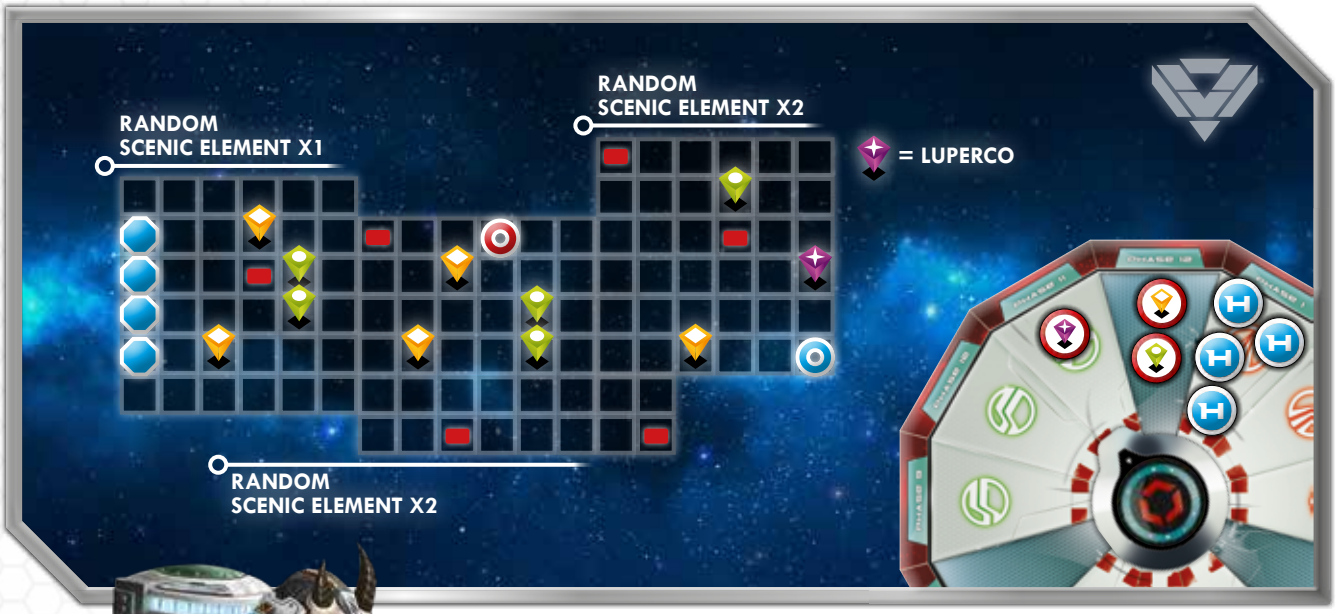
The colossal Cyclops you are facing has proved openly hostile although the mark on his armor leaves no room for doubt: it is a member of the Kraken crew, the lost ark. As soon as you enter its range of action, the optical viewer on his helmet reacts by illuminating an intense red light. The attack of the ex Kraken's Engineer is devastating; it forces you to find shelter behind piles of metal that surface from the snow-covered area. You understand you can not do much against an opponent of this magnitude. As you devise a new way to stem the threat, keep clear of the mighty creature.

You can take on this Mission at a later stage, once your wounds have healed and your Equipment has been repaired.

HUNTING THE DISCOVERY

EXPLORATION MISSION

START MISSION: 1.11
END MISSION: 4.11



BRIEFING

Luperco, a biologist of the Primaeva species, is often marginalised and mistreated by the warrior tribes, who see fauns dedicated to technological research and progress as useless time wasters. As Luperco uses his equipment to check the health of the flowers, he perceives a strange presence. Noting that you are devoid of horns and hooves, Luperco identifies you as a threat to his species. This could be his best in the eyes of warriors, showing that science can be effectively used in hunting and is just as valuable as a sharp spear.

VICTORY CONDITION

- The Heroes have collected more Objective Loot tokens than Luperco before the time runs out.

DEFEAT CONDITION

- Standard defeat conditions.

ENEMY'S OBJECTIVES

- Attack the Heroes.

Luperco:

- Collect the nearest Loot token (TV6).

SPECIAL RULES

Enemy Wave: each Phase 12 perform an Enemy Draft for each Spawning Point. The Enemy deck for these drafts is formed of all the Troop, Elite and Leader rank cards.

Biologist's Determination: if Luperco going KO, his Model is not removed; he recovers 3 Wounds, become Hindered and drop one of the Loot tokens he has gathered in an adjacent square.

DEBRIEFING

VICTORY

The faun, which then presents itself to you with the name of Luperco, has initially put you in trouble thanks to his great knowledge of the toxins, the fauna and flora of Primaevus. But thanks to your training you managed to overturn the situation to your advantage and make up for your ignorance about Primaevus V. Luperco after the clash is presented to you apologizing for his hostile attitude, but being a man of science had to test his skills on the field and who better than the "No-Horns" as valid opponents? It offers to act as an intermediary with the people of Primaevo in order to carry out your mission in a more fruitful way.

REWARDS

Add Luperco to your crew! Luperco has an XP total equal to the Hero with less XP than your Crew. His Equipment cards are all upgraded to level 1.

DEFEAT

You have underestimated the danger of a smart opponent. Based, on its clumsy and flaccid appearance, you would not have expected a fine strategist and a skilled biologist. Taking advantage of the territory and various toxins unknown to you, he managed to get close to you with exotic diseases and to exploit his knowledge to enhance his attacks and his physical form. You manage to retreat, but your enemy does not seem interested in pursuing you, instead he stops to stare at you with a critical eye, noting something on a datapad.

You can take on this Mission at a later stage, once your wounds have healed and your Equipment has been repaired.

THE LOST CAPTAIN

EXPLORATION MISSION

START MISSION: 6.5
END MISSION: 9.5

BRIEFING

The captain wanders through desolate and dangerous lands constantly looking for revenge. His eyes still look at the memory of his crew's warm blood scattered across the icy frozen ground. Arcade is convinced that they are all dead or, worse, that they were transformed by Andromeda 1.0 into killing machines. He can still hear the screams of Serio, the Psionic who joined his crew, while life left him behind the medical instruments modified by the Gynoid. But he followed a trail that will surely lead him to his old friend and you will help to conclude this sad story. You have to save the Captain!

SETUP

- One of the Heroes participating in this Mission must be Arcade. The player who controls it can choose up to 3 Basic Skills from the Arcade Datapad and equip him with his 3 Upgrade level 2 Equipment cards. Place the Arcade Model as shown on the Map.

VICTORY CONDITION

- Arcade isn't KO before the time runs out.

DEFEAT CONDITION

- Standard defeat conditions.

ENEMY'S OBJECTIVES

- Attack the Heroes.

Killer Dolls:

- Attack Arcade (TV8).

SPECIAL RULES

Undead Wave: whenever a Revenant is eliminated, place a Plague Revenant adjacent to the Blue Spawning Point.

Infernal Dolls: whenever a Killer Doll is eliminated, place a Doll adjacent to the Red Spawning Point.

Serio's Way: the Blue Spawning point cannot be damaged in any way.

DEBRIEFING

VICTORY

You saved Arcade and survived those horrid creatures controlled by a strange psionic force as if it were a marionette. On the remains of one of the dolls, notice a symbol very similar to the pendant that Serio wore around his neck. Arcade is sure that behind this abomination there must be his old comrade overwhelmed by madness.

REWARDS

Add Arcade to your Crew! Arcade has an XP total equal to the Hero with less XP than your Crew. His Equipment cards are all upgraded to level 2.

DEFEAT

You and Arcade are saved only thanks to your luck! These strange robotic beings are made even more disturbing by the supernatural context in which you find yourself, immersed in the snow with creatures with the features of macabre dolls. Their appearance is not the only thing you have to worry about, since their wild and unpredictable movements, combined with the powers of their firearms and their rotten claws, made you fear for your safety. These creatures hide the secret of an obscure genesis, and your new companion is willing to get to the bottom of the matter. You will continue to investigate as soon as you have recovered from the wounds and terror.

You can take on this Mission at a later stage, once your wounds have healed and your Equipment has been repaired.

THE DARK APPRENTICE

EXPLORATION MISSION

START MISSION: 3.3
END MISSION: 7.0

BRIEFING

Dark Seed is a powerful Psionic, and like Jukas he is a student of Beli'ar. Corrupted by his ambition and his hunger for power, he was the main reason for the fall of his old master, who eventually became mad and dangerous. Now he has arrived on Primaevus V to take revenge on Jukas, his long-time rival. Thanks to his powers he has corrupted the minds of the Primanevus people to get meat for slaughter and keep the Jukas' companions busy while he carries out his revenge.

SETUP
- Jukas must be one of the Heroes participating in the Mission.

VICTORY CONDITION
- Defeat Dark Seed before the time runs out.

DEFEAT CONDITION
- Jukas is KO.
- Standard defeat conditions.

ENEMY'S OBJECTIVES
- Attack the Heroes.

Dark Seed:
- Attack Jukas (TV6).

SPECIAL RULES

You are Not Prepared!: every time a Hero is wounded, lower his TV by 2.

Illusory Image: whenever Dark Seed suffers 2 or more Wounds, substitute his Model with an Elite model. Then, place the Dark Seed model within 3 squares of its original position, as close to Jukas as possible. This rule does not apply if Dark Seed is wounded by Jukas.

Ritual Duel: while Dark Seed engages Jukas, the other models cannot attack them in any way, until Jukas disengages.

DEBRIEFING

VICTORY

The clash of psionic forces of the two contenders has created a fracture between our reality and that of the Purple Flames, throwing instability and chaos in our world. Jukas prevails and defeating Dark Seed. His power is sucked into the rift, leaving him powerless and with a troubled mind. Like a moth that fascinated by the flame goes towards it sacrificing its own life for temporary happiness, the dark Psionic throws himself with his own material body through the passage of the World of Purple Flames that closes immediately behind the enemy.

REWARDS

The conquered Area provides you with its Elements. Add them to your reserves.

DEFEAT

The psionic blade of Dark Seed surpasses the bust of Jukas groaning with pain, to suffer a telekinetic blow that several meters away ending up ruinously on the ground. To no avail is the help of the Genesis crew, who are busy with the Primaevi under the telepathic power of Dark Seed. Jukas takes off his helmet to be able to breathe and regain his strength to continue fighting, unfortunately the old companion is ready to launch the coup de grace. Suddenly, with a last desperate effort, he emits a pyrocinetic flash that distracts Dark Seed, preventing him from launching the fatal blow. Jukas and the rest of the crew escape the fury of the evil psionic to find a strategy to beat him.

You can take on this Mission at a later stage, once your wounds have healed and your Equipment has been repaired.

THE GYNOID WHO LIVED TWICE

EXPLORATION MISSION

START MISSION: 7.3
END MISSION: 10.7

BRIEFING

The first specimen of the Andromeda model, having awakened, has decided to rebel against its owners, killing them only to bring them back to life as mechanical creatures of its own invention. Andromeda 1.0 is driven by an atavistic hatred for living creatures, second only to her hate for her "younger sister" who replaced her. She will be ready to unleash her revenge on the Genesis crew.

SETUP

- Andromeda 2.0 must be one of the Heroes participating in the Mission.

VICTORY CONDITION

- At least two Heroes enter the Green Zone before time runs out.

DEFEAT CONDITION

- When the time runs out Andromeda 2.0 is KO.
- Standard defeat conditions.

ENEMY'S OBJECTIVES

- Attack the Heroes.

Dark Seed:

- Attack Andromeda 2.0 (TV6).

SPECIAL RULES

Android Waves: if a Hero enters a Tile where no other Heroes are already present, perform an Enemy draft for each Spawning Point on that Tile. The deck for these Enemy draft consists of all the Enemy cards with the Android/Gynoid trait you own.

Unstoppable Huntress: when Andromeda 1.0 suffers 3 or more Wounds from an attack, or when a Hero enters a Tile where no other Heroes are present, place her model adjacent to the Spawning Point in the Tile following the one she was currently in. If there are more Spawning Points in the arrival Tile, choose the one closest to the Green Zone.

DEBRIEFING

VICTORY

Andromeda 1.0 escapes, the only way to destroy it once and for all is to exhaust it in its base, the one that was once the Ark called Kraken.

REWARDS

The conquered Area provides you with its elements. Add them to your reserves.

DEFEAT

Come captured by the Ravens, among the best servants of Andromeda 1.0 and await a destiny of immense suffering to become the new puppets of evil gynoid. Hunted and immobilized, you manage to free yourself and regain freedom. In the meantime, Andromeda 1.0 has again unleashed his servants to scour the area to give you the coup de grace. You have a new chance to face the gynoid and destroy it.

You can take on this mission at a later stage, once your wounds have healed and your equipment has been repaired.

CREDITS

Project Director: Luca Bernardini

Game Design: Andrea Colletti

Development Team: Luca Bernardini, Marco Presentino, Diego Fonseca

Editorial and Writing Managers: Louis Angelli, Frank Calcagno

Lead Graphic Design: Diego Fonseca

Graphic Design: Paolo Scippo, José Alejandro Lupico Barca, Valeria Bucci

Art Director: Andrea Colletti

Lead Concept Artist: Giovanni Pirrotta

Illustration and Concept Artist: Antonio De Luca, Claudio Casini, Macs Gallo, Simone de Paolis, Singhooi Lim, Vittorio Astone

Lead 3D Sculptor: Fernando Armentano

3D Sculptors: Alberto Acquaviva, Alessandro De Paoli, Alexey Popovici, Daniele "Danko" Angelozzi, Krisztián Hartmann, Miguel Hernandez Urbina, Tommaso Incecchi

Web Editors: Marco Presentino, Luca Bernardini, Vincenzo Piscitelli, Roberto Piscitelli

Kickstarter Manager: Andrea Colletti

Translations: Silvia Franci, Luisa Marzullo, Flavia Frazuel

Production, Advertising and Fulfillment: Vincenzo Piscitelli

Playtesters: Alessandro Lanzuisi, Giulio "Gad" D'Avella, Mattia Di Sangro, José Alejandro Lupico Barca, Davide e Alessio Schiavone, Simona Moauro, Michele "Lisk" Milizio, Gabriele "Mambo" Luccioni, Giulio Giannoccolo, Carlo Di Felice, Andreina Masi, Nancy De Simone, Giuliana Sampugnaro, Alessandro Caporelli, Eleonora Mostarda, Simone Massimi, Valentina, Lavinia Porzi, Vincenzo Curzola, Angelo Paolillo, Diego Fonseca, Danilo Guidi, Lucca Games, Macro Games Night

Ludus Magnus Store: shop.ludusmagnusstudio.com

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