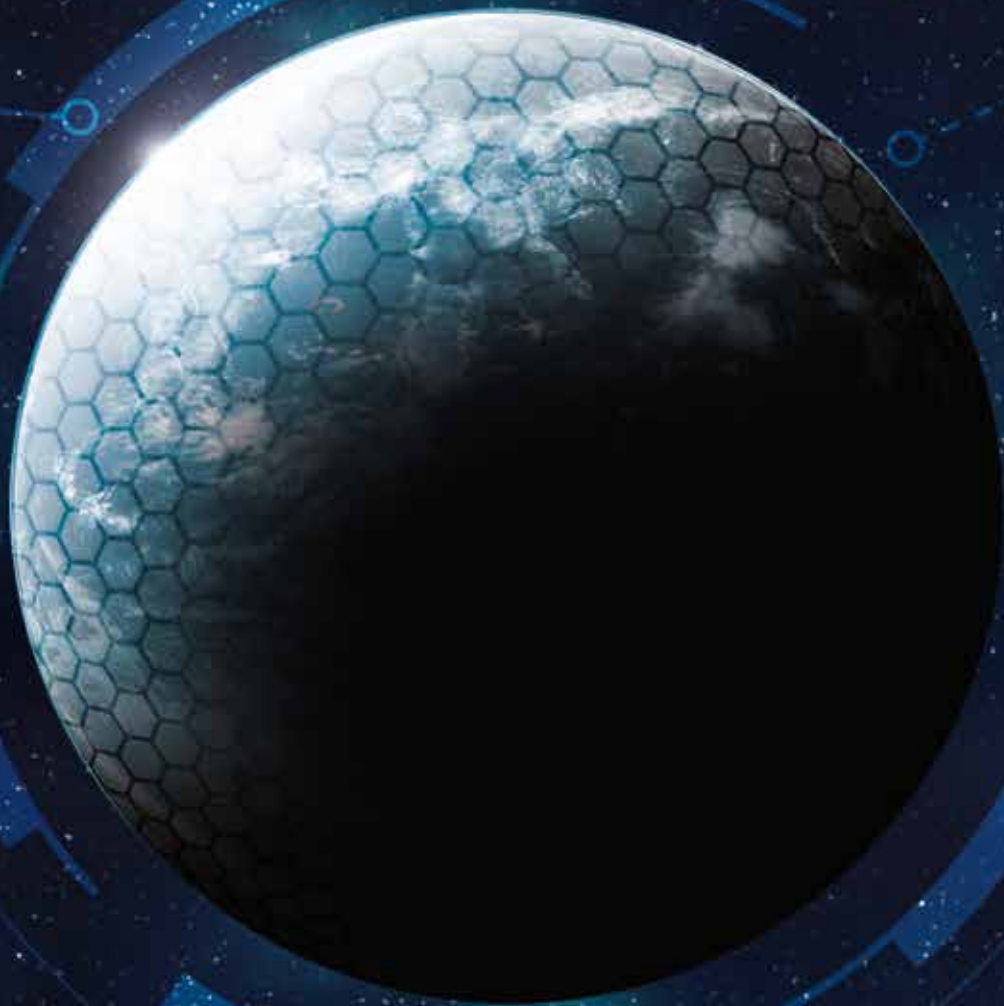


SINTEMPORE



CAMPAIGN BOOK



LUDUS MAGNUS
STUDIO

SINE TEMPORE

SUMMARY

INTRODUCTION	3
PRIMAEVUS V	6
PRIMAEVUS V AREAS.....	6
BEGINNING A CAMPAIGN.....	6
EXPERIENCE AND STARTING EQUIPMENT	6
ADVANCING THE CAMPAIGN	6
NARRATIVE MISSIONS	6
EXPLORATION MISSIONS.....	7
CONQUERING AN AREA	7
CHOOSING AN AREA	8
SELECTING AN EXPLORATION MISSION	8
SETTING UP AN EXPLORATION MISSION.....	8
EXPLORATION MISSION'S DEBRIEFING	9
EXPLORATION MISSION CARDS	9
COLONY PHASE.....	10
EXPERIENCE AND ADVANCEMENT	11
ACQUIRING A NEW SKILL	11
ACTIVE AND PASSIVE SKILLS	11
EQUIPMENT CREATION AND UPGRADE.....	11
GENESIS SECTORS.....	12
VICTORY AND DEFEAT CONDITIONS.....	14
SPECIAL RULES FOR MISSIONS	14
STEALTH.....	14
PATROL	14
SPAWNING POINT	14
ENEMY DRAFT.....	14
DECKS AND DISCARD PILE	14
NARRATIVE MISSIONS.....	15
EXPLORATION MISSIONS.....	16
MAP LEGEND.....	17

CAMPAIGN MISSIONS

01 - A WARM WELCOME	18
02 - WELCOME TO THE JUNGLE	19
03 - TEMPLE RAID	20
04 - ON THE HUNT FOR STUPID ROCKS	22
05 - MACHINATIONS OF DOOM.....	24
06 - THE HONORABLE CULT.....	26
07 - TRIBAL INITIATION	28
08 - EVIL INSIDE.....	30
09 - THE LAST HOPE.....	32
10 - TAKE BACK YOUR DESTINY	34

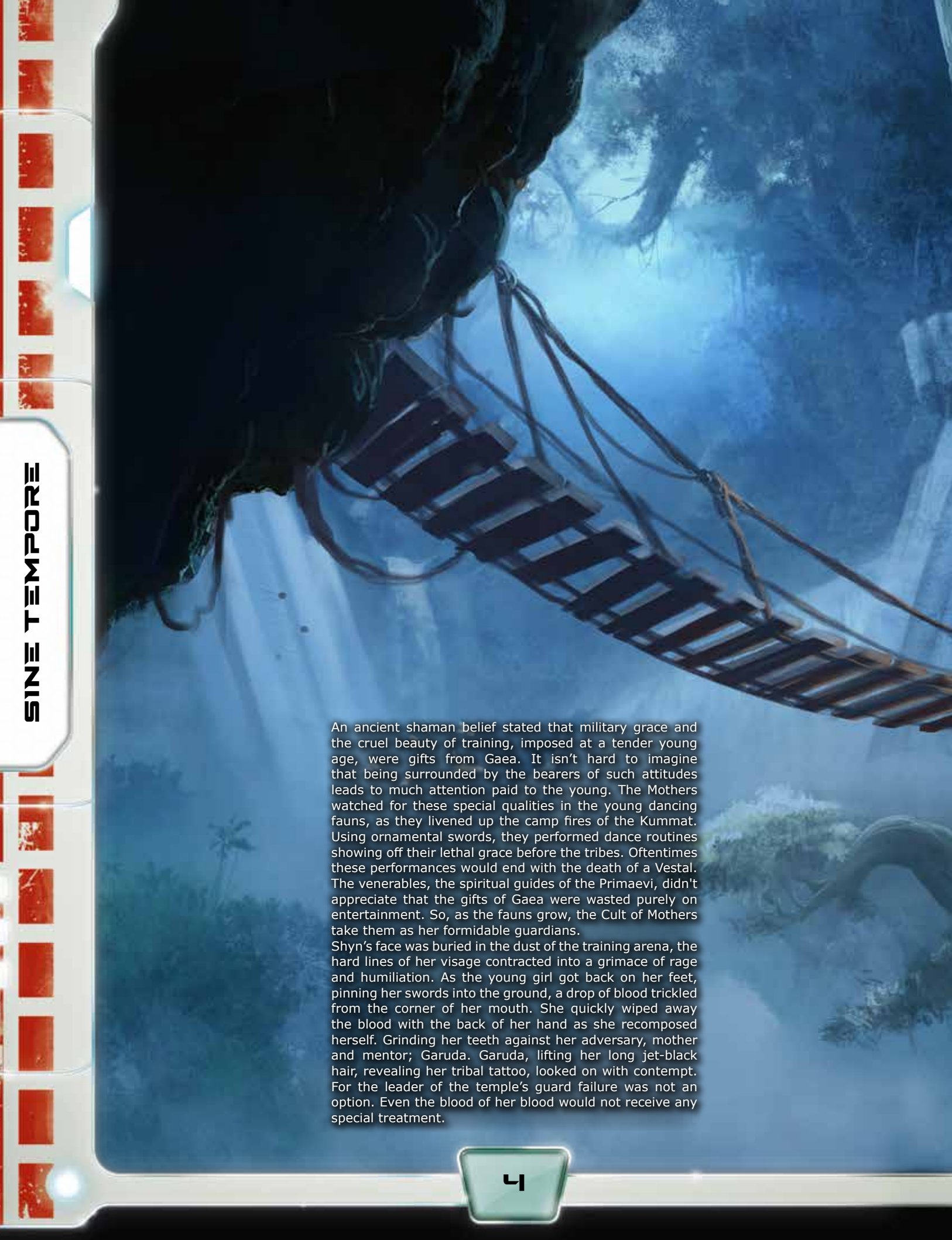
EXPLORATION MISSIONS

D4 - THE ESCAPE	36
D4 - THE BRIDGE	37
D4 - HAMBURGER HILL.....	38
D3 - RAINING RESOURCES	39
D3 - WRECKING BULL-Y	40
D3 - AREA OCCUPATION	41
D2 - CRYSTAL TRIAL.....	42
D2 - KILLING MORALE	43
D2 - DEFENDING THE OUTPOST	44
D1 - THE ARTIFACT	45
D1 - AIM FOR THE BIG ONE	46
D1 - TELEPORT JAMMER.....	47



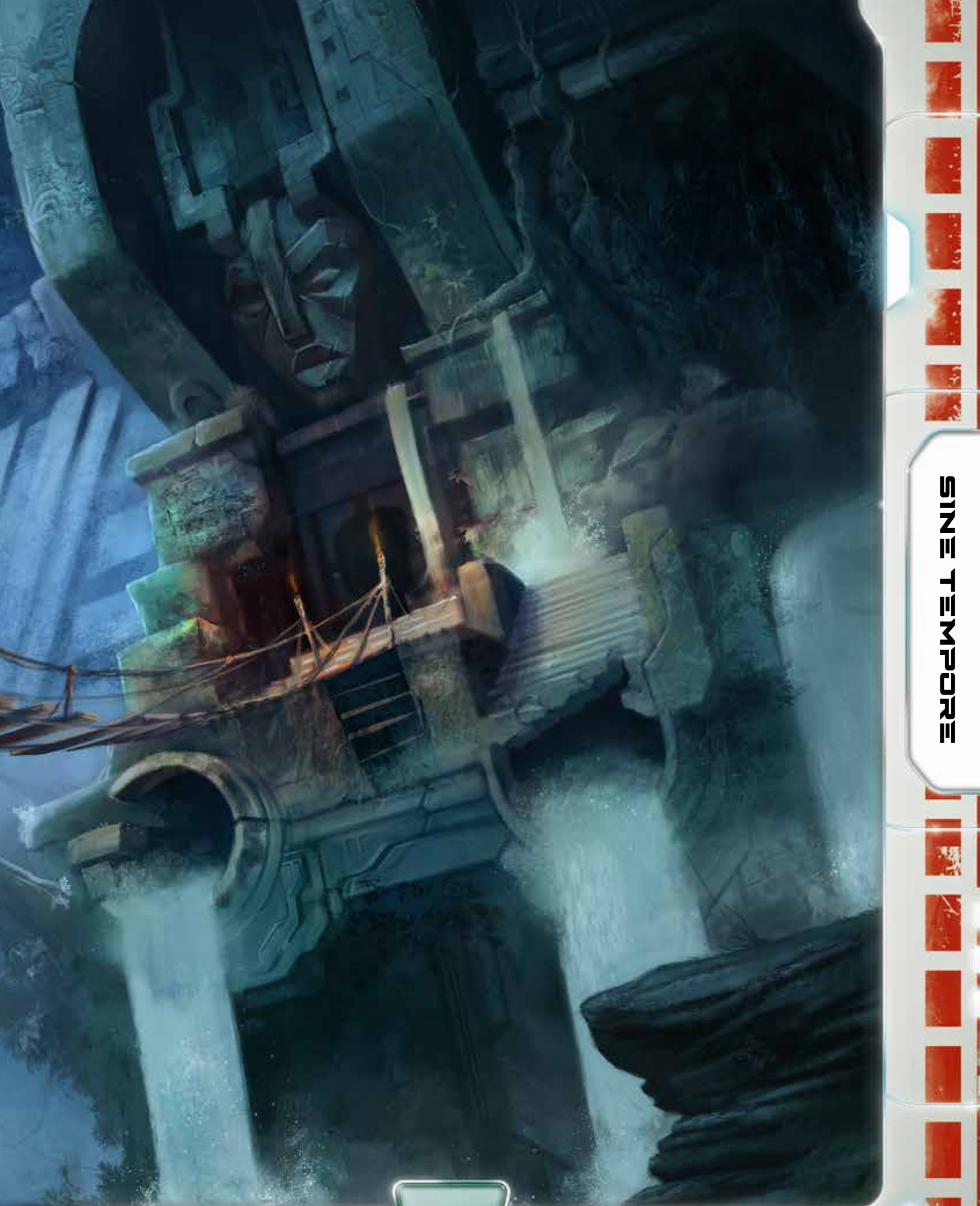
INTRODUCTION

In this book you will find all the rules needed to play the first Campaign of Sine Tempore, which takes place on Primaevus V. The first part of the Campaign Book consists of the rules to manage the Campaign, the Settlers' advancement, and most importantly the Colony Phase. In the second part of the book, you will find the rules to play Missions. Narrative Missions are fundamental to continue the story of Genesis' crew. Exploration Missions are not directly linked to the Campaign's plot but are instrumental in increasing the Colony's power.



An ancient shaman belief stated that military grace and the cruel beauty of training, imposed at a tender young age, were gifts from Gaea. It isn't hard to imagine that being surrounded by the bearers of such attitudes leads to much attention paid to the young. The Mothers watched for these special qualities in the young dancing fauns, as they livened up the camp fires of the Kummat. Using ornamental swords, they performed dance routines showing off their lethal grace before the tribes. Oftentimes these performances would end with the death of a Vestal. The venerables, the spiritual guides of the Primaevi, didn't appreciate that the gifts of Gaea were wasted purely on entertainment. So, as the fauns grow, the Cult of Mothers take them as her formidable guardians.

Shyn's face was buried in the dust of the training arena, the hard lines of her visage contracted into a grimace of rage and humiliation. As the young girl got back on her feet, pinning her swords into the ground, a drop of blood trickled from the corner of her mouth. She quickly wiped away the blood with the back of her hand as she recomposed herself. Grinding her teeth against her adversary, mother and mentor; Garuda. Garuda, lifting her long jet-black hair, revealing her tribal tattoo, looked on with contempt. For the leader of the temple's guard failure was not an option. Even the blood of her blood would not receive any special treatment.



SINE TEMPORE

PRIMAEVUS V

PRIMAEVUS V AREAS

Primaevus V consists of 25 Areas that the Settlers will have to try and conquer. This will allow them to obtain access to Narrative Missions as well as the elements needed to upgrade the Heroes' Equipment. Color classifies these Areas: each color represents the conquest difficulty level and thus the Defcon level of Exploratory Missions that can be played in each 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

A warm welcome is the title of the first Campaign's Mission located on Primaevus V, and it unfolds in the Area at the center of the map, called **Landing Zone**. Before preparing the first Mission, choose 4 Settlers that will participate in it and prepare all their related items: Hero Datapad and Skill Datapad, the 3 starting Equipment cards and fill out the colony's form with their names. Follow the steps explained on page 15 to prepare for a Campaign Mission.

EXPERIENCE AND STARTING EQUIPMENT

Each settler begins the Campaign with 0 experience points. The only skill they begin with is their Special Skill, specified on the Hero's Datapad.

Also, each Hero begins with a set of 3 Level 1 Upgrade Equipment items.

Each Hero's starting Equipment cards display their class symbol in the bottom left corner. See examples below.

ADVANCING THE CAMPAIGN

After completing the first Mission and doing the Colony Phase (see page 10) the crew will not be able to participate in the following Narrative Mission immediately. Instead they will first have to conquer the required number of Areas to continue. The narrative Mission information sheet will display the requirements needed to play it (see page 15). Once the Settlers have conquered the required number of Areas they will be able to access the next Narrative Mission.

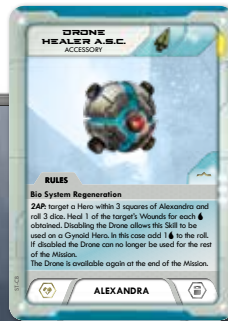
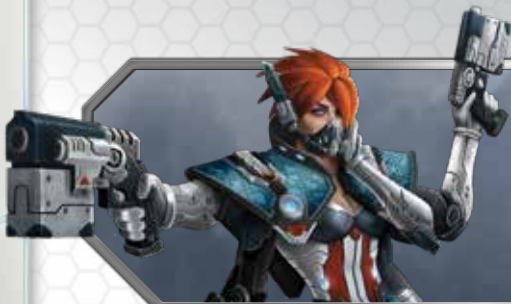
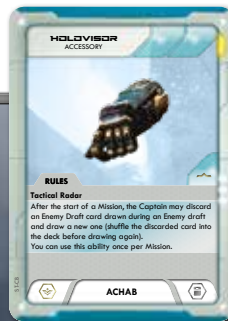
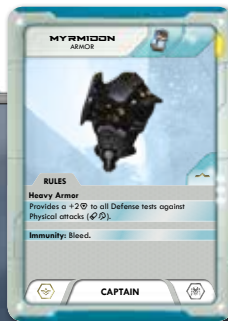
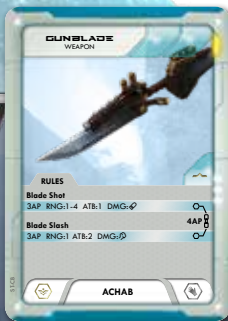
NARRATIVE MISSIONS

Narrative Missions allow the players to advance the story of Sine Tempore; 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 15).

As the story advances the overall plot will move forward until you reach one of the two final clashes.

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

SINE TEMPORE





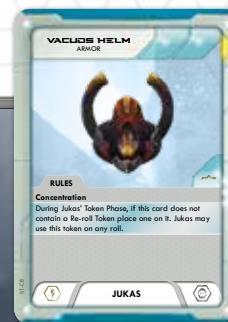
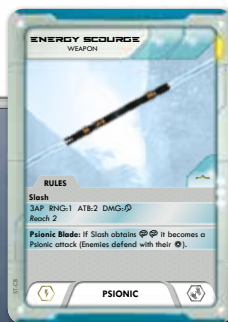
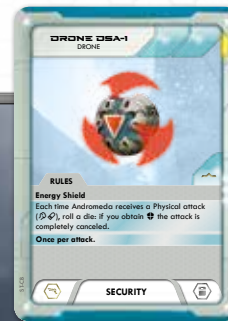
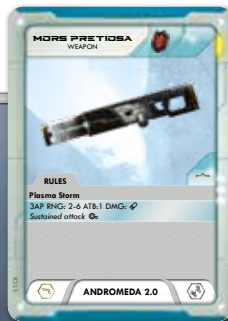
EXPLORATION MISSIONS

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.

CONQUERING AN AREA

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

- 1 - Choose an Area
- 2 - Draw an Exploration mission
- 3 - Setup the Exploration mission
- 4 - Play the Exploration mission
- 5 - Debriefing





CHOOSING AN AREA

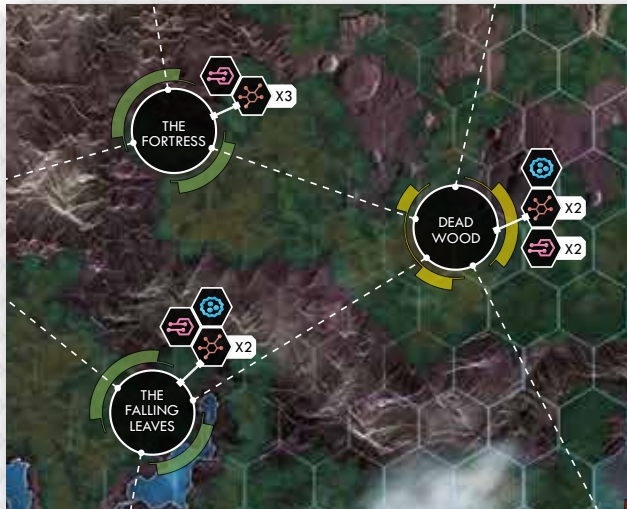
The Settlers will use the Map of Primaevus V to select their next Area to conquer. To strategically choose the next Area, you will need to take into account several factors:

- The Area will have to be of an accessible color.
- The last completed Narrative Mission will grant you access to a new type of Area on top of those you can already access.

E.g. The Debriefing section of Mission 1 grants you access to blue Areas.

E.g. Mission 4 grants you access to yellow Areas. Thus, at this point, you can conquer Blue, Green and Yellow Areas.

In addition to the color, Settlers will also have to take into account the links between different Areas. You cannot try to conquer an Area that is not linked to one you already control.



E.g. To conquer the "Dead Wood" Area, Settlers will need to have "The Fortress" or "The Falling Leaves" Area under control.

Except for these limitations, Settlers don't have any other restrictions for the choice of an Area they want to conquer.

SELECTING AN EXPLORATION MISSION

The color of an Area shows which Exploration Missions you can begin. The chart below shows the Defcon level for Missions, based on the color of the chosen Area.



Based on the color, shuffle all of the Mission cards of equal Defcon levels to build a Mission Deck and then draw a random card. That card will show you which Mission you need to complete.

Optional Rule: if you prefer, you can discard one Mission you already played and pick up another Mission card.

SETTING UP AN EXPLORATION MISSION

An Exploration mission setup is not fixed; instead, it is left to the Players who will need to follow some preparations to arrange the Mission in the correct way.

1 - Prepare the map: Arrange the battlefield following the mission card layout. If a segment of the map is represented by a grid instead of a specific tile, use map tiles and connectors of your choice, as long as they match the sizes specified by the map. We suggest that you use map tiles and connectors with an environmental correspondence between them and the mission's plot.

2 - Place the Enemies shown by the map: if specific Enemies are not prearranged they will be specified by a unit icon. Begin by building an Enemy Deck using cards with corresponding Rank symbols (Troop, Elite, etc.). For each of the Map tiles or connectors with unspecified Enemies, draw as many as needed from the Enemy Decks. For example, if you need to deploy one or more Elite Enemies on a Map Tile, shuffle all the Elite cards at your disposal and draw a random card. The drawn card will determine the type of Enemy you need to position on the Map Tile or connector for which you carried out the Enemy Draft.



In Exploration missions, Enemies always belong to their planet faction; thus on Primaevus V, they will always be Primaevus-type.



E.g. In this Mission Enemies must be deployed on this Tile. You have to deploy Troops (green pointers) and Elites (yellow pointers). After carrying out an Enemy draft for the troops you draw the Spriggan Card, so the 4 Troops' positions in this Tile will be taken up by Spriggan models. The same method is applied to the Elite Enemies on this Tile.

Some Missions could have limits in the creation of an Enemy Deck, for example, they could tell you not to use a specific Enemy card or give you an exact list of the cards you must use in the creation of said Enemy Deck.

Note: Ahab's ability "Holovisor" cannot be used while making this deployment Enemy Draft.

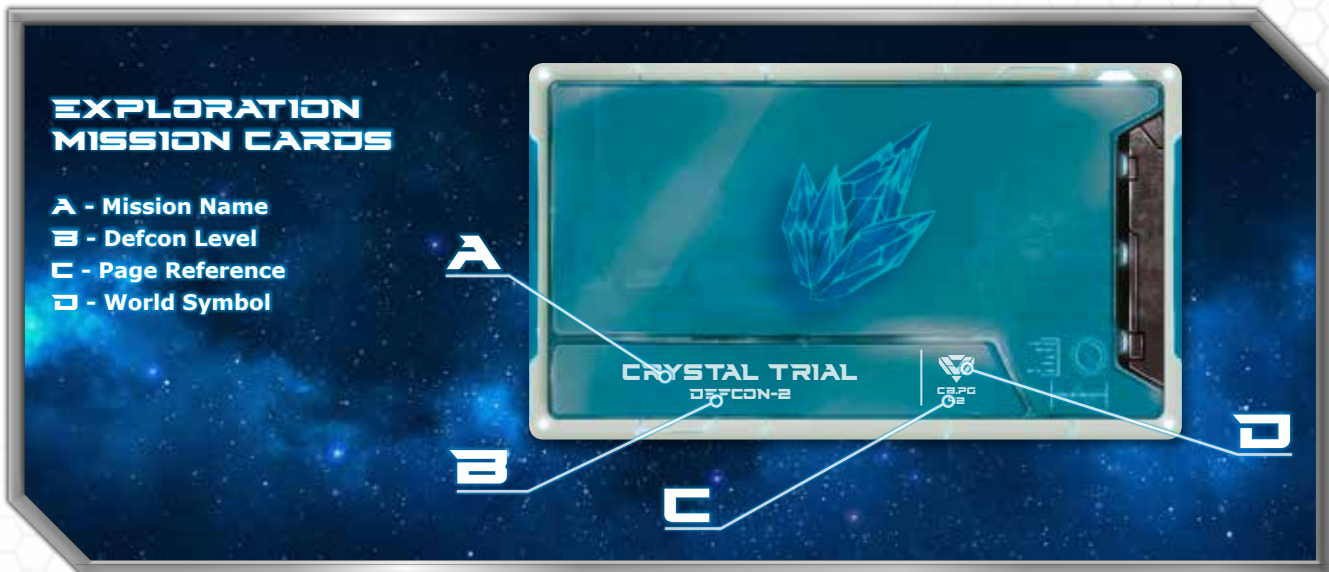
B - The Scenic Element deck: build a card deck with all the "Scenic Element" cards at your disposal and draw one card for each Scenic Element required on a map tile, as shown on the map of the Mission information sheet. Inside each tile, you can arrange the drawn Scenic Element as you wish but always follow all the possible restrictions listed on the card. If the drawn card points to a Scenic Element you do not have any more copies of, discard it and draw another one.

H - Event: draw an Event Card and apply its effect. If an Event card gives a bonus to a specific Enemy type that will not appear in any way during the Mission, discard it and draw again from the Event deck.

After these steps you can proceed normally to choose the Settlers that will be deployed, their Skills and Equipment (see page 6).

EXPLORATION MISSION'S DEBRIEFING

Depending on the result of the Mission you will obtain some rewards in the form of Resources, Elements or Special Equipment. Furthermore, obtaining a victory will let you conquer the target Area, and you will also immediately receive the Elements' amount specified on the map.



COLONY PHASE

This key phase occurs after the end of a Mission. The Settlers return to the Genesis to carry out a series of activities that will increase their abilities and improve the technological levels of the Genesis itself.

Each Hero used in the last Mission played can perform the following actions in any order and as many times as they wish:

Spend the earned experience points to learn a new skill from those available for his/her class

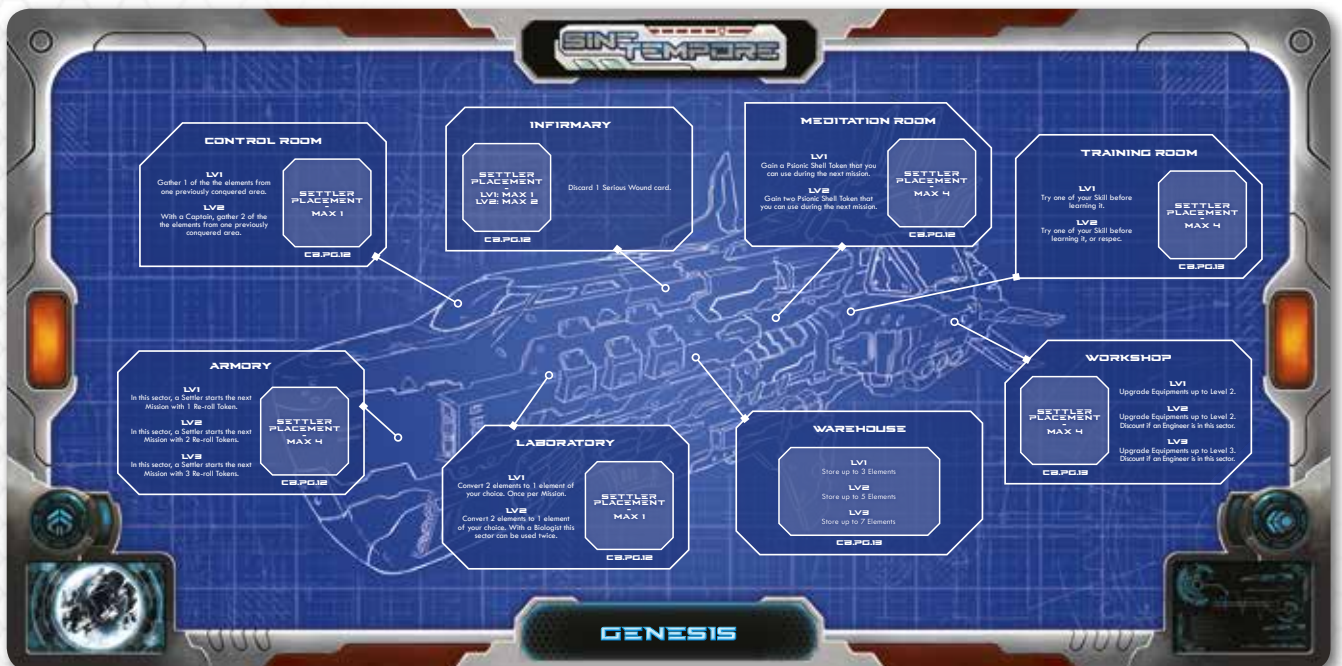
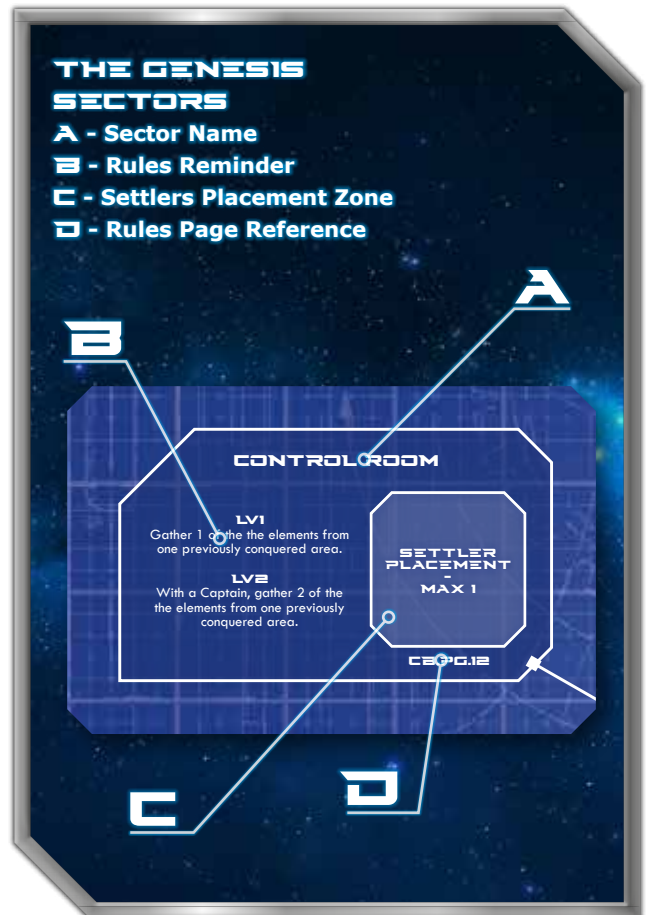
Spend the required Elements to improve one of Genesis' sectors or to add another sector to the spaceship

In addition to these actions each Crew Member that participated in the last Mission played can visit one, and only one sector of the Genesis spaceship:

Armory
Control Room
Infirmary
Laboratory
Meditation Room
Training Room
Warehouse
Workshop

Usually, when a Hero visits one of the sectors, they can perform all available actions in any order.

Once all Settlers have conducted their activities you can proceed to choose their next Mission: in this case, they can choose to tackle an Exploration Mission or, if they match the requirements, to advance the plot of Sine Tempore, undertaking a Narrative Mission.



EXPERIENCE AND ADVANCEMENT

During their adventures, the Settlers will earn Experience Points (XP); using these points will allow them to acquire new skills from those available.

There are two ways by which Heroes can earn experience points:

- 1 - Settlers that participate in a Mission earn the amount of XP specified by the Mission's rewards list. Usually, all Narrative Missions award a prize consisting of experience points.
- 2 - ALL members of the Genesis' crew gain 1 XP each time all same-colored Areas of a planet are conquered.

E.g. After the last Blue Area of Primaevus V has been conquered, all your settlers will gain 1 XP. These XP are gained by all the Heroes that form the Genesis' crew.

ACQUIRING A NEW SKILL

Whenever a Hero gains experience points, you need to update the Colony's Sheet. A Hero needs to spend a specific amount of XP to unlock a skill.

When a Hero acquires a new skill, subtract the amount of XP spent to unlock it from the Colony's Sheet and add that skill token to the available ones.

The Skill Datapad contains all the information needed to manage the advancement of your Hero.

Skills are divided into three categories:

Basic Skills: they are always available and can be immediately acquired by spending 1 XP

Evolved Skills: these skills replace the skills they are evolved from. You need to have their previous counterpart skill to be able to learn them.

Evolved skills are linked to their counterpart skill with a continuous line. To learn an Evolved skill the Hero must have already learned the connected skill.

Derived Skills: Derived skills are linked to their counterpart skill with a dotted line. To learn an Evolved skill the Hero must have already learned the connected skill. Unlike Evolved skills, Derived skills do not replace other skills, they simply add more options to the Hero.

HEROES SKILLS

Derived Skill

Evolved Skill

Evolved Connection

Derived Connection

Basic Skill

- Concentration:** During his Token phase the Hero gains a Re-roll token.
Basic 1XP
- Focus On:** During his Token phase the Hero gains up to 3 Re-roll tokens.
Evolved 2XP
- Select the Point:** During his Token phase the Hero gains a Select the Point Token. He cannot own more than one Select the Point Token.
Derived 2XP

ACTIVE AND PASSIVE SKILLS

Some skills have an AP cost that requires the Hero to spend AP to activate or maintain the skill. Other skills have no AP cost, these are considered Passive skills. Passive skills are always active, Heroes do not need to spend any AP to activate them.

EQUIPMENT CREATION AND UPGRADE

By visiting the Workshop during the Colony Phase, Heroes can upgrade their Equipment Cards. Most of the Equipment have more than one variation, one for each Upgrade level available. Equipment cards with an Upgrade level of 2 or higher have a list of the Elements required for their creation listed on the back of the card. When a piece of Equipment reaches a higher level, replace its card with the card corresponding to its new upgraded level.

During a Colony Phase a Settler can create any upgrades they choose as long as they spend the required Elements, while always following the upgrade order. Thus, it is not possible to create an Upgrade Level 3 card without creating an Upgrade Level 2 card first.

Some Equipment cards with an Upgrade Level of 1 have a list of Elements displayed on their back. To use Equipment like this you must first create it by spending the required Elements. Once created you can add it to the Equipment available to the Heroes. These kinds of items are usually obtained as a reward for the completion of specific Missions.

ACHAB

ACHAB

UPGRADES

To upgrade Equipment, check the upgrade cost on the back of the equipment card you want to create, use the Workshop during the Colony Phase, and spend the Elements indicated at the bottom of the card removing them from the available ones.

GENESIS SECTORS

The spaceship Genesis has numerous sectors that can be visited during the Colony Phase. Some sectors will not be readily available; instead, they will have to be activated by spending the required Elements listed in their **Activation Cost** entry. Many sectors can be improved and their level upgraded, spending the required Elements listed at their **Upgrade Cost** entry. Similarly to Equipment, sector Upgrades must be purchased following a sequence, but if you have enough resources, you can improve them more than once in a single Colony phase.

Any details labeled **Increased Effect** describe an additional effect available only if a Hero of the required class visits the sector during the Colony Phase.



ARMORY

LV1 - Activation cost

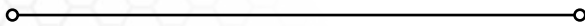
In this sector, a Settler starts the next Mission with 1 Re-roll Token.

LV2 - Upgrade cost

In this sector, a Settler starts the next Mission with 2 Re-roll Tokens.

LV3 - Upgrade cost

In this sector, a Settler starts the next Mission with 3 Re-roll Tokens.



CONTROL ROOM

LV1 - Active

A Settler visiting this sector can gather one of the Elements from one previously conquered Area. It is not possible to gather Elements from an Area that was conquered in the last Exploration Mission. This sector can be used only once per Colony Phase.

LV2 - Upgrade Cost

A Settler visiting this sector can gather one of the Elements from one previously conquered Area. It is not possible to gather Elements from an Area that was conquered in the last Exploration Mission. This sector can be used only once per Colony Phase.

Increased Effect: if a Captain uses this sector, gather one additional Element from those available in the selected Area.



INFIRMARY

LV1 - Active

A Settler positioned in this sector can discard one of their Serious Wound cards. Only one Hero can use this sector at a time during the Colony Phase.

Increased Effect: If a Medic decides to spend the Colony Phase visiting the Infirmary, the other Settler visiting this sector can discard all of their Serious Wound cards, instead of just one. A medic is never counted while calculating the available spaces of the Infirmary, even if they use this sector to heal.

LV2 - Upgrade Cost

A Settler positioned in this sector can discard one of their Serious Wound cards. Two Heroes can use this sector at a time during the Colony Phase.

Increased Effect: If a Medic decides to spend the Colony Phase visiting the Infirmary, the other Settlers visiting this sector can discard all of their Serious Wound cards, instead of just one. A medic is never counted while calculating the available spaces of the Infirmary, even if they use this sector to heal.



LABORATORY

LV1 - Active

A Settler visiting this sector can discard two Elements from the Genesis Warehouse to create one Element of their choice. This sector can be used only once per Colony Phase.

LV2 - Upgrade Cost

A Settler visiting this sector can discard one Element from the Genesis Warehouse to create one Element of their choice. This sector can be used only once per Colony Phase.

Increased Effect: If a Biologist decides to spend the Colony Phase visiting the Laboratory, this sector can be used twice per Colony Phase.



MEDITATION ROOM

LV1 - Activation cost

In this sector, a Hero can meditate and increase their mental defenses for the next Mission. A Hero spending the Colony Phase in the Meditation Room gains a Psionic Shell Token that can be used in the next Mission.

If the Hero is a Psionic, they can also undertake a (MI) Test. For each result gain a Meditation Token.

(Meditation Token: a Psionic can discard this token to reroll a die when undertaking an Oblivion Test)

LV2 - Upgrade Cost

In this sector, a Hero can meditate and increase their mental defenses for the next Mission. A Hero spending the Colony Phase in the Meditation Room gains two Psionic Shell Tokens that can be used in the next Mission.

If the Hero is a Psionic, they can also undertake a (MI) Test. For each result gain a Meditation Token.

(Meditation Token: a Psionic can discard this token to reroll a die when undertaking an Oblivion Test).

TRAINING ROOM

LV1 - Activation cost   

Utilization Cost   

A Settler using this sector can learn one of their skills even if they have not yet gained enough experience points. The token for the selected skill is now available to be used on Missions.

Furthermore, the Hero must take these restrictions into account:

- The XP cost for the selected skill will be paid as soon as the Settler reaches the target amount required to learn it.
- It is not possible to learn other skills until the XP cost of the skill learned through the Training Room is paid in full.
- A skill learned through this method will be positioned in the first slot on the Hero's sheet and will always be selected for missions until its XP cost is paid in full.
- A Basic Skill or a Derived/Evolved skill of an already known Basic Skill can be learned through this method.

LV2 - Upgrade Cost    

Utilization Cost   

A Settler using this Level 2 Sector can:

- Use Training as above in LV1 or they can choose to
- Change Specialization:

The Settler may discard all of the Skills they have learned so far. When they do so, they regain all of the XP spent for those skills. The Hero may immediately spend the regained XP to learn new skills.

WAREHOUSE

Genesis' Warehouse is designed to store the precious Elements recovered from Primaevus V. When you store Element in the warehouse remember to update the Colony Sheet.

LV1 - Active

The Warehouse can store up to 3 Elements

LV2 - Upgrade Cost  

The Warehouse can store up to 5 Elements

LV3 - Upgrade Cost    

The Warehouse can store up to 7 Elements

ELEMENTS



ITANIMULLI



ALH-84001



INOTTHENIO



KEKULENIUM



MOTIMOLINA

WORKSHOP

LV1 - Active

A Settler can visit this sector to upgrade Equipment. You can upgrade Equipment up to level 2.

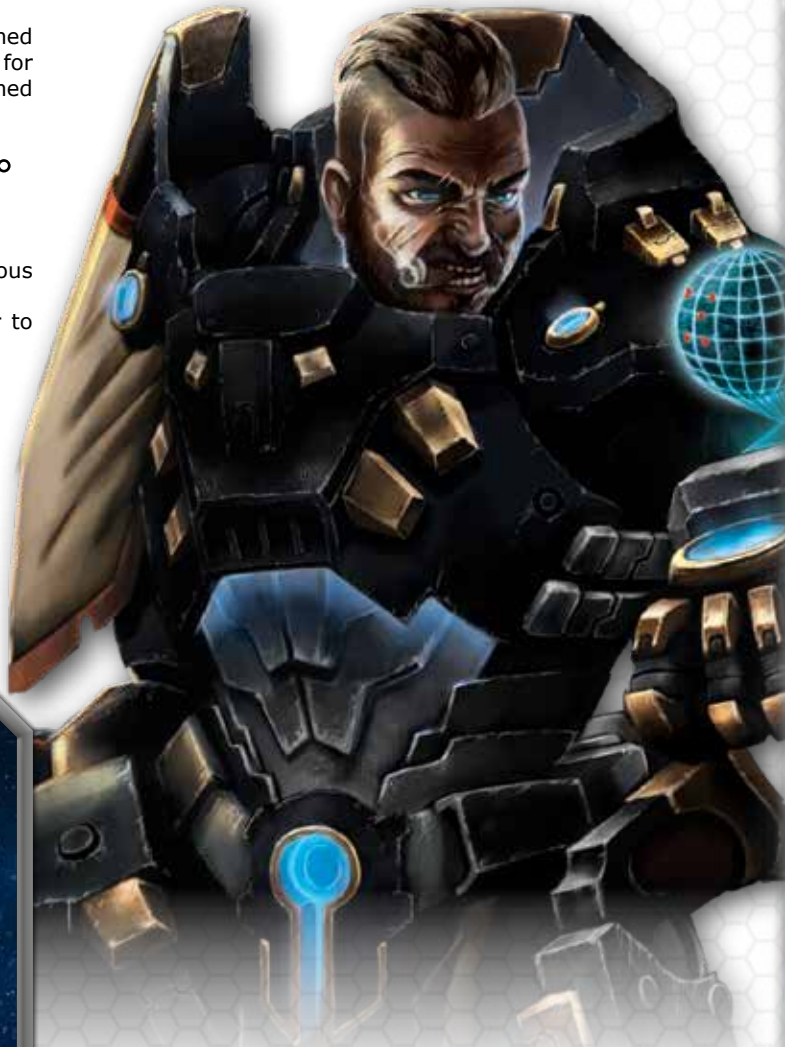
LV2 - Upgrade Cost   

A Settler can visit this sector to upgrade Equipment. Any Settler can be put in charge of upgrading other Hero's Equipment, in this way it is possible to have one Settler upgrade Equipment for everyone. You can upgrade Equipment up to level 2.

LV3 - Upgrade Cost     

A Settler can visit this sector to upgrade Equipment: any number of upgrades are allowed as long as the required number of Elements are paid and the upgrade order is followed. Any Settler can be put in charge of upgrading other Hero's Equipment, in this way it is possible to have one Settler upgrade Equipment for everyone. You can upgrade Equipment up to level 3.

Increased Effect: If an Engineer visits this sector, Heroes spend one less Element (of their choice) to upgrade their Equipment.



VICTORY AND DEFEAT CONDITIONS

All Missions describe on their sheet the conditions that must be fulfilled by the Heroes to obtain a victory. When the Mission objectives have been met, the Mission ends immediately. After which you can read the "Victory" section and claim your rewards.

All Missions also have two Standard Defeat Conditions:

- None of the victory conditions have been met.
- 3 Heroes are KO at the same time.

Some Missions may have additional defeat conditions. If even one of the defeat conditions occurs, the Mission ends immediately. Read the "Defeat" paragraph and continue in the Campaign.

If the Heroes have fulfilled the victory conditions, but a defeat condition occurs, the Mission outcome will always be a defeat.

Many victory and defeat conditions are based on the duration of the Mission. When the two hands indicate the value of "end", the Mission ends after all activations (if any) of the last active sector have been performed. At this point check the victory and defeat conditions to determine the result of the Mission.

SPECIAL RULES FOR MISSIONS

STEALTH

Settlers begin some Missions hidden from the enemy's eyes and can operate in the shadows until they are exposed or decide to attack. While in this condition, Heroes cannot be seen by Enemies nor they can be attacked.

As long as Heroes are in stealth mode, they need to make one \uparrow test at the end of every activation. If the roll results in more \uparrow than \odot , the Hero will remain invisible. If instead, the result produces an amount of \odot equal or higher than \uparrow , Enemies will be alerted. In this case, position an Alarm Token next to an Enemy model.

Whenever another test is failed turn the Alarm Token, Heroes will have been discovered and can be attacked. During the \uparrow (RA) test, Heroes can spend available AP to reroll: for each AP spent this way they can reroll one die. A settler loses their stealth status if their movement ends next to an Enemy model (or vice versa). Finally, stealth is lost if the Hero interacts with an Enemy model in any way.

PATROL

This action can be used only by the Enemies and only if you find the word "patrol" among the special rules of the Mission. In these Missions the Enemies will only use this action (and no other) until the Heroes set off an alarm (see the Stealth Movement above). At the beginning of the activation of an Enemy, roll a die and compare the result of the roll with the Orientation Card. The Enemy will move towards the direction corresponding to the side of the die obtained, by a number of squares equal to its \uparrow (RA). If during this movement the Enemy meets an obstacle, continue their movement in the opposite direction. If the Enemy moves to a square adjacent to a Hero, it triggers the alarm.

SPAWNING POINT

Many Missions use Spawning Points to position Enemy reinforcements. When an Enemy Model is placed from a Spawning Point (SP), place the model adjacent to the SP token.



If all the squares adjacent to the SP are occupied, place the just generated Model in the nearest possible square to the SP.

Unless otherwise specified, all Enemy Spawning Points may be destroyed as a Scenic Element and have 10 \heartsuit .

ENEMY DRAFT

During a Mission, you may have to carry out some Enemy Drafts, mainly when you need to position new Enemy Models on the battlefield. To carry out an Enemy Draft shuffle all the available Enemy Draft Cards to form an Enemy Deck, then draw a card. The drawn card will show the Enemy type you need to place on the battlefield. Special Rules for Missions specify the time at which you need to carry out an Enemy Draft and can apply restrictions to the composition of the Enemy Deck; for example, in some Missions an Enemy Deck can be made up of only Elite rank Enemies or only Troop rank Enemies. When an Enemy Draft is scheduled on a defined Phase Sector on the Momentum, you have to carry out the Enemy Draft before any other activation.

The initial deployment of Exploration Missions that require Enemy Drafts follow slightly different rules (see pages 8-9).



DECKS AND DISCARD PILE

During a Mission, you will use various decks of cards, Enemy Deck, Resource Deck, Oblivion Deck, Serious Wound Deck and Event Deck.

These decks must be kept close to the game board so that they are always available to the players.

When any card is discarded by a player or directly from the deck, it must be placed face up next to the deck to form the discard pile of that specific deck.

At the end of a Mission, always shuffle all the cards belonging to the various decks to have them ready during the Colony Phase and for the next Mission.

Some special rules may make you shuffle cards back into their deck, even during a Mission and/or during the Colony Phase.

NARRATIVE MISSIONS

PREPARATION

After reading the Mission rules carefully, follow these steps:

- 1 - Prepare the battlefield as described by the rules of the Mission.
- 2 - Prepare the decks.
- 3 - Choose the Heroes and their respective Skills and Equipment cards.
- 4 - Place the Heroes in the Deployment squares.
- 5 - Let the battle begin!

- A - Mission Title
- B - Mission Requirement
- C - Mission Time
- D - Map
- E - Map Elements
- F - Momentum Setup
- G - Briefing
- H - Special Rules
- I - Debriefing

WELCOME TO THE JUNGLE

CAMPAIGN MISSION DE - REQUIRES: [Icons]

START MISSION [Icon] END MISSION [Icon]

FRAG SPRIGGAN

SUICIDE KID

D.Z.

BRIEFING

The Spriggans did it! The shrewdness of these annoying creatures is second only to their madness: as you strenuously defended the antenna and your outpost, ship's security and G-1, a very precious cryogenic capsule containing genetic elements for the terraforming of a new world, your mission depends on this, you must get it back at all costs!

VICTORY CONDITION
Reaching the green squares with at least 2 Heroes, one of them must be the Cryogenic Cylinder carrier.

DEFEAT CONDITION
Defeat Conditions:
- At least 1 Suicide Kid enter in a square in the Red Zone.
- Standard defeat conditions.

ENEMY'S OBJECTIVES

- **Suicide Kid:** Get to the red squares zone following the shortest way.
- The other Enemies attack the Heroes.

Hunter:
Attack the Heroes

SPECIAL RULES

- **Suicide Kids are awkward:** spend 2 AP to move 1 square and cannot use the Runner skill.
- When the last Suicide Kid is eliminated, place the Cryogenic Cylinder token on its square.
- The **Enemy Deck** consists of the following:
- Spriggan, Frag Spriggan, Kid, Reaper, Bloody Hunter.
- Perform an **Enemy draft** for each Spawning Point, the first time any Hero enters a Tile.
- When a Hero gets hold of the **Cryogenic Cylinder** token, his TV increases by 2.
- The Cryogenic Cylinder token can be collected with a **Collect** action. The holder of the cryogenic cylinder can transfer the cash to an adjacent Hero, at the cost of 1 AP. A Hero cannot leave the Cryogenic Cylinder token on the battlefield.

DEBRIEFING

VICTORY
You succeeded in recovering what was unrightfully taken from you. Given there's nothing keeping you on this planet, and the fact that despite decide to return to the Genesis and leave you as possible.

REWARDS
"On the hunt for stupid rocks" Mission unlocked. (Before facing it you must conquer at least 3 Green Areas)
Each Hero in the Mission earns 1 XP.

DEFEAT
Despite the weight of the cryogenic capsule, the kids manage to throw you off and disappear among the leafy branches of the trees in the alien forest that opens up before you. After a few hours of searching you find your Equipment in the hands of a few furred and one of the witches, who introduces herself as Patz. She offers to return the ill-gotten gains, saying it was just an excuse to get your attention, given she needs your help. Having a few allies among the Primavei may not be a bad thing, so you agree to help her.

REWARDS
"Temple Raid" Mission unlocked. (Before facing it you must conquer at least 2 Green Areas)
Each Hero in the Mission earns 1 XP.

PREPARATION

- After drawing a Mission Card follow these steps:
- 1 - Select and position the Tile Map as indicated on the Mission map.
 - 2 - Position the specific Enemies required by the Mission if there are any.
 - 3 - For each Map Tile, perform an Enemy Draft for each type of Enemy Rank on the Tile. Place the drafted Enemy Models.
 - 4 - Position the Scenic Elements set by the Mission.
 - 5 - For each Map Tile, draw the required random Scenic Elements. Position the Scenic Elements according to their rules.
 - 6 - Choose the Heroes and their respective Skills and Equipment cards.
 - 7 - Place the Heroes in the Deployment Squares.
 - 8 - Draw an Event Card.
 - 9 - Let the battle begin!

- A - Mission Title
- B - Defcon Level
- C - Mission Time
- D - Map
- E - Momentum Setup
- F - Events
- G - Briefing
- H - Special Rules
- I - Debriefing
- L - Defeat Debriefing

RAINING RESOURCES
EXPLORATION MISSION - DEFCON 3

END MISSION: START MISSION: EN

RANDOM SCENIC ELEMENT X1

RANDOM SCENIC ELEMENT X1

SPRIGGAN

ALERT! EVERY PHASE 6

BRIEFING

Being the good explorers that you are, you know that resources are just as precious as they are perishable. So, try and gain possession of them. Your warning is ignored and the Primæva patrol is to protect their supplies. You must hurry!

SETUP
Instead of drawing Enemies from the Enemy deck, place a Spriggan for every Troop on the map.

VICTORY CONDITION
Both Spawning Points are destroyed.

DEFEAT CONDITION
Standard defeat conditions.

ENEMY'S OBJECTIVES
Attack the Heroes.

SPECIAL RULES

- Draft Element: 1 Random element per tile
- All Spriggans are always active

Enemy Wave: every 6 Phases, 2 Spriggans appear in each point.

Spawning Resources: the Spawning Point resources are activated every 7 Phases. Roll two dice and, for every symbol obtained, place a Loot Bag token on the corresponding square.

Planet Restriction: this Mission can be played only on Primaevus V.

DEBRIEFING

VICTORY
The challenge was far from simple thanks to your courage and skill, you managed to gain possession of all the enemy cells you needed to continue your adventure. The Primæva patrol disappears among the trees, and the towering shadow no longer seems interested in you.

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

DEFEAT
Your arrogance in believing that the Primæva patrol was an easy target has turned against you. The Enemies have demonstrated incredible determination in their ability to defend their assets. The enormous shadow creature's blood-chilling roar convinces you to give up your intentions. You return to the Genesis empty-handed.

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

MAP LEGEND

NARRATIVE MISSION MAPS

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

	Heroes Deployment Zone		Blue Spawning Point		Loot Bag
	Tiles Free Passage		Red Spawning Point		Target Bag
	Mushroom 3D Scenic Element		Acid Puddle		Charged Gaea Shard
	Sentry Turret 3D Scenic Element		Terminal		Discharged Gaea Shard
	Amanita 3D Scenic Element		Shield Turret 3D Scenic Element		Gaea's Blood
	Bush 3D Scenic Element		Rock		Simulacrum
	Container 3D Scenic Element		Antennae 3D Scenic Element		Mineral
	Tall Grass		Puddle		Cryogenic Cylinder MT2
	Corpse		Debris		Crystal
	Teleporter		Springboard		Evidence
	Battery				

EXPLORATION MISSION MAPS

Below you can see all the icons on an Exploration Mission map and what they represent on the Mission Sheet.

	Troop		Sentry Turret
	Elite		Shield Turret
	Monster		Blue Spawning Point
	Leader		Red Spawning Point
	Boss		Switch
	Hero Deployment Zone		Teleporter
	Mushroom / Amanita		Crystal
	Bush		Rock
	Artifact		Container
	Loot Bag		Antennae
	Red / Green Zone		
	Terminal		

A WARM WELCOME

NARRATIVE MISSION 01

START MISSION: 1.1
END MISSION: 3.1



SPRIGGAN



HUNTER

BRIEFING

The air generated by the Genesis engines shakes the trees in the designated landing Area. Several bizarre creatures typical of this planet's fauna run away, terrified. The tailgate opens as your mind sets into exploration mode for your first Mission: you need to secure the Area and install the antenna that will allow you to map the entire planet. The Holovisor sensors seem to be going crazy. You made a mistake: this planet is not uninhabited like you thought by advanced Civilizations.

VICTORY CONDITION

- No Enemy is adjacent to the Antenna when time runs out.

DEFEAT CONDITION

- Standard defeat conditions.

ENEMY'S OBJECTIVES

All Rank Troop Enemies:

- Stay adjacent to the Antenna (TV 4).
- Attack the Heroes.

Hunter:

- Attack the Heroes.

SPECIAL RULES

- **Enemy Wave:** perform an **Enemy Draft** when the Momentum scores **2.1**, using only Troop cards.
- **Antenna:** ignore the Antenna special rules for this Mission.

DEBRIEFING

VICTORY

You were attacked by the Spriggans, irritating creatures belonging to the Fauna species. You may have been caught off guard, but you put up a good fight against this uncoordinated assault, tightly defending the antenna. Generally speaking this is a relatively neutral race with no real interest in harming you. Alexandra makes a chilling discovery; you have ended up on one of their hunting planets, you have self-declared yourselves as prey!

REWARDS

- **"Welcome to the 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 antenna was damaged during the battle with the Spriggans and your adventure seems to have ended before it even started. After your Enemies leave the battlefield, you try and repair the Equipment using makeshift means. Unfortunately the buzzing antenna has once more attracted your tormentors. You have the opportunity to redeem your failure.

Face the Mission again.

WELCOME TO THE JUNGLE

NARRATIVE MISSION 02 - REQUIRES:

START MISSION: 1.5
END MISSION: 3.10



BRIEFING

The Spriggans did it! The shrewdness of these annoying creatures is second only to their madness; as you strenuously defended the antenna and your outpost, a small number of Spriggans managed to bypass your ship's security and steal a very precious cryogenic capsule containing genetic element for the terraforming of a new world. Your Mission depends on this, you must get it back at all costs!

VICTORY CONDITION

- At least 2 Heroes are in the Deployment Zone, one of them must be the Cryogenic Cylinder carrier.

DEFEAT CONDITION

- At least 1 Suicide Kid enters into a square in the Green Zone.
- Standard defeat conditions.

ENEMY'S OBJECTIVES

- Attack the Heroes.

Suicide Kid:

- Get to the Green Zone squares following the shortest path.



DEBRIEFING

VICTORY

You succeeded in recovering what was unrightfully taken from you. Given there's nothing keeping you on this planet, and the fact that despite what you thought, it is clearly inhabited, you decide to return to the Genesis and leave as soon as possible.

REWARDS

- "On the hunt for stupid rocks" Mission unlocked. (Before facing it you must conquer at least 3 Green Areas)
 - Green areas unlocked.
- Each Hero in the Mission earns 1 XP.

DEFEAT

Despite the weight of the cryogenic capsule, the kids manage to throw you off and disappear among the leafy branches of the trees, into the alien forest that opens up before you. After a few hours of searching, you find your Equipment in the hands of a few fauns and one of the witches, who introduces herself as Fato. She offers to return the ill-gotten gains, saying it was just an excuse to get your attention, given she needs your help. Having a few allies among the Primaevi may not be a bad thing, so you agree to help her.

REWARDS

- "Temple Raid" Mission unlocked. (Before facing it you must conquer at least 3 Green Areas)
 - Green areas unlocked.
- Each Hero in the Mission earns 1 XP.

SPECIAL RULES

- Suicide Kids are awkward:** the 4 Suicide Kids carry the Cryogenic Cylinder and always move together, trying to keep the initial formation. Spend 2 AP to move 1 square and cannot use the Runner skill. When the **last Suicide Kid** is eliminated, place the Cryogenic Cylinder token on its square.
- Enemy Wave:** the Enemy Deck consists of the following cards: Spriggan, Frag Spriggan, Kid, Mower Reaper, Bloody Hunter. Perform an Enemy draft for each Spawning Point, the first time any Hero enters a Tile.
- Cryogenic Cylinder:** when a Hero gets hold of the Cryogenic Cylinder token, his TV increases by 2. The Cryogenic Cylinder token can be collected with a Collect action. The holder of the Cryogenic Cylinder can transfer it to an adjacent Hero, at the cost of 0 AP. A Hero cannot leave the Cryogenic Cylinder token on the battlefield.

TEMPLE RAID

NARRATIVE MISSION 03 - REQUIRES: ○ ○ ○

START MISSION: 5.4
END MISSION: 8.4



TELEPORTER



FRAG SPRIGGAN



HUNTER



BULL-Y



MOWER REAPER



SINE TEMPORE

BRIEFING

The two cornerstones of the Primaevo people, the Cult of Mothers and the Warrior Tribes, are in conflict because of an artifact. If it were to disappear, so too would the reason for their dispute. Fato is unable to intervene because she is part of the Cult and her meddling would only aggravate the situation. You therefore decide to infiltrate one of the cult's temples, unaware that a terrifying guardian is waiting for you.

VICTORY CONDITION

- Kill the Bull-y Guardian within the time limit.

DEFEAT CONDITION

- Standard defeat conditions.

ENEMY'S OBJECTIVES

- Attack the Heroes.

SPECIAL RULES

- Start the Mission in **Stealth mode**.
- All Enemies at the beginning of the Mission use the **"Patrol" rule**. If the alarm occurs, all Enemies are considered in combat.
- Each **Teleporter** can only be used once. To be able to use a Teleporter you need an Interact (1AP) action. After a Hero uses a Teleport token, place his Model on the Teleport token with the same symbol; then, remove the Teleport token from the map.
- The **Guardian Bull-y** is considered in wait. When the first Hero enters his Tile, the Bull-y goes in combat.

DEBRIEFING

VICTORY

Thanks to your equipment and training, you manage to sneak inside the Primaevo temple. The Spriggans scouring the territory didn't notice a thing and everything was going to plan until you entered the Bull-y guardian's chambers. You deactivate your stealth equipment and confront the Monster, it is a terrifying encounter but you succeed in recovering the medallion described by Fato. All you need to do now is head toward the meeting point indicated by your sender.

REWARDS

- **"Machinations of Doom"** Mission unlocked. (Before facing it you must conquer at least 3 Yellow Areas).
 - Yellow areas unlocked.
- Each Hero in the Mission earns **1 XP**.

DEFEAT

Making good use of your equipment, you approach the Mission hiding in the shadows of the temple. Unfortunately your Enemies are better prepared than you thought and have no trouble finding you. Using the Teleporters, you manage to reach the place where the artifact is kept, but unfortunately the Bull-y guardian isn't too happy about handing over the artifact. You suffer a stinging defeat, but you don't give up and wait for the waters to settle before trying again.

Face the Mission again.

ON THE HUNT FOR STUPID ROCKS

NARRATIVE MISSION 04 - REQUIRES: ○ ○ ○

START MISSION: 8.1
END MISSION: 8.1



SINE TEMPORE

BRIEFING

Unfortunately, something or someone is trying to stop you from leaving Primaevus V any time soon. Your ship's engines have been tampered with and cannot be repaired without replacement parts. Isaac, your engineer, tells you he has all the tools necessary to create the much-needed parts, but he needs Erytrophite as a base mineral to join the metal plates. A quick search from the control bridge allows you to identify an enormous deposit not far from where you are. Once you get there, you find Enemy troops waiting for you. Is it a trap or some kind of coincidence?

SETUP

- Position the Rocks as shown on the Mission map. On each of the Rocks, place 3 Mineral tokens.

VICTORY CONDITION

- Collect 4 Mineral tokens within the time limit.

DEFEAT CONDITION

- Standard defeat conditions.

ENEMY'S OBJECTIVES

- Attack the Heroes.

SPECIAL RULES

- When a **Kid** is killed, he drops a Battery token that will be used for the Driller.
- Each Hero is equipped with a **Driller**, use the Equipment card for the rules on its use.
- Each **Battery token** allows the Driller to be used only once to receive a Mineral token.
- **Enemy Wave:** Every phase 12 perform an Enemy Draft for each Spawning Point. The Enemy Deck will be composed as follows: Kid, Suicide Kid, Mower Reaper, Hunter.

DEBRIEFING

VICTORY

Although your Enemies put up a fight, it seems as though they just wanted to waste your time rather than annihilate you, and this raises your suspicions somewhat. You managed to collect all the elements you needed and return to the Genesis only to discover your worst fears: part of your crew that had remained on-board has been kidnapped by a faun, who introduces herself as Fato, and her followers. She informs you that you're stuck on this hostile planet unless you make your way to the temple she indicates, where you must recover a medallion as a symbol of peace for the Primaevo people, who have gathered together for the Kummat. Going to the temple you notice it is strangely calm, as if it were deserted. You recover the medallion too easily and start to suspect that something isn't right. It matters little, you cannot abandon your comrades; for now, you have to respect your agreement.

REWARDS

- **"Machinations of Doom"** Mission unlocked. (Before facing it you must conquer at least 3 Yellow Areas).
 - Yellow areas unlocked.
- If the Heroes recover 5 Mineral tokens they earn 1 Element of choice between Itanimulli, Inottenio and Kekulenium.
- If the Heroes recover 6 Mineral tokens they earn 2 Elements of choice between Itanimulli, Inottenio and Kekulenium.

DEFEAT

As you were collecting the necessary amount of Erytrophite requested by Isaac, battling against the Primaevo troops, you were put to flight. In a desperate attempt to reach safety, a large part of the collected mineral was lost. You know all too well that you can't leave this planet unless the Genesis is repaired. Your only option is to find another deposit of Erytrophite and try again.

Face the Mission again.

MACHINATIONS OF DOOM

NARRATIVE MISSION 05 - REQUIRES: ●●●

START MISSION: 1.1
END MISSION: 6.1

SINE TEMPORE



TILE 3



TILE 2



BRIDGE



TILE 1



-  SUICIDE KID
-  MOWER REAPER
-  VETERAN GUARD
-  TEMPLE GUARD
-  FATO
-  TELEPORTER

BRIEFING

Fato lied to you, exploiting your good faith and naivety. Once you reached the temple where you were supposed to meet, she took the amulet from your hands and publicly declared you as an Enemy of the Primaevi People that wanted to steal their treasures, who had come to this temple to steal the most powerful object in their possession: the Blood of Gaea. Your explanations serve no purpose at this point, the Primaevi are on a warpath and all you can do is escape, fighting your way through the crowd.

VICTORY CONDITION

- Escape from the temple by entering into the Green zone with at least 2 Heroes within the time limit.

DEFEAT CONDITION

- Standard defeat conditions.

ENEMY'S OBJECTIVES

- Attack the Heroes.

Temple Guard:

- Until the teleporters are active, the Temple Guard will stay adjacent to the teleporter in the Tile 2, otherwise will follow the Attack the Heroes rule.

SPECIAL RULES

- **Bridge:** when the Momentum scores 3.0 the Bridge rises (turn the connector). From now on Heroes must spend 2 AP to enter a Connector square. Enemies ignore this rule.
- **Enemy wave:** when the Momentum scores 1.7 perform an Enemy Draft for each Deployment Point. The Enemy Deck for this draft consists of all Enemy cards except unique named Enemies or Enemies with a Monster trait.
- **Teleportation:** when the Temple Guard is defeated, the Heroes may use the Teleporter in Tile 2 with an Interact action (1 AP) moving them adjacent to the Teleporter in Tile 3. Remove both Teleporter tokens when the Momentum reaches 4.2.
- **Escape from the Temple:** a Hero is considered to have escaped from the Temple when they enter one of the Green Zone squares, remove their model from the battlefield.

DEBRIEFING

VICTORY

Your demonstration of strength surprised the Primaevi. After opening a path of escape over the bodies of your defeated Enemies, you resolutely turn your gaze toward the Vestal Fato. She is infuriated, but takes advantage of the confusion to slip out of the temple with her cult. Sileno, head of the Warrior Tribes, looks over the lifeless bodies of his warriors, somewhat pleased. He has spotted something of interest in you that nobody else had noticed.

REWARDS

- "Tribal initiation" Mission unlocked. (Before facing it you must conquer at least 3 Red Areas)
 - Red areas unlocked.
- Each Hero in the Mission earns **1 XP**.

DEFEAT

Overwhelmed by the skill and numbers of the Primaevi, you are quickly captured and immobilised by the temple guards and hunters. As she looks toward you, Fato smiles for an instant before taking on a furious expression. You are captured by the cult, which claims they have the right to resolve the matter personally, given that the amulet and Blood of Gaea belong to them. You will be tried by the 3 sacred mothers in a process that will see your perseverance put to the test.

REWARDS

- "The honorable cult" Mission unlocked. (Before facing it you must conquer at least 3 Red Areas)
 - Red areas unlocked.
- Each Hero in the Mission earns **1 XP**.

THE HONORABLE CULT

NARRATIVE MISSION 06 - REQUIRES: ○ ○ ○

START MISSION: 4.1
END MISSION: 4.7



-  **SPRIGGAN**
-  **MOWER REAPER**
-  **LACHESI**
-  **TEMPLE GUARD**
(LACHESI'S BODYGUARD)
-  **ATROPO**
-  **TEMPLE GUARD**
(ATROPO'S BODYGUARD)
-  **CLOTO**
-  **TEMPLE GUARD**
(CLOTO'S BODYGUARD)
-  **GAE'S BLOOD**



SINE TEMPORE

BRIEFING

In the temple garden, everything is ready for your trial. The sacred mothers whisper something to the Blood of Gaea, which shines with an intense light. The three best temple guards protect their women during the ceremony. You must manage to free yourselves quickly if you want to avoid being executed. For that would mean failing your sacred mission of colonizing a new world to save your own race, as well as all the other species whose hopes are vested in you. Break free of your chains and fight!

SETUP

- Place the Temple Guard tokens taking into account the color of the border, as indicated in the Mission Map.

VICTORY CONDITION

- The three Witches are defeated.

DEFEAT CONDITION

- Standard defeat conditions.

ENEMY'S OBJECTIVES

- Attack the Heroes.

SPECIAL RULES

- Bodyguards:** each Temple Guard is telepathically connected to one of the Witches and count as a Bodyguard. As long as all three Witches are active, they use the Triumvirate Boss card and must remain adjacent to the Gaea's Blood token.
- Snipers:** the Spriggan never descend from the Containers.
- Globe of Power:** as long as the Witches are three use the Triumvirate Boss card and must remain adjacent to the Gaea's Blood token.

DEBRIEFING

VICTORY

You have confronted the most difficult challenge of all since you set foot on Primaevus V. The Temple Guards defended their wards with honor, swirling and swinging their blades at you. But your instincts and skill allowed you to predict their behavior, making them unable to catch you by surprise.

When you reached the mothers, you decided to pardon them and reveal the truth about Fato. As you come to terms with the idea that they may not believe you, the crystal of Gaea emits a sound that the Venerables interpret as the will of the Goddess. They give you the benefit of the doubt and leave you free to go to prove the corrupted heart of their Vestal Fato.

REWARDS

- "Evil Inside" Mission unlocked. (Before facing it you must conquer at least 2 Purple Areas).
 - Purple areas unlocked.
- Each Hero in the Mission earns 1 XP.

DEFEAT

Your attempt to escape failed, the valiant temple guards proved their tenacity and skill in two-sword combat. The swiftness of their attacks and the dexterity of their gracious yet ferocious movements destroyed all your tactics and hopes. You may have managed to escape your prison, but this wasn't your objective. You know all too well that until you make your case and reveal Fato's betrayal to the 3 mothers, a sword of Damocles is hanging above your head. You must try and confront the cult as soon as possible!

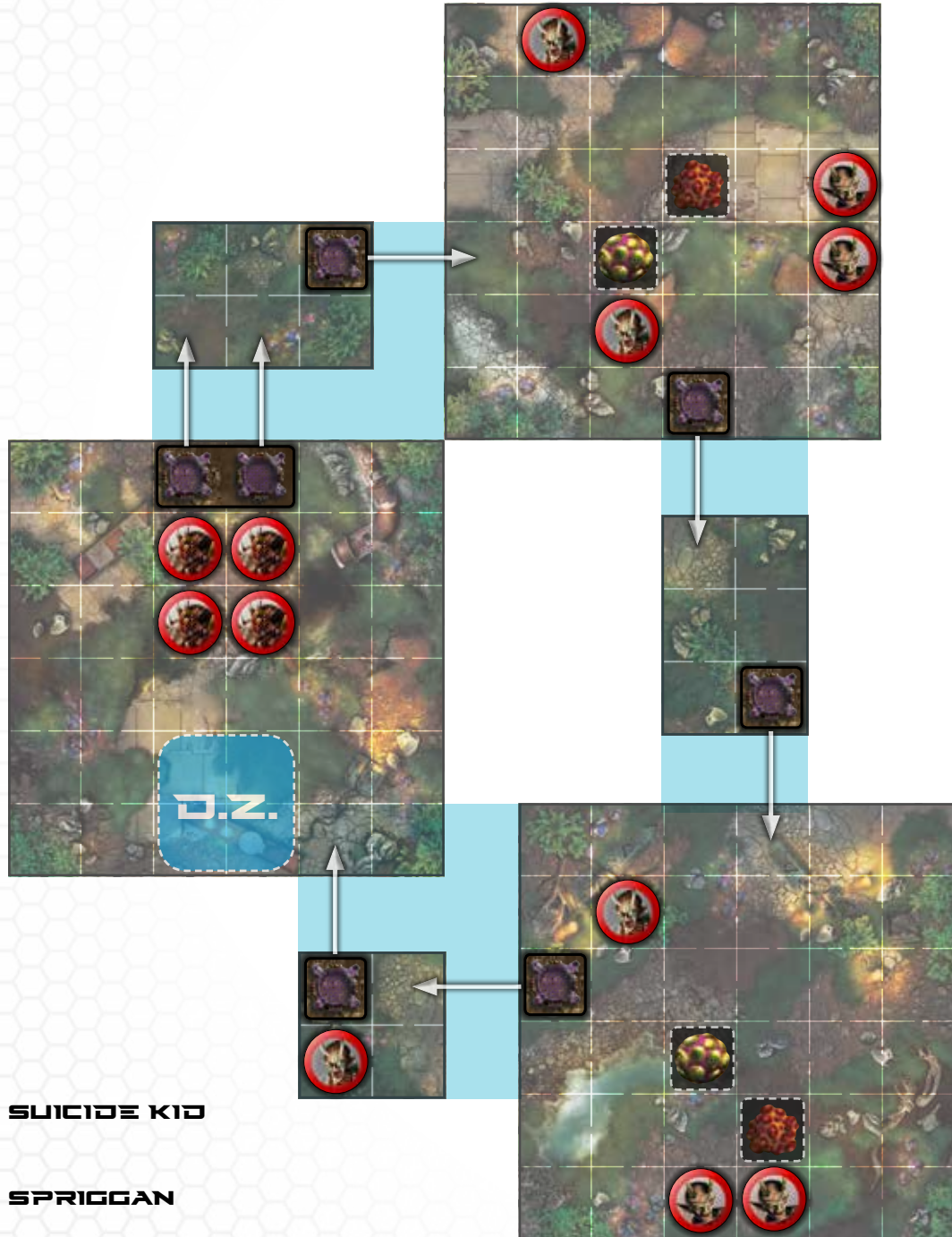
Face the Mission again.

TRIBAL INITIATION

NARRATIVE MISSION 07 - REQUIRES: ○ ○ ○

START MISSION: 9.1
END MISSION: 12.1

SINE TEMPORE



-  SUICIDE KID
-  SPRIGGAN
-  HUNTER
-  JUMP MACHINE
-  SKY



BRIEFING

Sileno looks at you smugly when you present yourselves before him, having accepted the invitation he sent via his hunters. He gestures for you to sit beside a campfire with the other fauns, who look on suspiciously. You try to explain your reasons and the way you were betrayed by the Vestal Fato, but nobody pays any attention. A young Hunter explains that being invited to carouse with the tribes doesn't entitle you to be heard, much less by the head of the tribe, Sileno. The right to speak must be earned by participating in the custom ritual carried out during the Kummat, and unbeknownst to yourselves, you're there for that very reason. You prepare your Equipment while the other four Hunters in front of you denigrate and make fun of you, certain of their victory. Show them they're wrong and earn the tribe's respect!

VICTORY CONDITION

- At least two Heroes must use the Jump Machines to race around the board and return to the Deployment Zone before two Hunters reach it.

DEFEAT CONDITION

- Two Hunters use the Jump Machines to race around the board and enter into the Heroes' Deployment Zone before two Heroes do.
- Three Hunters are eliminated.
- Standard defeat conditions.

ENEMY'S OBJECTIVES

- Attack the Heroes.

Hunter

- Ignore the Heroes. The Hunters aim to get around the board to the deployment Area via the Jump Machines, moving in the most advantageous way possible.



SPECIAL RULES

- **Sky:** for ranged attacks, spaces marked with the "sky" theme are not considered non-zones and it's possible to attack through them but are considered as 3 squares for the RNG of a ranged attack.
- **Jump Machine:** interact 1 AP. Roll a die, with a result of 1 place the Hero's model on the square indicated by the arrow. Otherwise, the Hero suffers 1 Wound and remains on the Jump Machine.
- **Hunter:** Hunters use the Jump Machine for free and without a dice roll.
- **Fair Play:** Hunters have 1 AP less for each Wound token on their Model.
- **(In)Correct Race:** the Heroes can cross squares occupied by the Hunter but must end their movement in a free square.
- **Shove:** a Hero can spend 1 AP to swap their place with an adjacent Hunter.

DEBRIEFING

VICTORY

The jump machines have no more secrets for you, between tackles, sprints and a lot of team work, you managed to reach the finish line unscathed, and most importantly: you managed to get there first. The Hunters give you a military salute and Sileno pounds his chest, roaring. When you try and speak with Sileno, he silences you and agrees to support you in your crusade against the Vestal Fato.

REWARDS

- **"Evil Inside"** Mission unlocked. (Before facing it you must conquer at least 2 Purple Areas)
 - Purple areas unlocked.
 - Each Hero in the Mission earns **1 XP**.

DEFEAT

The smugness and arrogance with which the Hunters treated you was no bluff, darting through the trees and spinning from one jumping machine to another, they made you regret having armed yourself so heavily. Every stone and branch becomes a treacherous trap in what is an entirely new territory for you, despite your stand-out skills. The outcome is predictable and your defeat is now a matter of fact. Humiliated, you are ridiculed by the tribe, which nonetheless gives you another chance to redeem yourselves in their eyes, reminding you of the great battle during the Kummat ritual. You make the most of your second chance. This time you know what to expect and will be better prepared! Repeat the "Ritual Race" Mission.

Face the Mission again.

EVIL INSIDE

NARRATIVE MISSION 08 - REQUIRES: ○ ○

START MISSION: 9.6
END MISSION: 11.6

D.Z.



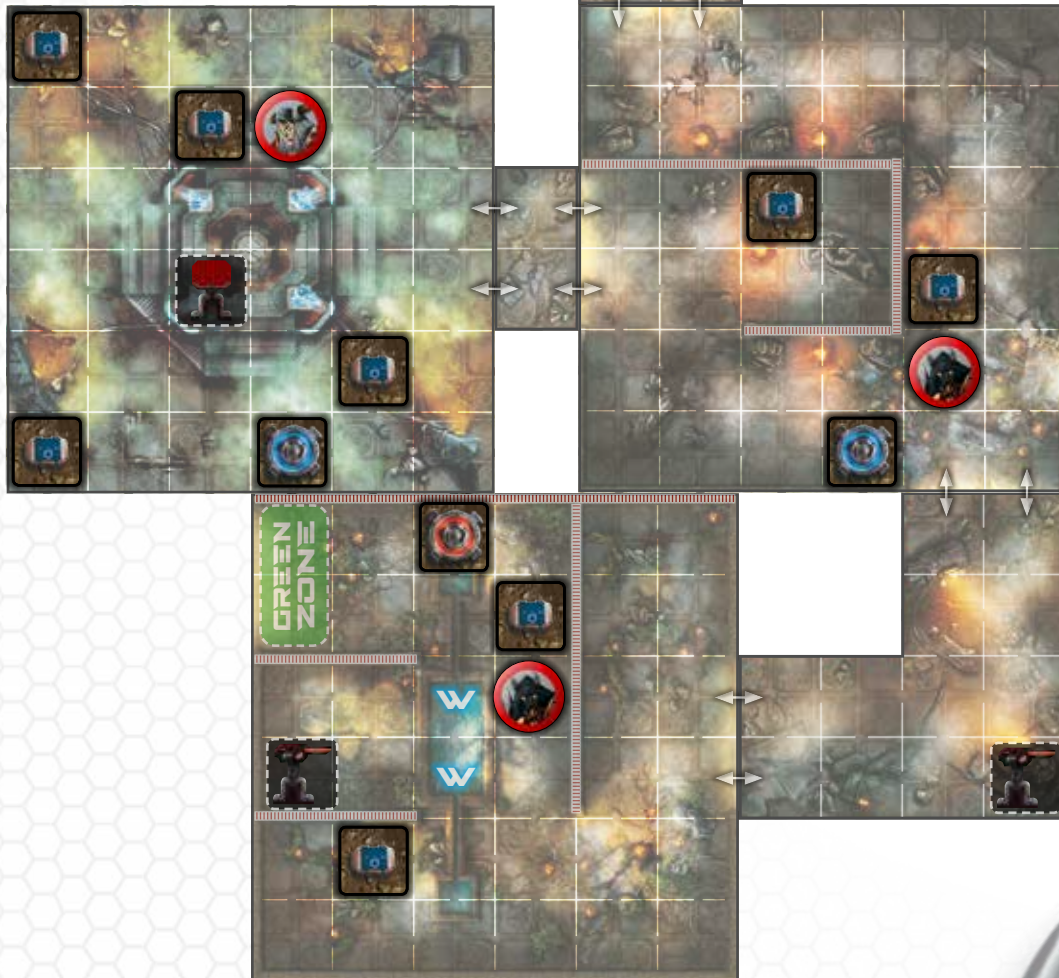
FATO



BLOODY HUNTER



MOWER REAPER



SINE TEMPORE



BRIEFING

You have succeeded in earning the trust of one of the two pillars of the Primaevo people, but you are not satisfied, you still don't have the Evidence you need to condemn Fato and her betrayal. You therefore decide to infiltrate the hiding place of the Vestal and her followers in search of evidence connecting Fato to the theft of the medallion and the awakening of forbidden forces to satisfy her thirst for power.

SETUP

- Mix Loot tokens with the three facedown Proof tokens. Place them randomly on the field as shown in the Mission map.

VICTORY CONDITION

- A Hero with at least 2 Proof tokens enters a square in the Green Zone.

DEFEAT CONDITION

- Standard defeat conditions.

ENEMY'S OBJECTIVES

- Attack the Heroes.

SPECIAL RULES

- Evidence Token:** when a Hero collects a Loot token, turn it. If the revealed token is a Proof token, the Hero keeps it. Otherwise, follow the standard Loot token rules. Heroes carrying a Evidence token, consider their TV increased by 3 (this penalty is cumulative for each Evidence token carried by a Hero).
- Alarm:** when the Heroes gain the second Proof token, all Enemies on the Battlefield are considered in combat. In addition, make an Enemy Draft for the Red Spawning Point near the Green Zone.
- Enemy Wave:** when a Hero enters into a new Tile, make an Enemy Draft for the spawning point in that Tile. The Enemy Deck is formed by all Elite, Leader and Monster cards.



DEBRIEFING

VICTORY

Your team is moving cautiously, quietly engaging Fato's servants, so as to avoid raising a general alarm. You have managed to collect sufficient evidence of the Vestal's guilt. In fact, on a hologram projector found in one of the traitor's rooms, you read a strange tome containing a ritual on how to free the dormant power of the Blood of Gaia. Sure enough, the medallion currently in the hands of the Vestal was needed to do so. Thanks to her subterfuge she was able to direct all the attention towards you, leaving her free to act undisturbed. Finally, the entire Primaevo population will know the truth, with the cult and tribes coming together to defeat Fato.

REWARDS

- "Take Back your Destiny" Mission unlocked. (Before facing it you must conquer at least 15 Areas)
 - Each Hero in the Mission earns **1 XP**.
 - If the Heroes have gathered all three Evidence tokens, they gain a **Charged Shard token** for the next Mission.

DEFEAT

Fato has proven once again to be more cunning than you thought. All the evidence proving her guilt has been destroyed, leaving you nothing but a fistful of flies. But the Vestal went one step further. In fact, the minute you stepped foot outside the temple, you were confronted by the tribes and cult, spurred on by Fato's cryptic words, depicting you as the real enemy that needed to be eliminated in order to save their people. With a sneering grin, she turns to face you, her finger pointed.

REWARDS

- "The Last Hope" Mission unlocked. (Before facing it you must conquer at least 15 Areas)
 - Each Hero in the Mission earns **1 XP**.

THE LAST HOPE

NARRATIVE MISSION 9 - REQUIRES: 15 CONQUERED AREAS

START MISSION: 11
END MISSION: 7.6



TILE 4



TILE 3

TILE 1



TERMINAL



SWITCH



BRIDGE



TILE 2



TELEPORTER



SINE TEMPORE

BRIEFING

Your hopes of escaping Primaevus V are getting thinner with every passing minute. The Primaevi know the temple better than you, making it easy for them to surround you and block the escape routes. Achab comforts and motivates his crew with words worthy of a true captain, encouraging you to take up arms and fight for your life, to give a future to humanity, whose existence depends on your Mission. You feel encouraged by Achab's speech, but you know that escaping is not the solution and if you plan to reclaim your freedom, there's no other choice but to defeat the Primaevi leaders! The die is cast, you must fight!

VICTORY CONDITION

- Defeat Sileno, Atropo, Lachesi and Cloto.

DEFEAT CONDITION

- Standard defeat conditions.

ENEMY'S OBJECTIVES

- Attack the Heroes.

SPECIAL RULES

- **Terminal:** two Heroes, on the green squares can activate the Terminal with an Interact action (2 AP). The two Heroes Interacting with the Terminal must be in the same sector of the Momentum at the beginning of the activation in which they intend to use it. The activation of the Terminal can lower the Bridge or activate the Teleporter in Tile 2.
- **Teleporters:** the Teleporters present in this Mission are connected to each other as described below, and do not allow displacements different from those indicated:
 - **Teleporter in Tile 2 (Blue Rune):** leads to the teleporter in the Tile 1 (Yellow Rune)
 - **Teleporter in Tile 1 (Yellow Rune):** leads to the teleporter in the Tile 3 (Red Rune)
 A Hero on a square occupied by a Teleporter token can spend 1 AP to move to the square where the linked teleport token is present.
- **Enemy Waves:** the Spawning Points in this Mission cannot be damaged. Every phase 12 perform an Enemy Draft for the Spawning Point. The Enemy Deck will be composed of every Enemy Card.
- **Activation Tokens:** Activation Tokens of Enemies in Tile 1 are placed on the Momentum in the sector after the active one when a Hero enters Tile 1 for the first time. The Activation Tokens of the Enemies in Tile 3 and 4 are placed on the Momentum in the sector after the active one when a Hero enters Tile 3 for the first time.
- **Switches:** a Hero on or adjacent to a square with a Switch token, can use an Interact action (1AP) to remove the used Switch and a Spawning Point of their choice from the Battlefield.
- **Chief Patrol:** after removing this model, place a Loot token. It will not follow the standard rules of resources, but by collecting it, a Hero will get the "Ritual Shield" card.
- **Acolyte:** after removing the Model, place a Loot token. It will not follow the standard rules of resources, but by collecting it, you will obtain the "Tear's Scepter" card.



KID



LACHESI



BLOODY HUNTER



ATROPO



SILENO



CLOTO



ACOLYTE
Enchantress model



BULL-Y



CHIEF PATROL
Hunter model

DEBRIEFING

VICTORY

The heavy axe of Sileno, head of the tribes, tumbles to the ground from its owner's lifeless hands. Cloto, Lachesi and Atropo whisper their last words to the Goddess, in order that their souls may return to Gaea for the prosperity of Primaevus. The Primaevo people stare at you in shock and disbelief, as you regain your strength after the bloody battle. Fato is certainly not happy about the outcome, but nonetheless obtained what she wanted: The Blood of Gaea. What's more, now that the cult and tribes no longer have anyone to guide them, her plans for dominance can be erected on solid foundations. The Vestal abruptly abandons the crowd, but not before ordering her followers to ensure the explorers leave the planet just as they found it. She doesn't want anything to interfere with her future plans. You are left free to leave Primaevus, to go in search of the planet you will finally call home.

DEFEAT

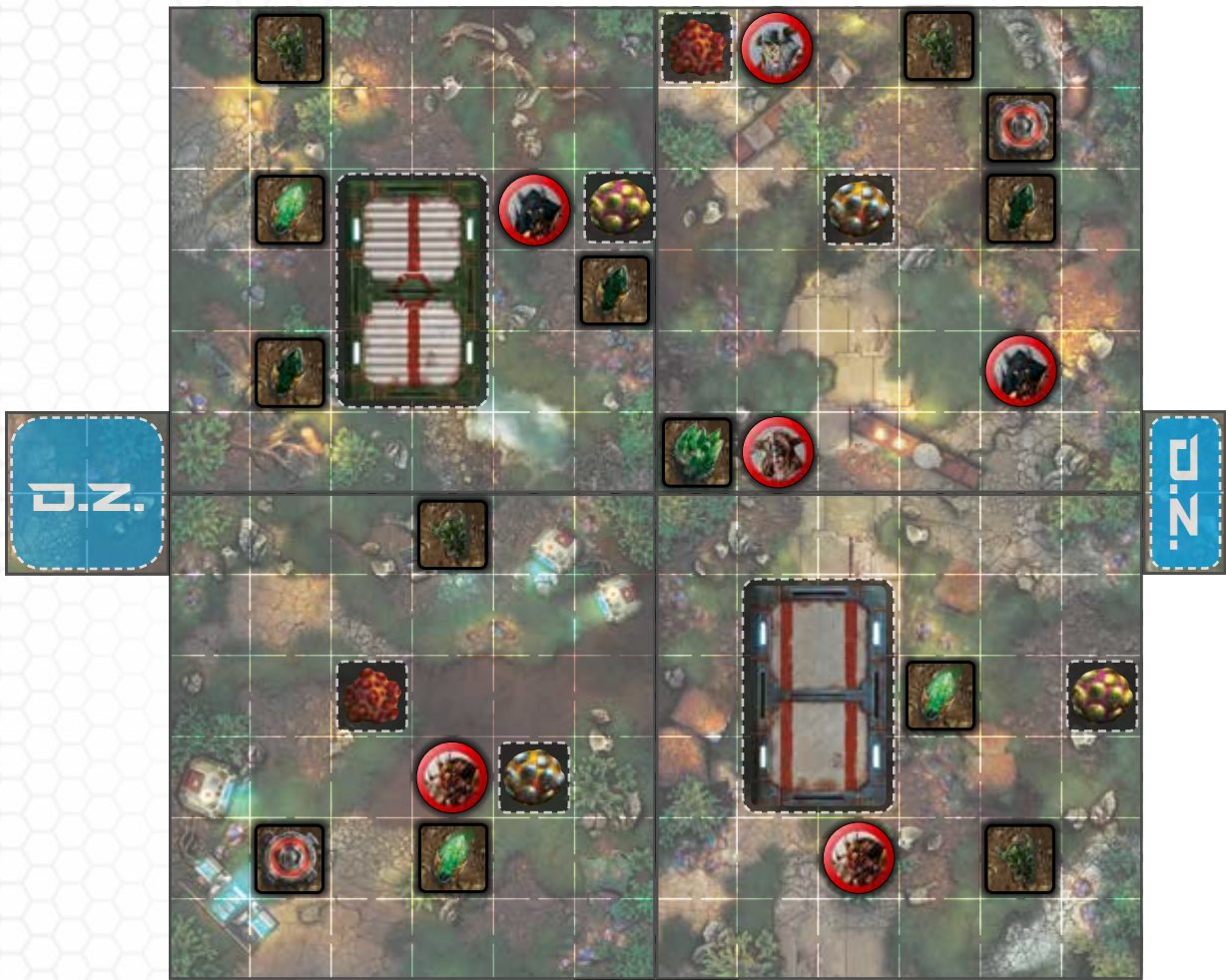
The faint whispering of the obscure words uttered by the Venerable mothers confuses you and clouds your senses, as you endure the repeated attacks of the Hunters and their spears. You weakly attempt to resist and fight back, but your arms are weak and unreliable, almost just as much as your will to fight. Achab's sword strikes against an enemy shield, while the chains of Sileno, head of the tribe, wrap around his neck, rendering him unconscious. Alexandra does everything she can to alleviate the crew's suffering, but everything is futile, the Witches nullify her every action. Your security shows incredible humanity, protecting you in a last desperate act. Jukas calls up the enormous power of the purple flames, but the power of Cloto, Lachesi and Atropo manages to dispel the psionic energy into the wind, condemning the entire crew to certain defeat. When you wake, you feel a strange sense of coldness around your neck and wrists, you realise you are wearing bracelets and a collar with sensors. Most likely geolocalisers, Achab points out. None of your Enemies are nearby, but the drums in the distance signal the start of the traditional Primaevi hunt. Dozens of hunters ready for battle leading the procession, and Fato at the back, but you can't make out the Venerable mothers and the Tribe leader. You are the much coveted prey of the Primaevi. You must escape and fight tooth and nail, hiding is not an option... your journey ends here.

TAKE BACK YOUR DESTINY

NARRATIVE MISSION 10 - REQUIRES: 15 CONQUERED AREAS

START MISSION: 4.5
END MISSION: 1

4.5



D.Z.

D.Z.

D.Z.



VENERABLE



GAEA'S BLOOD



SIMULACRUM



BLOODY HUNTER



MOWER REAPER



WITCH



CHARGED SHARD



DICHARGED SHARD



SINE TEMPORE

BRIEFING

Fato's intrigues were successful. Both the cult and tribes were distracted by your presence while the Vestal managed to get her hands on the Blood of Gaea and free its immense power. Fato has thus risen to the status of divinity and has been possessed by the incredible power of the stone. Completely out of control and galvanised by empirical energy, she prepares to destroy all those who stand in her way. This is the last step of your journey. You have forged strong ties with the Primaevi, on whom you have no intention of turning your back. You choose to fight alongside them to guarantee a future for all of you. May the great Goddess bless you and may you find the strength you need. The final battle has begun.

SETUP

- Position the 6 Shard tokens as shown on the map. If the Settlers already have Charged Shard tokens (see Mission 8) distribute them to the Heroes as you like.
- For this Mission, Fato uses the "Venerable" Enemy Card.

VICTORY CONDITION

- Defeat Venerable.

DEFEAT CONDITION

- Standard defeat conditions.

ENEMY'S OBJECTIVES

- Attack the Heroes.

SPECIAL RULES

- **Enemy In Combat:** all the Enemies are always considered in combat.
- **Enemy Wave:** the Spawning Points in this Mission cannot be damaged. Make the first Enemy draft when Fato has suffered 6 Wounds, and a second Enemy draft when Fato has suffered 12 Wounds. The Enemy Deck is composed of all Troop, Elite, Monster, and Leader cards (except for Cloto, Lachesi, Atropo, and Sileno).
- **Simulacrum:** all Heroes within 2 squares of a Simulacrum suffer -1 ⚡. Whenever Fato performs an attack, the same attack is performed by each Simulacrum following the standard AI rules. A Simulacrum's attack has ⚡6, and *Weak Attack*. A Simulacrum can be attacked and has 5♥.
- **Gaea's Shield:** all attacks targeting Fato have the *Weak Attack* rule.
- **Shards:** a Hero can discharge a Charged Shard before attacking to ignore the Gaea Shield (see Above). Alternatively, a Hero can discharge a Charged Shard Token when damaged by one of Fato's attacks, to suffer only a single Wound as a result of the attack. A Hero can pick up a Charged Shard with a standard Collect action. A Hero can carry up to two Shard tokens.
- **Gaea's Blood:** a Hero adjacent to the Gaea's Blood token, can Interact (1AP) with it, and discard a Shard token (charged or discharged). This causes all of the Shard tokens to become charged.

DEBRIEFING

VICTORY

Victory: The simulacrum on the battlefield fall apart, emitting a shrilling sound that pierces your eardrums. The green light of the Blood of Gaea flashes intermittently, culminating in a thunderous roar.

The Vestal loses her senses and falls to the ground stained by blood, shed due to her arrogance and shameless ambition. Among the shattered pieces of the crystal, now cracked with its power draining away, there remains a nucleus of warm and comforting light. As the Primaevi hail you as their Heroes, or better still, as promising hunters, Cloto, Lachesi and Atropo hand over what remains of the Blood of Gaea, feeling deeply inadequate and unqualified to hold such power, of which they too easily lost control.

To make sure the crystal is properly safeguarded, numerous Primaevi embark on the Genesis to continue the journey with Achab and company, headed for the stars. A new and deep alliance was born that day, capable of creating a bright future, but this is a whole other story.

DEFEAT

Darkness envelops the battlefield and terror grips your heart as crackling charges of electrical energy surround the face of she who has become a Goddess. With a simple movement of her hand, the Vestal manages to uproot trees and rocks, all with the same ease with which she shatters your hopes of victory.

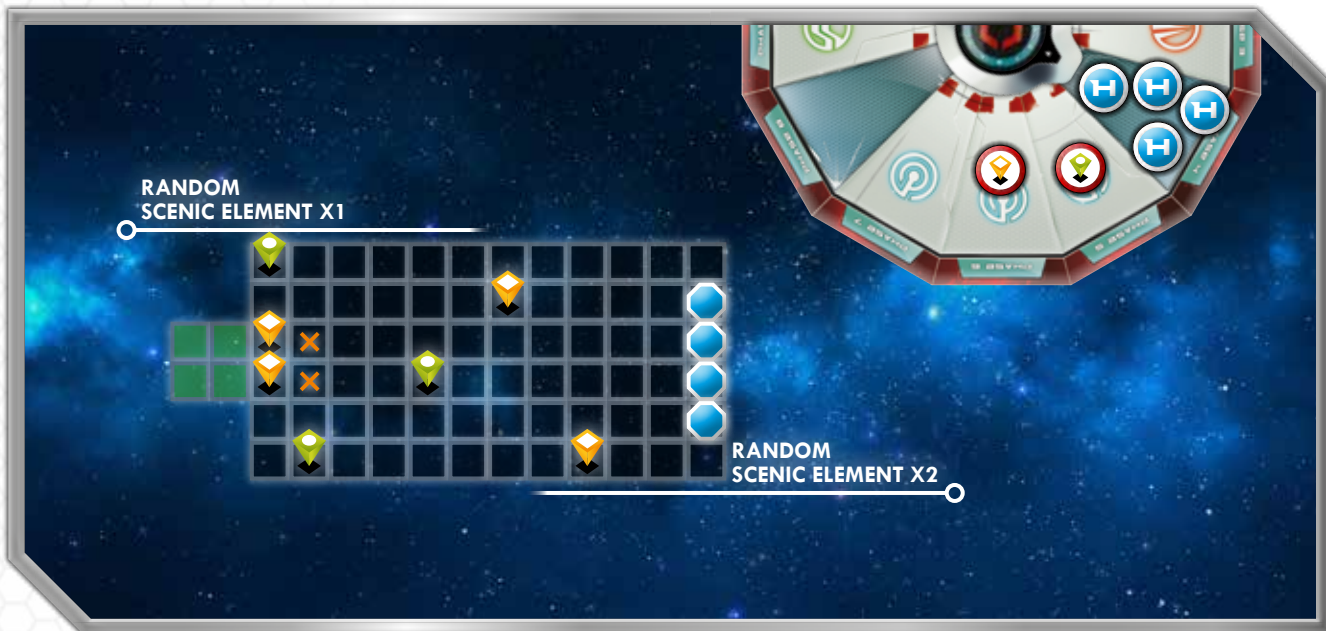
The power of the Blood of Gaea is uncontainable, geysers of energy are freed from their rock chains that previously tied them down in the depths of Primaevus. Jukas, the only one able to oppose such mass devastation, resorts to the power of the purple flames to stem the Vestal's madness. Jukas turns to the crew with an authoritative tone, urging them to escape the planet as quickly as possible. Exploiting a form of power able to bend space and time, the Genesis psionic reaches the Blood of Gaea and destroys it, channelling its psionic flames into the palm of his left hand.

As the Genesis protects itself against a flash of iridescent energy, Primaevus collapses, its debris left to scatter into the cold and empty darkness of space. Tears pour from your eyes for Jukas, the Hero who sacrificed himself for your sacred Mission, for the salvation of many... for our salvation. The Mission of Genesis and its crew doesn't end here, who knows whether they'll find another planet to call home.

THE ESCAPE

EXPLORATION MISSION - DEFCON 4

START MISSION: 64
END MISSION: 65



BRIEFING

The crew was surprised by an ambush while patrolling an unexplored Area of the planet. The Enemies have surrounded the members of the patrol. The primary objective is to survive!

VICTORY CONDITION

- At least 2 of the Heroes reach the green zone.

DEFEAT CONDITION

- Standard defeat conditions.

ENEMY'S OBJECTIVES

- Attack the Heroes.

SPECIAL RULES

- **Predators:** all Enemies have the Predator skill.



DEBRIEFING

VICTORY

You managed to save yourselves, and the good news doesn't end there! Thanks to a sneaky move, you managed to turn the situation around to your advantage, kicking your pursuers off the territory, which is now in your hands!

REWARDS

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

DEFEAT

The patrol was saved by the skin of its teeth! Only thanks to their guile and a stroke of luck did they manage to prevent their pursuers from tearing them apart. Conquering this Area will prove a difficult task for the crew.

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



THE BRIDGE

EXPLORATION MISSION - DEFCON 4

START MISSION: 3.6
END MISSION: 6.6



BRIEFING

Your exploration Mission comes to a halt, when all of a sudden you discover the path has come to a raised draw bridge, stopping you from continuing. You note that the enemy patrols have a particular remote control used to lower the bridges. You have no choice but to get one from them!

SETUP

Form a pool of 6 Loot tokens, one of them must have a red back. Mix them and keep them aside. Position the Bridge connector so that it is open.

VICTORY CONDITION

- Both Spawning Points are destroyed.

DEFEAT CONDITION

- Standard defeat conditions.

ENEMY'S OBJECTIVES

- Attack the Heroes.

SPECIAL RULES

- **The Bridge:** each Enemy in the Setup, even if it's Tiny, will drop a Loot token if eliminated. These tokens must be chosen, without looking at the back, among those of the reserve created in the Setup. When the token with the red back is collected, turn the Bridge connector to the side that shows it down.
- **Enemy Waves:** perform an Enemy Draft when the Momentum scores 5.4 for both Spawning Points. The Enemy Deck for these drafts is made up of all the Enemies with Troop and Elite rank.

DEBRIEFING

VICTORY

After recovering the Datapad to lower the bridge, you found yourselves facing endless waves of menacing Enemies. The plan to destroy their two Teleporters was successful! You managed to resist the overwhelming number of Enemies and obtain a glorious victory.

REWARDS

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

DEFEAT

The situation is frustrating, as time passes you can't manage to get your hands on the remote control, which is being rapidly passed from Enemy to Enemy. Just as you start to see a glimmer of hope, an avalanche of Enemies overpowers you. You return to your ship wounded and demoralized.

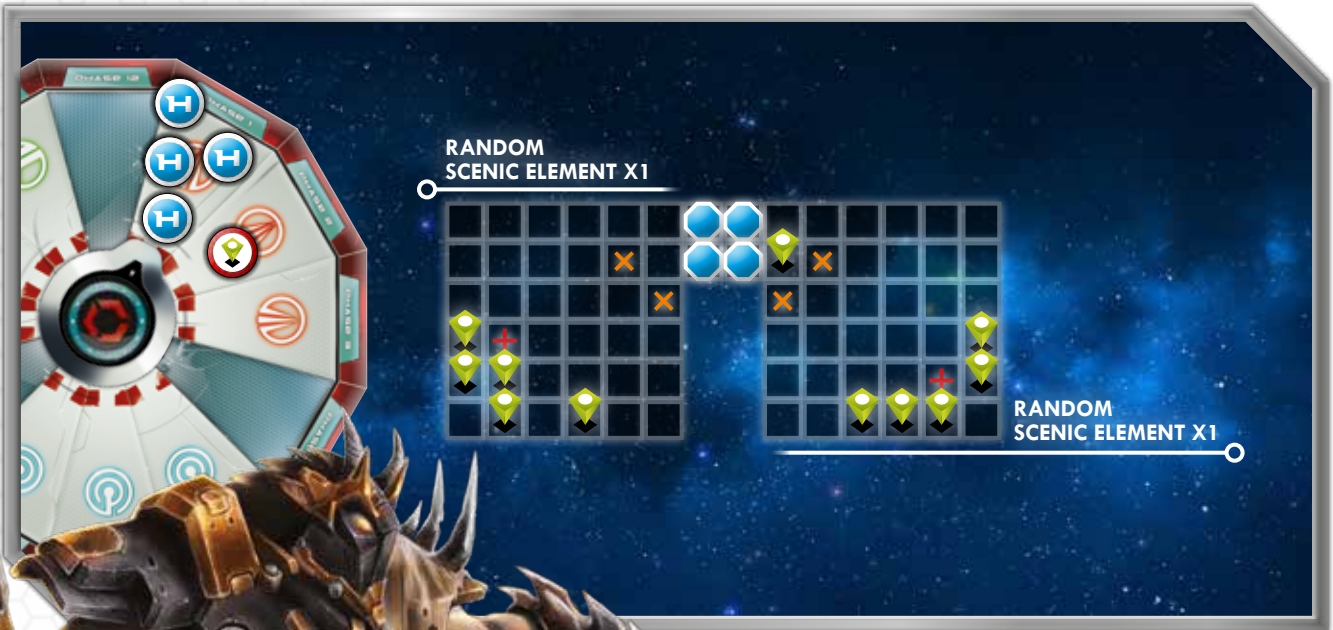
You can take on this Mission at a later stage, once your wounds have healed and your Equipment has been repaired.

SINE TEMPORE

HAMBURGER HILL

EXPLORATION MISSION - DEFCON 4

START MISSION: 6.1
END MISSION: 6.6



SINE TEMPORE



BRIEFING

Diplomacy has failed. The battle for this Area has flared. If the Genesis crew wants to gain access to its resources, it must confront one last fight and survive the overwhelming number of Enemies!

VICTORY CONDITION

- Eliminate all the Enemies before the time runs out.

DEFEAT CONDITION

- Standard defeat conditions.

ENEMY'S OBJECTIVES

- Attack the Heroes.

DEBRIEFING

VICTORY

It was a long and draining battle, but the sun's rays shine victoriously upon you! You fought back the Enemy horde and conquered the Area, though not without paying a high price. Now you can finally make the most of its resources!

REWARDS

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

DEFEAT

For each Spriggan you eliminate, another two join the battle. The frustration mounts, crumbling your resolve. Wounded, disillusioned and remorseful, you understand that retreating is the only thing left to do.

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

RAINING RESOURCES

EXPLORATION MISSION - DEFCON 3

START MISSION: 34
END MISSION: 64

RANDOM SCENIC ELEMENT X1

RANDOM SCENIC ELEMENT X1

**ALERT!
EVERY PHASE 3-9**

BRIEFING

Being the good explorers that you are, you know that resources are just as precious as they are perishable. So, when you see a group of enemies carrying goods, you try and gain possession of them. Your warning is ignored and the enemies attack you to protect their supplies. You catch sight of a large shadow in the distance, you know you must hurry!

VICTORY CONDITION

- Collect all Loot tokens on the battlefield.

DEFEAT CONDITION

- Standard defeat conditions.

ENEMY'S OBJECTIVES

- Attack the Heroes.

SPECIAL RULES

- **Enemy Wave:** the Enemy Deck is made up only by rank Troop Enemy cards. Each Phase 3 activates the Red Spawning points. Each Phase 9 activates the Blue Spawning points. Make an Enemy Draft for each activated Spawning Point.
- **The Big One Arrives:** when you should deploy the eleventh Enemy model in the field instead place a Bull-y in the Hero Deployment Zone.
- **Looters:** collecting a Loot token increases the Hero's TV by 1.



DEBRIEFING

VICTORY

The challenge was far from simple, but thanks to your courage and skill, you managed to gain possession of all the energy cells you needed to continue your adventure. The enemy patrol disappears among the trees, and the towering shadow no longer seems interested in you.

REWARDS

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

DEFEAT

Your arrogance in believing that the enemy patrol was an easy target has turned against you. The Enemies have demonstrated incredible determination in their ability to defend their assets. The enormous shadow that appears before you resembles a monster. The creature's blood-chilling roar convinces you to give up on your intentions. You return to the Genesis empty-handed.

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

SINE TEMPORE

WRECKING BULL-Y

EXPLORATION MISSION - DEFCON 3

START MISSION: 2.1
END MISSION: 5.3



BRIEFING

The thick forested Area stretches out as far as the eye can see, as you explore you hear the constant jeers of the small beings that you refer to as Spriggans. All of a sudden, a riotous and deafening noise echoes out, rebounding off the trees. You catch sight of a towering shadow emerging from the depths of the forest, with glaring red eyes shining through the copious puffs of smoke blowing out of the monster's nostrils. Your instincts tell you not to confront it, and the only sane thing to do is to run away!

SETUP

Instead of drawing Enemies from the Enemy deck, place a Kid for every Troop on the map.

VICTORY CONDITION

- At least 2 Heroes enter into Green Zone squares.

DEFEAT CONDITION

- Standard defeat conditions.

ENEMY'S OBJECTIVES

- Attack the Heroes.

Bull-Y:

- Always move toward the Hero in his ☞ closest to the Green Zone, and attack. If there is no Hero in his ☞ move toward the Hero closest to the Green Zone.

SPECIAL RULES

Wrecking Ball:

- When the Momentum strikes 2.8, place a Bull-y in the Red Zone. Place its Activation token in sector 8.
- The Bull-y cannot be Wounded in any way during this Mission.
- The Bull-y uses all its APs to move, and if he has a Hero within the range of Ebony Strike, he attacks without spending AP.
- The Whirlwind ability is always considered active for the duration of the Mission.
- The Bull-y engages all of the Heroes adjacent to the square where his movement ends without spending AP.



DEBRIEFING

VICTORY

Terror is your companion in this desperate race as you dodge each of the Kids, one by one. Despite their efforts to slow you down and feed you to the Bull-y you managed to keep the monster far enough away to try and hide. You glimpse the confused reaction of the enormous beast when after a few unsuccessful blows of his axe, he realizes he's lost sight of you.

REWARDS

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

DEFEAT

Strong, terribly fast, terribly wild. Your legs and the harsh territory betrayed you. You were swept away by the destructive force of the Bull-y. The monstrous creature, overwhelmed by his frenzy, fails to realize he no longer has any Enemies to confront, continuing his path of destruction until his anger has subsided.

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

AREA OCCUPATION

EXPLORATION MISSION - DEFCON 3

START MISSION: 6.3
END MISSION: 9.3



BRIEFING

After numerous inspections, you find an excellent strategic point in which to build an outpost. Unfortunately, the enemies had the same idea, forcing you to enter into a long and arduous war of attrition. Will you be able to resist against some of your Enemy's best vanguard troops?

VICTORY CONDITION

- When the time runs out, at least one Hero must be in one Green Zone.

DEFEAT CONDITION

- Standard defeat conditions.
- When the time runs out, there are still Enemy models in the Green Zones.

ENEMY'S OBJECTIVES

- Attack the Heroes.



DEBRIEFING

VICTORY

Splitting up is never a good idea, but this time it worked in your favor! In a desperate form of defense, you managed to respond to every blow and hold your ground, paying the price in fatigue and wounds. You forced the enemy vanguard to retreat and conquered an excellent outpost.

REWARDS

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

DEFEAT

You fell into the trap of the astute Elite troops. Thanks to a combined attack on multiple fronts, they managed to split you up, halving your efficiency on the battlefield. You are put to flight, disappointed at missing out on the excellent strategic point now delivered into Enemy hands.

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

SPECIAL RULES

- **Priority Target:** as long as a Hero is in a Green Zone square, consider him the Primary Target.
- **Enemy Wave:** at each phase 12, make an Enemy Draft for each Spawning Point.
- **Enemy Deck:** the Enemy deck is formed by all of the Enemy cards, not including any individual named Enemies (E.g. Cloto, Sileno, etc).
- **Secrets Paths:** for this Mission, the Spawning points cannot be damaged in any way.

SINE TEMPORE

CRYSTAL TRIAL

EXPLORATION MISSION - DEFCON 2

START MISSION: 4.3
END MISSION: 7.10



BRIEFING

Your continuous search leads you into an ancient Primaevo temple. In the dark rooms, the Witches, Primaevi with enormous psionic powers, are performing an arcane ritual through the energy crystals. The Psionic in your team alerts you to the fact that this type of power should not be left in the hands of the Enemy.

VICTORY CONDITION

- Defeat all the Witches.

DEFEAT CONDITION

- Standard defeat conditions.

ENEMY'S OBJECTIVES

- Attack the Heroes.

DEBRIEFING

VICTORY

You understood the source of the crystals' power and quickly interrupted the Witches' ritual, defeating the Enemies guarding the generators. This event caused the users of the crystals to pour their fury onto you. Thanks to the help of the Psionic in your group, you managed to resist the Witches' assault and defeat them, forcing them to leave the temple in your hands.

REWARDS

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

SPECIAL RULES

- To interact (1 AP) with a Switch the entire Tile must be free of Enemies.
- To deactivate the Crystal on the red square, it is necessary to Interact (1 AP) with the Switch in the red square.
- To deactivate the Crystal on the green square, it is necessary to Interact (1 AP) with the Switch in the green square.
- Once a Crystal has been deactivated, the Witch closest to it is immediately teleported over the turned off Switch.
- A Crystal gives 1 bonus AP and heals 2 Wounds to a Witch within 1 at the start of her activation. The crystals effects are cumulative if a Witch is within range of more than one Crystal.
- If possible, the Witches will remain within the Crystal's effected Areas.
- All Witches are in Wait, and become in combat only when a Hero enters in their Tile.

Planet Restriction: this Mission can be played only on Primaevus V.

DEFEAT

Despite the Psionic's warning, you are overwhelmed by the incredible power of the Witches and their Crystals. With an air of superiority, the Primaeval Psionics watch you being powerlessly thrown back out of their sacred temple by the force of their supernatural limbs.

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

KILLING MORALE

EXPLORATION MISSION - DEFCON 2

START MISSION: 5.2
END MISSION: 6.1



BRIEFING

You are surrounded by Enemies wherever you turn. Your worth and your nerves are being put to the test by the Enemy troops. The captain points out that no troop, either regular or not, remains unscathed by the large-scale death of their forces. He points out a group of Enemies in the distance, annihilate and crush your Enemies' hopes like a house of cards.

SETUP

- Before you deploy the Enemies on the battlefield, make an Enemy Draft using only Elite cards. Draw one card, this card will be the preferred Enemy for this Mission. For all subsequent Enemy Drafts during this Mission do not include cards of the preferred Enemy in the Enemy deck.

VICTORY CONDITION

- Eliminate 3 Preferred Enemies before the time runs out.

DEFEAT CONDITION

- Standard defeat conditions.

ENEMY'S OBJECTIVES

- Attack the Heroes.



SPECIAL RULES

- **Preferred Enemies:** when the first Enemy on a Tile is eliminated, place a preferred Enemy miniature in play adjacent to the Spawning Point on that Tile. If necessary, add the activation token of the Preferred Enemy in the sector after the currently active one. Eliminating a favored Enemy does not activate this rule.
- **No Predators:** all Enemies are in wait (ignore the Predator rule) and enters in combat only when a Hero enters into their Tile.

DEBRIEFING

VICTORY

When the last of your targets collapses lifeless on the ground, a shiver runs up the Enemies' spine. You take heart, and your determination is finally renewed. You fight with even more zeal to drive the last demoralized Enemies out of the zone.

REWARDS

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

DEFEAT

The tactic suggested by your captain didn't work. Despite managing to achieve a number of your objectives, it only infuriated the Enemies, who subsequently channeled all of their rage into their powerful and accurate strikes, forcing you to surrender. The Enemies, sure of your death, retreat, leaving you helpless.

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

SINE TEMPORE

DEFENDING THE OUTPOST

EXPLORATION MISSION - DEFCON 2

START MISSION: 5.1
END MISSION: 6.3



BRIEFING

The suspicion takes hold in your mind as you finish building your outpost in the new territory. Unlike every other time, the enemy have shown no resistance. It must be a trap! Take up your weapons, defend what is already yours!

VICTORY CONDITION

- When the time runs out, at least 2 Structures have not been destroyed.

DEFEAT CONDITION

- Standard defeat conditions.

ENEMY'S OBJECTIVES

Elites

- Attack the structures (TV5).

Leaders

- Attack the Heroes.

SPECIAL RULES

- **Structures:** the Antenna and the two Containers are considered the objective Structures of the Enemies. Ignore the rules of the Antenna for this Mission. When an Enemy attacks a Structure, roll 3 dice for the defense as if it were a Hero. The Structure suffers damage as if it were a Hero, but is immune to any status and Bleeding. When a Structure suffers 10 Wounds it is considered destroyed.

- **Enemy Waves:** the Enemy Deck for each Enemy draft is composed of the Elite and Monster cards. Perform an Enemy Draft for each Spawning Point at each stage established below:
 - **Red:** each Phase 4 perform an Enemy draft.
 - **Blue:** each Phase 8 perform an Enemy draft.

DEBRIEFING

VICTORY

The outpost suffered a fair bit of damage, but your courage and fighting skill allowed you to survive yet another day on the planet. Unfortunately, you still can't take a much-deserved and much-needed rest, the night is long, and there may be more Enemy attacks.

REWARDS

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

DEFEAT

The outpost has been lost! You think about the ruins of your outpost: the transmission antenna is destroyed, as are the containers, ripped apart and useless. The signs of battle remind you of your inability to defend your precious Equipment needed to continue your Mission.

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

THE ARTIFACT

EXPLORATION MISSION - DEFCON 1

START MISSION: 2.5
END MISSION: 6.1



BRIEFING

You see before you one of the Enemy leaders, emanating a sinister and irrepressible sense of force. She is holding a relic and something inside you tells you that this artifact must be destroyed. But to do so, you will have to fight and overpower an exceptional guard.

SETUP

Place the Simulacrum token as shown in the map to represent the Artifact.

VICTORY CONDITION

- The Heroes collect the Artifact (Simulacrum token) before the time runs out.

DEFEAT CONDITION

- The monster guarding the artifact is still alive when the time runs out.
- Standard defeat conditions.

ENEMY'S OBJECTIVES

- Attack the Heroes.

SPECIAL RULES

- The Bridge:** to lower the Bridge and make it possible to pass, the Heroes must activate the Terminal with a standard Interact action (1AP).
- The Artifact:** a Hero can earn the Artifact token with a Collect action.

DEBRIEFING

VICTORY

The guard's large body lies lifeless at your feet. While the Leader attempts to escape with the artifact, your security acquires its target and shoots. A ray of light strikes the center of the jewel, destroying it and causing a psionic explosion that severely injures the enemy leader. You decide to spare her, watching her struggle as she scrambles away.

REWARDS

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

DEFEAT

Entirely focused on the Leader and her fatal artifact, you fail to notice the electric axes of the enormous monster posted on guard. The screeching sound of his weapons is unbearable as they start to slice through your armor. You retreat, defeated and exhausted, under the satisfied and authoritative glare of the enemy leader.

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

SINE TEMPORE

AIM FOR THE BIG ONE

EXPLORATION MISSION - DEFCON 1

START MISSION: 6.5
END MISSION: 10.1



BRIEFING

During your stay in this place you have had to deal with the overwhelming force of many monsters. What you have learned, is that what you have encountered so far pales in comparison to some of the specimens out there. Your luck has put one in your path, try to defeat him... if you dare.

VICTORY CONDITION

- Kill the Monster before the time runs out.

DEFEAT CONDITION

- Standard defeat conditions.

ENEMY'S OBJECTIVES

- Attack the Heroes.

SPECIAL RULES

• **Troop Wave:** make an Enemy Draft for each Spawning Point each time the phase hand reaches sector 12. For this draft, the Enemy deck must be formed by Elite Enemies only.

• **Empowered Monster:** the Monster is considered to have the Predator skill. Whenever the Monster suffers 2 or more wounds from a single attack remove his Model from the field and place him adjacent to one of the Teleporters following these directions: If the Monster was in Tile 1, place it adjacent to the Teleporter in Tile 2. If the Monster was in Tile 2 or a connector, place it adjacent to the Teleporter in Tile 3. If the Monster was in Tile 3, place it adjacent to the Teleporter in Tile 1. After the monster completes a teleport, if there are no Heroes in his Tile, the Monster recovers 1 Wound.

DEBRIEFING

VICTORY

Your training and strong discipline are what tipped the scales to your advantage in this fatal encounter. The brutality of the creature was strategically contained, allowing you to excel against one of the strongest creatures on the planet.

REWARDS

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

DEFEAT

You were far too ill-prepared and arrogant in thinking you could hold your own against this monstrous beast, let alone kill it. The monster's quick movements and surprising regeneration caught you by surprise, hopelessly marking your defeat.

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



LUDUS MAGNUS
STUDIO

Rulebook v4.0