

SINF TEMPORE

PANDORA



LUDUS MAGNUS
STUDIO

CONTENT



PANDORA



SIN EATER



PUNISHER



SHIELD



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**PANDORA**

An obscure omen disturbs Jukas' peace of mind. As his ethereal body flows through the purple flames, he suddenly collides with the manifestation of his master, Beli'ar. The visions portray a cramped cell submerged in unnatural silence, while faceless beings move slowly through the narrow metal corridors, scarcely lit by crystals of light. The weaker Beli'ar's grip on his mind, the more confusing the vision becomes. Two creatures covered in heavy black exo-suits take the powerful psionic from his cell, dragging his body, lifeless due to the trance into which he has fallen. The last fragment of the vision reveals a large room infested with metal pipes, and at the far end of the hall, a female figure instills reverence and fear in the heart of Beli'ar. Silence falls, and Jukas opens his eyes, terrified and covered in sweat. Even after returning to our dimension, something continues to reverberate in Jukas' mind, coordinates that have been haunting him for hours.

With the help of Achab and Andromeda, Jukas manages to localize the place where his influential mentor is found. The colossal outline of a structure covers the stars before you. The intricate complex seems uninhabited and disturbing, due to protrusions similar to faces on the surfaces of the orbiting station. Your sixth sense does not suggest anything good to you, but your common sense prevents you from leaving Beli'Ar and its immense power at the mercy of unknown forces.

PANDORA

Pandora is an expansion of Sine Tempore, featuring new enemies with brand new skills, disturbing models and a unique exploration method different from that used in the main campaign. Pandora can be played immediately after having completed the Primaevus V campaign, or after any other expansion.

HOW TO USE THIS EXPANSION

Pandora will be explored by the Genesis crew differently, given they now find themselves inside one of the galaxy's largest prisons, and no longer on the endless plains of Primaevus V. Each level of the orbiting penitentiary conceals hidden traps, Pandora's agents and criminals willing to do anything to earn their freedom, as you pursue your goal of saving your companion. The rooms of the Prison you go to explore will be determined randomly by the Pandora's Exploration Cards (This is to simulate the constant sense of risk and mystery accompanying our Heroes). You will use the Exploration Book to make choices during the Campaign and will write down the progress of your exploration on the Pandora Sheet attached at the end of this manual.



The Pandora's Campaign starts with the **Landing Zone** Mission.

After this Mission, and for the rest of the Pandora's Campaign, you can't do the Colony Phase as usual (see "Teleporters" below). After you have faced the Mission, you must use the Exploration Deck card to explore further.

Take the Level 1 Start Exploration Card, and form a deck (the Exploration Deck) with the remaining Level 1 Exploration Cards.

Read the text on the Level 1 Start Exploration Card, and follow the indication in bold on the bottom of the card.

Archive: if a text tells you to archive a card, set that card aside (note the archived cards on your Pandora Sheet). The archived cards represent rooms of the prison you have found, but not explored. When a text tells you to draw another Exploration Card, you can, instead, draw a card of your choice from those archived.

Discard: if a text tells you to discard an Exploration Card, remove that card from the game (note the discarded cards on your Pandora Sheet); it is no longer possible to draw or read that card for the rest of the Pandora's Campaign.

Elements: you can gain some Elements during the exploration of the prison. After you have completely read the text of a paragraph on the Exploration Book, the Heroes gain the materials represented under the text (note the Elements on your Colony Sheet).

Teleporters: you can find some Teleporters around the prison, and use them to teleport some characters to the Genesis, and then come back. After you have completely read the text of a paragraph on the Exploration Book, you can teleport one character for each Teleporter icon at the end of the text. The teleported character takes a Colony Phase and immediately returns to the group to continue the exploration.

Next Level: the Debriefing in the Campaign Missions will tell you when you have reached the next level of the prison. When this happens, take the next Level Start Exploration Card, and form a deck with the remaining next Level Exploration Cards. Read the text on the Level Start Exploration Card, and continue the Campaign.

Tokens: Some Exploration Cards or Exploration Book paragraphs assign to the Heroes some Status or Wound tokens. In these cases the Heroes keep the tokens until the next Mission; so they will begin the next Mission influenced by the effects of the tokens.



Exploration Book Paragraph

Indications

Elements gained

Teleporters

Exploration Card

Indications

Exploration Card

Choice

NEW RULES AND TOKENS

Inhibition Token Pool: For each Hero, create a pool of 5 Inhibition tokens.

Make sure that each Hero has 5 different tokens so that they reflect all 5 skill slots in the Hero sheet.

Inhibition token: A Hero that is assigned a status token must draw a random Inhibition token from the previously created pool. The back of the token shows the skill slot on which it needs to be positioned. That slot and any related skill are considered blocked until the end of the mission.

E.g. A Punisher attacks Jukas and inflicts at least one wound. Jukas is therefore assigned an Inhibition token. The player controlling Jukas draws a token from his/her own Inhibition Pool. Looking at the back of the token, he/she discovers that the blocked skill slot contains the "Energy Blow" skill; therefore he/she swaps the skill token with the Inhibition token. For the rest of the mission, Jukas cannot use the "Energy Blow" skill. If the player were lucky and drew an Inhibition token indicating an empty skill slot, he/she would have positioned the token without blocking any skills.

Pandora's Jar: Pandora sends her agents to the ends of the universe in search of criminals, or even creatures with special powers, using them as research material. For this reason, from the special spawning points, you'll find during your recovery mission, various Enemies may appear that

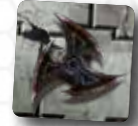


you have already encountered in your adventures. The Missions that use the Pandora's Jars are described in the special rules to use them.

Blade Traps: The Blades are the most treacherous traps used inside Pandora's orbiting penitentiary.

They are managed by complex circuits arranged in strategic points of the structure. A Model cannot move through a square occupied by this token.

The Missions that use the Blade Traps are described in the special rules to use them.



Regeneration X: an Enemy with this skill discards X Wound tokens at the start of his activation.

Sharpshooter: an Enemy with this Skill behaves as if he had the Shooter ability but does not spend AP to perform Movement actions.

Energy Wall: all Enemies within two squares of a model with this ability gain +1.



GRAVITY EVENT CARD

Within Pandora gravity can undergo strange alterations. The new Altered G Event Card (which you can freely mix with the other Event Cards of the game for all your Missions, even those set in places different from Pandora) requires the use of the Gravity Deck, composed of 9 Gravity Cards. When this event is drawn or when a Mission requires the use of Gravity Deck, draw a Gravity Card from it, and apply its effects by the number of Phases indicated on the bottom of the card. The drawn card must be placed at the last Phase of the Momentum that will influence (counting the Phases starting from the first active sector for the Mission). As soon as the Phase Hand exceeds the sector in which the card is placed, discard it and immediately draw another one, applying its effects and placing it again at the last Phase of the moment that will influence (counting the Phases starting from the sector following the one in where the discarded Gravity Card was placed).



NEW ENEMIES

Disturbingly frightful wardens will greet the crew in this mission, which is so risky it should be considered suicide. Monstrous faceless creatures will use their bio-weapons against you, inhibiting your skills in attempts to lock you up. You will fear the constant clackety-clack of the metal legs of these spider-like creatures, whose ugly faces resemble those of humans. You will be mercilessly hunted by Pandora's most lethal and tireless agents, known and feared in all corners of the Galaxy: The Blessed Weapons. Will you be able to resist the inquisitive gaze of the Sphinx? Will your heart be strong enough to admit your failings? Until finally, provided you're not already rotting away in a cell somewhere in this silent prison, you find yourself standing before her, revered like a goddess inside the metal walls of this enormous complex: Pandora, the lady of chains.



Sphinx, Scientists, and Blessed Weapons enemies are represented on the Battlefield by the related tokens included in this box.

NEMESIS

NEMESIS MISSIONS

The Pandora's Nemesis Missions is the final mission of the Pandora's Campaign.

The clashes with Pandora take place differently from the standard Missions.

Pandora has its own card (Nemesis Card) 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 Pandora will leave on the battlefield once defeated.

Once you reach the last campaign Mission, Pandora can be faced more than once, so regardless of the result of the Mission, you can play her Nemesis Mission again to obtain better results and better rewards, without playing the entire Campaign again.

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 at the bottom right, to activate all the combinations in sequence. From the following 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.

PRIORITY TARGET

During the battle against Pandora, more than one Hero could be targeted by some of her attacks or skills. In these cases apply the following priority scale to break the ties and determine which Hero should be chosen as a target:

- 1. Most Inhibition:** the Hero with most Inhibition tokens
 - 2. TV:** the Hero with the highest TV
 - 3. Suffered Wounds:** the most wounded Hero
- This sequence is also presented in the Nemesis card.

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

SINE TEMPORE



A - Name
B - Traits
C - Characteristics
D - Skills
E - Disengage Attack
F - Rewards

G - Card Number
H - Name
I - AP Cost
K - Action Rule

PANDORA



Reward Cards

LANDING ZONE

PANDORA'S MISSION 01

START MISSION: 2.6
END MISSION: 4.12

BRIEFING

Your Stealth shuttle silently settles in the docking space inside the Orbiting Station. Your landing has not encountered any problems, and this leaves you with a sense of restlessness. Does your Stealth technology work or is someone or something preparing a deadly trap for you?

In any case, you must secure the landing area so you will not have any surprises when you have to escape from this terrifying place.

Unfortunately, the metallic ticking that you hear approaching tells you that it will not be an easy job.

VICTORY CONDITION

- Destroy both Spawning Points and defeat all Enemies before time runs out.

DEFEAT CONDITION

- Standard defeat conditions.

ENEMY'S OBJECTIVES

- Attack the Heroes.



DEBRIEFING

VICTORY

You cleared the area from the bizarre guardians who were sent to you. Now the port is under your control, and you can count on a safe escape route when you release Beli'ar. Even if you cannot freely access Genesis resources, this victory has raised your morale.

Go into the prison and be sure to defeat any monstrosity that Pandora will send against you!

REWARDS

Each Hero gains **1 XP**. Read the Level 1 Start Exploration card and shuffle all 7 Level 1 Exploration cards to form the Exploration Deck.

SPECIAL RULES

- **Enemy Wave:** at the start of the Mission make an Enemy Draft for both Spawning Points, after placing Heroes in the Deployment Zone. Subsequently, the Blue Spawning Point will be activated every Phase 6; the Red Spawning Point will activate every Phase 12. Perform the Enemy draft for each Spawning Point, using an Enemy deck consisting of the following cards: Shield, Protector, Sin Eater, Soul Eater, Punisher, Bullseye.

- **Console:** a Hero can interact with the console using a standard Interact action. If it does, Defensive Turrets are disabled. From this moment ignore Turrets special rules.

DEFEAT

After a violent battle, you were able to repel the guardians of Pandora but at a high price. You are hurt and tired... and this is only the beginning. And now you have no way back to Genesis to take care of it and re-equip you. If this is just the beginning, it will be hard to come out alive from this rescue mission. Now you have to start entering the prison. Clench your teeth and go into the darkness.

REWARDS

Each Hero who participated in this Mission has to draw one Serious Wounds cards and gains **1 XP**. Read the Level 1 Start Exploration card and shuffle all 7 Level 1 Exploration cards to form Exploration Deck.

SINE TEMPORE

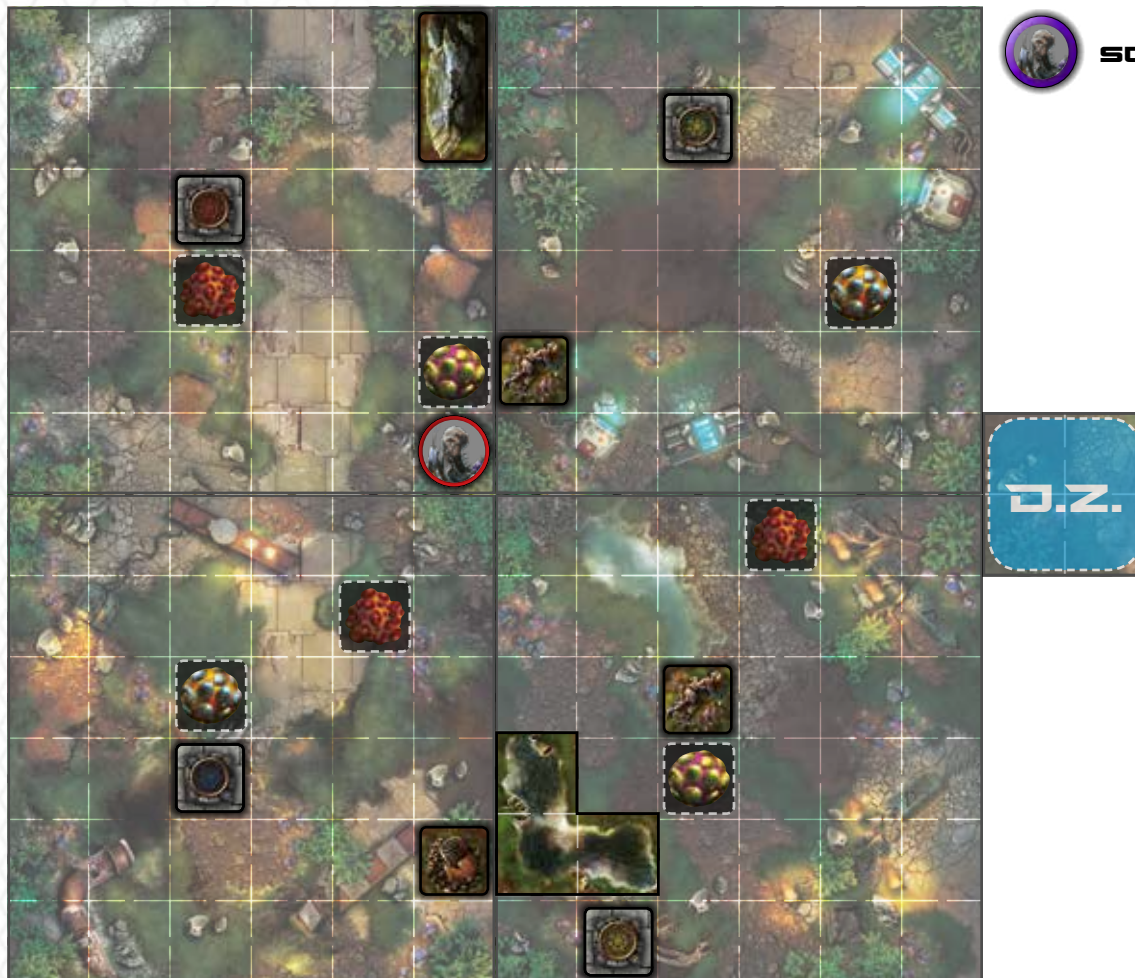
THE GREEN

PANDORA'S MISSION 02

START MISSION: 3.1
END MISSION: 6.1



SCIENTIST



BRIEFING

You enter the lush vegetation with your nerves prickling your skin. This abrupt passage of environments has disturbed you, and this place seems to be immense. Your sensors indicate movement all around you and electrical signals from the North. Follow the signal by moving silently through the vegetation. Arriving near the source of the signal you spot a slim figure dressed in black that seems to be dissecting a big dead feline, perhaps it is one of the sadly famous scientists of Pandora, devoted to infamous research on any living being in the universe. Unfortunately, you cannot get any closer. The gloomy scientist turns to you, widening his eyes, you see him fumbling with a wrist computer, and immediately after the forest around you is filled with barking and chilling roars. Just afterward, the scientist disappears into the vegetation. A thought runs through your mind... perhaps he had the code to access the second level of the prison? You have to chase him... trying not to get killed from what he's unleashed against you.

VICTORY CONDITION

- Defeat the Scientist before time runs out.

DEFEAT CONDITION

- Standard defeat conditions.

ENEMY'S OBJECTIVES

- Attack the Heroes.

SPECIAL RULES

- **The Running Scientist:** use the Scientist token to represent the Scientist Model in this Mission.
- **Into the Wild:** perform an Enemy draft for each Pandora's Jar at the beginning of the Mission and in each phase 12 on the Momentum. The Enemy deck is formed with the cards in your possession of the following list:
 - **Core Box:** Spriggan, Frag Spriggan, Kid, Suicide Kid, Bull-y, Berserker Bull-y.
 - **Motherfang:** Great Thundertooth, Thundertooth, Firstborn.
 - **Aracne:** Black Widow, Tarantula.
 - **Kyrone:** Hound, Vermin.
- **Behind the Bush:** Pandora's Jar represents the casual appearance of the inhabitants of the Forestry, so they cannot be destroyed in any way.

SINE TEMPORE



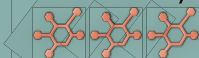
DEBRIEFING

VICTORY

Beasts from the farthest corners of the universe have assaulted you from every side. While you were resisting the fury of nature, you pursued the grim Scientist in the thick vegetation of this enormous environmental capsule. In the end, with a well-aimed blow, you knocked him down. You have reached his corrupt body, and with a sense of disgust, you searched him. Between the coils of his black dress, you found a key-shaped object with the Pandora's seal engraved in the final part. You have found the envelope of the code you need to access the second level of the prison! But what other dangers await you?

REWARDS

Get the **PASS CODE** Keyword and



Draw another Exploration Card.

DEFEAT

While resisting the assaults of the worst beasts in the universe, the scientist has vanished into the vegetation and will probably have emerged from the environmental capsule. You have barely managed to survive this deadly trap, but you have not obtained any code to enter the next level of the Prison. Now it is useless to stay here; the Scientist will certainly not return as long as you remain here. You decide to leave the capsule and return later in hopes of greater luck.

REWARDS

Shuffle the **Forestry** Exploration Card in the Exploration Deck. You can get back to the Mission if you draw it again.

YOU CAN FLY

PANDORA'S MISSION 03

START MISSION: 2.3
END MISSION: 4.6



SIN EATER



PUNISHER



SHIELD



BRIEFING

Embracing your plasma rifles and energy weapons, the feeling of the ground falling away from under your feet breaks your concentration. You find yourself floating due to the sudden change in gravity. From above you have the chance to see the Scientist frantically fiddling with the holographic panels of the console. It is surprising to note that the effects of gravity do not affect your host and his guards who point towards you. Probably their equipment creates a proper gravitational field, able to resist external variations. You have just a few moments to realize all this because the gravity changes again and you end up falling to the ground ruinously. You have to get rid of the console if you want to reach the scientist and find out how you can leave this place and continue in your search.

VICTORY CONDITION

- Defeat all Enemies and deactivate the Console before time runs out.

DEFEAT CONDITION

- Standard defeat conditions.

ENEMY'S OBJECTIVES

- Attack the Heroes.

SPECIAL RULES

- **Crazy Gravity:** after placing the Heroes in the Deployment Zone, draw a Gravity Card and apply the effect. Draw a new Gravity Card when the effect of the previous one ends (see pag. 5).
- **Console:** turn off the control panel controlling gravity to normal. To deactivate, a Hero must use a standard Interact action and perform a ♣ test and get ☠☠ (Gynoid Heroes pass the test automatically). When the Console is deactivated, do not draw additional Gravity Cards and the effect of the active Gravity card ceases immediately.
- **Gravity Suits:** Enemies are immune to the effects of Gravity Cards.



DEBRIEFING

VICTORY

During the numerous gravitational variations controlled by the console, gravity reaches zero. Finally, you can take advantage of this situation, remembering the days of training. With enormous ease over the obstacles you counterattack the jailers, thus managing to disable the control panel. During the conflict with the guards, the Scientist manages to escape by using a magnetic card that drops you to the ground. The sudden fall overwhelms the guards, thus saving your lives. Recover the card, but decide not use the access for fear of a possible trap laid by the Scientist.

REWARDS

Get the **PASS CODE** Keyword and



Draw another Exploration Card.

DEFEAT

Adverse gravity makes a battle difficult, practically impossible. Your arms struggle to grip the weapons, and your legs are useless in your advance toward your opponents. Enemies on the other hand violently strike their disquieting weapons against you, unaffected by the fluctuating gravity. Despite your many efforts, you absolutely cannot reach the console, which appears ever more distant despite the few meters that separate you from it. It seems clear to you that defeat is the only epilogue for this unfavorable situation. In a clumsy attempt to escape, you can sabotage the alarm of the room, closing the doors of the room behind you.

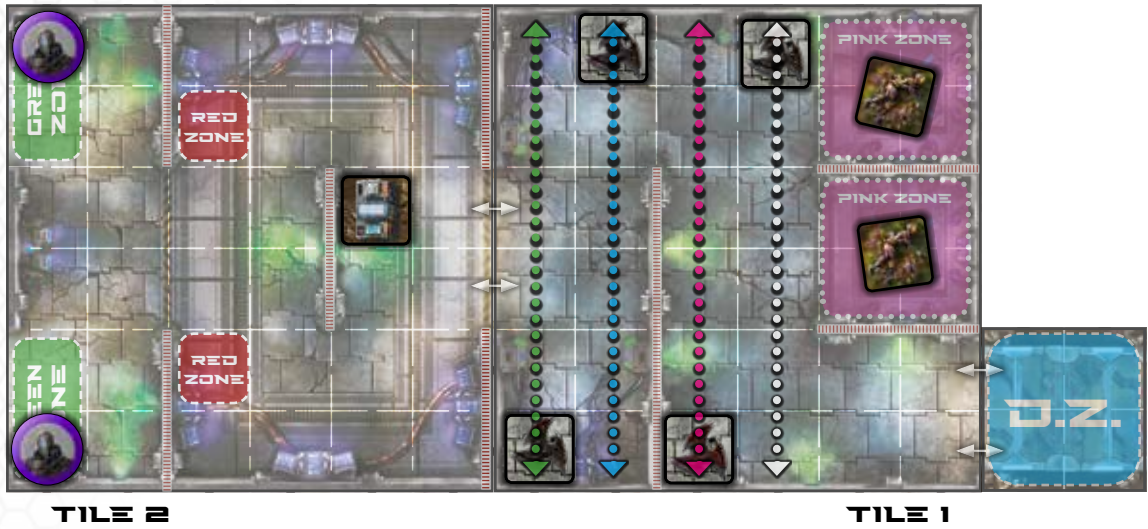
REWARDS

Shuffle the **Lab** Exploration Card in the Exploration Deck. You can get back to the Mission if you draw it again.

MIRACLE BLADE

PANDORA'S MISSION 04

START MISSION: 3.12
END MISSION: 5.6



-  **SOUL EATER**
-  **PRISONER**
-  **BLADE TRAP**
-  **CONSOLE**



SINE TEMPORE

BRIEFING

The platform shines with a pulsating green light. The ancient elevator seems to have not been used for years. Your plan to use the most hidden paths of the Prison to access the lower level appears to have been successful. Your journey to the lower level ends when the elevator stops and the large metal doors open. You are in a long corridor wrapped in the usual nauseating green light. A small mouse-like pet looks at you in terror and runs away from you towards the end of the corridor. A terrifying metallic noise precedes the gruesome vision of a series of blades which, coming out of nothing, dissects the small animal, and then disappears again into the walls of the corridor. You have underestimated the prison's defensive capabilities, and now you will have to cross this corridor hoping not to find yourself in a deadly trap. Notice the cells from which complaints come... maybe interrogating the prisoners you could find out useful information to stay out of trouble.

VICTORY CONDITION

- Enter into either of the Green Zone squares with at least 2 Heroes before time runs out.

DEFEAT CONDITION

- Standard defeat conditions.

ENEMY'S OBJECTIVES

- Attack the Heroes.

SPECIAL RULES

- **Blade Runner:** whenever a Hero enters a square in the Blade Token's trajectory, as indicated by the colored dotted lines with arrows, he must roll one die. The result activates the Blade that deals 1 Wound to each Hero in the crossed squares. Move the Blade token on the square on the other side of the Tile, following the dotted lines as indicated by the Map. Moreover, if the activated Blade is of the Glyph color corresponding to the active sector (the one pointed by the Phasing hand), the Blades inflict 1 additional Wound. For the Grey Blade token, this effect is triggered by any of the sectors without a Glyph.
- **Prisoners:** a Hero can interact with a Prisoner using a standard Interact action (1 AP) when it is adjacent to the cell (the Pink Zones). The Hero must perform a test and get at least 2 successes. **Failure:** the detainee is not willing to provide you with information, so remove the Prisoner token from the field. **Success:** remember that you have obtained this Success when you enter the second Tile.
- **Alarm:** when the first hero enters the second tile, read the spoiler box below.

EVENT - SPOILER ALERT!!! READ THIS PARAGRAPH ONLY WHEN THE FIRST HERO ENTERS THE SECOND TILE

EVENT: SUCCESS

If one of the Heroes was able to interrogate a Prisoner, you find that at the exit of this area are hidden two Sentry Turrets, ready to fire on anything that moves. The Heroes learn how to turn off the Sentry Turrets, with an Interact action with the Console (1AP) in the center of the second tile. Place a Sentry Turret 3d Scenic Element in each Red Zone on the Battlefield.

EVENT: FAILURE

If the Heroes failed to interrogate a Prisoner, they are not able to use the console to turn off the turrets. Place a Sentry Turret 3d Scenic Element in each Red Zone on the Battlefield.

DEBRIEFING

VICTORY

You managed to leave the corridor, avoiding the traps and the Guardians who came to meet you as much as possible. If this was the welcome on the first level of the prison the situation does not bode well. You proceed into the second level raising your alert level.

REWARDS

Each Hero gains **1 XP**.
Read the Level 2 Start Exploration card and shuffle all 7 Level 2 Exploration cards to form the Exploration Deck.

DEFEAT

You miraculously managed to save yourself from that deadly trap, but you all suffered serious injuries. The exploration of the second level could not start in the worst way. Now you have to be even more cautious or the next "unexpected event" could kill you!

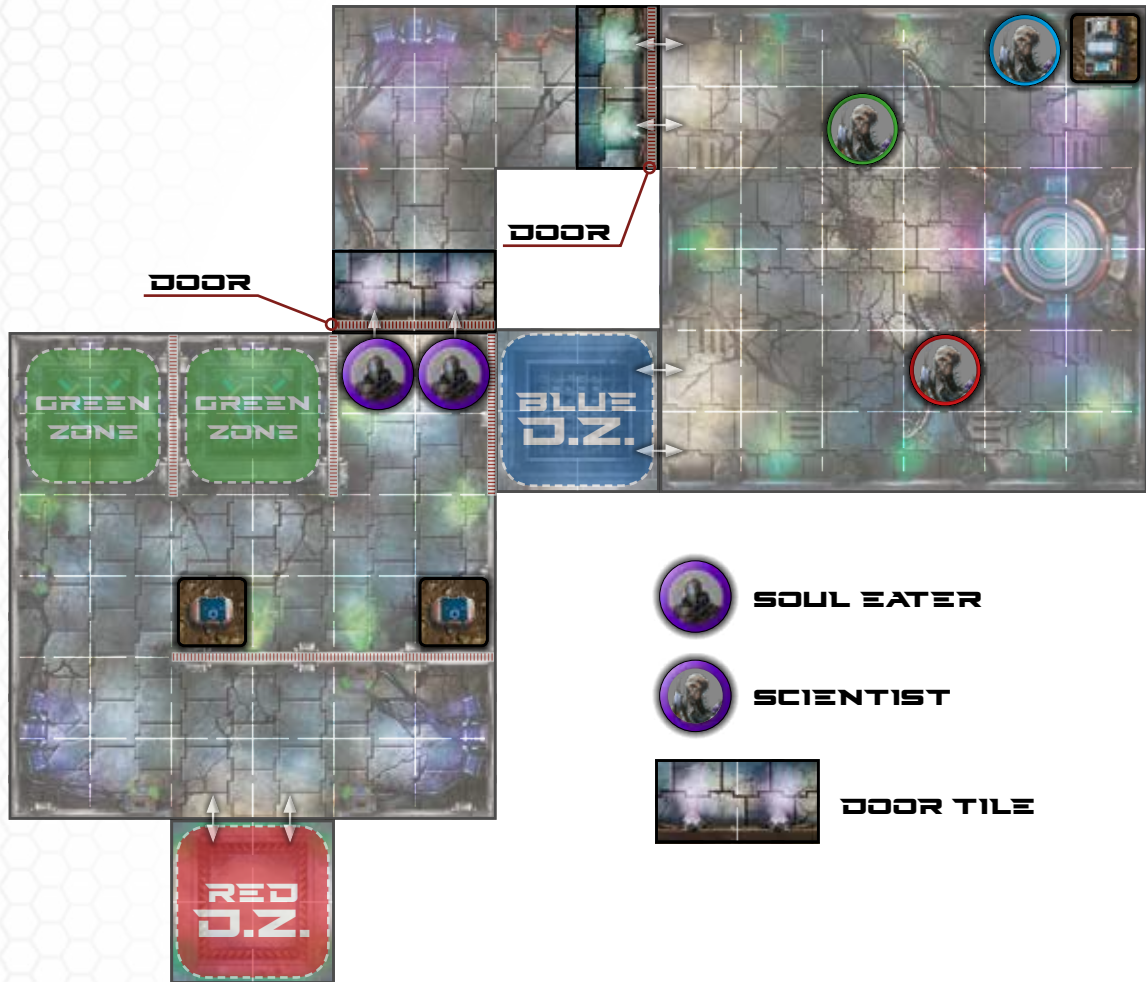
REWARDS

Each Hero who participated in this Mission has to draw 1 Serious Wound card and gains **1 XP**.
Read the Level 2 Start Exploration card and shuffle all 7 Level 2 Exploration cards to form the Exploration Deck.

RIDDLE

PANDORA'S MISSION 05

START MISSION: 4.7
END MISSION: 7.7



SINE TEMPORE

BRIEFING

The rough landing leaves you shaken, but you cannot waste time! Recover your forces quickly and prepare for combat. Your arrival could not go unnoticed, and the Prison security system has already set in motion. You are here to find the access keys to the Power Supply, and nothing will stop you.

The plan is simple: track down the scientists who have the access codes, "convince" them to yield them and leave the area as soon as possible without a scratch... very simple right?

VICTORY CONDITION

- Remove the 3 Scientists from the game and deactivate the Terminal, then at least 2 Heroes must leave the field using the capsules by entering a square of the Green Zone.

DEFEAT CONDITION

- Standard defeat conditions.

ENEMY'S OBJECTIVES

- Attack the Heroes.





SPECIAL RULES

- **Capsule Landing:** the Heroes who chose the blue capsules in Capsule Room Exploration Card, are placed in the Blue Deployment Area at the beginning of the Mission. The Heroes who chose the red capsules in Capsule Room Exploration Card, are placed in the Red Deployment Area at the beginning of the Mission.
- **Busy Scientist:** all Scientists are so busy with their work that they do not notice the presence of the Heroes. When Scientists activate, they use the Patrol rule. They don't act accordingly to their Enemy card or other actions until they become hostile (see Query).
- **Query!** a Hero can interact with a Scientist using a standard Interact action (1AP). If he does, the Hero asks for the Power Generator key codes. To do this he must perform a test and get . If the test succeeds, the Scientist gives a key code to the Hero, and is removed from the game. If the test fails, the Scientist becomes hostile and acts according to the rules written on its Enemy card; in this case, the Hero can take the key code by killing the hostile Scientist.
- **Capsules:** a Hero who is on a Green Zone square can use an Interact action (1AP) to activate a capsule and leave the field. When a capsule is activated, it can no longer be used for the rest of the game.
- **Locked Door:** a Hero can open a door using a standard Interact action (1AP). If it does, the Hero must perform a test and get . If the test succeeds, the door is unlocked (remove the door tile), and you can access the next area. Gynoid Heroes pass this test automatically. If the test fails, the Hero can attempt it later.
- **Console:** when the 3 Scientists are removed from the game a Hero can Interact with the Terminal (1AP).

**EVENT SPOILER ALERT!!!
READ THIS PARAGRAPH
WHEN BOTH DOORS ARE
OPENED**

Two Punishers come out of the capsules and take you by surprise. Place 1 Punisher model in each Green Zone. From now, if the two Punishers are not dead, you cannot use the Green Zones to leave the field.

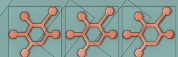
DEBRIEFING

VICTORY

Your daring raid turned out to be a success! You have obtained the codes to access the Power Generator, and if what the prisoner said is right you are halfway through the work to overcome this level and continue your rescue mission.

REWARDS

Get the **POWER GENERATOR** Keyword and



Draw another Exploration Card.

DEFEAT

The plan was perfect, but so were Pandora's defenses. The security forces have rejected you, and you have not been able to recover the Access Codes. Now you will have to find another way to activate the Power Generator, or try this way again but only after the waters have calmed down and the security level of the Prison falls to acceptable levels.

REWARDS

Shuffle the **Capsule Room** Exploration Card in the Exploration Deck. You can go back to the Mission if you draw it again.

HACKING

PANDORA'S MISSION 06

START MISSION: 6.6
END MISSION: 9.6



SCIENTIST



SIN EATER



SOUL EATER



BULLSEYE



SHIELD



DOOR TILE

SINE TEMPORE

DOOR

BRIEFING

Enter the usual claustrophobic and dimly lit room, just a cold light is coming from monitors and large condensers that flicker through the accumulated energy. Several guards patrol the area, while some scientists move frantically from one room to another through teleporters. It seems that the environment in which you find yourself produces energy from the floor. Sabotaging the work of scientists could help you isolate the plan and thus free the mysterious informant.

VICTORY CONDITION

- Turn off the Power Generator control panel with an Interact action on the Terminal.

DEFEAT CONDITION

- Standard defeat conditions.

ENEMY'S OBJECTIVES

- Attack the Heroes.





SPECIAL RULES

- **Blue Switch:** a Hero can use a Standard Interact action (1AP) to use this Switch. If this happens, remove the Blue Switch token, and the two Teleporter tokens.
- **Red Switch:** a Hero can use a Standard Interact action (1AP) to use this Switch. If this happens, remove the Red Switch token, and the Door tile, unlocking the passage.
- **Scientist:** the Scientist starts the Mission in Waiting and begins to act following the Enemy card when the first Hero enters his Tile.
- **Teleporters:** a Hero on the Teleporter square, or adjacent to it, can use an Interact action (1AP) to reach the other Teleporter square.
- **Console Power Generator:** when the Scientist is removed from the game a Hero can Interact with the Terminal token (1AP), and turn it off.

SINE TEMPORE

DEBRIEFING

VICTORY

You break into the room, surprising a scientist who reported data on the energy produced by the generator on his datapad. As soon as he realizes your presence, he eagerly shouts orders to the Bullseyes who are his escort. The guards take a position and open fire on you, but thanks to your reflexes you manage to dodge the bullets, counterattacking effectively and lethally. By inserting the locking key in the holographic panel, you turn off the generator by plunging the entire floor into darkness. The floating light crystals do not seem to be affected by the generator turning off, thus remaining the only source of illumination.

REWARDS

Get the **POWER GENERATOR** Keyword and



Draw another Exploration Card.

DEFEAT

You glide in the shadow cones generated by the cold light of the monitors, hoping that your stealth is not foiled by the acute senses of the Bullseye and Soul Eater. You rush headlong into a teleporter, disappearing at the sight of the guards. Once in the generator's room, one of the scientists stares at you, a disquieting smile on his face. The holograms behind the ghostly individual reveal to you that you have been under observation until now. A noise behind you is surprising, while two Bullseyes aim their weapons at you. Only thanks to your reflexes can you avoid the blows and escape through the teleportation that you used previously. You lose track of your pursuers, but the feeling of being observed continuously does not abandon you.

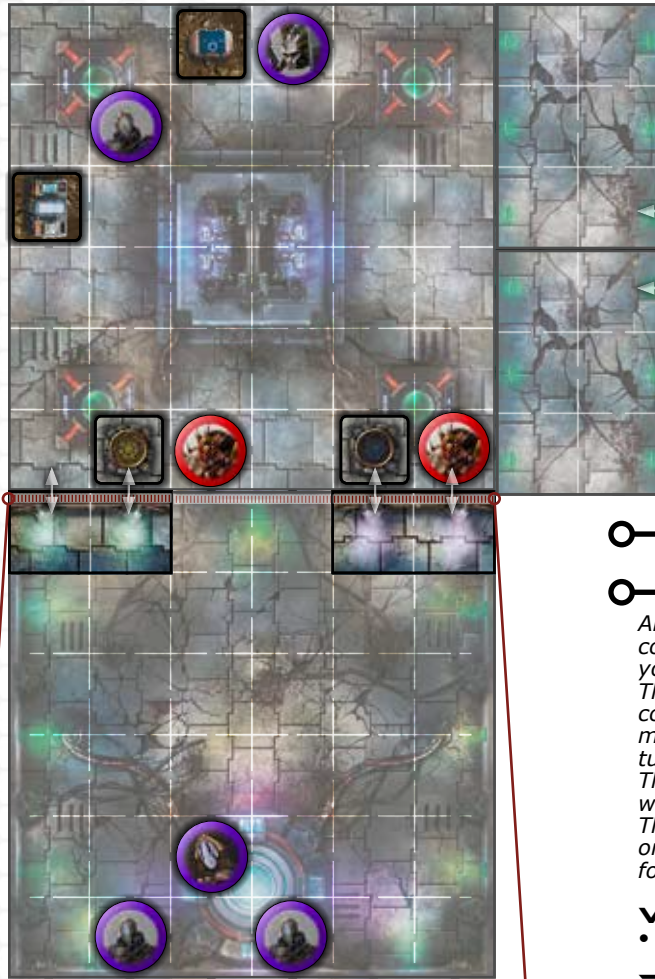
REWARDS

Shuffle the *Old Cells* Exploration Card in the Exploration Deck. You can go back to the Mission if you draw it again.

THE SPHINX

PANDORA'S MISSION 07

START MISSION: 10.5
END MISSION: 1.1



BRIEFING

An enigmatic figure seems to be in a state of solitary contemplation in this mysterious, dark area of the prison you have just reached.

The mechanical creature with a vaguely female form is connected to tubes from which it hangs mid-air. As you make your way closer, its face, covered by a heavy mask, turns curiously to look at you.

The creature slowly descends from the suspended tubes, with them disconnecting from its body with puffs of smoke. The silent figure unsheathes a number of swords hidden on its body as it threateningly approaches you; prepare for battle!

VICTORY CONDITION

- Defeat the Sphinx before time runs out.

DEFEAT CONDITION

- Standard defeat conditions.

ENEMY'S OBJECTIVES

- Attack the Heroes.

SINE TEMPORE



DOOR

DOOR

-  SPHINX
-  SOUL EATER
-  BULLSEYE
-  SHIELD
-  PRISONER SPRIGGAN
-  PRISONER HUNTER
-  PANDORA'S JARS
-  DOOR TILE



SPECIAL RULES

- **Pandora's Jars:** when the Momentum scores 11.5 place 2 Spriggan Prisoners adjacent to each Pandora's Jar; add their Activation token to the Momentum as usual.
- **Enraged Sphinx:** the Sphinx starts the Mission with its Enemy Card on the **Sphinx** side. When the Heroes defeat 4 Enemies, turn her card to the **Enraged Sphinx** side. From now the Sphinx has the stats shown on this side.
- **Prisoners:** to simulate the Hunter and the Spriggan Prisoners use the miniatures and the Activation tokens from the Sine Tempore Core Box and the related cards "Spriggan Prisoners" and "Hunter Prisoners" of this expansion.
- **Infirmary:** all Loot bags on the map provide a Medikit. When a Hero collects a loot bag, look for a Medikit card in the resource deck, and take it.
- **Doors:** a Hero can open a door using a standard Interact action (1AP). If it does, the Hero must perform a  test and get . If the test succeeds, the door is unlocked (remove the door tile), and you can access the next area. Gynoid Heroes pass this test automatically. If the test fails, the Hero can attempt it later.

DEBRIEFING

VICTORY

Despite the exceptional agility of your enemy, you can keep your eyes on your goal. Your teamwork allows you to defend yourself from the storm of blades that you suffer on your armor. The Sphinx recognizes your strength and subtly forces some early prisoners to attack you. Every move by your opponent is useless and is doomed to fail against your courage and your strength. Get rid of all the enemies on your way, gaining access to the umpteenth floor of the penitentiary. Your research continues ... for now.

REWARDS

Each Hero gains **1 XP**, and one **Elpida Equipment Card**.
Read the Level 3 Start Exploration card and shuffle all 7 Level 3 Exploration cards to form the Exploration Deck.

DEFEAT

The lightning reflexes of your opponent put you in extreme difficulty. The feline speed of the Sphinx has allowed her several times to surprise you from behind, injuring you with the arched blades that can hide from your eyes until it is revealed to be too late. Torn by several cut injuries and frustrated by the inability to foresee his moves, you lose hope when some prisoner fauns enter the field subjugated by the will of your enemy. You just have to escape and hope that the supreme Pandora judge wants to play with you once again, not putting an end to your journey right now.

REWARDS

Each Hero who participated in this Mission has to draw 1 Serious Wound card and gains **1 XP**.
Read the Level 3 Start Exploration card and shuffle all 7 Level 3 Exploration cards to form the Exploration Deck.

FIND THEM

PANDORA'S MISSION 08

START MISSION: 2.2
END MISSION: 4.7

BRIEFING

Blessed Weapons always seem to be a step ahead of you. The shots of your plasma rifles explode in the distance behind the agents, who are not worried at all. The two warriors spare you a quick glance, then start the assault. Their movements are precise and fluid; their attacks are incessant. Understand that your ambush failed, passing irremediably from the role of hunters to that of prey.

VICTORY CONDITION

- Defeat both Blessed Weapons before time runs out.

DEFEAT CONDITION

- Standard defeat conditions.

ENEMY'S OBJECTIVES

- Attack the Heroes.



SOUL EATER



PUNISHER



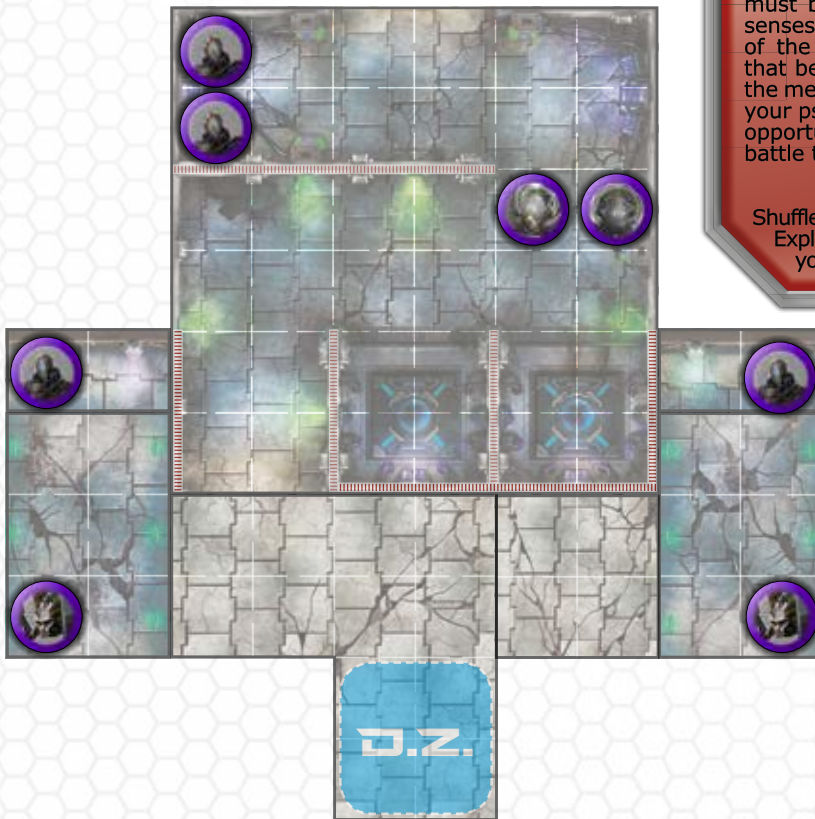
PROTECTOR



ALPHA



OMEGA



DEBRIEFING

VICTORY

Alpha's sword passes a few inches from Alexandra's face, before being deflected by Achab's gunblade. Part of the duel between the two, the radiant energy of the agent's sword shines overwhelmingly, while the captain snorts one of the smokes inviting the opponent to come forward. Alpha quickly initiates a lunge that was deflected by the Captain's Holovisor, allowing Achab to counter-attack and injure the agent. Since then both Blessed cannot concentrate on fighting, something has broken in their legendary coordination. The two agents decide to withdraw, disappearing through an alcove in the wall that closes as they pass. By inspecting the area better, you can see an ID card on the ground, probably belonging to one of the two Blessed Weapons.

REWARDS

Get the **ID CODE** Keyword and one **Elpida Equipment Card**.
Draw another Exploration Card.

DEFEAT

All the counter-measures taken against the Blessed Weapons are useless. Their coordination is almost perfect, Alpha and Omega attack and defend as if they were one individual. Their understanding must be broken, and Jukas tries to confuse their senses with psionic conditioning. The mental bond of the two agents is indissoluble, comparable to that between twins. While Jukas tries to penetrate the mental barriers of Alpha, Omega counterattacks your psionic making him desist. Hoping for a better opportunity, you decide to withdraw from this failed battle to save your lives.

REWARDS

Shuffle the **Perimeter Cells** Exploration Card in the Exploration Deck. You can go back to the Mission if you draw it again.

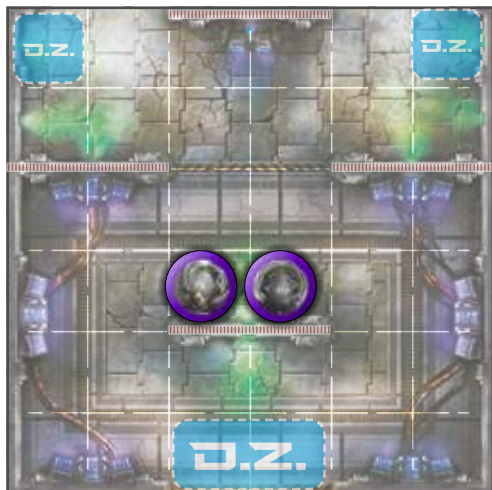


SINE TEMPORE

AMBUSHED

PANDORA'S MISSION 09

START MISSION: 12.7
END MISSION: 2.1



ALPHA



OMEGA



BRIEFING

You are able to put the two Blessed Weapons in the corner. Realizing they are trapped, the twins stop and wait for you to come out of the shadows. You come out into the open, and you and the two agents look at each other in silence. The Blessed Weapons wield their weapons and look you in the eye. When a cold smile appears on Omega's face, the battle begins.

VICTORY CONDITION

- Defeat both Blessed Weapons before time runs out.

DEFEAT CONDITION

- Standard defeat conditions.

ENEMY'S OBJECTIVES

- Attack the Heroes.

DEBRIEFING

VICTORY

You have knocked down Alpha, and you keep it under fire while Omega does not seem to want to give up. When you are about to launch the final blow to Alfa, Omega shouts to make you stop. You block your attack frozen by the desperate scream. The battle suddenly freezes; you are all still scared of what will happen in the next instant. Omega closes her hand and when she reopens it, between her fingers appears a light card: "This is what you are looking for... do not hurt her and I will give it to you without resistance". You decide to accept the Blessed Weapon offer. Free Alfa and before fading into darkness, Omega throws the ID card containing the ID code to you.

REWARDS

Get the **ID CODE** Keyword and



Draw another Exploration Card.

DEFEAT

You tried with all your means to put the two Blessed Weapons in the corner, but the twins turned out to be too hard to crack. With maneuvers dictated by superhuman coordination, they put you in serious difficulty, overturning your initial position of advantage. After playing with you for a while, the two terrible beings disappear into the darkness leaving you empty-handed.

REWARDS

Shuffle the **The Citadel** Exploration Card in the Exploration Deck. You can go back to the Mission if you draw it again.

SINE TEMPORE

QUEEN OF CHAINS

PANDORA'S MISSION 10

START MISSION: 7.3
END MISSION: 7.3

BRIEFING

An overwhelming blinding light welcomes you in a vast hangar. Wherever your eyes rest, notice the presence of grotesque faces coming out of the walls. The metal cables that have accompanied you throughout your journey inside the prison are suffocatingly present inside the hall. Here the psionic call of Beli'ar is tremendously strong, you understand that you are in the right place. Two panels slide along the walls creating small dark entrances, within them a flash of white light runs along the uniforms and weapons of the bystanders, revealing old acquaintances. A whisper, powerful and calm at the same time, creeps into your minds upsetting them. The voice tells you: "You dared to contaminate my Sanctuary, with the insolence of wanting to free one of MY finest pieces. On the other hand, I should thank you for sacrificing your freedom to contribute to my research. My children will take care of you." Confused, you focus your senses, trying in vain to understand where the voice comes from, while the Blessed Weapons take up positions inside the hangar, just before two glitzy entrances. Pandora must be a little further on, solve your outstanding accounts and free Beli'ar... the moment has come!

SETUP

Before the start of this Mission, in addition to the Nemesis Activation deck, prepare an Enemy deck using all Enemy cards with the Jailer trait you find in this expansion; this deck will be called the Jailer deck. Also, prepare an Enemy deck using all the other Enemy cards at your disposal; this deck will be called the Prisoner deck.

Distribute all the Elpida cards in your possession to the Heroes."

VICTORY CONDITION

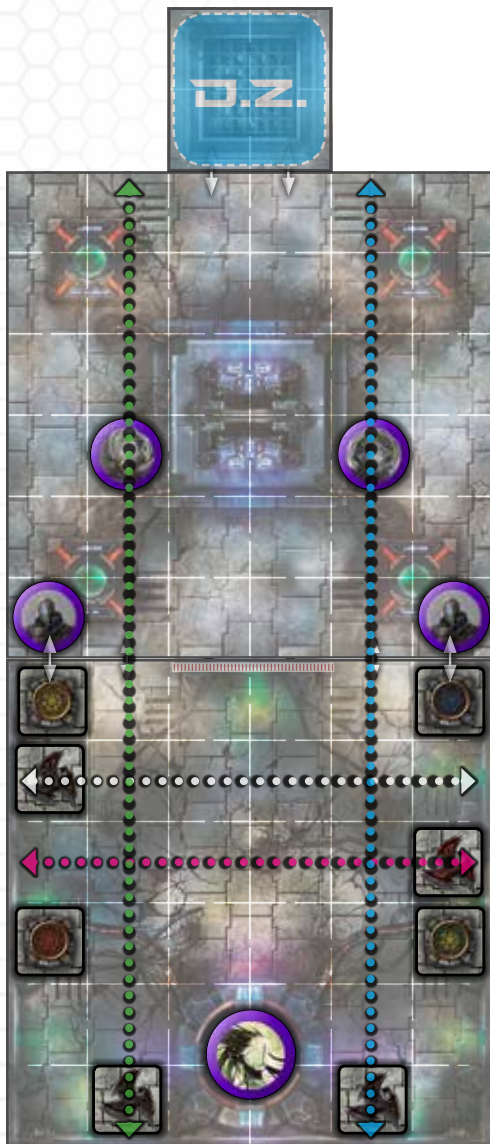
Defeat Pandora before the Nemesis deck ends the cards.

DEFEAT CONDITION

- Standard defeat conditions.

ENEMY'S OBJECTIVES

- Attack the Heroes.



-  PANDORA
-  ALPHA
-  OMEGA
-  SIN EATER



SPECIAL RULES

• **Antigravity Shield:** as long as this shield is active Pandora cannot suffer Wounds in any way.

• **Inhuman Calm:** Pandora begins the Mission in Wait. When the Momentum scores 9.3 or when a Hero enters her Tile for the first time Pandora enters in combat, draw the first Nemesis Action Card from her deck.

• **Pandora's Jar:** some Pandora's Nemesis Activation Cards will activate the Jar present on the battlefield. When activated each Jar will require the spawn of different groups of Enemies depending on the color shown on the token.

Yellow/Red Jar: spawn an Enemy from the Jailor deck.

Blue/Green Jar: spawn an Enemy from the Prisoner deck.

These Enemies will spawn adjacent to the Pandora's Jar; add their Activation token to the Momentum as usual.

• **Blocking Evil:** a Hero with an Elpida Equipment card who is adjacent to a Jar can discard the card to use an Interact action (3AP) to lock the Jar. When a locked Jar is removed from the Battlefield the corresponding Locked Jar Power become active (see Locked Jar Powers box).

• **Blades:** the Blades are activated by some Pandora's Nemesis Activation Cards. When the Blades are activated, they move in a straight line following the path indicated by the map, up to the opposite wall. Each Hero on the path of a Blade suffers a Wound.

LOCKED JAR POWERS

When a Jar token is removed from the Battlefield, the corresponding Locked Jar Power becomes active.

**Yellow Jar**

Pandora adds 1 AP to the AP cost of its next Nemesis Action card.

**Blue Jar**

Pandora's *Antigravity Shield* (see the Nemesis Card) is disabled, she suffers Wounds normally as usual.

**Red Jar**

Pandora's becomes 0.

**Green Jar**

Pandora's becomes 0.

DEBRIEFING**VICTORY**

See page 25, but only after you successfully complete this Mission.

DEFEAT

See page 24.



DEFEAT

The Blessed Weapons attack you with a ferocity and a determination that you had not noticed during your previous fight. Blessed by the support of their Lady, they are even quicker and more deadly, but thanks to your last confrontation you are able to foresee their moves and defeat them. The clash has been hard, and the wounds cover your bodies, but suddenly the agents put their weapons back and step aside to allow you to proceed further. You are confused by this attitude, but the voice you have heard earlier urges you to move forward. You arrive in a room beyond your disturbing expectation. Tangle of cables cover almost the entire floor, while close to the walls there are dozens of capsules with bodies of creatures of each species. Some vases sizzle with energy, while your eyes rest on the huge body of Pandora. The enormous female body is bare, held in a fetal position by hundreds of metal pipes that depart from the floor and walls. Pandora's eyes slowly open, revealing an intense green light, while arching her back and stretching her limbs as if waking from a long sleep. You immediately see the capsule containing the master Psionist, invaded

by the conduits that connect Beli'ar to the Lady of the Penitentiary. Jukas, seeing his master in that state rushes to save him, but a simple movement of the hand of Pandora triggers dozens of pipes that trap the psionic and every other member of the crew. Every attempt to free all of you is useless; for as many leads the Achab blade can cut, two others take their place. The intricate cage of cables in which Andromeda and Alexandra are found prevents them from using their weapons and their assistance. The Genesis crew suffered a total defeat. As you slowly fall into a state of half-sleep, Pandora's voice accompanies you saying: "Thanks to you I have new material to work on, you will soon become my new test subjects." Collecting your senses, you find yourselves yourself wounded and disarmed inside empty and filthy cells. As despair grips you, suddenly the cell doors open and a familiar voice whispers that all is not lost. The Sin Eater you freed has returned to repay the favor as long as you try again to put an end to the disquieting work of Pandora.

REWARDS

Repeat the *Queen of the Chains* Mission.



EPILOGUE

VICTORY

The Blessed Weapons have no more secrets for you, despite their incredible synergy, you manage to ward off the powerful shots of Alpha and keep under control the surprising speed of Omega. The blow from Mors Pretiosa and Alexandra's twin pistol bullets crash against Omega's energy barrier, turning her concentration away from Jukas. The psionic of Genesis, takes advantage of the distraction of the agent, to put a hand on the helmet and to make her faint, saying: "My eyes." Achab and Alpha continue their frantic duel, but the agent manages to disarm him. Achab dodges the lunge and charges against his opponent throwing him to the ground, storming him with punches so powerful to destroy the helmet and make him lose his senses. The crew does not remain unscathed by this clash but must proceed further to pursue their task. Crossing the threshold of Pandora's salon, they find the Lady of the Penitentiary in a trans-state, while several tubes and canons support her a few feet from the ground, inspiring a sense of awe and inadequacy to anyone who observes it. Dozens of blades and capsules adorn the disquieting sanctuary. In the distance, you can see Beli'ar unconscious, which, enveloped by hundreds of cables, is transported to Pandora. Driven by the will to save him you throw yourself headlong into what you will remember as the most difficult of battles. Every trap and sneaky trick of your torment is not enough to stop you, unleashing the wrath of the lady of the chains and of each of her servants, summoned in battle through the teleportation vessels. Using the Elpida and using a hefty dose of luck, you soon succeeded in neutralizing this treacherous threat. In a last desperate attempt, Pandora uses every single metal conduit in the room to immobilize it in mid-air. As you are trapped, the desperate scream of Jukas awakens Beli'ar from his trans status. The psionic

master snatches the metal cables that imprison him, while with a chilling scream he explodes every single vase of the hangar. The master of oblivion is among us again.

Purple flames burn the bonds that trap you and that hold Pandora, making her fall to the ground in a deafening clash. The entire orbiting penitentiary sinks into the chaos due to the explosions caused by Beli'ar. While turning away from Pandora, she is surrounded by flames but disturbingly smiles at you, only to close her eyes and sink into a deep sleep, quickly returning to the Citadel of Agents to watch an entirely different show. A horde of prisoners and jailers fight against the agents in a pool of violence and destruction. A Sin-Eater approaches you, recognizing in him the prisoner you have helped during your exploration of the penitentiary. He explains to you that thanks to your intervention, the revolution that has been spreading for some time has finally been realized. The Sin-Eater indicates a shortcut to quickly return you to your shuttle and leave this place of devastation and terror. The captain takes control of the shuttle; everything around you begins to collapse because of the violent explosions that follow. Hundreds of rescue modules follow your lead, while the apocalyptic scenario you leave behind marks the end of a dark era and the beginning of a bright future. Behind you, the space in which the penitentiary is located folds into itself and disappears. It is said that at that exact moment all the fugitives of the prison heard a proclamation: "The mother wants you to return home." The lady of the chains has been defeated, but her children are scattered throughout the galaxy, and it is from them that you must fear her cruel revenge.

REWARDS

Check the Pandora's Nemesis Card for your rewards.



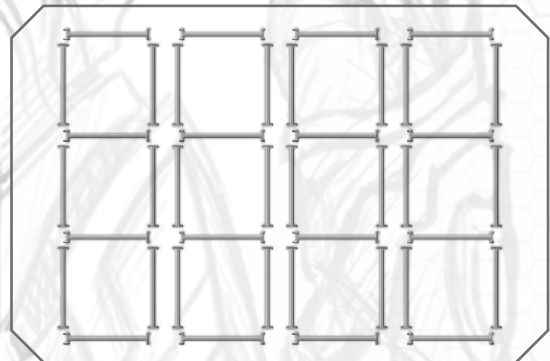
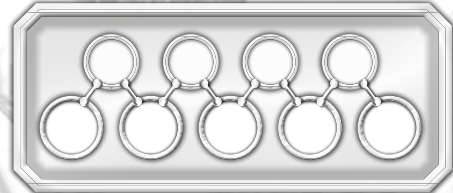
"MOTHER WANTS YOU HOME..."

XAMUS, PANDORA'S AGENT

PANDORA SHEET

EXPLORATION CARDS	ARCHIVED	DISCARDED
LEVEL 1		
Pandora	<input type="checkbox"/>	<input type="checkbox"/>
Forestry	<input type="checkbox"/>	<input type="checkbox"/>
Lab	<input type="checkbox"/>	<input type="checkbox"/>
Experiment Room	<input type="checkbox"/>	<input type="checkbox"/>
Medication Room	<input type="checkbox"/>	<input type="checkbox"/>
Morgue	<input type="checkbox"/>	<input type="checkbox"/>
Compactor	<input type="checkbox"/>	<input type="checkbox"/>
Replicator Room	<input type="checkbox"/>	<input type="checkbox"/>
LEVEL 2		
Dedalo	<input type="checkbox"/>	<input type="checkbox"/>
Old Cells	<input type="checkbox"/>	<input type="checkbox"/>
Capsule Room	<input type="checkbox"/>	<input type="checkbox"/>
Droid Garage	<input type="checkbox"/>	<input type="checkbox"/>
Green Corridor	<input type="checkbox"/>	<input type="checkbox"/>
Snake Room	<input type="checkbox"/>	<input type="checkbox"/>
Control Room	<input type="checkbox"/>	<input type="checkbox"/>
Isolation	<input type="checkbox"/>	<input type="checkbox"/>
LEVEL 3		
Tartaro	<input type="checkbox"/>	<input type="checkbox"/>
Perimeter Cells	<input type="checkbox"/>	<input type="checkbox"/>
The Citadel	<input type="checkbox"/>	<input type="checkbox"/>
Shooting Gallery	<input type="checkbox"/>	<input type="checkbox"/>
Dormitory	<input type="checkbox"/>	<input type="checkbox"/>
Training Centre	<input type="checkbox"/>	<input type="checkbox"/>
Archive	<input type="checkbox"/>	<input type="checkbox"/>
Armoury	<input type="checkbox"/>	<input type="checkbox"/>

KEYWORDS	OBTAINED
PASS CODE	<input type="checkbox"/>
SECRET ROOM	<input type="checkbox"/>
HATCH	<input type="checkbox"/>
POWER GENERATOR	<input type="checkbox"/>
VENTILATION DUCT FANS	<input type="checkbox"/>
ID CODE	<input type="checkbox"/>
SERVICE UNIFORMS	<input type="checkbox"/>
SERVICE WEAPONS	<input type="checkbox"/>



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