SINE TEMPORE

ARACNE

Aracne is the most dangerous hunter that the grim Pandora sends into the galaxy to capture those who deserve her punishment.

This patient and astute huntress has never failed a mission, and her fame is now legendary so much so that her name is spoken with a mixture of fear and respect.

Her mission has now become an obsession and even when she is not under Pandora's orders, Aracne is delighted to hunt individuals whom she considers worthy of a good challenge and who punctually fall into her spiderweb and end their lives in the screaming corridors of the prison.

Now the news of a brave crew looking for planets to colonize has reached her ears, and it was enough for Aracne to get on the trail of Genesis.

CREDITS

LUDUS MAGNUS STUDIO

CONTENT

ARACNE

MAMBO

BLACK WIDOW X5

TARANTULA X5

INSIDE THE BOX
1 - Rulebook
2 - Enemy Cards (3)
2b - Enemy Draft Cards (3)
3 - Activation Tokens (3)
4 - Aracne Nemesis Card (1)
5 - Aracne Activation Cards (16)
6 - Reward Equipment Cards (3)
7 - Spiderweb Tokens (6)
8 - Spiderweb Status Tokens (20)
9 - Mine Tokens (6)
10 - Wound and Bleed Tokens (36)
11 - Tile (1)
12 - Pet Card (1)

HOW TO USE THIS EXPANSION

Aracne adds a new dangerous Nemesis to the main campaign of Sine Tempore and can also be played during the Pandora campaign if you own its Expansion.

Facing the Aracne Mission, the Settlers will face an astute and unpredictable adversary, but by beating it, they will have access to 3 new exclusive Equipment items.

Among the rewards of Aracne, there is also Mambo, a new Pet that can be added to the Genesis Laboratory, ready to be used by one of the Settlers.

NEW RULES AND TOKENS

Multilegs: an Enemy with this Skill does not suffer penalties due to the terrain and is Immune to Hindered and Slow Down. Also, this Model has the Runner and Climb 1 Skills.

Self-explosion: when a Model with this ability is eliminated, all adjacent models suffer 1 Wound.

Swarm: whenever an Enemy with this ability is targeted by an attack, after applying damage, another Enemy with this Skill within 3 squares can perform a ranged attack on the attacking Hero.

Spiderweb Status Token: a Model suffers a -1 penalty on his ♙ for each token of this type owned by the Model. A Model can have a maximum of 3 Spiderweb tokens. On Enemies, this token only affects the maximum number of AP available to the Enemy model. A model discards all his Spiderweb tokens at the end of it's activation.

Web Token: a Hero who ends or starts a Movement action on this token gains a Spiderweb token.

Mine Token: a Hero who ends, starts, or moves onto this token suffers the following attack:
DMG: 🗡🗡🎲
Poison.
Remove the token from the battlefield after resolving the attack.
Some Aracne Nemesis Action cards may trigger special effects with this token.

PET

After defeating Aracne for the first time, the Pet Mambo will become available to your crew.

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

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

These baby animals will gift their Hero (the Master) with 2 Skills. The first Skill allows the Master to move his pet on the battlefield by activating useful abilities.

The second Skill, on the other hand, is always active as long as the Pet model is hooked to the model of his Master.

Pets cannot be attacked and are removed from the game the first time their associated Hero is KO during a Mission.

If a Hero goes KO during a game, the Pet will move away from the battle scene to be recovered at the end of the mission.

Some attacks or special Skills may make Pets their specific target. In this case, the Enemy card, with its Equipment and Skills, will always take precedence over the general rule.

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

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

PETS ARE FOR THE LITTLE ONES
The Heroes in this list cannot use pets:
Beli'ar, Molly, Etna, Ulisse, Blessed Weapons.

NEW ENEMIES

In addition to Aracne, this expansion will put you in front of his terrible drone hunters.

The AI of these little androids are particularly advanced and once released from the "body" of Aracne will help her capture her prey.

The Tarantula has the task of hindering and slowing down the prey, while the Black Widows eliminate and make ineffective threats that could hamper the plans of their mistress.

Also, if you wish, you can add Enemy cards from this expansion to those of the Pandora faction when you play her campaign, so you can meet them as random Enemies.

IN THE SPIDER'S WEB

ARACNE

BRIEFING

Five metal legs, with servo-suspensions, tick among the rocks of Primaevus V. The buzz of mechanized eyeballs break the peace of the forest, small animals run to find shelter. Arache caresses the head of her robotic companion, while from her position she observes and searches the horizon in search of her prey. The most ferocious and relentless of Pandora's agents have landed on that remote planet in search of a coveted prey.

VICTORY CONDITION
Defeat Aracne before time expires.

DEFEAT CONDITION
Standard defeat conditions.

ENEMY'S OBJECTIVES
Attack the Heroes.

SPECIAL RULES

Mother of Spiders: if an Action card instructs you to place a Black Widow/Tarantula on the battlefield, place the model adjacent to the Aracne model. If necessary, place the associated Activation Token on the Momentum in the sector following the active one. If there are no free Squares to place a model, place it adjacent to the Blue Spawning point. If there are no free squares here, place it adjacent to the Red spawning point.

Additional Special Rules for playing this Mission are provided on the last page of this manual.

DEBRIEFING

VICTORY
The synthetic material of Arachne's webs could not resist your strength. The excellent coordination and a good strategy allowed you to withstand the horde of Black Widow and Tarantula that Aracne threw at you. The fearsome Pandora hunter realizes she has no other aces up her sleeve and decides to retire, experiencing for the first time the weight of defeat. From the tenacity demonstrated during the clash, you understand that Aracne will not soon forget the shame suffered.

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

DEFEAT
Endless hordes of metal spiders surround you, managing to cut your escape routes and to hunt you down. Behind her allied robots, Aracne stares at you, foretasting the epilogue of a fierce hunt. Jukas unleashes a devastating psionic wave capable of pulverizing some Tarantulas that impeded your retreat. In this way you can flee from the cold legs of the spider-motorbike of the predator, who screams in frustration at having missed the opportunity to capture you. This flight has only postponed your defeat, with the only effect of making your opponent even more dangerous.

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

ARACNE'S REVENGE

SINE TEMPORE

ARACNE

BRIEFING

You become lost in the dimly lit metal corridors as you get overcome with anguish. A constant ticking of many robotic claws brings to mind terrible memories: you have already faced this enemy in the past. You ended up in the web of the spider, while Aracne falls over you filled with anger at the humiliation suffered and ready to get the vengeance she has longed for since your last fight on Primaevus V.

VICTORY CONDITION
Defeat Aracne before time expires.

DEFEAT CONDITION
Standard defeat conditions.

ENEMY'S OBJECTIVES
Attack the Heroes.

SPECIAL RULES

Mother of Spiders: if an Action card instructs you to place a Black Widow/Tarantula on the battlefield, place the model adjacent to the Aracne model. If necessary, place the associated Activation Token on the Momentum in the sector following the active one. If there are no free Squares to place a model, place it adjacent to the Blue Spawning point. If there are no free squares here, place it adjacent to the Red spawning point.

Additional Special Rules for playing this Mission are provided on the last page of this manual.

DEBRIEFING

VICTORY

Smoke escapes from the head of the mechanical spider, while showy sparks that depart from the joints of the monstrous machine, once again sanction your victory. The Huntress is with her back to the wall, in the grip of furious wrath... she screams all her resentment towards you. From a few doors perfectly camouflaged in the shady corridors, come a series of Sin Eaters and Punishers ready to defend their huntress. Aracne is picked up and disappears reluctantly in one of the alcoves that closes before your eyes. The hunter's vehicle casing could be very useful to you.

REWARDS

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

DEFEAT

Like insects trapped in a spider's web, you fight frantically to escape your destiny, but this sapped your strength unnecessarily. You come thrown by the treacherous mines of Aracne, hunted by her terrible sentry drones and finally paralyzed by her cobwebs. When Aracne tastes the sweetness of victory, you manage to reverse the situation to your advantage, thus postponing your defeat. But the huntress did not finish her hunting...

NO REWARDS

NEMESIS

NEMESIS MISSION

The Nemesis are Hunting Missions against dangerous Enemies that can be met by the Heroes during their adventures.

Each Nemesis is linked to one Nemesis Mission and can be played instead of drawing an Exploration Mission.

The Aracne Nemesis Mission "In the Spider's Web" is unlocked and becomes available after the Heroes have conquered one Red Area on Primaevus V.

Aracne has a second Nemesis Mission that can be played during the Pandora's Campaign. When the Settlers enter the Level 2 of the prison, they will be able to face the "Aracne's Revenge" Mission instead of drawing an Exploration Card.

The Nemesis Missions do not assign the territory, in fact, they are special missions that lead the Settlers to move outside the range of the Genesis' scans.

The clashes with these powerful Enemies take place differently from the standard Missions.

Each Nemesis has its own card (Nemesis Cards) and a deck of Action cards (Nemesis action cards).

On the Nemesis Card, you will find on one side its Characteristics and special Skills, which work similar to those of a regular Enemy.

On the other side, you will find instead the list of rewards that the Nemesis will leave on the battlefield once defeated. The conditions for obtaining a given reward are different and vary from Nemesis to Nemesis.

Each Nemesis can be faced more than once, so regardless of the result of the Mission, you can play a Nemesis Mission again to obtain better results and better rewards.

NEMESIS ACTION CARDS AND NEMESIS DECK

Each Nemesis has a deck consisting of a variable number of Action cards. Each card provides the action that the Nemesis will play during its activation and its cost in AP. Apply the effect described in the card and then move its Activation token of a number of sectors equal to the AP cost of the Nemesis Action card (the ⚔ of a Nemesis is used only to establish the activation order within a Momentum sector).

With each new activation, draw a new Nemesis Action Card.

The first time you face a hunting mission we advise you to keep the order of the Action cards, following the number over the card title to activate all the combinations in sequence. In subsequent hunts, you can shuffle the deck to increase the unpredictability of the Nemesis. If the Nemesis defeats you, or if you have not been able to kill her within the time set by the Mission, the Nemesis escapes by taking away the chance to get her rewards.

3 Reward Cards

PRIORITY TARGET AND DISENGAGE

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

1. **Proximity:** the Hero closest to Aracne
2. **Spider Web:** the Hero with more Spiderweb Tokens
3. **TV:** the Hero with the highest TV

This sequence is also reported in the Nemesis card.

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

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

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

NEMESIS MISSION CARDS

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