

MEMORABLES

THE SYNDICATE'S
SLEEPER



RULEBOOK

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Special thanks to all our Kickstarter Backers, especially those who reviewed pre-production material.

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THE SYNDICATES SLEEPER

The Syndicate Sleepers expansion add 2 more members to the Crew, Jasper Jackson and Akira Gozen.

Along with the new Crew, come the new Neo-Morphosis die and cards for scaling the game to 5/6 players.

You get new Infestation Cards that spawn more Aliens and a brand new line of Neo-Morphosis that creates tougher Aliens, the Tubers, Widows, and Borers.

These new Aliens can be included in any game, to make it tougher.



SETUP

The setup of each mission is illustrated in the mission mini-map. Sectors are indicated by the number on each map tile. Some missions have additional rules and setup requirements. These are explained in the mission.

Mission objectives

Your main goal for the Mission.

Victory conditions

The tasks the crew members must complete. All victory conditions must be completed to finish the mission.

Additional rules

Extra rules for the mission.

TILES AND TOKENS

Place tiles and tokens as shown in the mission mini-map.

HALON TANK TOKENS

Start each mission with one Halon Tank token loaded in the SIP, unless indicated otherwise otherwise in the mission setup.

INFESTATION CARDS

Place one Infestation card on each tile unless otherwise indicated by mission setup.

DIFFICULTY LEVEL

To **decrease** the difficulty level, add Terminal tokens to the map.

To **increase** the difficulty level, remove some Terminal tokens from the map or advance the Time Sub-panel on the SIP.

5 OR 6 PLAYER GAMES

Replace the Infestation Cards from the Core Box with the new Infestation Cards from The Syndicate Sleepers expansion.

Replace the Morphosis die from the Core Box with the Morphosis die from The Syndicate Sleepers expansion.

BETRAYER MODE

Playing Neo-Morphosis in Betrayal Mode requires three or more players.

In this game mode, one or more of the players are secretly working against the other players.

When playing in Betrayal Mode, before the game starts, each player gets a card from the Agent Deck containing their role in the game: Crew or Agent.

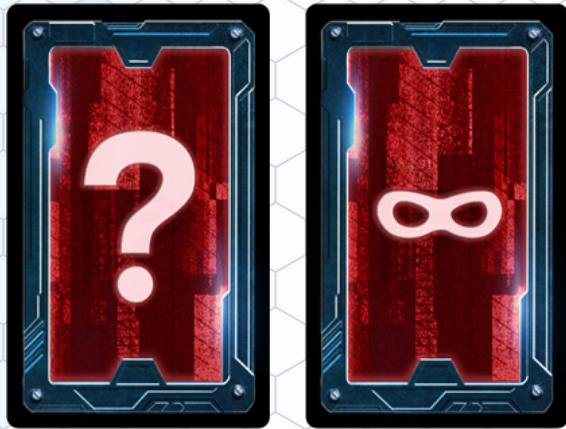
The identity of the Agents is hidden at the start of the game. The Agents will not know if they are working with anyone else until all agents reveal themselves openly to all players.

While hidden, the Agents play as part of the Crew, although they can secretly manipulate the game to their advantage. The Agent can reveal their true nature at any point in the game, but to win, they must reveal themselves before their last victory condition is met.

The Agent reveals themselves by showing the Agent Card. This is an action, which can be performed at any time, even when the Agent is not active. If there are other Agents present, they can choose when to reveal themselves and start openly supporting the first Agent.

To play in Betrayal Mode, just choose one of the missions in this expansion.

To win, the Agents must complete the Agent Objective listed in the mission.



AGENT DECK

AGENT CACHE

When the first Agent is revealed, there are some small changes to gameplay:

From now on, the Agent will be the first player in the Crew Phase. The remaining crew members decide their playing order after the Agent has activated.

When characters obtain new items from Crates, they do so in secret.

Each player keeps the Item Cards face down in the play area and the cards are only revealed when they are used. The co-op members of the game (including Agents who have not revealed themselves) are allowed to show face-down items to each other, so they can trade co-operatively.

Agents have different objectives than the rest of the co-op team.

Agents may attack doors and terminals. The Door and Terminal Defense Value is listed on the SIP.

AGENT CACHE

The first revealed Agent has access to a hidden cache of resources represented by cards in the Agent Cache. The first Agent to reveal their true nature to the other players gets these cards. The cards can be traded with other Agents later.

PREPARING THE AGENT DECK

During the setup of Betrayal Mode games, shuffle cards to create an Agent Deck. This is used to assign roles randomly.

There are three different ways you can do this:

TRADITIONAL MODE

Prepare the Agent Deck as follows:

- One Agent Card.
- A number of Crew Cards equal to the number of players minus one.

In this mode, all Crew Players know there is exactly one Agent, but no one knows who it is.

CELL MODE

Prepare a larger Agent Deck as follows:

- A number of Agent Cards equal to the number of players minus one.
- A number of Crew Cards equal to the number of players minus one.

The Crew Players will know there is at least one Agent, but there could be multiple Agents working together.

PARANOIA MODE

Prepare the Agent Deck as follows:

- Two Agent Cards.
- A number of Crew Cards equal to the number of Players.

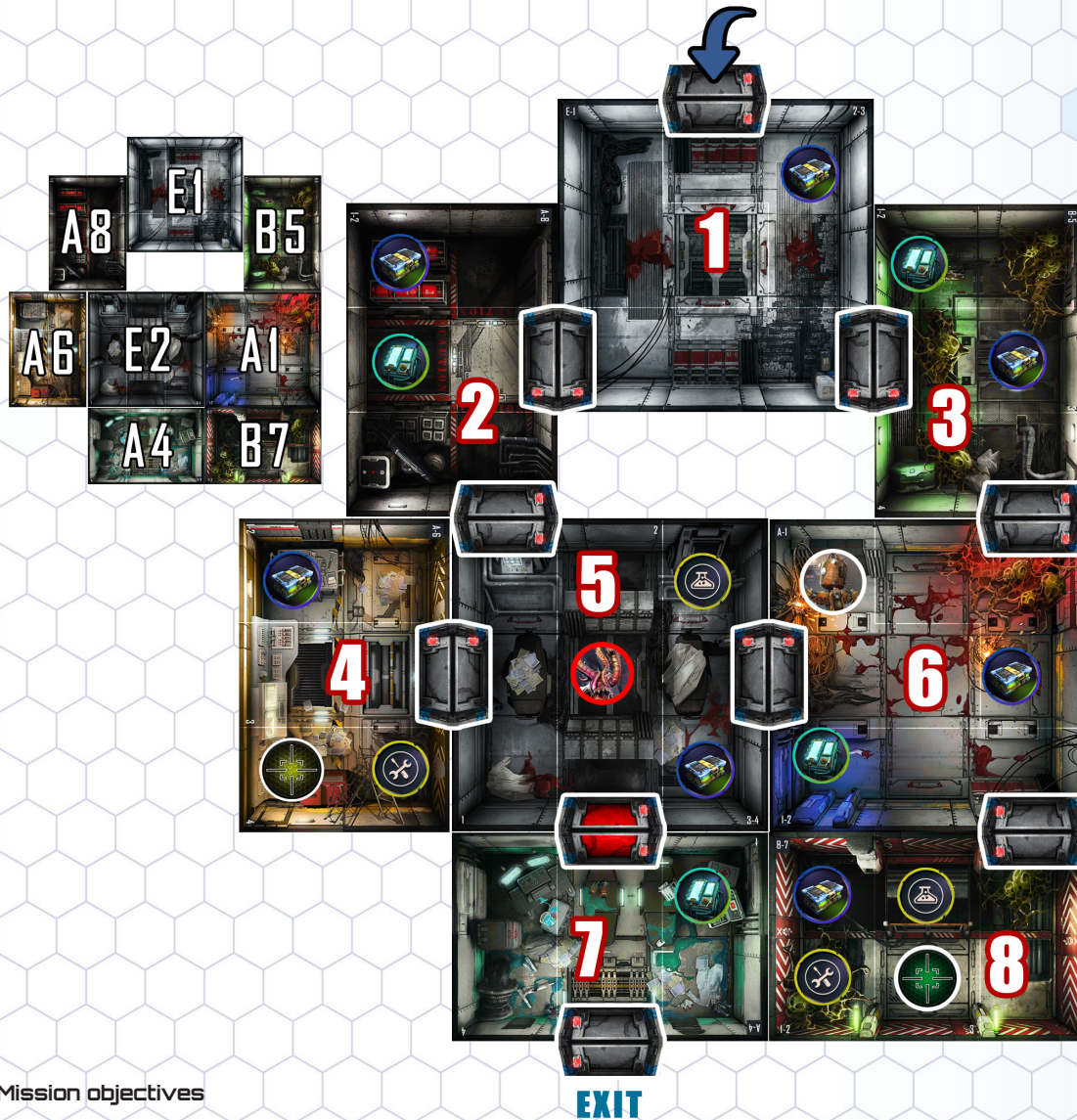
No-one knows what is going on. There may be a team of Agents or none at all!

IN ALL CASES, DURING THE SETUP PHASE

- Shuffle cards carefully and deal one card to each player.
- Players look at the card in secret.
- The unused cards are set aside, without any of the players looking at them.

MISSION 1: LET'S GO OUT FROM HERE!

*Hey what is happening? What are those screams coming from outside?
I don't know but something horrible is trying to get in!
Ok, let's get the hell out of here, the exit door is two sectors away, let's go!*



Mission objectives

- Exit the level.

Victory conditions

- Reach the exit point with every crew member.

Additional Rules

- The Magnetic Pass is represented by the green and the yellow objective tokens.
- The red door can only be opened when the crew members holding both Magnetic Pass tokens are in the same area as the red door.

Agent Objectives

- Defeat 2 crew members using the fire suppress system.
- Get to the exit point with all the agents before the Time Subpanel reaches the first red area.

MISSION 2: TOO MANY PODS

The computer is beeping. Let me check... Bad news, the oxygen level is running low! Looks like we have to stabilize the oxygen level in Sector 7 to prevent the collapse of the ventilation system. Wait, what is this???

The computer shows sector 7 is full of a strange organic gas!

What?? Do you mean the gas that emerged from those horrible alien eggs?

Yes, that's what I mean. I'm afraid Sector 7 is full of Pods! We have to open that door anyway, so let's go!



Mission objective

- Prevent the ventilation system from collapsing.

Victory conditions

- Secure sector 7.
- Defeat Dr. Blare
- Open the red door.

Additional rules

- Do not place an Infestation Card in Sector 7.
- The blue door can only be opened by activating 2 Switches. The Switches are represented by the yellow and green Objective Tokens in Sector 3 and 4.
- To activate the Switches, spend 1 action while in the same area as the Switch token. The 2 Switches must be activated in the same round. When activated, discard them and replace the blue Door Token with an Open Door Token.
- The red door is locked. It can only be opened from the terminal in Sector 8. A crew member holding the Magnetic Pass must use the Remote Control Doors terminal function to open the red door.
- Before opening the red door, the crew must secure Sector 7, and there must be no crew members in Sector 7.
- As soon as a crew member enters Sector 7, put down 9 Pods, 3 for each area.
- When the Pods neo-morphosize in Sector 7, randomly place 5 Larva Worms and 4 Larvae Hydras.
- The Halon System is not working beyond the blue door. It is disabled in Sector 7 and 8.

Dr. Blare

- If the fire suppression system is activated in a sector containing Dr. Blare, instead of dying he will lose 2 Health Points.
- When Dr. Blare is defeated, he flees. Remove his miniature and put an Objective Token down. This is the Magnetic Pass.

Agent Objectives

- Prevent the crew from reaching their objective before the Time Subpanel reaches the first red spot.



MISSION 3: SOMETHING BIG

Look at the computer, it is showing something big, organic in Sector B.
Sector B? Damn, we need to get through there to reach the next level of the station.
Is there another way out?

No!

Wait a second... Sector B is connected to the hangar by the cargo elevator – and a gyrocopter is there. If anything big is in Sector B, we need to deal with it before it reaches the gyrocopter and destroys our last chance of getting out of here.



Mission objectives

- Stop the Hive Mother from reaching the hangar.

Victory conditions

- Defeat the Hive Mother
- Exit the level with every crew member.

Additional Rules

- The blue door can only be opened when the crew members holding the 3 Magnetic Key Tokens are in the same area as the blue door.
- The Magnetic Keys are represented by the green, yellow, and red Objective Tokens.

The Hive Mother

- If the Fire Suppression System is activated in a sector containing the Hive Mother, instead of dying she will lose 2 Health Points.
- When the Hive Mother is down to her last Health Point, remove her from the board. She escapes in the cargo elevator.

Agent Objectives

- Defeat 2 crew members in the same round when they are in the same Sector as the Hive Mother.
- Exit the level with all Agents.



MISSION 4: KABOOM! KABOOM! KABOOM!

There is something growing below this level. It looks like pods!!! If all those pods open, we are screwed!

There is a way out. If we blow up the Halon Tanks in Sectors 6, 7, and 8, the floor will collapse and destroy them all! There is just one problem... How do we make them explode?

Hang on... there are fire torches we can use in Sector 5.



Mission objectives

- Set fire to the Halon Tanks and get out of there!

Victory conditions

- Place one Objective Token over each of the Halon Tank tokens in Sectors 6, 7, and 8.
- All crew members must exit the level before the Time Subpanel reaches the first red spot on the SIP.

Additional Rules

- The Fire Torches are represented by the red, green, and yellow Objective Tokens.
- The blue door can only be opened from the Terminal in Sector 3.

- The red door can only be opened from the Terminal in Sector 8.
- Every Larvae making a structural attack gets a +1 bonus to its roll.
- S.A.M. can only be activated from the Terminal in Sector 3.

Agent Objectives

- Make S.A.M. explode in the same area as the exit door to seal it.
- Exit the station from the entrance door with all Agents.

MISSION 5: GET THE DOC!

There is a lot of movement on this level.

Great, can we avoid it?

Nope, we have to go through. But the scanner is detecting humans, not aliens!

That's great! Maybe they know what to do with those bugs!

Uhm, they are humans, but they are behaving strangely. They keep moving in circles, like animals in a cage. And it also looks like the terminals in these sectors are missing some hardware parts. I cannot connect with them. Let's go check. Things cannot get any worse than this!



Mission objectives

- Fix the terminals.

Victory conditions

- Defeat the mutated scientists.
- Fix the terminals.
- Reach the exit point with every crew member.

Additional Rules

- The Terminals in Sectors 4, 5, and 8 are missing a magnetic HD. Each mutated scientist has a magnetic HD. To get it, defeat the scientist. When a scientist is defeated, they drop an Objective token. This is the magnetic HD.

- To fix the Terminal, discard the magnetic HD while in the same area as a Terminal. Then flip the Terminal token without performing a Tech Test.
- The red door is locked. To open the red door, a Remote Control Door action must be performed on both Terminals in Sectors 4 and 5 in the same round. When that happens, replace the red Door Token with an Open Door Token.
- The blue door can only be opened from the Terminal in Sector 8.

Agent Objectives

- Keep at least one mutant scientist alive until the Time Subpanel reaches the first red spot.

MISSION 6: SOMETHING VERY BIG!

We need to reactivate these circuits, otherwise the hangar door won't open.

Are you sure?

Yeah, pretty sure.

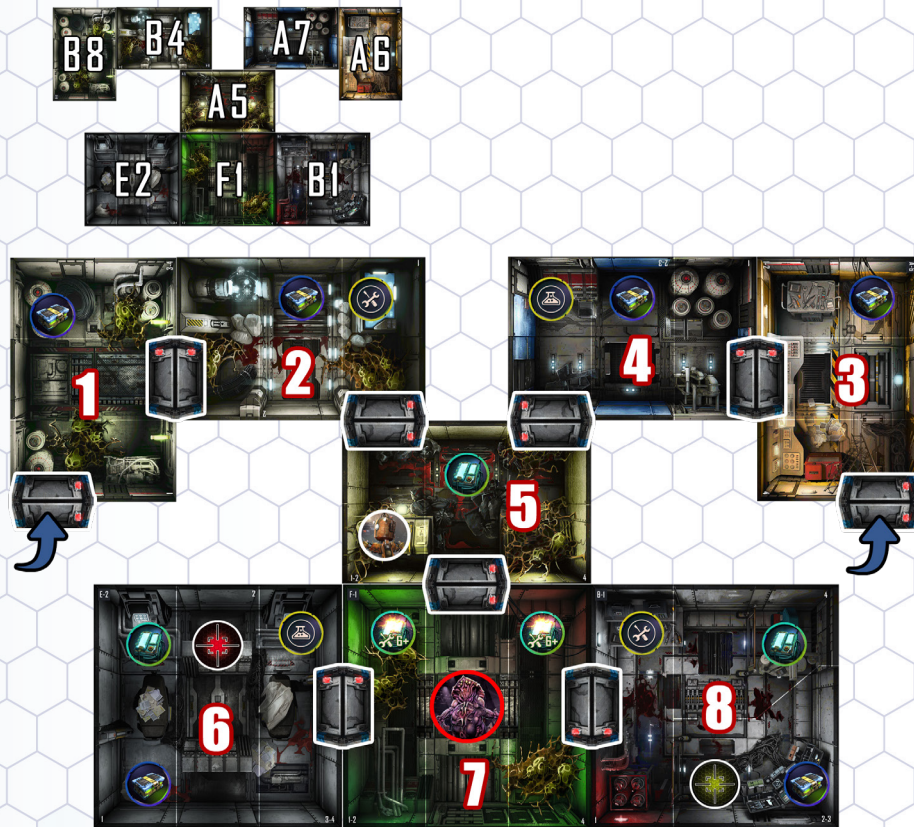
Ok, and what's the problem?

There is something huge in this sector.

Is there any other way to reactivate that circuit?

Nope.

OK, let's go!



Mission objectives

- Reactivate the circuit for the hangar door.

Victory conditions

- Repair both Terminals in Sector 7 by placing 1 spare part into each Terminal.

Additional Rules

- Split the crew so two members start at each entrance.
- The spare parts are represented by red and yellow Objective tokens.
- To put the spare part in the Terminal, use a Drop action in the same area as the Terminal.

Beremoth

- If the fire suppression system is activated in a sector containing BEHEMOTH, instead of dying he will lose 2 Health Points.
- When BEHEMOTH is defeated, he flees. Remove his miniature.

Agent Objectives

- Keep BEHEMOTH alive and one Terminal broken until the Time Subpanel reaches the first red spot.

MISSION 7: SOMETHING IS BROKEN!

We have a problem. Looks like the door on this level has no power. It is beeping, indicating a malfunction.

Do you think we can fix it?

Yes, we can try to use the power from the grids in Sectors 6, 7, and 8, but there is another problem: something has damaged the terminals.

Can we fix them?

Yes. Let's go!



Mission objectives

- Open the red door and escape.

Victory conditions

- All crew members must exit the level through the red door in Sector 2.

Additional Rules

- Start the game with Sector 4 compromised. Place a Warning Card over 1 slot of the SIP.
- Sector 4 is compromised but secured.
- The action "Scan two rooms" is disabled.
- Split the crew so two members start at each entrance.

- Every Ripper making a structural attack gets a +1 bonus to its roll.
- The red door can only be opened using the function Remote Control Door from the Terminals in sectors 6, 7, and 8 in the same round.

Agent/s Objectives

- Prevent the crew from reaching their objective until the Time Subpanel reaches the first red spot.

MISSION 8: SOMETHING IS SPREADING

Something is spreading in this level.

Yeah, look at Sector 8, there is some kind of bacteria producing a liquid. It is acid! We need to stop this. Yeah, but how? Do you want to kill bacteria with a gun???

Look here, there are halon tanks. We can fill them and use them to destroy all the bacteria. Mmh sounds good!



Mission objectives

- Destroy the bacteria in Sectors 3, 6 and 8.

Victory conditions

- Load the Halon tokens into the SIP.
- Use them in Sectors 3, 6, and 8.

Additional Rules

- Follow the Fire Suppression System rules (no more than 1 Halon Tank can be charged at a time).
- Sectors 3, 6, and 8 must be secured before using the Halon.

- Door to Sectors 3, 6, and 8 are jammed open.
- Do not place any Halon Tank token on the SIP.
- No crew members can be in the sector when activating the Halon function on the SIP.

Agent Objectives

- Defeat 2 or more crew in the same round.

MISSION 9: DEFEAT THE BIG DOC!

We are stuck! Look at that door, it is locked. This type of door can only be opened with a magnetic pass or a big explosion.

Let's detonate the Bot?

That's an idea. But what if we kill the big doctor instead?



Mission objectives

- Open the locked doors and escape.

Victory conditions

- Defeat Dr. Blare.
- Exit the level with all crew members.

Additional Rules

- Split the crew so two members start at each entrance.
- The Magnetic Pass opens the red door.
- You can also detonate SAM in the same area as the red door to destroy it. In this case, follow the rules for the explosion.
- The blue door can only be opened from Terminal in Sector B.

Dr. Blare

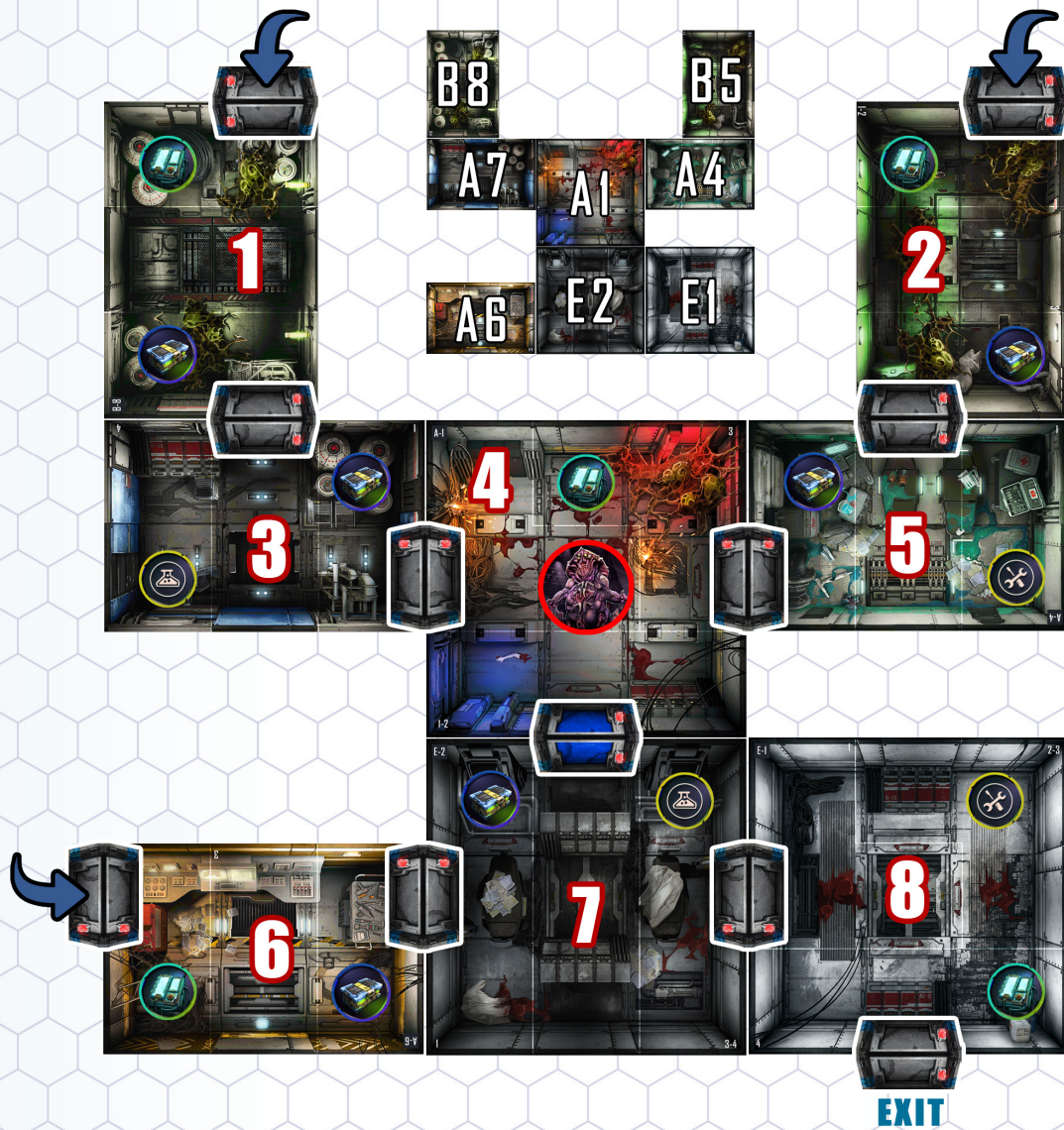
- If the Fire Suppression System is activated in a sector containing Dr. Blare, instead of dying he will lose 2 Health Points.
- When Dr. Blare is defeated, remove his miniature and replace it with an Objective token. This is the Magnetic Pass.

Agent Objectives

- Keep Dr. Blare alive until the Time Subpanel reaches the first red spot.
- Exit the level with all Agents.

MISSION 10: GET OUT OF HERE!

Come on, we're almost out! Here's the hangar door. If we manage to get out, we are safe.
Are you sure? It's pretty cold out there.
Nope, we have more than 2 hours before the temperature drops. That should be enough time to reach the cabin and call for help.
Ok, but there is still this big guy. He will hunt us down.
I know, let's get rid of him! We must defeat him!



Mission objectives

- Defeat BEHEMOTH and get to the hangar.

Victory conditions

- Defeat BEHEMOTH.
- Exit the station with all crew members.

Additional Rules

- Split the crew in 3 groups, one for each entrance.
- Place 2 Infestation Cards in Sector B.
- The blue door can only be opened via the Terminal in Sector B.



Behemoth

- Place BEHEMOTH in Sector 4 along with two Infestation Cards instead of one.
- After his first activation, at the end of each round, BEHEMOTH heals 1 wound and spawns 1 pod in his area.
- When an agent is in the same area as BEHEMOTH at the end of the Alien Activation phase, he spawns 2 Pods instead of 1.
- If the fire suppression system is activated in a sector containing BEHEMOTH, instead of dying he will lose 2 Health Points.
- When BEHEMOTH is defeated, he flees. Remove his miniature.

Agent/s Objectives

- Prevent the crew from reaching their objective.

EPILOG

With their last strength, the crew reaches something that must have once been a forest. There it also finds the mentioned cabin. It is in good condition, considering the circumstances. Quickly a fire is lit in the small fireplace inside with the firewood stacked on the outside of the cabin. With an energy cell from the station, a radio that was in the cabin can also be put back into operation.

"Hello? This is the research station "World Exit" can anyone hear me?" speaks Yuri into the radio. No response, just static on the line. He repeats the radio call 3 more times. On the fourth time, a voice on the other end of the line answers, "This is Central, we read you "World Exit". What can we do for you?"

"Please arrange for a gyrocopter to pick us up at the station. We urgently need to report on what is happening here. But preferably in person, it would take too long to explain it all over the radio" Yuri replies to the control center.

"Got it. We're about to send a gyro..." The sentence breaks off in the middle and you hear a muffled beat on the line, then silence. " Central, come in, please. Central? Can you still hear me?" transmits Yuri, almost in a panic.

After a brief moment, the call is answered by a distorted voice "Sorry, minor disturbance. We'll send someone to take care of you and give you a ride. Central over."

"Thank goodness" Robert calls loudly from the other end of the room. "Calm down, Robert" says Yuri. He looks skeptical "We're not out of here yet. Somehow, I have a bad feeling about this"

NOTES

TOKENS LEGEND



HEALTH POINTS.



DEFENSE VALUE.



AGILITY BONUS.



NUMBER OF DICE IN THE PROGRAMMING DICE POOL.



SCIENCE BONUS.



TECH BONUS.



NUMBER OF WOUNDS INFLICTED.



ATTACK BONUS.



WEAPON RANGE.



EXPLOSION - SELF-DESTRUCT BLAST DAMAGE.



ALWAYS PASS THE TEST.



ASSEMBLY POINT: TECH



ASSEMBLY POINT SCIENCE



FRAGILITY TEST.



HEAL A CERTAIN NUMBER OF WOUNDS.



INITIAL AMMO LOADOUT.



BLAST ICON AND NUMBER OF WOUNDS INFLICTED.



DISCARD ICON. DISCARD AFTER USE.



CARDS WITH THIS ICON MAY BE USED IN AN AREA WITH A TERMINAL.



SPECIAL ACTIVATION.



NEO-MORPHOSIS. AT THE END OF THE ALIEN PHASE ALL ALIENS NEO-MORPHOSIZE.



ATTACK BONUS.



IMPEDE VALUE.



NUMBER OF WOUNDS INFLICTED.

ROUND SUMMARY

LEVEL 3 EMERGENCIES GO CRITICAL

- Discard the Emergency Card, level markers and Repair Attempt Tokens.
- Place a Sector Compromised Card on the System Interface Panel.
- Place a Sector Compromised Card in the Sector on the Game Board as reminder.

ESCALATE ACTIVE EMERGENCIES

- Increase the Emergency Level of any existing emergencies by one.

CHECK COMPROMISED SECTORS

- Inspect each Compromised Sector in turn.
- If the Sector is not secure, create a new emergency and activate it.

ACTIVATE NEW EMERGENCIES:

- Turn over any face down Emergency Cards.
- Add the Level 1 marker to the Emergency Report Field.
- Place a System Overload Token to disable the relevant terminal action.

CREW PHASE

- Discard the recovering token and place the crew member back on the board.
- Flip the defeated token to a recovering token.
- Performs up to three Crew Actions:

Attack	Heal (using a proper card)
Craft a craftable card (test)	Drop/pick up/trade Item
Move	Open/close door
Recharge fire suppression system	Repair door/terminal
Search a crate	Mission-specific actions
Terminal functions	

ALIENS PHASE

- Draw and resolve the Alien Activation Card.

END OF ROUND PHASE

- Advance the time marker.