



PROJECT PANDORA

To the casual observer – and according to its paperwork – the CSS Zloveshy Vassily is a just another merchant vessel, a cargo hauler seconded to Mazon Labs. Most of the crew are aware of nothing else, happy to travel between outlying convoys and peddle their employer’s diverse catalogue of meds and biotech. They have no idea that the vessel’s true purpose is ferrying classified materials between research outposts.

On the 13th cargo deck, shielded from scanner sweeps and baffled against teleporters, a stasis field contains a sample of an unidentified, highly-classified bio-sample seized from a Veer-myn infested deadzone. Its official name is little more than a serial code, but the Marines escorting the sample have started using the name “verminium” in mockery of the creatures they seized it from. The Veer-myn didn’t want to give it up, that was for sure, but that was too bad. The ship was millions of kilometres away by now, comfortable in the heavily patrolled shipping lanes of the GCPS.

This won’t be the first time a Corporation has underestimated the Veer-myn, and it won’t be the last. Masters of infiltration, they were already aboard the Vassily before it broke orbit, waiting for their moment to strike. Now, as the ship passes out of civilised space, the small force of Nightcrawlers makes its move...



WHAT IS PROJECT PANDORA?

Project Pandora was, in many ways, the predecessor to Star Saga. Released by Mantic Games in 2012, it was designed as a sci-fi counterpart to Dwarf King’s Hold, Mantic’s fantasy dungeon-crawling adventure game.

When Dwarf King’s Hold was reimagined as Dungeon Saga, a more comprehensive game with more expansions, more detailed rules and a greater variety of enemies, it was only a matter of time before Project Pandora got the same treatment. Star Saga is the end result!

Of course, apart from some similar core mechanics, the two games are quite different. While Star Saga sees several players teaming up to control hard-bitten Mercenaries against the Nexus player’s waves of faceless bad guys, Pandora was a head-to-head battle between two players. A force of Corporation Marines would face off against an infestation of Veer-myn Night Crawlers, each with its own special rules and weapons, but overall evenly balanced.

During the Star Saga Kickstarter we offered backers the opportunity to get their hands on an updated version of the Project Pandora rules, using the core mechanics of Star Saga but adapting them to this one-on-one play style. That’s what you’ll find here – a set of rules and six scenarios, along with a page of printable game counters.

To use this expansion you will need an understanding of the Star Saga rules, and you will need to use the contents of the Star Saga game (especially the board tiles). You will also need a set of Corporation and Veer-myn miniatures, which are available separately from Mantic.

We hope you enjoy this blast from our company’s past – and thank you for backing Star Saga on Kickstarter!

What You'll Need

You will need to gather the following pieces together to play a game of Project Pandora.

From the Star Saga boxed game:

- Board Tiles
- Attack and Defence Dice
- Damage Counters
- 4 Darkness Counters
- Reinforcement and Starting Point Counters
- Mercenary Counters (used as Objective Counters in Project Pandora)
- Plastic Scenery
- Range Rulers

Plus:

- Project Pandora counters (these can be found at the end of these rules, and should be printed out and stuck to card)
- 10 GCPS Marine miniatures:
 - 9 GCPS Marines
 - GCPS Marine Sergeant Cruise
- 10 Veer-myn miniatures:
 - 8 Nightcrawlers
 - 1 Exterminator
 - Nightcrawler Master Reekish

Counters

The Project Pandora counter set includes:

9 Corporation Order Counters

- 1 x "4 Move"
- 1 x "3 Shoot"
- 2 x "1 Shoot & 1 Move"
- 2 x "2 Shoot / 2 Move"
- 2 x "Reaction Fire / 2 Move"
- 1 x "Special Action"

9 Veer-myn Order Counters

- 2 x "4 Move"
- 1 x "2 Shoot"
- 3 x "1 Shoot & 2 Move"
- 1 x "1 Move / 1 Shoot"
- 1 x "Rush / 1 Shoot"
- 1 x "Special Action"

19 Equipment Counters:

- 5 Detox Kit Counters
- 9 Flare Counters
- 5 Medikit Counters

5 Out of Ammo Counters

6 Toxic Counters



Playing Project Pandora

Setting up a Game

Before playing, follow these steps:

- Choose a scenario to play (these can be found on pages 55 to 61) and read through the description and rules. For their first game, it is recommended that players choose Scenario 1, Incoming, on page 55.
- Decide who will play the Corporation and who will play the Veer-myn. Note that, unlike Star Saga, there is no Nexus player.
- If the scenario has any starting equipment counters (see page 51), the Corporation player chooses them now. Any unused equipment counters are shuffled face-down next to the board to form the Loot Pile.



- Set up the board tiles, models and counters as shown on the scenario's map. The player controlling each model decides which direction it faces at the start of the game. If the Veer-myn player has any darkness and/or toxic counters (see page 51), they place them now. If they have any Starting Reinforcements (see page 52), put them next to the board. The Corporation player then places his initial equipment counters under the models carrying them.
- Each player takes their own set of nine order counters and spreads them out in front of them, face-up. This is the player's Reserve. Each player should also have space for a Discard Area, where used order counters will be placed.
- Check that both players know what their mission objectives are, and that they are aware of any special rules for the scenario.

Sequence of Play

Unlike Star Saga, which has a detailed round sequence with multiple phases, Project Pandora is played in a simple series of turns. One player takes their turn, then the other player takes theirs, and this continues back and forth throughout the game. The scenario will say which player takes the first turn.

A Player's Turn

On a player's turn they can play an order counter from their Reserve. The counter's Actions are resolved as described below, then the counter is placed face-up in the player's Discard Area.

Instead of playing an order counter, a player can Issue New Orders. This lets them return all of the order counters in their discard area to their Reserve; note that no Actions are made on a turn when New Orders are issued. If a player has no order counters left at the start of their turn, they **must** Issue New Orders.

Order Counters

Each player has a set of nine order counters, which are used to move and attack with the models under their command. During a game, order counters will either be in the Reserve or the Discard Area, but should always be face-up so that both players can see which ones have been used.



Rush (Veer-myn Only)



Veer-myn often attack en masse as a roiling tide of mangy fur and filthy claws that pulls unfortunate Marines to their doom.

Unlike other Actions, a Rush Action is not made by a single Veer-myn model. Instead, when the Action is made, the Veer-myn player nominates one Corporation model for his forces to rush, then selects up to three Veer-myn models and moves them. Each moving model must end its move adjacent to the target unless it is stopped by Reactive Fire— if it is not possible for a model to do so, for example the model does not have enough movement to reach the target, it cannot be chosen as part of the Rush.

Once all of the rushing models have moved, each one of them makes a Close Assault Action against the target with a +1 bonus to their Assault Dice.

Special Action




The player picks one of their models on the board and makes one of the following Special Actions with it.



Kill the Lights (Veer-myn only)

Place a darkness counter within 3 squares of the model. If there are no darkness counters left, the Veer-myn player can choose to take one from somewhere else on the board.

Collateral Damage (Veer-myn only)

The model makes a Shoot Action (as described in the Star Saga rulebook), targeting a Crate instead of a Corporation model.




If any  are rolled, place a toxic counter on the same tile as the crate. This crate can no longer be the target of Loot or Collateral Damage Special Actions.

If more than one  is rolled, the crate also explodes and is removed. Roll a number of attack dice equal to the number of  that were rolled; every model (Corporation and Veer-myn) within 2 squares of the crate must make a defence roll against the attack, resolving damage as normal.

Repair Damaged Lighting (Corporation Only)

Remove a darkness counter within 3 squares of the model.

Loot (Corporation Only)

The model must have a crate in its front arc. Roll an attack die; on a blank, nothing is found. On a  or , the Corporation player draws one counter from the Loot Pile – it is added to the Equipment carried by the model making the Action (see page 51). On a , the Corporation player draws two counters from the Loot Pile, picks one to add to the model's equipment and returns the other face-down to the Loot Pile (which should then be shuffled around).

A crate can only be successfully looted once per scenario.

Use Medikit (Corporation Only)



The model must be carrying a Medikit equipment counter (see page 51) to use this Action. When it does, discard the Medikit then remove up to 2 damage counters from the model or another Corporation model in its front arc that is not in an enemy's front arc. The Medikit is then discarded.

Use Detox kit (Corporation Only)



The model must be carrying a Detox Kit equipment counter (see page 51) to use this Action. When it does, remove all Toxic counters within 3 squares of the model. The Detox Kit is then discarded.

Strategising

At the start of a player's turn, they can Strategise as long as they have their Leader model on the board (Sergeant Cruise for the Corporation, and Master Reekish for the Veer-myn), and their "Special Action" order token is in their Reserve.

Strategising allows the player to discard their "Special Action" order token and replace it with any token in their Discard Area before taking their turn.

Playing an Order Counter

Each order counter shows a number of Actions, represented by icons. When playing an order counter, the player resolves each Action on the counter in turn, in an order of their choice. They do not need to use all of the Actions on the counter if they do not wish to. The rules for each Action are detailed on the following pages.

Some order counters have a line down the middle. These counters require the player to choose between the actions available on one side of the line, or the other, never both.

Action Limits / Last Man Standing

During the course of a turn, a model can make a maximum of one Move Action and one Shoot Action.

However, if a player has only one model left on the board at the start of one of their turns (and, if they are the Veer-myn player, they have no models left in their Reinforcement pile), that model is considered to be the Last Man Standing.

The Last Man Standing ignores Action limits. For example, if a “4 Move” order counter was played, the model could make four separate Move Actions. If a “2 Shoot / 2 Move” counter was played, the model could either make two separate Shoot Actions or two separate Move Actions.

Move

The player picks one of their models on the board and moves it, using the full rules for movement as detailed on page 7 of the Star Saga rulebook.

A model that ends its Move Action next to an enemy may take a Close Assault Action against it using the standard rules for Close Assault as detailed on pages 11-13 of the Star Saga rulebook. Note a model can use a Move Action to stay in the same place or turn facing to get the Close Assault Action.

Instead of moving, a Corporation Marine in an enemy’s front arc can Panic Fire as described on page 52.



Shoot

The player picks one of their models on the board and makes a Shoot Action with it, as detailed on pages 9-13 of the Star Saga rulebook. The model is not moving so cannot change its facing. Note that the existing restrictions apply – for example, a model in an enemy’s front arc cannot make a Shoot Action nor can the target be adjacent to another model from the shooters side. Note that the Pot-Shots are available to models using a Shoot Action. Scenery cannot be targeted using this Action.

Instead of using the Shoot Action to make an attack, a Corporation model can use the Action to throw a Flare if it is carrying one (see Flares on page 51) or reload its weapon if it is out of ammo (see page 52).



Reaction Fire (Corporation Only)

Corporation Marines are well-trained soldiers capable of firing on fleeting targets as they present themselves. During the Veer-myn player’s turn the Corporation player can use reaction fire to interrupt a model’s movement and take a shot if it moves into a new square.

During a Veer-myn model’s movement (either as part of a Move or Rush Action), immediately after the model moves into a new square, the Corporation player may interrupt the move to declare that they are going to make a Reaction Fire Action. To do this they must flip a “Reaction Fire / Move 2” in their Reserve face-down – it cannot be used again this turn (flip it face-up when the Corporation player’s turn begins)

Then they pick one of their models on the board and make a Shoot Action with it, as detailed in the Star Saga rulebook. This attack has an additional -1 modifier, and must target the Veer-myn model whose move was interrupted. This Reaction Fire cannot use the Pot Shot rule, the shot always originates from the firing models square.

If the Veer-myn model is still alive and did not use the Dodge rule after the attack has been resolved, it can now complete its move. As the Corporation player has two “Reaction Fire / Move 2” order counters, they could potentially interrupt the move again – note, however, that only one Reaction Fire Action can be made when a Veer-myn model moves into a new square, so it would need to move into another square before the second Reaction Fire Action could be made.



Additional Game Rules

Project Pandora makes two main additions to the Star Saga rules which affect both players:

Pervasive Gloom

The lighting conditions aboard the cargo decks of the CSS Zloveshy Vassily leave much to be desired. While individual rooms tend to be lit to some degree, many of the accessways, corridors and rooms full of equipment are very dimly-lit, saving money on maintenance and supplies.

Each Map will have areas marked out as having Pervasive Gloom. The majority of these will be made up of 1 wide corridors, turns, and junctions but occasionally one will be a larger tile piece with several pieces of scenery on it.

All of the squares in the Pervasive Gloom regions of the map are considered to be dark, as though they were within 3 squares of a darkness counter.

To balance this, the rules for darkness in Star Saga are replaced with the following for both areas near Darkness counters and Pervasive Gloom sections—after all, the emergency lighting means it's never pitch black.

- A Corporation model shooting at a target that is in a dark square has an additional -1 modifier to its attack roll.
- A Corporation model that is standing in a dark square and making a close assault attack has an additional -1 modifier to its attack roll.
- Movement is unaffected by darkness.

Toxic Areas

Veer-myn make extensive use of toxins, chemicals and poisons in their weaponry. The toxic residue left over from Veer-myn weaponry is dangerous enough, let alone the damage caused from a direct hit.



Toxic counters do not block movement or line of sight. A Corporation model within 3 squares of a Toxic counter suffers an additional -1 modifier to all attack and defence rolls.

If a Veer-myn player has the option to place a Toxic counter, but there are none available, they may choose to remove a Toxic counter from somewhere else on the board, placing it in the new location as normal.

Additional Corporation Player Rules

The following additional rules only apply to the Corporation player.

Equipment Counters

Some scenarios allow Corporation models to start with equipment counters; more equipment counters can be found by Looting crates during a scenario.

Corporation models can each carry up to 2 equipment counters. Place counters beneath a model's base to show they are being carried, and move them along with the model.

A model can drop one or more equipment counters it is carrying at any point during an Action it is making, placing the counters face-down in an adjacent square that does not contain any scenery, and does not already contain 2 equipment counters. Equipment counters do not block movement or influence Line of Sight. A model that is crippled leaves its equipment face-down in its square. The Corporation player can look at face-down equipment counters at any time.

If a Corporation model moves into a square containing any equipment counters, it can pick them up – this ends the model's current Action with no Close Assault allowed. They can, of course, drop equipment as described above in order to make room for new counters.

When an equipment counter is discarded, remove it from play entirely – it is not returned to the Loot Pile.

Flares



If a Corporation model is carrying a Flare equipment counter, they can throw it as a Shoot Action instead of making a shooting attack (they cannot do so if they are in an enemy's front arc).

When a model throws a flare, place the Flare counter face-up in any square that is in front of the model, and within short range and line of sight.

The Flare counter does not block movement or line of sight. Furthermore, nothing within 3 squares of the Flare is counted as dark – this includes Pervasive Gloom sections and squares within 3 squares of a darkness counter.

At the end of the next Corporation turn, the Flare counter is discarded.

Panic Fire

A Corporation Marine (not Sergeant Cruise) in an enemy model's front arc can Panic Fire instead of making a Move Action. A model with an Out of Ammo counter cannot Panic Fire.



The Corporation model moves into an adjacent square that is not in an enemy model's front arc, turning to face the square it moved out of. If it cannot do this, it cannot Panic Fire. This move does not provoke free strikes.

Then, the model makes a Shoot Action, targeting an enemy whose front arc it moved out of. After the attack has been resolved, the Corporation model is marked with an Out of Ammo counter.

The next time a model with an Out of Ammo counter uses a Shoot Action, the Out of Ammo counter is removed instead of making an attack.

Corporation Weapons

Laser Rifle / Laser Pistol

A standard Corporation-issue repeating laser rifle. Although technically capable of fully automatic fire, this depletes the rifle's charge-mag at an alarming rate.

Ranged Weapon, Long (Laser Rifle) / Short (Laser Pistol).

PCCW-11 'Duster (Corporation)

Cruise is armed with a powered gauntlet that allows him to punch through the thickest of body armour with relative ease.

The target of a close assault Action made by Sergeant Cruise a model with this special ability suffers an additional -1 modifier die on their defence roll.



Additional Veer-myn Player Rules

The following additional rules only apply to the Veer-myn player.

Dodge

If a Veer-myn model suffers only 1 damage from a shooting attack, it can avoid the damage by dodging into an adjacent empty square that is not in an enemy's front arc and is not closer to the shooter than the original square.

Dodging never provokes free strikes or reaction fire. If a Veer-myn model dodges a reaction fire attack, they cannot continue their move as normal but they may make a free Close Assault attack as described above if eligible.

Shadowbreed

The Veer-myn utilize darkness and misdirection as often as possible to help them overcome their enemies. By scouting out tunnels, ventilation ducts, the various accessway junctions, they have learned how best to move forces through the cargo decks silently and quickly.

Anytime a Veer-myn model is removed from play while standing in a dark square either from a Darkness counter or Pervasive Gloom, it is immediately added to the Veer-myn player's Reinforcements. Some scenarios start with one or more models already in the Reinforcements, but others will only gain Reinforcements from removed models.

A model in Reinforcements can be chosen to make a Move order, in the same way as a model on the board. The first square of the model's move puts it on any square containing a Reinforcement Point counter. They can do this even if a Reinforcement Point square is occupied, but they must end their move in an otherwise unoccupied square; if they cannot do this, they cannot move on through that Reinforcement Point.

Skitter

The Veer-myn hunt in packs, moving relentlessly to surround their prey.

At the end of each of the Veer-myn player's turns, every Veer-myn model that did not make an Action can move into an adjacent square and/or choose a new facing. This movement follows the standard rules for moving in Star Saga. This provokes free strikes and reaction fire as normal if a new square is entered. A model which Skitters adjacent to an enemy model which it was not adjacent to before Skitter can make a Close Assault attack at that model.

Veer-myn Weapons

Ray gun / Ray Pistol

Most Veer-myn carry various weapons which fire globs of corrosive or radioactive fluids. Though the fluids fired by these weapons typically disperse quickly, eating through whatever they impact with, such shots have been known to persist for some time.

Ranged Weapon, Long (Ray Gun) / Short (Ray Pistol).

If an attack with one of these weapons scores at least one **✖**, the Veer-myn player may place a Toxic counter in the target's square after the attack has been resolved.

Chem Thrower

Larger Veer-myn, known as maligni, tend to carry more powerful weapons. One such weapon, the chem thrower, fires packets of caustic fluid short distances, coating targets and their surroundings in a thick chemical soup.

Ranged Weapon, Short

Each Corporation model that is adjacent to the target model must also make a defence roll against the attack. The Veer-myn player may place a Toxic counter in the target model's square after the attack has been resolved.

| Model | Move | Shoot | Assault | Defence | Health | Weapons |
|--------------------|------|-------|---------|---------|--------|------------------------------|
| Sgt Cruise | 5 | 3 | 4 | 4 | 4 | Laser Pistol, PCCW-11 Duster |
| Corporation Marine | 5 | 4 | 3 | 4 | 3 | Laser Rifle |
| Master Reekish | 6 | 3 | 4 | 4 | 3 | Ray Pistol |
| Nightcrawler | 6 | 3 | 3 | 3 | 2 | Ray Gun |
| Exterminator | 6 | 3 | 3 | 3 | 2 | Chem-thrower |



Scenarios

Project Pandora includes six scenarios. Each scenario includes a map showing the setup for the tiles and any models or counters that start on the board. You will also find information concerning Armoury choices for the Corporation player, Darkness and Toxic counters available to the Veer-myn player, and special rules and objectives for playing and winning the game.

Equipment Counters

Some scenarios allow the Corporation player to select starting equipment counters with which to arm their soldiers, as described in “Setting Up a Game” on page 48. Counters obtained this way must be allocated to Corporation models that can carry them on the board. While the Corporation player picks his equipment before the Veer-myn player places his Darkness and Toxic Counters, the Corporation player does not place them on his models until after the Darkness and Toxic counters have been placed.

Darkness and Toxic Counters

Some scenarios give the Veer-myn player one or more starting darkness or toxic counters. These must be placed during setup, as described in “Setting Up a Game” on page 48.

Starting Reinforcements

Some scenarios give the Veer-myn player starting Reinforcements. These models are placed to the side of the board, ready to enter play.

Objectives

There are many reasons for the Veer-myn and the Corporation marines to come into conflict in Project Pandora. For the sake of simplicity, these are represented by objective counters (use the Mercenary Counters from the Star Saga box). Unless otherwise stated, objective counters do not block movement or line of sight.

Each scenario will detail the objectives present, if any, and the requirements for each faction to win.

Moving off the Board

Sometimes a scenario requires models to move off the board, usually to fulfil a victory condition. A model can only move off the board at an area marked as an exit point on the scenario map (use the red side of spare Reinforcement Point counter, pointing off the board).

Moving off the board is treated as any other movement, as though there were one more invisible square adjacent to the exit point. This can be done as part of a Dodge, Panic Fire or anything else that allows movement.

If a model needs to break away in order to move off the board, the free strike is resolved as normal – if the model survives, it successfully moves off the board.



Incoming!

“Squad, this is Cruise. The scanners have picked up a blip in sector two-bravo. Might be nothing, but we don’t take chances. Team three, check it out. Everyone else, as you were – but stay sharp. This is not a drill.”

Setup

The Corporation player sets up 3 marines anywhere in tile A outlined in Red before the game starts.

First Turn: Veer-myn

Equipment counters: None

Darkness counters: None

Toxic counters: None

Starting Reinforcements: None



Victory

The Corporation player wins if they can destroy 10 Veer-myn. The Veer-myn player wins if they can kill all the Corporation marines before the Corporation player achieves their victory condition.

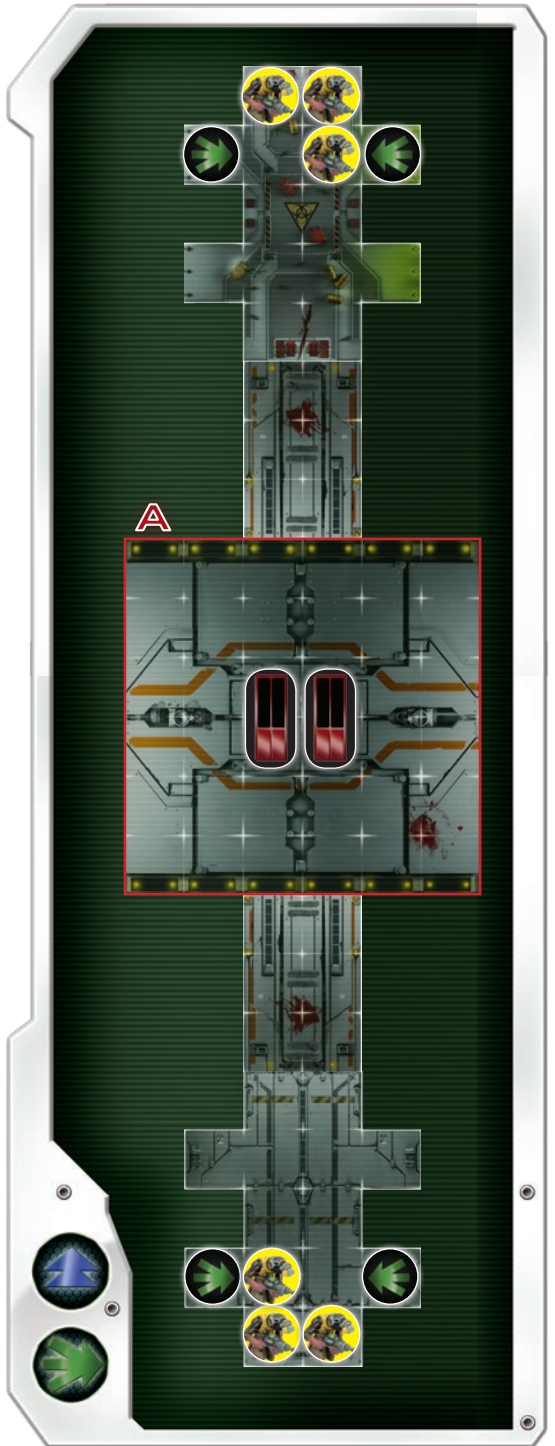
Special Rules

Keep it Simple

Neither player gets their “Special Action” order counter for this scenario. Remove these counters from each player’s Reserve and set them aside.

Endless Waves

Every Nightcrawler that is killed goes into the Veer-myn Reinforcements, regardless of whether it is in a dark square or not. Consequently, the Veer-myn player will never run out of fresh bodies to throw at the Corporation marines.



Knock, Knock

“Sarge, I’m getting movement inside the perimeter. Multiple returns, closing fast. And Detlev just reported that the sentry turrets have stopped responding.”

“Looks like we’ve got visitors. Okay, you know the drill. Check targets. Anything that doesn’t give the password gets ventilated. Short, controlled bursts. And someone turn off that damn klaxon!”



Setup

First Turn: Corporation

Equipment counters: 1 Flare, 1 Medikit and 1 Detox Kit

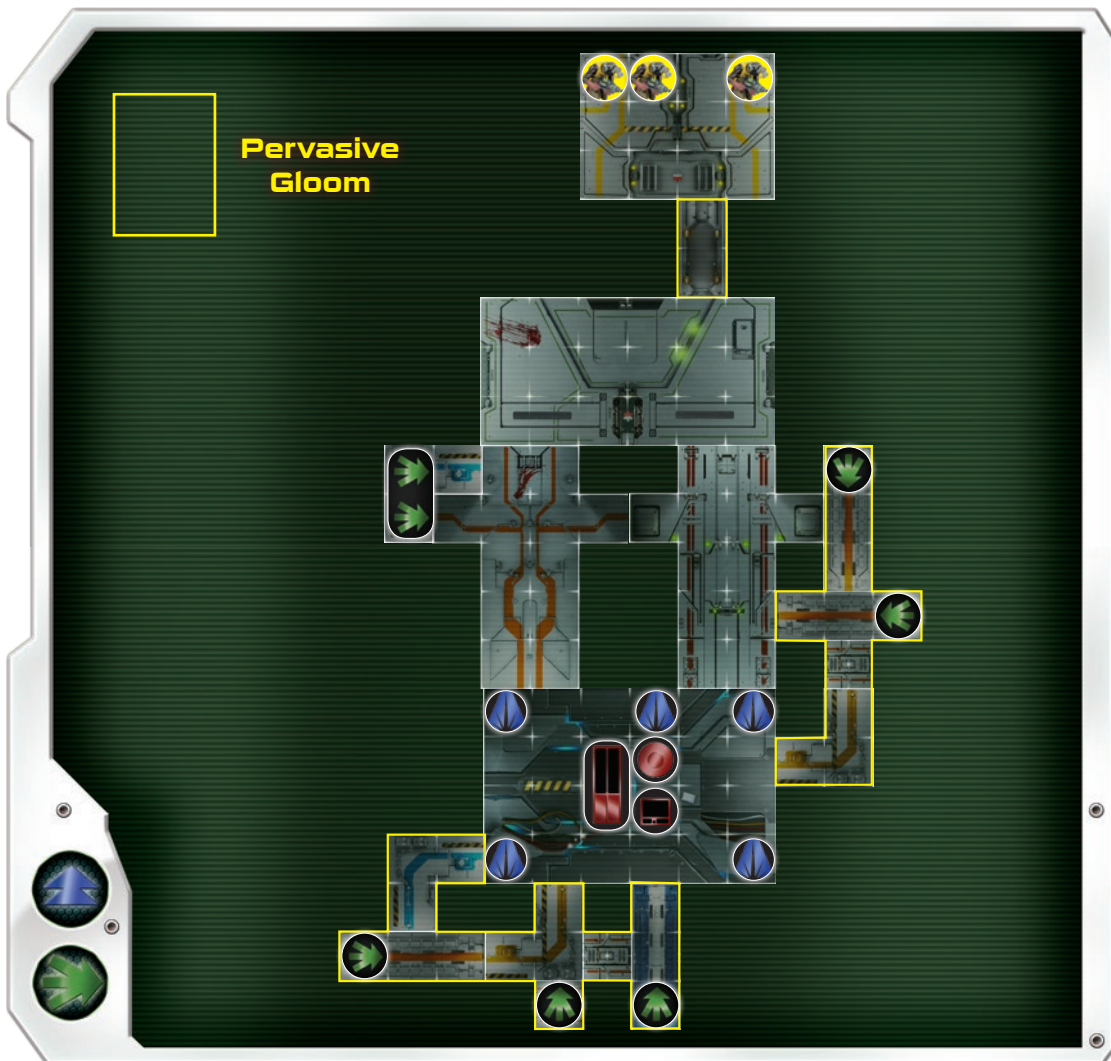
Darkness counters: 1

Toxic counters: None

Starting Reinforcements: One Nightcrawler

Victory

The Corporation player wins if there are no Veer-myn models on the board at the start of a Corporation turn. The Veer-myn player wins if there is a Veer-myn model with the objective Terminal in his Front Arc at the start of their turn, and the model is not in the front arc of any Corporation models.



Rally On Me!

“Squad, report! Where is everyone? Parlow, Tsung, Gonzales, give me your locations! I want a sitrep now! Renquist, if you copy, we need that scanner. Rally on me, Marines. We need to regroup and reorganize. We know the enemy can bleed, they just need a little more encouragement. And watch what you’re shooting at! Some of this cargo costs more than all our salaries combined.”

Setup

First Turn: Veer-myn

Equipment counters: 1

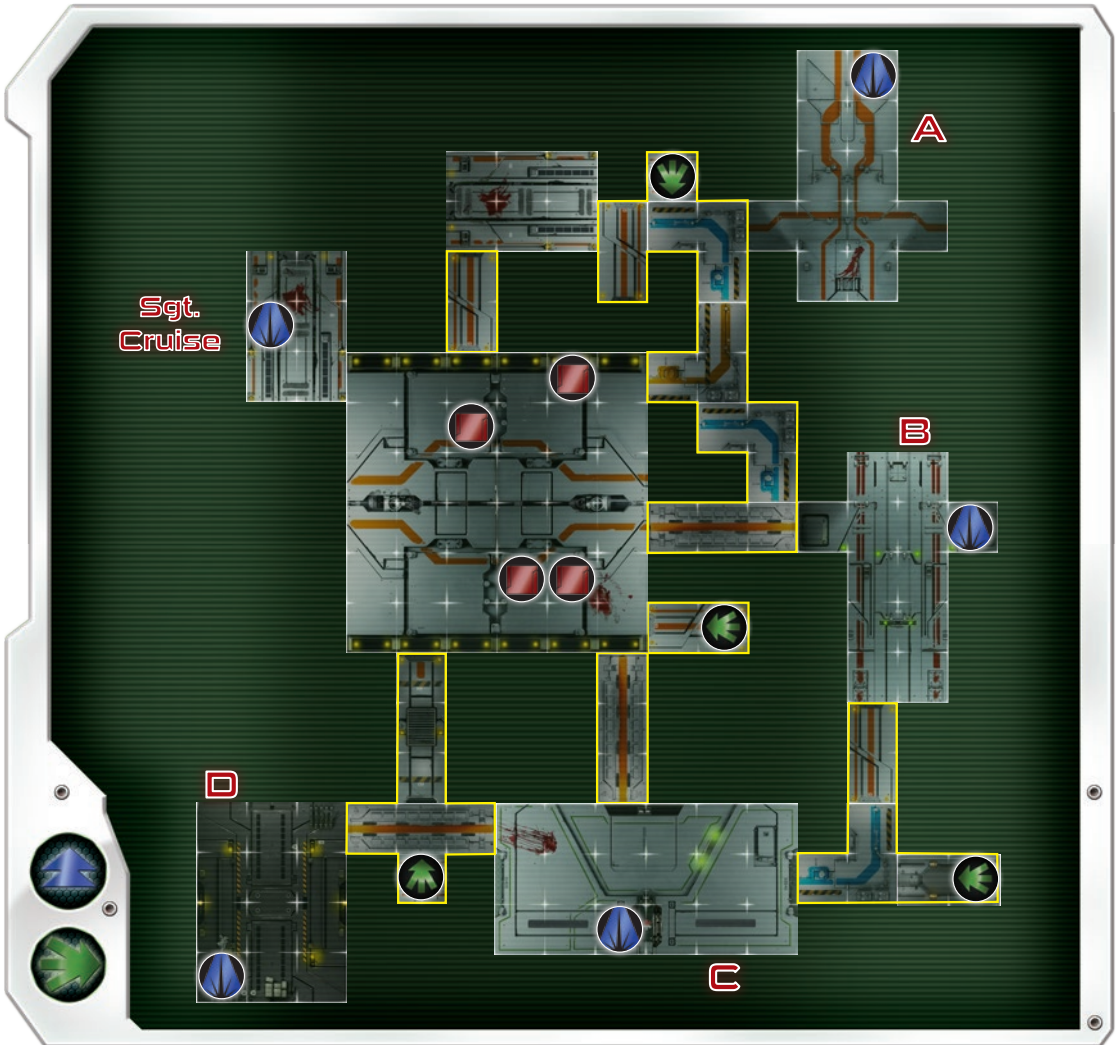
Darkness counters: 1

Toxic counters: None

Starting Reinforcements: Six Nightcrawlers

Victory

The Corporation player wins if Sergeant Cruise and at least two other Corporation Marines are all together in one of the shaded rooms (A, B, C or D) shown on the map at the start of any Corporation turn. The Veer-myn player wins if they can kill Sergeant Cruise or at least 3 Corporation marines.



Mouse Trap

“Okay, squad, time to hustle. The rats bypassed the stasis field and now they have the sample. Don’t ask me how – we can figure that out later. For now, we need to cut them off. The scanner’s up, so we can see where they’re headed. Regroup at seven-delta, and bring plenty of ammo.”

Setup

First Turn: Veer-myn

Equipment counters: 2

Darkness counters: 1

Toxic counters: None

Starting Reinforcements: Eight Nightcrawlers, one Exterminator, Master Reekish

The Corporation Player starts with three Marines as Reinforcements (see *Springing the Trap*).

Victory

The Veer-myn player wins if they can move two or more Veer-myn models off the board exit points (shown in red). The Corporation player wins if they kill 9 Veer-myn.

Special Rules

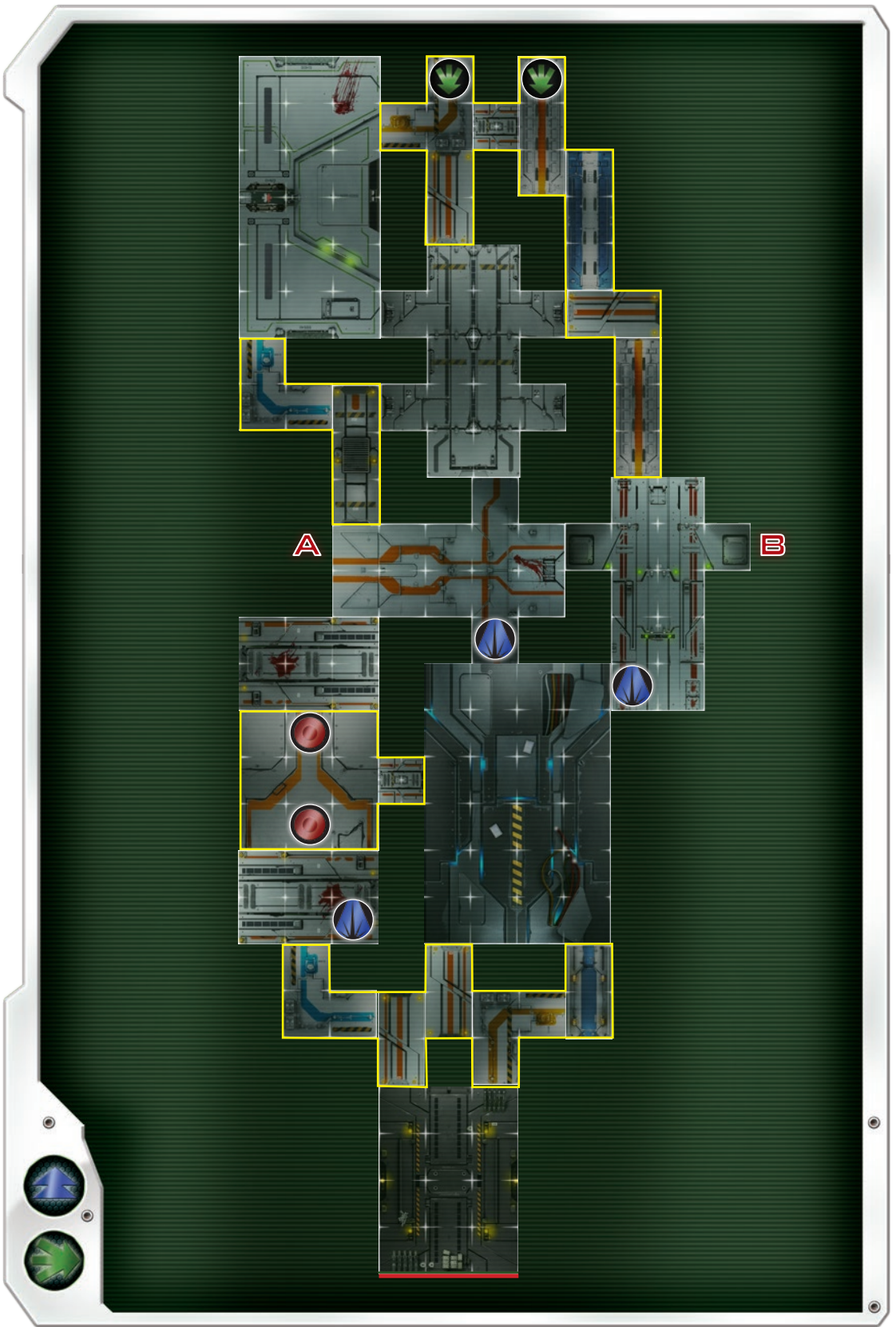
Home Free

In their hurry to escape with their prize, the Veer-myn have not properly scouted the area ahead. As a result, Veer-myn models that are removed from the board are not placed in Reinforcements, and cannot return to play.

Springing the Trap

The marines have set a cunning ambush for the Veer-myn. As soon as a Veer-myn model enters either of the shaded rooms (A or B) on the map, the trap will be sprung. No more Veer-myn models may enter the board from this point, and starting from the next Corporation turn, the Corporation player may use the Reinforcement points to bring on their own reinforcements.





Hit the Lights

"The sample's secure, but there are still intruders on board. We can't let them escape, or they'll be back. Scanners show a group of them at four-alpha, in the maintenance tunnels – it looks like they're trying to access the ventilation system. Too bad we closed it off. I say we pay them a visit and finish what we started. It's dark down there, so break out the flares."



Setup

First Turn: Corporation

Equipment counters: 5 Flares, plus 2 other counters

Darkness counters: 1

Toxic counters: 1

Starting Reinforcements: None

Victory

The Corporation player wins if there are no Veer-myn models on the board at the start of any Corporation turn. The Veer-myn win if they kill three or more Corporation models.



You're Reading it Wrong

“Renquist, we saw them run. We ambushed them and cut them to pieces, and then we burned out the stragglers. They're all dead. You're jumping at shadows. Yeah, we'll sweep the decks to be sure, but we're not going to find anything. Fifty returns? No way. Your rig must have taken a hit. Recalibrate it and try again.”

Setup

First Turn: Veer-myn

Equipment counters: 6

Darkness counters: 2

Toxic counters: 1

Starting Reinforcements: Eight Nightcrawlers, one Exterminator, Master Reekish

Victory

The Veer-myn player wins if there is at least one objective counter in the room outlined in green at the end of any Veer-myn turn. Otherwise the Corporation player wins.

Special Rules

Objectives

The two objective counters in this scenario are portable and can be carried like any piece of equipment. Veer-myn can pick up these objectives and must try to get the objectives to the outlined room in order to claim victory. Corporation models may pick up the objective counters as well, but until they know what the Veer-myn are after, they don't know what to protect. Consequently, a Corporation model may only pick up an objective counter that has already been picked up by a Veer-myn model at least once.





Sgt.
Cruise

