

SINTEMPORE

SILICIO



LUDUS MAGNUS
STUDIO

CONTENT



A.D.E.



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BABOOM



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SILICIO

Silicio is a cold and bare planet made of ice and metal.

Few life forms can survive on this harsh planet.

But its warm heart still brings hope.

The Kraken, the terraforming spaceship of Captain Arcade, was heading towards this celestial body to analyze its possibilities when something unexpected happened.

The security android, Andromeda 1.0, due to a programming malfunction, began developing a kind of sentient ability.

While the Kraken was approaching the surface of the planet, the android seized an opportunity to sabotage the ship and forced it down on a glacier.

The few survivors of the impact were captured.

Andromeda developed a sort of connection with Serio, the Kraken psionic and after she recovered his body from the wreckage, was determined to give him new life.

Through complex and long sessions in stasis chambers and regenerative cells, with the support of cybernetic implants, Serio came back to life.

Once restoring his mental clarity and having understood what happened, he started thinking about escape, but as soon as he realized that his brain was enslaved by Andromeda's nanorobots, he lost his mind and became a lethal death-machine capable of launching powerful physical and mental attacks.

Soon, all the survivors became his test subjects."

He had to find a way to make up for the mortality of his organic parts.

Meanwhile, Andromeda, with Kraken's components and the black metal of the planet, began to build with her small army, able to explore and conquer the surrounding territory.

But not too far away, hidden in the shadows, some fugitives were studying a plan to retake the ship and leave this inhospitable planet.

HOW TO USE THIS EXPANSION

Silicio is a Sine Tempore expansion that will bring the Heroes of Genesis, recalled by a distress signal from a twin ship, to a completely inhospitable planet.

In the timeline, Silicio is placed just after Sine Tempore's main campaign; therefore the Heroes should be well equipped and have filled all their slots for skills.

Once the Silicio campaign has begun, the Heroes will no longer be able to abandon it to return to Primaevus V, so make sure you have completed all your goals in the main campaign.

As for the core game, you will find "conquerable" areas that will give access to new resources and a mini-campaign that will progress parallel to the conquest of the explored territories, that will provide you with new XP points to unlock other skills.

NEW RULES AND TOKENS

Silicio offers new skills and objects that players can confront or gain with their successes.

Resource Cards: Silicio presents 8 new resource cards. You will find 4 new traps, 2 bonus cards to draw more resources and the new white energy cell, which works as a wildcard and can be used in place of any other energy cell but does not have a second additional effect.

Wound Cards: 3 new cards that will describe serious injuries with effects related to the planet.

Exploration Mission Cards: these 4 cards will guide you to explore the Silicio territories. They can be combined with Primaevus V's general Exploration Missions. To form an Exploration Mission deck. Use the standard rules of the Defcon level and the colors of the Territories described in the Campaign Book of Sine Tempore's Core Box.

Event Cards: 6 new events could make a difference in the players' tactical choices.

Scenic Element Cards: these 5 new Scenic Elements dedicated to the planet of ice and metal will be a pain in the neck to explorers.

Nitrogen Token: a Weapon-type Equipment card suffers -1 to the ATB characteristic of its attacks. When you place this token on a weapon, it also puts the second Nitrogen token on the Momentum in the same sector as the Hero activation token that caught the "Liquid Nitrogen" trap. When the Hero's Activation token reaches the Nitrogen token again on the Momentum, discard the token on the Equipment card.



NEW ENEMIES

In this expansion, you will find new enemies that will strain the limit of your Skills.

Andromeda 1.0 is the gynoid at the head of this new cyborg race. She is very resistant and lethal, operates as a single mind with all the O.R.C., the Babooms, A.D.E. and many other experiments created over time with the few life forms on the planet.

The **O.R.C.** are the armed force of Andromeda. They are powerful fighters, agile and deadly.

The **Babooms** are beings created from native primates of the planet, used as meat for slaughter to repel attacks or conquer territories. They have the sole purpose of jumping on Andromeda's enemies to self-detonate.

A.D.E. is a series of powerful mechs that acts as Andromeda's personal guard. Lethal is the only adjective that can describe it, but it could also prove to be a powerful resource for Heroes, if the opportunity arises.

NEW SKILLS

Acid: each ★ result obtained during a defense test against the attacks of the model that owns this Skill, inflict 1 Wound. Injuries inflicted by this ability cannot be prevented or parried in any way.

Android/Gynoid: Immunity Fire and Immunity Poison. **Crazy:** an Enemy with this Skill makes a second attack if the target Hero has completely defended himself from the first attack.

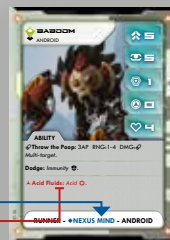
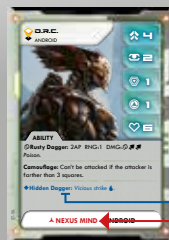
Disarm: a Hero wounded by an attack with this ability must turn one of his Weapon-type equipment cards over. As long as an Equipment card is flipped, it cannot be used. The Hero may spend 1 AP during its activation to turn an Equipment card to the front.

Multi-target: an attack with this skill always targets 2 different Heroes with the highest TV on the battlefield. Roll defense dice for each target.

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. and Babooms share a common connection when they are both are on the battlefield at the same time. As long as the Babooms have the Acid Fluids passive ability in red ▲, all O.R.C. will also have this ability (as shown on the bottom of their card with red "NEXUS MIND.") Similarly, Babooms will share the O.R.C.'s Hidden Dagger passive ability (as shown on the bottom of their card with blue "NEXUS MIND" ◆) if both are on the battlefield and the O.R.C. have this ability. Other Enemy pairs are similarly connected.



SILICIO SCENIC ELEMENTS

In this Expansion, you will find new Scenic Elements to represent the environment of this inhospitable planet. When you form a Scenic Elements deck to prepare an Exploration Mission, shuffle the cards contained in this Expansion with the following Scenic Element cards:

Sine Tempore Core Box

Corpse, Debris, Container, Antenna, Sentry Turret, Shield Turret, Acid puddle, Rock.

Black Hole Box

Barricade, Frozen Ground, Crystal

NOTE FOR BACKERS

Some of the materials directly connected to Silicio unlocked as Stretch Goals during the KS Campaign, are contained in the Black Hole Box. In particular the Model for using A.D.E. with Andromeda 2.0, the "Crash Site" tile map, the Andromeda 1.0 Model, and so on.

LARGE MODELS

Some Models occupy a 2x2 square space on the map. These are known as Large Models. The Model is only considered to have entered the single squares in which it has passed or ended its Movement. In other words, Large Models **shrink** to move as if they were normal-sized models, then **expand** again when they are done moving. When determining movement for Large Models, the players choose one of the spaces that the Model occupies and counts Movement from the chosen square as if the Model occupied one square (you can use a single square Model to simulate the Large Model movement).

When the Model ends (or interrupts) its Movement, the players place the Large Model so that one of the spaces its base occupies includes the space where the Model ended its Movement.

When a Large Model expands, it will try to occupy free squares; if there are not enough free squares to expand, the following rules are applied, based on what the squares in which it has to expand are occupied:

- **Models:** the Large Model pushes the Models that occupy the squares he will occupy by one square to a free square adjacent to them, or in the nearest free square.
- **Light Scenic Elements:** when Large Models expand on a space containing Scenic Elements with a ♥ value, they automatically destroy them, the effects of the destroyed Scenic Element are not applied to Large Models.
- **Solid Scenic Element / Walls:** if the Large Model cannot expand at the end of its Movement, due to the presence of Solid Scenic Elements or Walls, then it cannot end its movement in that space. When this happens, the Large Model interrupts its movement in the first useful square to expand.

LARGE MODEL IMMUNITIES AND TILE INTERACTIONS

Large Models are immune to the following game effects:

- Large Models cannot be pushed, pulled or moved by any game effect.
- Large Models are immune to Hindered and Nail Down statuses.
- Large Models are immune to effects of destroyed Scenic Elements (as described above).

When Large Models enter a square containing Tile Effects (e.g. *Water*), they are affected just like any normal-sized Model. When Large Models end their movement and their bases are placed on a square with a Tile Effect or Token Effect (e.g. *a Molly's mine*), refer to the individual Tile or Token Effect rules for what effects, if any, apply to the Large Model.



ANDROMEDA 2.0 AND A.D.E.

During the Silicio Campaign, Andromeda 2.0 is able to acquire the equipment of this terrible Enemy. When Andromeda 2.0 uses the three Equipment pieces of A.D.E., use the Model of A.D.E. (with the bust of Andromeda 2.0 inside) to represent it. When and in this way, Andromeda 2.0 is considered a Large Model. The Equipment cards of A.D.E. must always be used together and cannot be used separately.



SILICIO

Silicio's campaign includes 5 Narrative Missions, and it can be played exactly as described in the Core Box's Campaign Book.

SILICIO AREAS

Silicio consists of a total of 10 Areas that the Settlers will have to try and conquer. This will allow them to obtain access to Narrative Missions as well as the materials needed to upgrade the Heroes' Equipment.

Color classifies these Areas: each color represents the conquest difficulty level and thus the Defcon level of the exploratory Mission that can be played in a specific Area (as indicated in the image below).

Each Area furthermore specifies the type and quantity of the Elements it will provide once it is conquered.



BEGINNING A CAMPAIGN, EXPERIENCE AND STARTING EQUIPMENT

Rescue the Survivor is the title of the first Campaign's Mission located on Silicio, and it unfolds in the Area on the maps called **Landing Zone**.

Before preparing the first Mission, choose 4 new Settlers that will participate in it and prepare all their related items: Hero Datapad and Skill Datapad, the 3 starting Equipment Cards, all with the second upgrade level, and each Hero can spend 7 XP to acquire Skills.

Otherwise, if you have experienced Heroes from a previous campaign, you can play the Silicio's campaign with them. Follow the steps explained on page 15 of the Core Box's Campaign Book to prepare for a Campaign Mission.

ADVANCING THE CAMPAIGN

After completing the first Mission and doing the Colony Phase (see page 11 of the Core Box's Campaign Book) the crew will not be able to participate in the following Narrative Mission immediately. Instead they will have first to conquer the required Areas to continue. The Narrative Mission information sheet will display the requirements needed to play it (see page 15, paragraph B – Defcon Level, of the Core Box's Campaign Book). Once the Settlers have conquered the required number of Areas they will be able to access the next Narrative Mission.

NARRATIVE MISSIONS

Narrative Missions allow the players to advance the story of Silicio; generally, they are more complicated than Exploration Missions. Every Narrative Mission has requirements that must be met before it can be played. This information is found on the Mission information sheet. When these requirements are fulfilled, you can begin the Narrative Mission. Once Settlers complete a Narrative Mission, the Debriefing section will provide you information about the requirements needed to play the next Narrative Mission. Additionally, on the Debriefing section of the Mission sheet, you will find the number of the next Narrative Mission that you will have to play to advance the story (see page 16 of the Core Box's Campaign Book). As the story advances, the overall plot will move forward until you reach the final clash.

To set up a Narrative Mission, arrange the battlefield as shown on the map in the Mission sheet and follow the directions found in the Setup section.



EXPLORATION MISSIONS

These Missions will let you power up the Settlers and the Genesis and are not necessary for the plot development. Each Exploration Mission has an associated Mission Card that contains some basic information. You will find the complete information and the rules to play the Mission on the respective information sheets or in this manual. In contrast to Narrative Missions, Exploration Missions can be played again, and their setup is not fixed. Therefore, it is possible that the same Exploration Mission, even if played numerous times, won't ever be the same.

If you prefer, you can set aside one Mission you already played and pick up another Mission card.

CONQUERING AN AREA

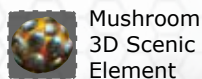
The process to conquer an Area can be summarized in the following 5 points:

- 1 - Choose an Area
- 2 - Select an Explorative Mission
- 3 - Setup the Explorative Mission
- 4 - Play the Explorative Mission
- 5 - Debriefing

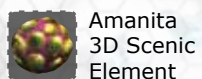
MAP LEGEND

NARRATIVE MISSION MAPS

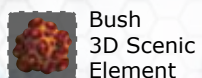
Below are all the icons you will see in the Narrative Missions maps. Icons represent special Tokens, Scenic Elements and Enemy models.



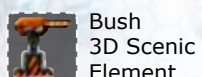
Mushroom
3D Scenic
Element



Amanita
3D Scenic
Element



Bush
3D Scenic
Element



Bush
3D Scenic
Element



Stalactite
3D Scenic
Element



Sentry Turret
3D Scenic
Element



Shield Turret
3D Scenic
Element



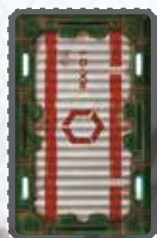
Obelisk
3D Scenic
Element



Obelisk
3D Scenic
Element



Crystal
3D Scenic
Element



Container
3D Scenic
Element



Antennae
3D Scenic
Element



Heroes
Deployment
Zone

Tiles Free Passage



Blue
Spawning Point



Loot Bag



Red
Spawning Point



Corpse



Terminal



Debris



Frozen
Ground



Rock

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

Stalactite

A.D.E

Loot Bag

Red / Green Zone

Terminal



Sentry/Fire/Ice Turret

Shield Turret

Blue Spawning Point

Red Spawning Point

Switch

Teleport

Frozen Ground

Rock

Container

Crystal (3D Scenic Element)

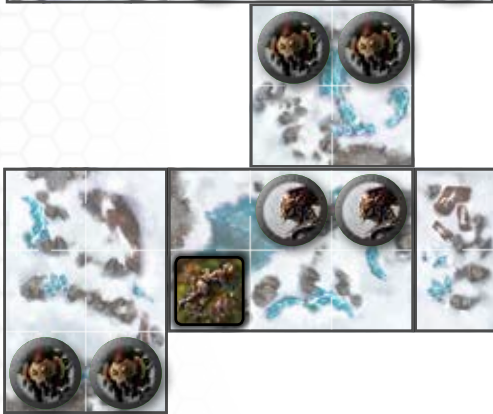


SINE TEMPORE

RESCUE THE SURVIVOR

SILICIO CAMPAIGN MISSION 01

START MISSION: 14
END MISSION: 34



BABOOM



ORC



BRIEFING

The troubles do not seem to end for you! You have solved the situation on Primaevus V, but you have not had time to celebrate nor rest! The command console received an SOS from one of Genesis's sister ships, The Kraken. The distress signal comes from an Arctic planet called Silicio in a system close to that of Primaevus V, and so you do not hesitate to leave to rescue the ship of Captain Arcade.

Weeks of travel later, you arrive in the orbit of Silicio. As you enter the atmosphere you immediately see the enormous silhouette of the Kraken that contrasts with the ground of the planet. The ship's carcass shows you the worst, but do not lose hope of finding survivors.

Once you have descended to the surface, the exploration of the wreckage of the ship begins, but you immediately realize that something is wrong. The cryogenic cells are all empty, and there is no trace of security androids ... not even a corpse. "He... l.p.," a faint voice issues from a pile of debris. Remaining vigilant, you step closer to the voice, but your worst fears become reality when they appear from the rubble ... bizarre mechanical creatures that do not seem friendly.

VICTORY CONDITION

- Perform an Interact action with the Corpse token before time runs out.

DEFEAT CONDITION

- Standard defeat conditions.

ENEMY'S OBJECTIVES

- Attack the Heroes.

Orc:

- Stay adjacent to the Corpse Token (TV6).

SPECIAL RULES

Enemy Wave: each Phase 12 perform an Enemy Draft for each Spawning Point. The Enemy deck for these drafts must be formed by Troop and Elite Rank cards.



DEBRIEFING

VICTORY

You have rejected the attack of the strange bio-mechanical beings who have fled leaving several carcasses of their comrades on the battlefield. Reach the survivor, a woman dying at the end of her life. When you talk to her the poor girl smiles and faints in Alexandra's arms, it will take some time before you can ask her the questions that occupy you. Isaac begins to examine the remains of your assailants, and immediately a gloomy expression appears on his face. These creatures seem to have been generated by joining pieces of androids with human parts from the Kraken settlers! Interfacing with the biomechanical brains there is clear evidence that the person responsible for such a massacre is one ... the Gynoid at the head of Kraken's security, Andromeda's "big sister!"

REWARDS

- "Icy Jungle" Mission unlocked (Before facing it you must conquer at least 2 Blue Areas).
 - Blue Areas unlocked.
- Each Hero in the Mission earns **1 XP**.

DEFEAT

The assault of the androids took you by surprise, and you were forced to fall back so as not to be overwhelmed. Now you are in a hostile planet at the mercy of opponents that you do not know and that you obviously do not know how to deal with! You have to reorganize and first understand who or what is hunting you!

REWARDS

- "The Speciman" Mission unlocked (Before facing it you must conquer at least 2 Blue Areas).
 - Blue Areas unlocked.
- Each Hero in the Mission earns **1 XP**.

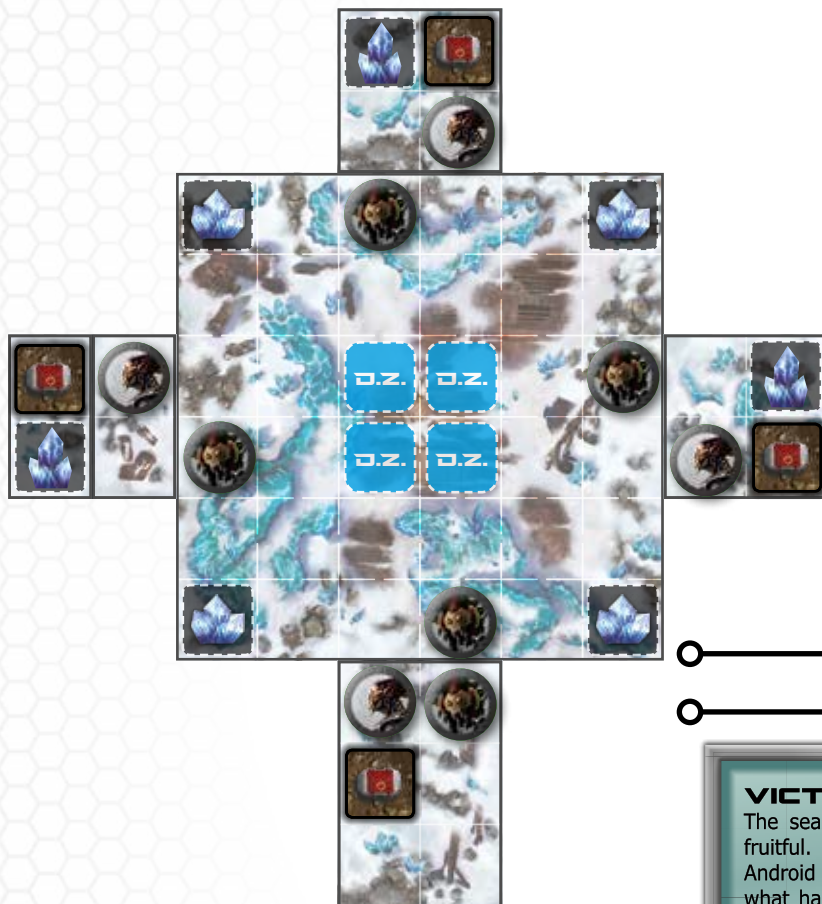
ICY JUNGLE

SILICIO CAMPAIGN MISSION 02 - REQUIRES:



START MISSION:
END MISSION:

1.2
3.7



BAD-BOOM



ORC

BRIEFING

The truth hurts. Never was there a more right sentence for you right now. The discovery of the betrayal of Andromeda 1.0 and the terrible deeds that he later accomplished devastated you. But now there is no time for condolences; you need to look for other information, find out why all this happened, what are the plans of the traitor and above all, you have to find out what tools she has available. The desolate and icy wastes of Silicio await you.

VICTORY CONDITION

- Recover the 4 objective loot tokens before time runs out.

DEFEAT CONDITION

- Standard defeat conditions.

ENEMY'S OBJECTIVES

- Attack the Heroes.

SPECIAL RULES

High Threat!: when a Hero collects an Objective Loot token, his/her TV increases by 1.

DEBRIEFING

VICTORY

The search in search of other information has been fruitful. Not only have you managed to fend off a new Android attack but you have collected a lot of evidence of what happened. Andromeda 1.0 caused the crash of the Kraken with the surface of the planet and subsequently hunted the survivors with the help of other rebel androids. The prisoners have been dissected and transformed into new androids, more elementary but no less lethal. Captain Arcade is still missing, as is Enta, the ship's engineer... perhaps the evil Gynoid could not capture them... yet... But the most disturbing news is that Andromeda has managed to build something called A.D.E., has produced some specimens, but you have not been able to find out what it is. If you do not want to succumb, you will have to find out more about this deadly weapon.

REWARDS

- "Recovers and Flees" Mission unlocked (Before facing it you must conquer at least 2 Yellow Areas).
- Yellow Areas unlocked.
- Each Hero in the Mission earns 1 XP.

DEFEAT

The collection of information did not go as you hoped. Androids have been hunting you all the time, and you've only managed to find shreds of information. There are still many pieces missing, and so your research is not yet over. You have to come back out and keep looking... maybe you'll have more luck next time. Repeat this Mission.

Face the mission again.



SINE TEMPORE

THE SPECIMEN

SILICIO CAMPAIGN MISSION 03 - REQUIRES: ○○

START MISSION: 4.6
END MISSION: 7.6



THE SPECIMEN
ORC MODEL

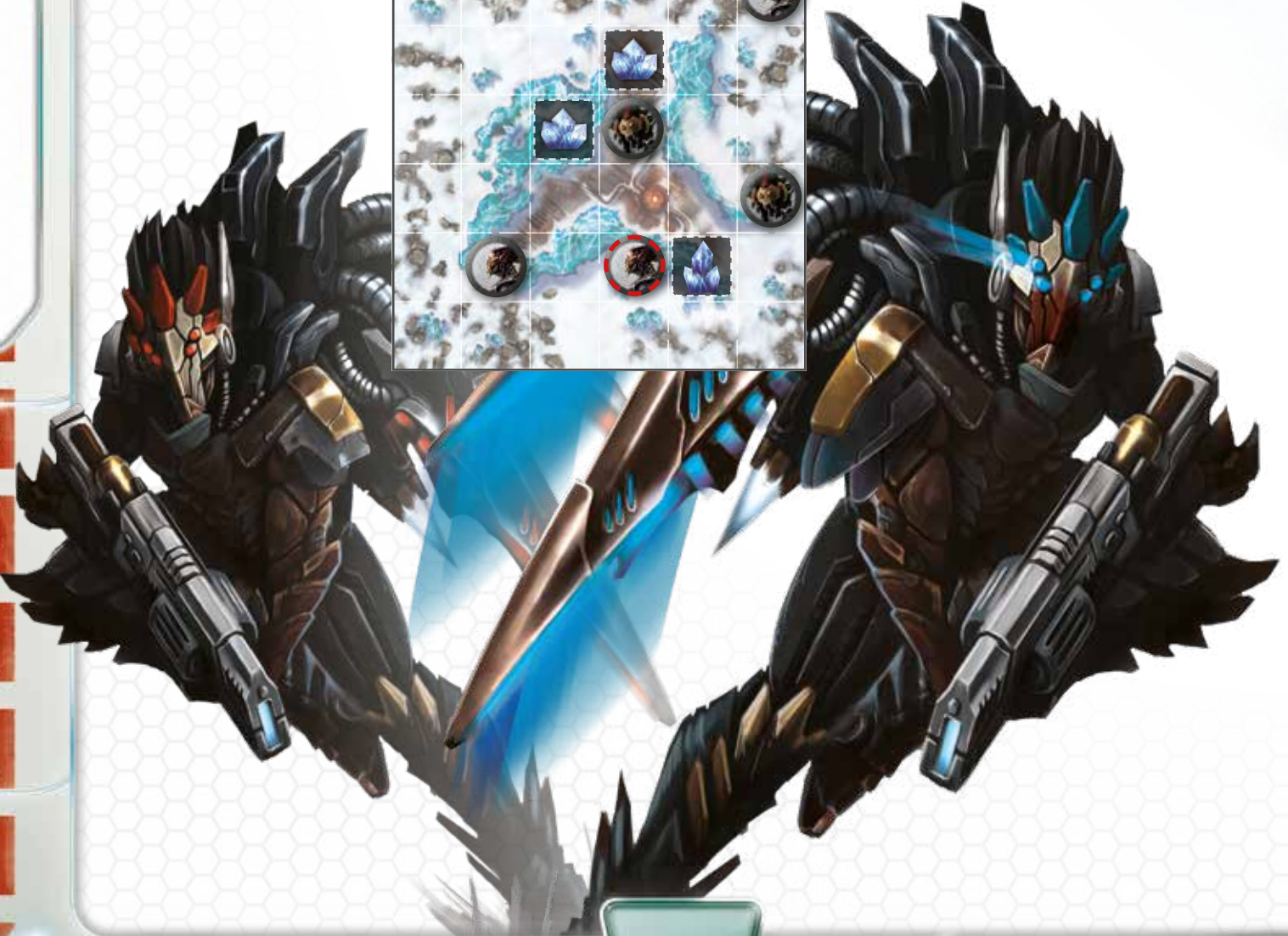


ORC



BAD-BOOM

SINE TEMPORIS



BRIEFING

You need to learn what is going on down below, but you are hampered by the brutal assaults of robotic beings that you have learned to fear. You only know of their ferocious and sustained attacks that show no mercy. There is no choice left but to take control of the situation. You must capture one of the murderous androids and interface it with Andromeda 2.0 to unravel the mystery shrouding this icy planet.

VICTORY CONDITION

- Defeat the Speciman before time runs out.

DEFEAT CONDITION

- Standard defeat conditions.

ENEMY'S OBJECTIVES

- Attack the Heroes.

SPECIAL RULES

Destroy the Barrier: in this Mission, the two Stalactites in the center of the field cannot suffer Wounds with normal Physical or Psionic attacks. If a Bad-Boom is eliminated when it is adjacent to a Stalactite, remove it from the battlefield.

DEBRIEFING

VICTORY

Even the impervious planet itself seems to hinder you because of the huge ice barriers that separate you from your goal. After eliminating O.R.C. and Bad-Boom explosives, you managed to retrieve vital fragments of the one you identified as the patrol leader. Thanks to the hacking of Andromeda 2.0, you come to know of a terrible truth. Andromeda 1.0 – the A.I. who controlled the Kraken – malfunctioned, revealing a dark and evil side, forcing her insane intellect on the crew she was designed to protect.

REWARDS

- **"Recovers and Flees"** Mission unlocked (Before facing it you must conquer at least 2 Yellow Areas).
- Yellow Areas unlocked.
- Each Hero in the Mission earns **1 XP**.

DEFEAT

The stalactites blocking the passage proved to be a more complicated obstacle than expected, but it is not comparable to what you found beyond the ice wall. A troop of O.R.C swarms from one block of ice to another, hiding in the metal wrecks, and rages on you with extreme ferocity. You do not need your cover fire and your martial skills; you are forced to withdraw, well aware of the fact that your progress in the investigation depends on this mission.

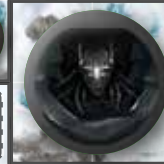
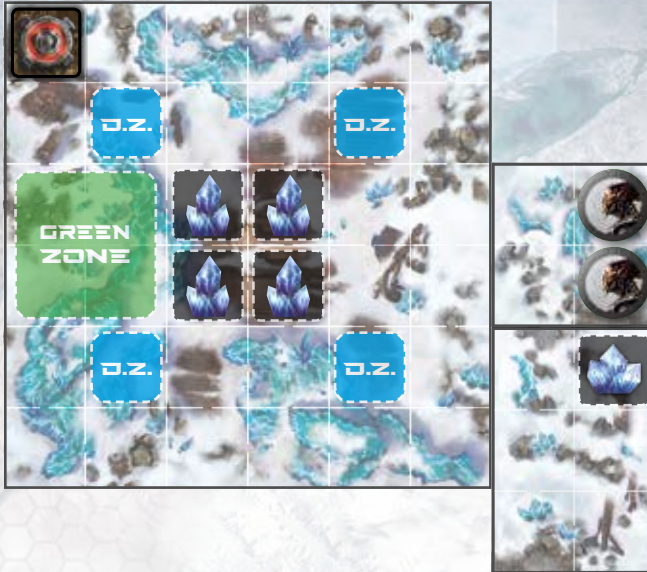
Face the mission again.

RECOVERS AND FLEES

SILICIO CAMPAIGN MISSION 04 - REQUIRES:



START MISSION: 2.6
END MISSION: 5.6



BRIEFING

The information you have obtained is far from reassuring. The thirst for the blood of Andromeda 1.0 has not subsided after the brutal murder of the crew and the subsequent ghoulish experiments that gave rise to the Baboom and the O.R.C.; therefore her lucid madness led her to create an army of androids to subject her creators to her will. The evil plan of Andromeda 1.0 could be realized thanks to the weapon of destruction that created: A.D.E., the techno armor. You cannot allow your opponents to have such a weapon. You must take possession of it at all costs, otherwise Andromeda 1.0 could become unstoppable.

VICTORY CONDITION

- Move A.D.E. entirely within the Green Zone before time runs out.

DEFEAT CONDITION

- Standard defeat conditions.

ENEMY'S OBJECTIVES

- Attack the Heroes.



A.D.E.



ORC

SPECIAL RULES

Stealing the Colossus: when A.D.E. is defeated, do not remove it from the field (remove its activation token and its Wound tokens). Instead, each Hero within 4 squares from A.D.E., in his/her activation, can spend 2 AP to move A.D.E. by one square. When A.D.E. it is entirely in the Green Zone the Mission ends with a victory.

Stop them at any Cost!: from the moment A.D.E. is defeated by the Heroes, all Enemies change their goal to:

Attack A.D.E. (TV8)

An Enemy inflicts to A.D.E. as many Wounds equal to the number of DMG symbols of the attack used, ignoring it's . When A.D.E. suffers 12 Wounds from Enemy attacks, it is permanently destroyed and removed from the field.



DEBRIEFING

VICTORY

You reach the coordinates of the hangar where A.D.E. resides and engage in a difficult battle for control of the techno-armor. The servants of Andromeda 1.0 fight as a unified mind, making the Captain's task of coordinating the right strategy very difficult. Injured, but with resolved spirit, you succeed in your task to take possession of the weapon. Once you activate A.D.E., you discover terrible news: the armor interfaces with all the transformed Enemies scattered throughout Silicio, revealing that there are other Techno-armors in the hands of the Enemy. You realize that defeating Andromeda 1.0 has become much more difficult, yet remains your only chance for victory.

REWARDS

- **"Family Reunion"** Mission unlocked (Before facing it you must conquer at least 1 Red Area).
 - Red Areas unlocked.
 - Gain the 3 A.D.E. Reward Cards.
 - Each Hero in the Mission earns **1 XP**.

DEFEAT

Trying the devastating power of A.D.E. on your skin, you risked losing your life in what was supposed to be a simple recovery mission. The enemy advantage of moving as a single body, commanded by the evil mind of Andromeda 1.0, has swept away your hopes of getting your hands on the Techno-armor. Thanks to an evasive maneuver, you manage to escape from the Hangar, but during the flight you can see several similar structures. There is doubt in you that it is not the only A.D.E. in possession of the enemy.

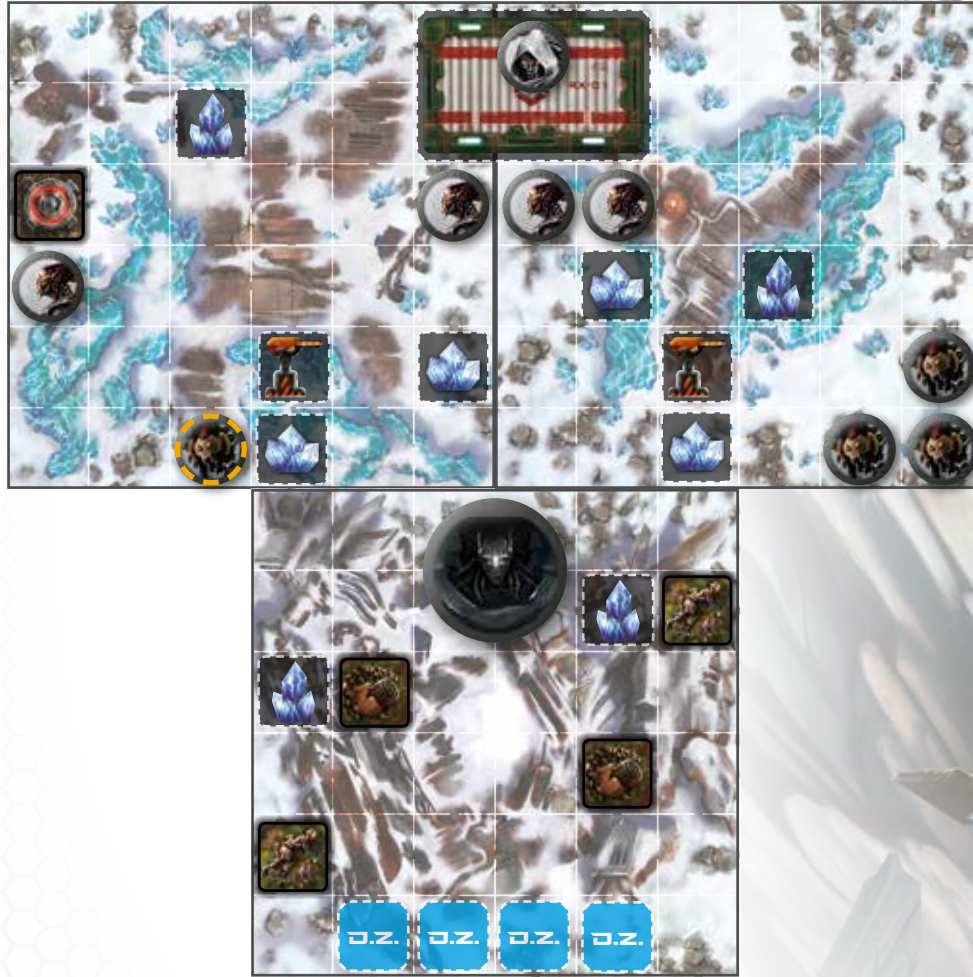
REWARDS

- **"Family Reunion"** Mission unlocked (Before facing it you must conquer at least 1 Red Areas).
 - Red Areas unlocked.
 - Each Hero in the Mission earns **1 XP**.

FAMILY REUNION

SILICIO CAMPAIGN MISSION 05 - REQUIRES:

START MISSION: 8.8
END MISSION: 11.8



A.D.E.



DARK ORC



BABOOM



BAD-BOOM

BRIEFING

Locate Andromeda 1.0 in what you believe to be the place where the Kraken landed on the planet. The wrecks are frozen to form strange geometric shapes. In the distance on a shabby container, the treacherous Gynoid observes you. She mocks you with a confident bow confident bow while hordes of androids emerge from the frozen ground to counter you. Taking up arms once again, you find yourself fighting for the difference between the survival of many and the annihilation of your people.

VICTORY CONDITION

- Eliminate Andromeda 1.0 before time runs out.

DEFEAT CONDITION

- Standard defeat conditions.

ENEMY'S OBJECTIVES

- Attack the Heroes.

Andromeda 1.0:

- Attack the Heroes by staying on the roof of the Container (TV10).

**SPECIAL RULES**

Inject the Virus: when A.D.E. is defeated by the Heroes, do not remove it from the field, it is considered deactivated and will no longer perform any action for the rest of the Mission. A Hero can use an Interact (3AP) action when adjacent to the A.D.E. Disabled and perform a ♣ test. If you get ☞☞☞ all Androids lose the Nexus Mind ability, and Andromeda 1.0 lose the Nexus Queen ability.

DEBRIEFING**VICTORY**

Andromeda 1.0 proved to be a cunning and treacherous adversary, due to the army of androids under her orders. Protected by the terrible techno-armor A.D.E., your destiny seemed to have already been written. But, once again, you have managed to rewrite your future thanks to your indomitable courage and your experience gained in past battles. The two Andromeda confront each other in a surreal duel. They move as if they were a mirror of the other, in a precise and harmonious way. But like any duel between perfectly matched opponents, the outcome of the fight is decided with a single fatal blow. The Andromeda 2.0 plasma shotgun hits her terrible sister, causing every single Silicio's Android to collapse on the icy ground. Two great achievements were made by you on this auspicious day: you avenged the Kraken crew and saved countless lives from the cruel fate that Andromeda 1.0 had in store for you.

Congratulations, you have just won the Campaign for Silicio! As you walk away from the smoking ruins of Andromeda 1.0, you see in the far distance a group of weary travelers approach. It is Captain Arcade, leading the remnants of his battered crew out of the wilds of Silicio. You grasp his outstretched hand as your crews unite.

DEFEAT

You fight a desperate battle shoulder to shoulder as you are surrounded by the hordes of O.R.C. and Baboom, while simultaneously concentrating on the heavy artillery of A.D.E.

Andromeda 2.0 comes face to face with the evil sister, looking for a direct confrontation by testing their skills. Andromeda 1.0 does not appear worried by the duel with her sister, which is solved with a single and precise shot that fully hits the security of Genesis. Andromeda 2.0 crashes heavily on the ground, but her eyes shine with new and terrible light, becoming a new ally of your opponent: the evil family is now complete. All your efforts appear to be futile, and soon you are overwhelmed by wounds and despair. Wounded and unarmed, you can hide on the inhospitable metallic planet, but understand that your defeat has condemned many to a foul form of death. You will have to live with this guilt or remedy it.

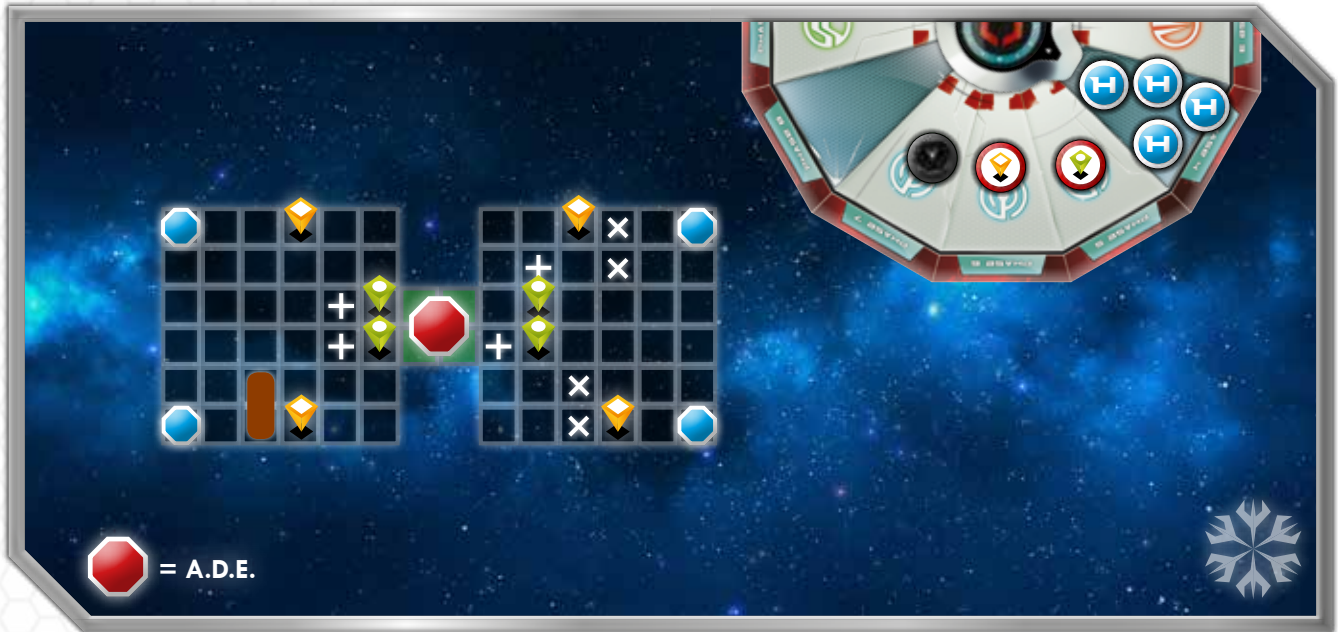
Andromeda 2.0 joins the forces of her sister, and permanently abandons your crew.

You have just lost the Campaign for Silicio. With the two Andromeda sisters joining forces, they become unstoppable and your fate is sealed to either join their mechanical ranks in a new order or die in the wilds of Silicio. As you retreat into the frozen hills, you discover the remains of Captain Arcade and his handful of crew.

OPERATION H.O.D.O.R.

EXPLORATION MISSION - DEFCON 4

START MISSION: 8.4
END MISSION: 9.4



= A.D.E.

BRIEFING

You have surrounded the enemy forces and are ready to launch a devastating attack to destroy them. The surprise attack will require maximum coordination, it's time to put your training into practice!

VICTORY CONDITION

- Defeat A.D.E. before time runs out.

DEFEAT CONDITION

- Standard defeat conditions.

ENEMY'S OBJECTIVES

- Attack the Heroes.

DEBRIEFING

VICTORY

You have succeeded in Destroying one of the powerful weapons of Andromeda 1.0. Now, this area of Silicio is safe, and you can start searching for the survivors of the Kraken... even if the hopes of finding someone is very vain.

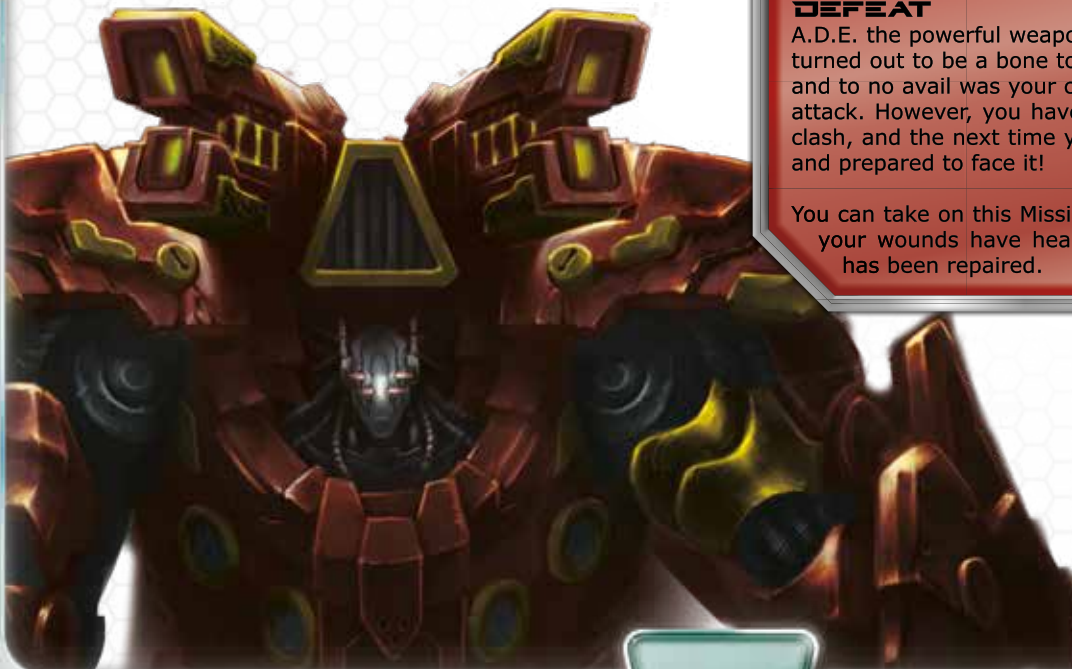
REWARDS

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

DEFEAT

A.D.E. the powerful weapon of the rebel Gynoid turned out to be a bone too hard to face this time and to no avail was your careful preparation of the attack. However, you have learned a lot from this clash, and the next time you will be even stronger and prepared to face it!

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



A NEW DISCOVERY

EXPLORATION MISSION - DEFCON 3

START MISSION: 3.8
END MISSION: 6.8



BRIEFING

If the knowledge is the most powerful weapon, you on this planet are totally disarmed. You must learn to know your Enemies if you want to have any hope of survival. Explore this area for information but be alert! Enemies are always lurking...

VICTORY CONDITION

- Recover 4 Objective Loot Token before time runs out.

DEFEAT CONDITION

- Standard defeat conditions.

ENEMY'S OBJECTIVES

- Attack the Heroes.

SPECIAL RULES

Enemy Wave: each Phase 12 perform an Enemy Draft for each Spawning Point. The Enemy deck for these drafts must be formed by Troop and Elite Rank cards.

DEBRIEFING

VICTORY

The Mission was entirely successful, and you managed to eliminate the Enemies on your trail. Now is the time that Alexandra and Isaac should start to use their brains to get useful information from what you have been able to discover!

REWARDS

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

DEFEAT

Your foray has been a failure, the Enemies have identified you and kicked you out of the territory, and now over the defeat, you'll have to suffer Isaac's reproaches for not bringing him new material to analyze. Really a bad day!

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

SINE TEMPORE

SAFE ZONE

EXPLORATION MISSION - DEFCON 3

START MISSION: 7.5
END MISSION: 10.1



BRIEFING

The Enemies have surprised you inside a gorge, and you have only one way to escape. You will have to open the way and escape from the area as soon as possible!

VICTORY CONDITION

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

DEFEAT CONDITION

- Standard defeat conditions.

ENEMY'S OBJECTIVES

- Attack the Heroes.

SPECIAL RULES

Enemy Wave: before starting the Mission, make an Enemy Draft for each Spawning point. Each Phase 6 and 12 perform an Enemy Draft for the Spawning Point. The Enemy deck for these drafts must be made by Troop and Elite Rank cards.

DEBRIEFING

VICTORY

You managed to escape leaving the Enemies with a fistful of flies. Now you can reach Genesis and organize your retaliation!

REWARDS

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

DEFEAT

The Enemies have dealt a severe blow, and you managed to escape out of pure luck. Despite this, your group came out very battered. You have to go back to Genesis to lick your wounds, another attack like this and for you, it could be the end.

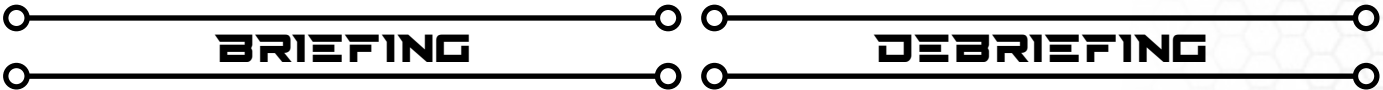
The Hero who has completed the Mission with more Wounds suffered immediately draws a Serious Wound Card (in case of draws select a random Hero).

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



EXPLORATION MISSION - DEFCON 2 START MISSION: 5.8
END MISSION: 8.8

START MISSION: 5.8
END MISSION: 8.8



DEBRIEFING

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