NEO-MORPHOSIS

THE THIRD INSTAR

ENCOUNTERS

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CONTENTS

SETUP

The setup of each mission is illustrated in the mission mini map. Sectors are indicated by the number over each map tile. Some missions require an additional setup that will be indicated in each 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 otherwise indicated by mission setup.

INFESTATION CARDS

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

ENCOUNTER 1: YOU SHALL NOT PASS

Fluff: - Are you kidding me? It's a dead end!

- So much for our great escape...

- Look closer, guys! There is a massive gate on the southern perimeter wall. I bet we can escape the facility through it.

- How do we open it then?

- Hm... See that building there? It looks like a security checkpoint. I'm sure we can open the gate from inside it.

- So we go back in?!

- Seems so. Let's hope this building is not as... populated as the one we just left.

- If that's the case, I know how to safely make our way out.
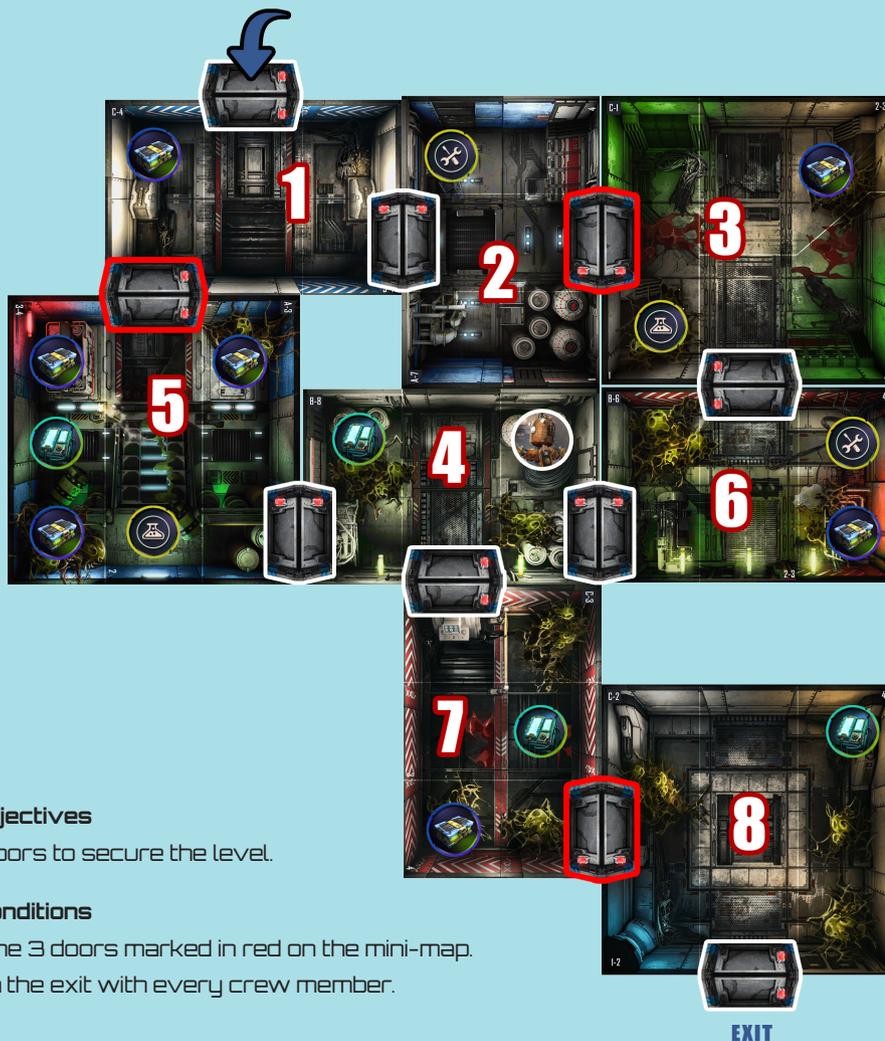
Mission objectives

Seal the doors to secure the level.

Victory conditions

- Seal the 3 doors marked in red on the mini-map.
- Reach the exit with every crew member.

Setup

- The doors marked in red on the mini-map are regular doors which need to be sealed using the **Seal the door** special action.

Additional Rule

- Seal the door: When a crew member is in the same area as the door, they can seal the door by performing a Tech Test 8. Before performing this action, open doors need to be closed and broken doors need to be repaired. Aliens cannot attack or move through a sealed door.

ENCOUNTER 2: KNOW THY ENEMY PART 2

Fluff: – Well… That's new!

– As if those things were not dangerous enough before. Now, they're spitting at us!

– There is something odd about those specimens. It looks like they evolved differently from those in the main building.

– Do you believe it was caused by the environment?

– Could be… But it might well be a spontaneous mutation. I need to have a closer look.

– Oh no! Not again! I'm not gonna risk my skin to satisfy your devious curiosity.

– Oh come on! It'll be fun!

– Alright, but I'm doing the zapping this time.
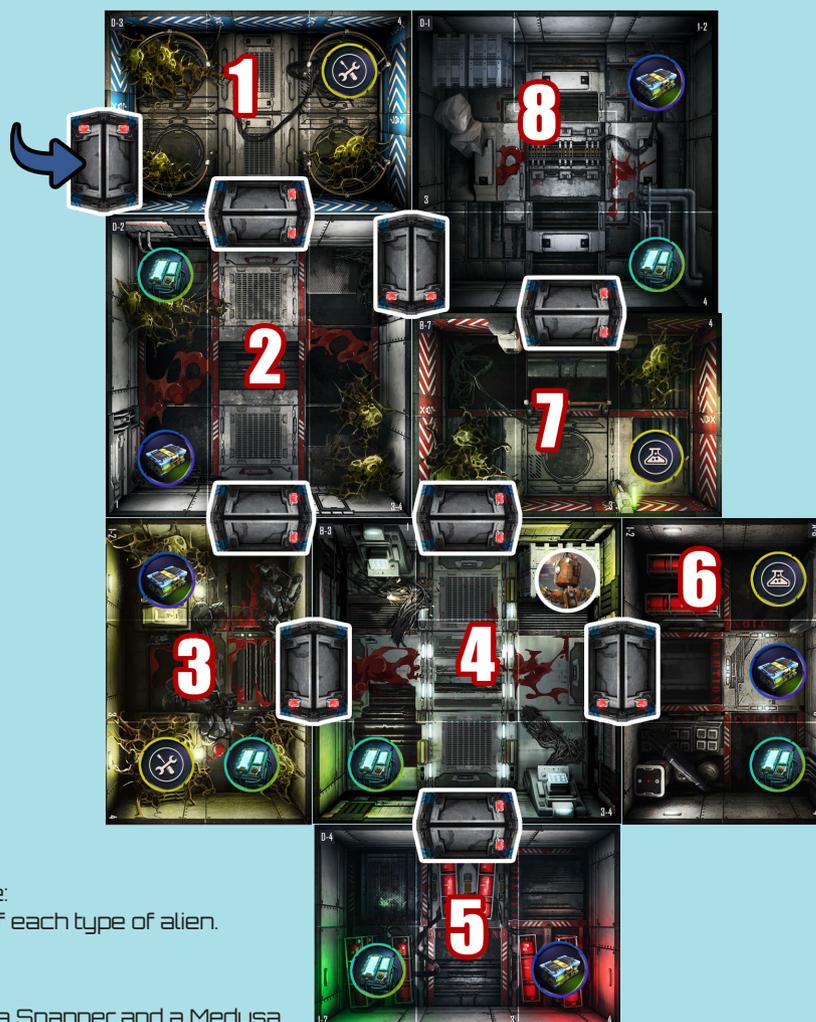
Mission objectives

We need this one alive:
Capture a specimen of each type of alien.

Victory conditions

- Capture a Spitter, a Snapper, and a Medusa.
- Kill the rest: Clear the level of any remaining aliens.

Additional Rule

In order to capture an alien, you have two options. You can either do it the hard way or the easy way.

- The hard way: To capture an alien the hard way you must spend 2 actions and pass a Science Test 8+ while you are in the same area as the alien.
- The easy way: To capture an alien the easy way, any crew member can stun it by causing electrical feedback while the alien is in a room equipped with a terminal.

ENCOUNTER 3: CAST AWAY

Fluff: – Why does it have to be me?

– Look at it! You're the only one who can fit in there.

– I don't care! I'm not going down that ventilation shaft!

– Look… For some reason we cannot open the doors on this level but we need to get through. On the charts, it says there is a control room on the other side of that ventilation shaft. So get in there and let us through!

–Aaaah, fine! But I'm taking the flamer!
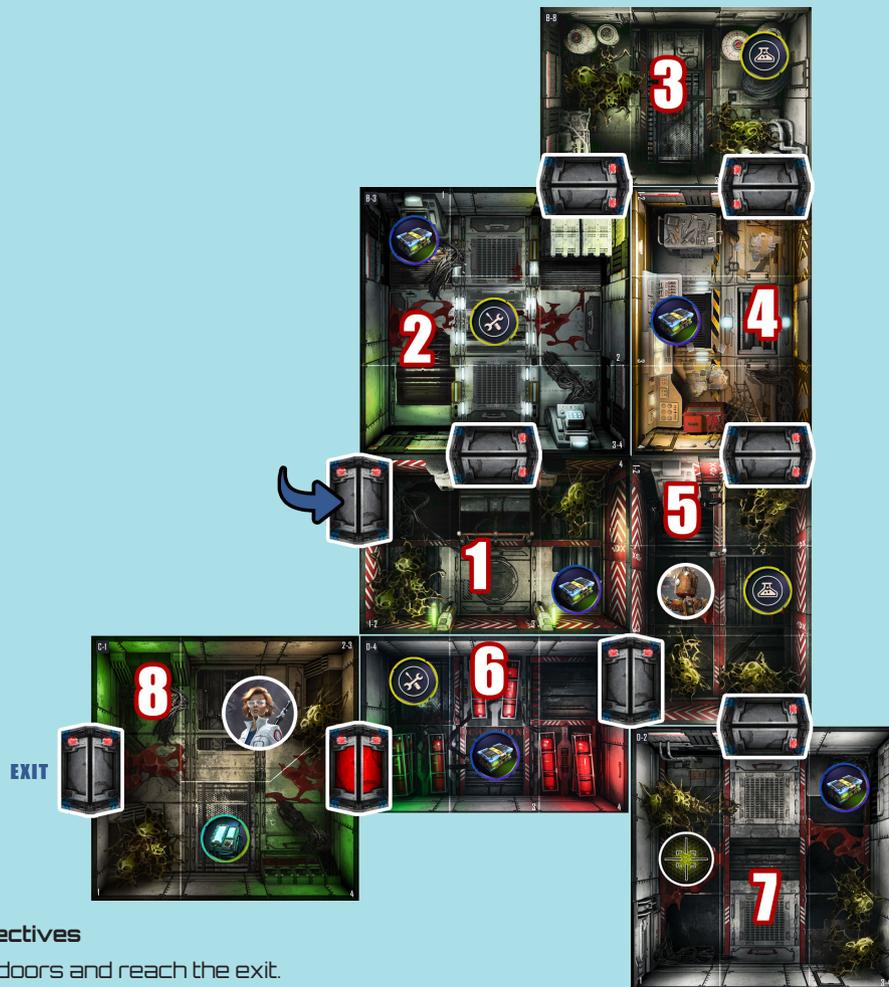
Mission objectives

Unlock the doors and reach the exit.

Victory conditions

- Reach the exit with every crew member.
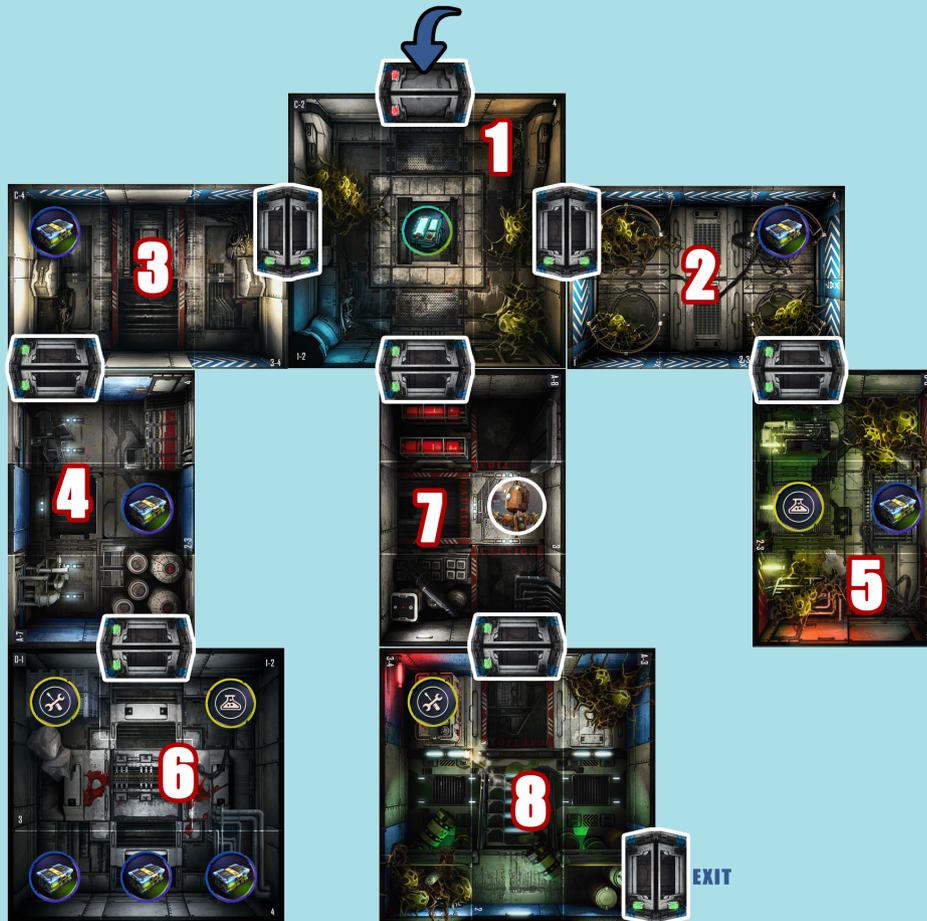
Setup

- Place Carolin Jansen in Sector 8.

Additional Rule

- The doors on this level can only be opened using the terminal in Sector 8.
- The red door can only be opened with the pass card located in Sector 7 (yellow Objective token).
- Carolin Jansen can attempt to counteract every emergency up to 4 times. The player may use the Attempt tokens of the other players to keep count.

ENCOUNTER 4: THE ENDLESS HORDE

Fluff: - Turns out my little escapade down the air shaft proved to be quite useful.

- What do you mean?

- While poking around in the system I discovered that the protocols controlling the perimeter gate are disabled. The good news is, by accessing the mainframe I can override the protocols and restore the command center.

- And the bad news?

- There is only one terminal I can use, and the process is gonna take some time...

- We'll be sitting ducks out there...

Mission objectives

Reactivate the security protocols and exit the level.

Victory conditions

- Remain in this level until you reach the first red square on the Time sub-panel.
- Then reach the exit with every crew member.

Setup

- Do not place an Invasion card in sector 1. Instead place two Invasion cards in Sector 6, 8 and 5.

Additional Rule

- At the beginning of each Alien activation, randomly flip an unrevealed Infestation card face up and resolve it. Then proceed with the alien activation.
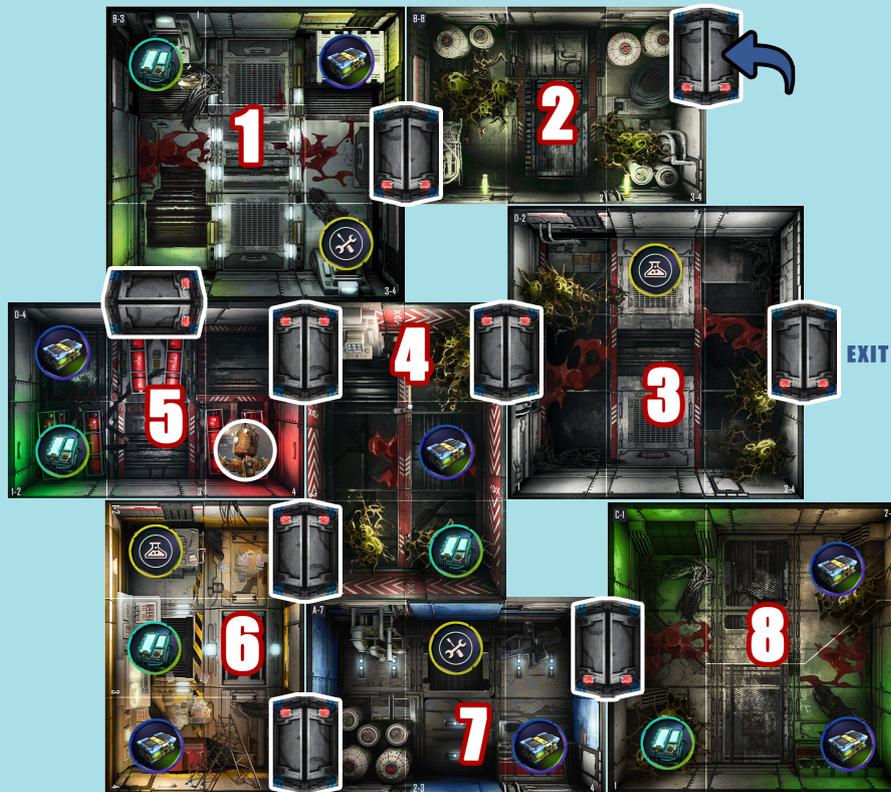
ENCOUNTER 5: THE SECURITY HQ

Fluff: - Alright, this is it guys! Remember, in and out. I don't wanna spend one second more than necessary in this place.

- It will be fine! You worry too much.

- Force of habit... Remember where we are and what happened to this place.

- Quite frankly, it is still more hospitable than outside. At least it's warm in here.

Mission objectives

- Open the perimeter gate using the terminal in Sector 8.
- Reach the exit with every crew member.

Aditional Rule

- Open the perimeter gate: When using the Terminal in sector 8, any Crew member may try to open the perimeter gate activating electrical feedback.

ENCOUNTER 6: SHELLY

Fluff: – Ah! Here is the exit! I told you!

– Bah... I guess you might be right from time to time.

– Hmm, guys? Are we gonna address the elephant in the room?

– What? You mean the big scaly thing there? Hey! Ugly! Come get your beating!

– Robert... Subtle as ever.

Mission objectives

Kill Shelly.

Setup

- Place Shelly in Sector 6 along with two Infestation cards.
- You need the magnetic pass to open the red door to Sector 4.
- The yellow Objective token is the magnetic pass.

Aditional Rule

- If Shelly is sprayed by the fire suppression system, instead of dying he will lose 2 Health Points.

ROUND SUMMARY

LEVEL 3 EMERGENCIES GO CRITICAL

- *Discard the Emergency Card, Level Tokens 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 Token to the Emergency Report Field.*
- *Place a System Overload Token to disable the relevant Terminal Function.*

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 constructible card (test)	Drop/pick up/trade Item
Move	Open/close door
Recharge fire suppression system	Repair door/terminal
Search a Crate	Encounter Specific Actions
Terminal functions	

ALIENS PHASE

- *Draw and resolve the Alien Activation Card.*

END OF ROUND PHASE

- *Advance the Time Marker.*

COMMON ICONS

	HEALTH POINTS.		ASSEMBLY POINT SCIENCE
	DEFENSE VALUE.		FRAGILITY TEST.
	AGILITY BONUS.		HEAL A CERTAIN NUMBER OF WOUNDS.
	NUMBER OF DICE IN THE PROGRAMMING DICE POOL.		INITIAL AMMO LOADOUT.
	SCIENCE BONUS.		BLAST ICON AND NUMBER OF WOUNDS INFLICTED.
	SCIENCE BONUS.		DISCARD ICON. DISCARD AFTER USE.
	NUMBER OF WOUNDS INFLICTED.		CARDS WITH THIS ICON MAY BE USED IN AN AREA WITH A TERMINAL.
	ATTACK BONUS.		SPECIAL ACTIVATION.
	WEAPON RANGE.		NEO-MORPHOSIS. AT THE END OF THE ALIEN PHASE ALL ALIENS NEO-MORPHOSIZE.
	EXPLOSION - SELF-DESTRUCT BLAST DAMAGE.		ATTACK BONUS.
	ALWAYS PASS THE TEST.		IMPEDE VALUE.
	ASSEMBLY POINT: TECH		NUMBER OF WOUNDS INFLICTED.