

SINF TEMPORE



MOTHERFANG



LUDUS MAGNUS
STUDIO

CONTENT



MOTHERFANG



THUNDERTOOTH x5



BUZZ

INSIDE THE BOX

1 - Rulebook

The book you are holding contains all the rules and the Mission to play Motherfang expansion.

2 - Nemesis Card

Motherfang has its own card listing its characteristics and rewards.

3 - Motherfang Activation Cards

Each card reports the action that Motherfang will play during its activation and its cost in AP.

4 - Enemy Cards (3)

Each type of Enemy has their own card listing their statistics and Skills.

4b - Enemy Draft Cards (3)

When an Enemy needs to be randomly drawn, the cards are mixed together to form the Enemy Deck.

5 - Reward Equipment Cards (3)

The Heroes can obtain 3 new Equipment by defeating Motherfang.

6 - Activation tokens (3)

These tokens are placed on the Momentum to determine the order of activation of Models in play. Each group of Enemies is represented by one token only.

7 - Burrows (4), Bait (2) and Antidote Tokens (3)

Terrain and loot tokens, that will interact with Motherfang activation cards.

8 - Scenic Elements (7)

2D Tokens, include two Rocks, two Acid Puddles, and three numbered Corpse Tokens.

9 - Status and Wound Tokens

20 Wound, 4 Acted, 3 Poison, 8 Paralyzed and 4 Electric Overcharge tokens.

10 - Serious Wounds Cards (2)

When a Hero is KO during a Mission they risk collecting these cards, which inflict penalties on the unfortunate Settler.

11 - Pet card

Thundertooth Pet, Buzz, has its own card listing its statistics and Skills.

12 - Tile

Large map section representing the hunting ground of Motherfang.



SINE TEMPORE



MOTHERFANG

Primaevus V is not just a dangerous and wild planet, hosting the tribal rituals of the deadliest hunters of the entire Galaxy, but it sets aside something far worse. On the rugged, arduous slopes, there are rocky lairs, in which the electric strikes of lightning reverberate for endless minutes. Within these unwelcoming caves, one of the most brutal creatures of the entire planet nests and thrives the Thundertooth. There are more than enough reasons to keep away from these monstrous creatures if it weren't for the incredible amount of electric weapons and accessories these Thundertooths love to store up inside their burrows.

HOW TO USE THIS EXPANSION

To fight the bloody beast antagonists of this expansion, you need an accurate preparation and knowledge of Primaevus V. You will have to think and act like a real primeval, move in the shadows and attack quickly and accurately. Motherfang Nemesis Mission can be tackled as an optional Mission after unlocking the Yellow Area on the Primaevus V map (Defcon 2-1). Form the battlefield as described on the map, set the Momentum as shown in the figure and get ready to face the creature.

PETS ARE FOR THE LITTLE ONES

The Heroes in this list cannot use pet:
Beli'ar, Molly, Etna, Ulisse, Blessed Weapons.

PET

After defeating Motherfang for the first time, the Pet Buzz 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.

NEW ENEMIES

To be ready for anything against the terrible Thundertooths, your biologist has provided you a dossier on everything you should know for a fair fight, including the weapons these wild creatures will use. These are huge beasts with powerful legs and sharp tearing claws, leathery skin that can withstand most any weapon and a growl that paralyzes its victims. Actually, only the most significant specimens can manage this particular skill.

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



NEW RULES AND TOKENS

Paralyzed: the most terrible and treacherous weapon of the big specimens of the Thundertooth, it is used as a hunting method, paralyzing the victim with high voltage electric discharges from their jaws. Whenever a Motherfang's attack inflicts this condition, assign a Paralyzed Token to the wounded Hero.

A Hero with this token incurs in the following penalties:

- For as long as the Hero has this token, it counts as if it were also Hindered (see Core Box's Rulebook, page 40).
- The Hero cannot perform attack actions (even if attacks are granted by skills).
- The Hero can use Collect actions by spending 1 additional AP.

This status is not cumulative and can be removed by a Skill, a Medkit or an Antidote.

Antidote: the cure for paralysis can be obtained directly by the Thundertooth. In fact, in order not to be subjected to their electrical discharges, inside the body of the creatures there are pouches of mucous membranes that pour insulating bile. Each time a Thundertooth is killed, leave an Antidote token instead of the usual loot case. By using the ointment on yourself or on an adjacent ally spending 1 Action Point, you can remove the Paralyzed token. Antidote tokens are limited, so use them wisely.

Burrows: the younger Thundertooth are not that lethal, but unpredictability is their best weapon. Burrows on the battlefield are useful escape routes or deadly ways to hit

you from behind. They are special Tokens that cannot be removed from the battlefield and with whom the Thundertooths will interact according to the Motherfang action cards. Keep your eyes open!

Bait: although the Motherfang is lethal and extremely intelligent, she is still a creature with primal instincts with one above all: her Hunger. For this reason, she can never ignore fresh meat, especially when within her reach. Thanks to your two Bait tokens you can distract the Motherfang and attract her to specific points to catch her by surprise. The crew has 2 Bait tokens available. If you place a Bait token, you need a standard Interact action to place them any free square in a range of 1-4 squares.

After placing the token, the Motherfang will not draw a Nemesis card at the beginning of its activation, but she will make a movement to reach the bait and devour it, spending 2AP. Once she consumes it, remove the Bait Token and cure the Motherfang of two wounds.

Conductor: when Motherfang makes a ranged attack, all Heroes adjacent to a Thundertooth with this skill suffers that attack.

Electric Overcharge: A Hero who suffers this negative status places an Overcharge token on his equipped Accessory. The effects of the chosen Accessory cannot be used for the rest of the Mission.

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 Motherfang Nemesis Mission is unlocked and becomes available after the Heroes have conquered one Yellow Area on Primaevus V.

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.

PRIORITY TARGET AND DISENGAGE

During the battle against Motherfang, 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. Suffered Wounds:** the most wounded Hero
- 2. Proximity:** the Hero closest to Motherfang
- 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.

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NEMESIS MISSION

START MISSION: 3.3
END MISSION: 6.2



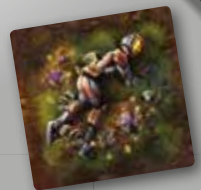
MOTHERFANG



FIRSTBORN

CORPSE TOKEN RULES

You are not the first and surely not the last to have been so foolish to be attracted by the loot of the Thundertooths, or just by a challenge to test your skills. Three token corpses are scattered on the battlefield. On the back of each token, there is a number from 1 to 3 that provides the associated upgrades for the Heroes (before the "/") or for the Motherfang (after the "/"), according to the first one winning the corpse.



1) Know Your Enemy / Know your Prey: if the Hero gains the ability, you can reveal the next prey card/ When the Motherfang is wounded, she pushes the Hero away 2 squares in the opposite direction

2) Insulating / Conductor: the Hero gains a Bait Token: RNG 1-4 throw object / All Thundertooths gain the Conductor ability: if a Thundertooth is adjacent to an area affected by a Motherfang area attack and adjacent to a target outside the affected area, the Hero is considered to be affected by the effects of the Motherfang attack.

3) Noisy Device / Devastating Roar: once for Mission the Hero can use this ability: it costs 2AP, Area 1. All Thundertooths in the area suffer Stun / The Motherfang's Thunder Roar attack gains the Electromagnetic Skill: after applying any possible Wound, she draws the affected Heroes of a square towards her.



BRIEFING

DEBRIEFING

After long hours, you have wandered in the thick of the jungle Primaevus, in search of your target. You come across a clearing that offers you an improbable spectacle. Lifeless bodies are lying in the grass, while some fauns are motionless and wide-eyed, facing a cave in the distance. From the bowels of the cavity echoes a roar that shakes the ground beneath your feet and makes your heart beat faster. You see the monstrous head of Motherfang, the mother of the brood protecting the little Thundertooths behind her, appear among the rocks. You have disturbed the quiet of the creature. From this moment on you will not be able to go back. Take up your weapons... the hunt begins!

VICTORY CONDITION

- Shoot down the beast before the set time is over.

DEFEAT CONDITION

- 3 Heroes simultaneously have Paralyzed status.
- Standard defeat conditions.

ENEMY'S OBJECTIVES

- Attack the Heroes.

SPECIAL RULES

Dangerous Battleground: draw 2 Scenic Element cards for each tile.

Implacable: Motherfang is Immune to Paralyzed and Stunned.

Preservation: If Motherfang suffers more than 2 Wounds from a single close combat attack, she moves one square away from the attacker.

VICTORY

The Motherfang relies on her last forces to defend herself and her Thundertooths. Electric shocks permeate the air around your crew, throwing back your equipment and putting your backs against the wall. Despite the ferocity and brutal courage of a mother, the several wounds you inflicted during the bloody battle have already decided the Motherfang's destiny. During a long bark that resounds overpoweringly in your eardrums, the creature lies lifeless at your feet, leaving the entrance of her burrow unattended. You have risked your life, but you can finally manage your equipment that will be very useful to continue your missions on Primaevus V.

REWARDS

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

DEFEAT

The brutality of Motherfang attacking you is worthy of the title of King of the Beasts that was given to her by the Primaevi Hunters. You are exhausted and on your knees, bombarded by the electrical attacks of the creature that paralyzed your muscles. As you stand motionless and defenseless watching the terrible scene of the battlefield, you feel a bark coming from the burrow. Likely the puppies who are not able to hunt yet, attract the attention of the mother. Almost as a thank you for the glorious battle, the Motherfang graces you by turning back and disappearing into the shadows of her abode.

NO REWARDS

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