1   Background

One year ago a DuPont Survey-ship discovered the artifact in the outskirts of the Coal Sack. It was mistaken for just another radioactive rock.

About 6 months later the artifact was transferred into the space station Feynman, a DuPont warehouse for unusual materials, and falls into the hands of Dr. McCray, a respected scientist in DuPont's employ. Two weeks ago Dr. McCray accidentally activated the artifact, which seemed to be an alien navigational buoy. He was unable to turn it off again.

Instead of telling his bosses at DuPont of his discovery, McCray contacts a wanted black marketeer named Capt. Eastwood. Eastwood agrees to pay a fortune in loot for the alien device capable of making the Coal Sack into an impregnable pirate haven.

Two days ago two technicians arrived in a phone company service lorry. They claim to have been hired by DuPont to fix noise on the phone lines. Perhaps so, as the artifact is interfering with transmissions. But more likely the couple are government or DuPont spies.

It doesn't take long before the technicians record evidence that Dr. McCray has been stealing DuPont property for years. McCray declares a security alert and activates the station's shields, a large bubble designed to contain outbrakes of bio-hazards, nanotech or other alien technology. All communication with the outside world is shut off.

Less than 24 hourse later Eastwood arrives in his heavily armed ship and McCray briefly drops the shields to let him through. The pirate captain is enraged to see the phone company vessel docked and to find his own ship trapped within the shields. Suspecting a trap, he threatens to blow up the entire station.

Nobody expected that the creator of the artifact may have heard it turned on and hitchhiked all the way from the Coal Sack to retrieve it.

2   Introduction

THE ARTIFACT is a reimplementation of *The Last Frontier: The Artifact*. This version intends to streamline the original game. The game is meant for two to four players. With two players one will control the paranoid and panicked mad scientist McCray and the other the enraged pirate captain Eastwood. With a third player, he/she will take control of the innocent Phone Company. Games with a fourth player will see a mysterious Alien on the Feynman.:

The Mad Scientist If he wasn't crazy already Dr. McCray certainly faces real insanity during this crisis. If the phone company technicians really are

DuPont spies (the so-called *Pinkertons*, then the evidence disk they posess must be destroyed and not broadcast to DuPont. In any case, trading the artifact for the loot is the plan. The Mad Scientist player controls only McCray, but has robots, mines and the Feynmans computer system at his disposal, giving him some much needed edge.

The Space Pirates Lead by Capt. Eastwood this band have come to acquire the artifact, which they believe to be powerful alien weaponry. The Space Pirate player has a big team of commandos to move around the station, but will secretly customize that team before boarding the station.

The Phone Company Depending on what faction is secretly chosen by the Phone Company player at the start of the game, their objective will vary:

Pinkerton these guns-for-hire are here to investigate McCray's dealings. They must broadcast the evidence disk to DuPont and prevent McCray from escaping with the artifact.

G-Men By infiltrating the pirate band, these government marshalls have an opportunity to capture the notorious Eastwood (preferrably alive). One of the pirates is an informant for the G-Men and is ready to make his move at the right moment.

Museum The two technicians are actually treasure hunters and are trying to get their hands on anything worth putting in a musuem.

Bell Telephone Company The technicians were actually truthful and need to survive this stand-off and ensure that the station's phone lines start working again (the artifact is removed).

The Alien The alien player will, like the Phone Company player, chose one particular type at the beginning of the game. (Under construction.)

3 Setup

1. Place the game board (referred to as the map) in the center of the table. Place the shield token on the OFF space, to indicate that the shield is ON.

2. Each player selects on of the "teams" and collects the corresponding sheet and character tokens.

3. Each player fills in his/her sheet according to the instructions printed on it. The Mad Scientist and Space Pirate player just has a number of credits to spend. The phone company and alien must also choose their true identity,

and therefore their objectives. Each player must take care not to show their sheet to the other players.

4. Regardless of whether the Phone Company player has chosen G-Men (remember this is scret!), the space pirate and phone company players now follow the instructions printed on the phone company sheet (under "Informant").

5. The Space Pirate player now places each of his player tokens on space D2 (the Pirate Ship). The other players' tokens are placed infront of them.

6. The Mad Scientist player claims the computer control chart and crosses each door as locked except the door between the Pirate Ship and the Cannon turret (D3).

4 Playing the Game

The game is played over a series of round.

1. **Pirate Turn**.

2. **Scientist Turn**.

3. **Phone Company Turn** (in 3-player games).

4. **Alien Turn** (in 4-player games).

During each turn, each player can take an action with up to three of his characters.

4.1 Actions

Listed below are the actions which are are available. Some actions require a specific *skill* to preform, not all figures have all skills so make sure you know what your figure can do before trying!

- Move.
- Attack.
- Hack/Use Console (*Hacker* Skill required).
- Give/take item from another (willing) character.
- Search. Picks up all hidden items in the room.
- Loot a dead or KO'd character.
- Use Item-specific action.

- Use Room-specific action.

4.1.1 Movement

Moving is pretty simple and follows these steps.

1. Declare which character you are moving and where. (If you are *hidden* you do not have to declare where you come *from*).

2. The player with computer control checks that the door you are moving through is **not** locked. If it is, your action now fails, but you may take another action instead.

3. Move the character token into the new room.

4. Then, beginning with the player to your immediate left, each player must admit to any hidden characters (and booby traps) in the room.

   (a) Hidden characters are revealed and their respective token is placed in the room.

   (b) Booby traps trigger.

Please note that the *sneaksuit* alters the rules regarding step 4.

4.1.2 Attacking

To attack, the character must be carrying a weapon. There are several weapons in the game which do different amounts of damage.

1. Declare which character is attacking, what is the target, and with what weapon

2. Roll dice if needed.

3. Do damage depending on weapon to target (most often a character). That characters controlling player marks the damage on his/her sheet. If a character's last damage box is checked, that character is killed and that token is flipped over.

Some weapons (like the *taser*) has a special effect instead of doing damage.

You cannot attack a hidden character, even if you know that it is there.

4.1.3 Trading Items

As an action a character can take or give an item to another character. If the other character belongs to another player than this requires that players consent.

Consent or not consent is decided **after** the player has declared a trade action. I.e. it is possible for a player to "promise" to give an item to another character, but when that character actiavtes that action, the player backs out of the deal. In that case the action is lost.

To track items. Simply write them on your sheet. Items which are no longer carried by characters can be crossed out.

Important: When trading the artifact, the giver must always stipulate which artifact it is (A, B or C).

4.1.4 Searching

Oftentimes the players may choose to hide items instead of carry them. This can only be done before the game starts by selecting that option on a player's sheet. When a character searches the other players must announced what items are hidden in that room. The searching player may immediately pick up any or all of those items. An items which is picked up should be crossed out on the sheet of the player who originally hid it to keep track of the fact that it is no longer hidden there.

Items cannot be dropped or hidden once the game starts.

4.1.5 Looting a Character

Once a character is flipped to its "down" side it can be looted by any other character in that room. When this happens the character's controlling player must announce all items being carried by that character. The looting character may pick up any or all of those items. The looted characters player should cross out looted items on his/her sheet.

4.1.6 Room specific actions

These are described on the game board. A more thorough description is found below:

Use Terminal   (requires *hack*) When taking this action, you perform either one of two things:

1. If you do not have computer control you may attempt to hack the system. Roll a die. On 3+ you take computer control and your action ends. If the Mad Scientist player has installed military grade ICE this roll incurs at a -2 penalty.

2. If you do have computer control you may take **two** computer actions. Computer actions include:

- Lock/Unlock door. At the start of the game, all doors (except the door between D3 and D2 (which is on the Pirate ship) are locked.

- Enable/Disable shield. **Requires Access Code Key. Only from AI Core (A1) or Laboratory (B3).** The shield prevents the disc to be broadcast and ships from leaving (without killing everyone on board).

- Engage/Abort Self-Destruct. **Requires Access Code Key. Only from AI Core (A1) or Command Pod (D1).** Can only be performed once per player turn (a player cannot engage and abort, or vice versa, in the same turn). If engaging: place the self-destruct token on the start of the track. If aborting, remove the token from the track.

- Hack Core. Roll a die, on 6 you can consider yourself to have the access code key for the rest of the game.

Launch   (requires *pilot*) When this action is taken that room, and all characters within are removed from the game. If the shield is still up, those characters are immediately killed.

Fire Cannon   (requires *plasma*, limit once per player turn.) The player who fires the cannon chooses a room from set A, B or C except A3. Each character and equipment (shield generator/terminals) takes 2 damage. The third time a room is fired upon it is destroyed, instantly killing all characters and destroying all equipment within. A destroyed room cannot be entered or passed through.

Broadcast Evidence   These communication consoles are hooked up to the Feynmans satelite array and can communicate with the outside world (if the shields are down). A player with the evidence disc can broadcast it contents in these rooms.

The Shield Generator   This is not an action per se. The shield generator itself is located in the Engine Room (A2), and can be attacked as normal. Once it has taken 6 damage it is destroyed and the shield is lowered and cannot be raised again.

4.1.7   Item specific actions

These are describe on a player's sheet but more detail is given below.

6

Artifact Verification   (requires *mechanic*). A character with mechanic skill can verify that he/she is not holding a fake artifact. The Mad Scientist must admit wether or not the artifact is real or not.

Welding Torch   (requires *mechanic*). A character with a welding torch can permanently open a locked door.

Medkit   (requires *medic*). A character can use a medkit to heal another character (or itself) fully, if the target is in the same room. The medkit can also be used to revive a character who is KO'd. Medkits are exhausted after use.

Geiger Conter   When a character activates a geiger counter the mad scientist must announce "you get a reading" if the (real) artifact is in that characters room or in an adjacent room and "no reading". The alien player must also announce in that way if there are any zombies in the room or an adjacent room.

Gas Grenade   A character can throw a gas grenade into his/her room or into an adjacent room. The grenade will emit a gas cloud which disperses two rounds later, at the beginning of the player's turn. A character who starts a turn and ends a turn in a gas filled room is KO'd.

EMP Pistol   A player can use an EMP Pistol to destroy the artifact, the evidence disc, or a robot (androids are immune). The EMP gun can also be used to destroy a computer terminal.

Thermite Mine   Mines can be triggered as an action and deal damage to each character in the room.

Grenade Launcher   This action attacks all characters in a characters room or an adjacent room and does a die worth of damage to each (divided by 3, rounded up).

Plasma Gun   This weapon (does exactly 2 damage) can destroy the evidence disk as an action.

5 Winning the Game

When only one player can still take actions (because the other players' characters are dead or knocked out), or when a agrred upon time limit runs out, or when players agree, the game ends. At this time the Phone Company and Alien players reveal their true identities and all players assess which *level of victory* they have achieved. Each players objective is to attain as high a level (lower number) of victory as possible. This is usually achieved through a mixture of negotiation, cunning, strategy and luck.

6 Other Rules

6.1 The G-Men Informant

The G-Men Informant can be revealed in one two ways, either during the Space Pirates turn, or on the Phone Company's.

- At any time When the Space Pirate player takes an action with the informant the Phone Company player can reveal the informant and cancel that action (the action is lost for the Space Pirate player).

- During the Phone Company's turn, that player can take an action with the informant, thus revealing him.

Once the informant is revealed it can no longer be controlled by the Space Pirate player, only by the Phone Company player.

6.2 Being Knocked Out

Some game effects refer to a character being "knocked out". When this happens the character token is flipped to its "down" side and is subject to looting.

A knocked out character can still be attacked.

A character moving out of a room with a knocked out character can move that character with it. A dead character can also be moved this way.

SPACE PIRATES

Get in, exchange the loot for the artifact, get the shields lowered and get out. One of your men might not be trustworthy. Select Eastwood and up to 6 other pirates by assigning them letters from A to G. Spend a maximum of 26 points.

☐ Capt. Eastwood
Skills: *Tough, Plasma* ★ DAMAGE ☐ ☐☐ ☐☐ ☐☐

☐ M135 Pistol[1] ☐ G71 Rifle[5]
☐ Arc Cutlass[2] ☐ Plasma Gun[5]

☐ Sgt. Hernandez
Skills: *Tough* DAMAGE ☐ ☐☐ ☐☐ ☐☐

☐ M135 Pistol[1] ☐ G71 Rifle[5]
☐ Arc Cutlass[2]

☐ Cpl. Kyoshi
Skills: *Medic* DAMAGE ☐ ☐ ☐

☐ M135 Pistol[1] ☐ G71 Rifle[5]
☐ Arc Cutlass[2] ☒ Medkit[1]

☐ Pvt. Mendez
Skills: *Plasma* DAMAGE ☐ ☐ ☐

☐ M135 Pistol[1] ☐ G71 Rifle[5]
☐ Arc Cutlass[2] ☐ Plasma Gun[5]

☐ Pvt. Colovisto
Skills: *Mechanic* DAMAGE ☐ ☐ ☐

☐ M135 Pistol[1] ☐ G71 Rifle[5]
☐ Arc Cutlass[2] ☒ Welding Torch[2]

☐ Pvt. Yee
Skills: *Mechanic* DAMAGE ☐ ☐ ☐

☐ M135 Pistol[1] ☐ G71 Rifle[5]
☐ Arc Cutlass[2] ☒ Welding Torch[2]

☐ Pvt. Robertson
Skills: *Hacker* DAMAGE ☐ ☐ ☐

☐ M135 Pistol[1] ☐ G71 Rifle[5]
☐ Arc Cutlass[2]

☐ Cpl. Sarma
Skills: *Pilot* DAMAGE ☐ ☐ ☐

☐ M135 Pistol[1] ☐ G71 Rifle[5]
☐ Arc Cutlass[2]

☐ Cpl. Orlov
Skills: *Pilot* DAMAGE ☐ ☐ ☐

☐ M135 Pistol[1] ☐ G71 Rifle[5]
☐ Arc Cutlass[2]

☐ Alien Pet[3]   Skills: None
Hidden in D2. Can't search, loot or trade. Attacks with claws (Pistol). DAMAGE ☐ ☐☐

VICTORY LEVELS
#1 Eastwood or at least three pirates escape with the loot and the artifact and no aliens onboard.
#2 Eastwood or at least three pirates escape with the artifact and are not responsible for any Pinkerton deaths.
#3 Eastwood or at least three pirates escape with the loot and are not responsible for any Pinkerton deaths or damage to the Feynman.
#4 At least one pirate survives with either the evidence disk or the artifact and is not responsible for any Pinkerton deaths.

EQUIPMENT
M135 Pistol - Roll 1 die when attacking. Do damage equal to the result divided by 3 (rounded down).
G71 Rifle - Roll 2 dice when attacking. Do damage equal to the result divided by 4 (rounded down).
Plasma Gun - Do exactly 2 damage when attacking. Can also be used to weld through doors like a welding torch. Can also destroy evidence disk.
Arc Cutlass - Roll 1 die. On 6 character is killed, otherwise 1 damage.
Medkit - As an action, remove up to two damage from another (human) figure or yourself. Or revive a KO'd character. Can only be used by figures with medic skill. Exhausted after use.
Welding Torch - As an action, permanently open a door. Can only be used by figures with mechanic skill.

SKILLS
Tough - Can take more damage before dying.
Medic - You can use medkits to heal characers or yourself.
Mechanic - Can use welding torches. As an action can determine if a held artifact is fake.
Hacker - Required to use terminals.
Pilot - Needed to leave the Feynman via one of the shuttles.
Plasma - Can use Plasma guns/Cannon.

G-MEN INFORMANT
If the Phone Company player has selected *The G-Men*, one of your pirates is secretly an informant and may turn on you during the game.

☒ Loot on Pirate ☐ / hidden in ☐☐
You start the game with the loot. It is either carried by a pirate (not Eastwood) or stashed in the Pirate Ship or the Cannon Turret.

☒ Plasma Cannon *Mounted on your space ship, has three shots ☐☐☐. Extra shots ☐ [2] ☐ [2]*

MAD SCIENTIST

You have control of the ship's computer, the ship's robots including your trusty android, the artifact and the shield generator. Pirate confederates eager to get the artifact have just docked; all you have to do is sell it to them. You should also steal or buy the evidence disk from the two phone company technicians, or destroy it. Select whatever equipment you want to start with. Spend a maximum of 18 points.

☒ **Dr. McCray**   DAMAGE ☐
Skills: *hacker, mechanic, medic, pilot, plasma, tough*

☐ M135 Pistol[1]   ☐ EMP Pistol[5]   ☐ Sneak Suit[4]
☐ Welding Torch[2]   ☐ Medkit[1]   ☐ Geiger Counter[1]

STARTING POSITION (anywhere but A3 or D2)

☐ **The Artifact**   on McCray ☐ / hidden in
You start the game with the artifact. Write a letter (A, B or C) in the box above. If you select fake artifacts, give them (unique) letters as well.
☐ Fake Artifact[1]   on McCray ☐ / hidden in
☐ Fake Artifact[1]   on McCray ☐ / hidden in

☒ Computer Control
You start the game with control over the computer systems.
☐ Access Code Key[1]
Can turn shield on/off (AI Core or Lab only). Can activate self-destruct (AI Core or Command Pod only)
☐ Military Grade ICE[2]
All hacking attempts incur at -2 penalty.

☐ Booby Trap[1]   *First unaware character to*
☐ Booby Trap[1]   *enter room takes 2 damage.*

☐ Thermite Mine[2]   *Once, as an action,*
☐ Thermite Mine[2]   *deal 2 damage to all*
                       characters in room.

ROBOTS
Robots may start anywhere but D2 or D3. Robots can't normally search, trade or loot.

☐ TechBot[3]   Skills: *mechanic*   DAMAGE
Robot with welding torch.   START

☐ DocBot[4]   Skills: *medic*   DAMAGE
Robot with 3 x medkit.   START

☐ GuardBot[5]   Skills: *none*   DAMAGE
Robot with M135 pistol.   START

☐ Slavin[4]   Skills: *hacker, mechanic, pilot*   DAMAGE
Can search, trade and loot.
Immune to EMP.   START

☐ SoldierBot[8]   Skills: *none*   DAMAGE
Robot with Grenade Launcher.   START

VICTORY LEVELS
#1 McCray survives with the evidence disk destroyed and not broadcast, is not responsible for any Phone Company deaths, and with the pirate loot.
#2 McCray escapes in a space ship with no pirates or aliens onboard, with both the loot and the artifact.
#3 McCray escapes or survives with either the loot or the artifact and the evidence disk is destroyed and not broadcast.
#4 McCray survives with the evidence disk destroyed and not broadcast.

EQUIPMENT
Artifact - Cannot be hidden in D2, D3 or A3.
M135 Pistol - Roll 1 die when attacking. Do damage equal to the result divided by 3 (rounded down).
Medkit - As an action, remove up to two damage from another (human) character or yourself. Or revive a KO'd character. Can only be used by figures with medic skill. Exhausted after use.
Welding Torch - As an action, permanently open a door. Can only be used by figures with mechanic skill.
EMP Pistol - As an action, permanently destroy the evidence disk, artifact or robot.
Sneak Suit - You do not reveal yourself when a character enters your room. When two characters are in the room, or when a character searches you are revealed. Moving a character with sneak suit reveals them as normal.
Geiger Counter - As an action, the Scientest must announce if the **real** artifact is in this character's room or an adjacent room.
Booby Trap - Starting position can not be D2, D3 or A3.
Thermite Mine - Starting position can not be D2, D3 or A3.
Grenade Launcher - Roll a die for each character in this or an adjacent room. Damage is result divided by 3 and rounded up.

SKILLS
Tough - Can take more damage before dying.
Medic - You can use medkits to heal characers or yourself.
Mechanic - Can use welding torches. As an action can determine if a held artifact is fake.
Hacker - Required to use terminals.
Pilot - Needed to leave the Feynman via one of the shuttles.
Plasma - Can use Plasma guns/Cannon.

PHONE COMPANY

Secretly select your employer: G-men, the Museum, Pinkterton or Bell. Spend a maximum of 10 points.

☐ G-MEN VICTORY LEVELS

An informant has given the government a big chance to capture the pirate captain... don't blow it.

#1 Eastwood is captured by the G-Men and taken alive off the station in a spaceship. Have either the artifact or the evidence disk.

#2 Eastwood's dead body is captured by G-men and taken off the station in a spaceship. Have either the artifact or evidence disk. Informant must survive.

#3 Eastwood is killed, the informant must survive.

#4 The informant survives.

☐ BELL VICTORY LEVELS

Innocent employees of the Bell Telephone Company, sent here to fix the phones.

#1 Both technicians escape with the loot.

#2 At least one technician survives and has the loot, an EMP gun, or the Artifact. Shield generator must not be destroyed.

#3 At least one technician survives and artifact has left the Feynman. Evidence disk was broadcast.

#4 Both technicians survive.

☐ MUSEUM VICTORY LEVELS

Preuitt as an Indiana Jones sort, with Osorio his lovely partner. They need to save the artifact from the space nazis because "it belongs in a museum".

#1 At least one agent escapes with a living alien.

#2 At least one agent escapes with a dead alien.

#3 Both agents escape in a spaceship with the artifact or loot.

#4 Both agents escape with the evidence disk.

☐ PINKERTON VICTORY LEVELS

Hired by DuPont to investiget irregularities aboard the Feynman. Code of vengence.

#1 Avenge any Pinkerton deaths (personally cause the death of any character responsible for the death of your partner).

#2 Prevent artifact and McCray's escape. Feynman must not be destroyed. McCray and both agents must survive.

#3 Broadcast evidence disk and have the artifact. Nobody who kills Pinkertons escapes.

#4 Both Pinkertons survive.

☒ Preuitt

Skills: *hacker, mechanic, medic, pilot, plasma, tough*

☐ Gas Grenade[2] ☐ Sneak Suit[5] ☐ Welding Torch[2]
☐ Pistol[1] ☐ Taser[2] ☐ Geiger Counter[1] ☐ Mask[1]

DAMAGE ☐ ☐☐ ☐☐ ☐☐

STARTING POSITION (Rooms B, C or A3)

☒ Osorio

Skills: *hacker, mechanic, medic, pilot, plasma, tough*

☐ Gas Grenade[2] ☐ Sneak Suit[5] ☐ Welding Torch[2]
☐ Pistol[1] ☐ Taser[2] ☐ Geiger Counter[1] ☐ Mask[1]

DAMAGE ☐ ☐☐ ☐☐ ☐☐

STARTING POSITION (Rooms B, C or A3)

☐ Access Code Key[4] ([0] if you are Bell)

Can turn shield on/off (AI Core or Lab only). Can activate self-destruct (AI Core or Command Pod only).

☐ Gas Mine[1]   *Trap. Characters which remain*
☐ Gas Mine[1]   *in room next round are KO'ed.*

☒ Evidence Disk   Preuitt ☐/Osorio ☐/hidden

ROBOTS *Robots may start anywhere but D2 or D3.*

☐ ReconBot[3]   Skills: *Mechanic*

Robot with welding torch, can loot, search and trade.   START

DAMAGE ☐☐☐☐

☐ Informant[0] (only if G-Men)

During setup, the Space Pirate player will take all his (used) Pirate tokens and remove the one matching Capt. Eastwood (without showing it to you). He will then take a random token (without looking at it) and give it to you. Mark that pirate's letter in the box regardless of whether you are G-Men or not. Then hand that token back to the Space Pirate player who mixes it in with the rest.

EQUIPMENT

M135 Pistol - Roll 1 die when attacking. Do damage equal to the result divided by 3 (rounded down).

Medkit - As an action, remove up to two damage from another (human) character or yourself. Or revive a KO'd character. Exhausted after use.

Welding Torch - As an action, permanently open a door.

Gas Mask - You are immune to KO gas.

Sneak Suit - You do not reveal yourself when a character enters your room. When two characters are in the room, or when a character searches you are revealed. Moving a character with sneak suit reveals them as normal.

Geiger Counter - As an action, the Scientist must announce if the **real** artifact is in this character's room or an adjacent room.

Gas Grenade - Introduces a knockout gas in the room or adjacent room. Any character remaining in the room will be knocked out if it remains the next round. A knocked out character can be moved by any player who has characters in that room.

Gas Mine - Only in A2, A3, B1 or C1.

Taser - Roll a die when attacking, on 4-6 the character is knocked out.

Evidence Disk - Only in A3, A2, B1 or C1.

SKILLS

Tough - Can take more damage before dying.

Medic - You can use medkits to heal characers or yourself.

Mechanic - Can use welding torches. As an action can determine if a held artifact is fake.

Hacker - Required to use terminals.

Pilot - Needed to leave the Feynman via one of the shuttles.

Plasma - Can use Plasma guns/Cannon.

ALIEN
Let the Mad Scientist set up first. Then look at his sheet and choose one of the five species.

☐ MIND CONTROL ALIEN
Living alien appearing to be the inanimate artifact. Emits radiation and causes phone noise. Believes in justice. May take 2 actions per turn. Start: as decided by Mc-Cray. If you were hidden and have since moved you move as described on the tracking sheet. If a character searches a room where you were hidden, you must admit that the artifact is no longer there. Immune to EMPs.

Carried Since this alien can be carried, it takes damage whenever it's holder takes damage. Immune to KO gas. This alien can move by itself for 2 actions. When moving, place the artifact token on the map.

Mind Control As an action, this alien's may take control of a single human in the same room. If that human is tough, roll a die; on 3+, this action fails. That human is now an informant for the alien player. The alien loses mind control immediately when the alien is wounded, killed or goes out of range.

Illusion As an action, this alien may cause any human characters in the same room to see any other alien or robot character. The illusion lasts as long as the illusion character is not killed/KO'd or appears for real somewhere else. Illusions cannot take actions.

Victory Levels
#1 Survive and all humans who have killed humans are dead, KO'd or mind-controlled.
#2 Escape on a ship occupied by one single character.
#3 Escape.

☐ BUG ALIEN
Bug Alien Adults (x2) Skills: none. Cannot search, trade or loot. Attacks with acid blood spray (always 3 damage). Start: ooms in B or C.

Bug Alien Eggs
A new adult alien hatches from one egg of the alien's choice the first turn after the death of an adult bug alien. An adult may lay an egg upon a dead human as an action.

☐ _____
☐ _____
☐ _____
☐ _____

Victory Levels
#1 All humans dead or seriously wounded (2 damage away from dying).
#2 More than 4 humans die and at least one bug alien survives.

☐ KOCH
The Android huntress Koch is charged with the recovery of the stolen sacred artifact.
Android Huntress Skills: hacker, mechanic, medic, pilot, plasma, tough.
May take two actions per turn. Start: C or B, 2 or 3.
EMP Pistol Can destroy equipment, artifact or robots.
Void Blade as Arc Cutlass, +2 damage.
Sneaksuit You do not reveal yourself when a character enters your room. When two characters are in the room, or when a character searches you are revealed.
Victory Levels
#1 Escape with the artifact.
#2 All humans who have touched the artifact are dead, even if Koch dies.
#3 Destroy the Artifact, even if Koch dies.

☐ PAN
Shape-shifting alien Skills: mechanic, plasma, pilot. Pan starts disguised as any of the station's robots unclaimed by McCray, although the robot built-in equipment doesn't work. May take two actions per turn. Attacks with claw (as Plasma gun). Start: A1.

Shapeshifting (once per game) While moving secretly, as an action, Pan can assassinate a character who is alone in a room (circle that round in the position tracker below). Henceforth, that character acts as an informant belonging to the Alien player. A player who searches the room where the assassination happened will find the victims dead body, and Pan is revealed. If you die as an informant, Pan is revealed.

Victory Levels SHAPE:_____
#1 Survive as an informant controlled by another player
#2 Escape with the artifact.
#3 Survive.

☐ SPACE ZOMBIES
Zombies (x2) Skills: none. Cannot use items. Attacks with claws (as M135 Pistol). Dead zombies decompose (remove from map). Start: B or C, 2 or 3.

Regeneration
At the end of every Alien turn, one of the zombies may heal 1 point of damage. Zombies cannot be knocked out. Emits radiation (Geiger Counter).

Reproduction
Any human killed by a zombie will become a zombie. They come back to life seriously wounded (1 damage away from dying). There is no limit to the number of zombies that may be created this way.

Victory Levels
#1 Eat the artifact (takes 2 turns)
#2 All characters dead.
#3 At least 2 humans have been turned into zombies.

☐ HAL
Secretly sentient computer, in control of the Feynman's ship functions.
Renegade Computer Skills: hacker (may take four computer actions instead of two), pilot (of command pod). May cancel any other player's computer action and take computer control at any time.

Location Reside in any one of the ships terminal locations, and may move (teleport) freely between them. If the command pod detaches HAL cannot move to that position any more.

Puppets Controls up to two robots not claimed by Mc-Cray at the start of the game.

Defense HAL can be damaged if the computer terminal he resides in takes damage. An EMP blast to HAL's terminal will KO him. If HAL dies or is KO'd, place the hal token in HAL's last position.

Victory Levels
#1 HAL and McCray survive and remain in the same ship. The evidence disk is destroyed and not broadcast.
#2 Escape (in command pod) with the artifact.
#3 Survive.

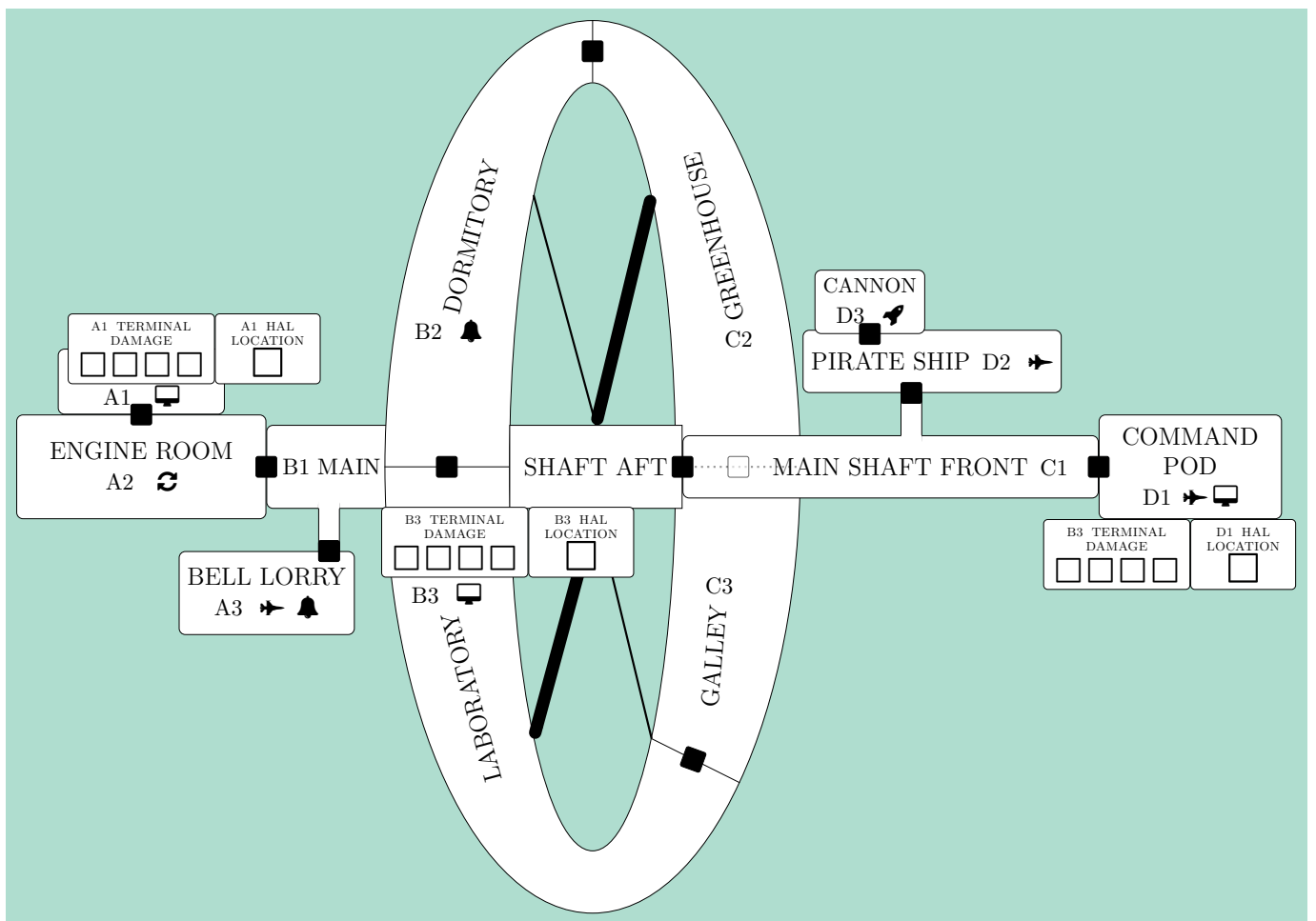## Alien Position and Health Tracking sheet

You do not reveal yourself when moving and doors do not impede you. Use the position boxes below to track your hidden movement. When another player moves into your room, you are discovered and move publicly with that character. You do not have to announce what actions you are taking (except attacks, hacks, etc). Please note that only the Koch alien is tough, the other aliens only use 4 damage boxes.

Round	1	2	3	4	5	6	7	8	9	10	DAMAGE
ALIEN 1	□□	□□	□□	□□	□□	□□	□□	□□	□□	□□	□
	11	12	13	14	15	16	17	18	19	20	□□
	□□	□□	□□	□□	□□	□□	□□	□□	□□	□□	□□ □□
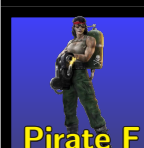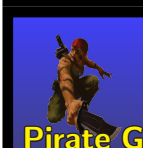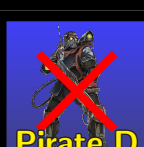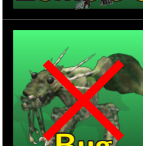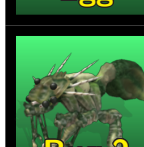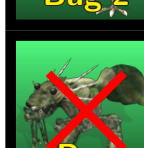
Round	1	2	3	4	5	6	7	8	9	10	DAMAGE
ALIEN 2	□□	□□	□□	□□	□□	□□	□□	□□	□□	□□	□
	11	12	13	14	15	16	17	18	19	20	□□
	□□	□□	□□	□□	□□	□□	□□	□□	□□	□□	□□ □□

DAMAGE	DAMAGE	DAMAGE	DAMAGE	DAMAGE	DAMAGE
□	□	□	□	□	□
□□	□□	□□	□□	□□	□□
□□	□□	□□	□□	□□	□□
□□	□□	□□	□□	□□	□□
three	four	five	six	seven	eight

Move - Do not reveal yourself unless character enters your room (not Koch).
Attack - Reveal attacking character.
Search - Only state which room you are searching.
Loot - Only state which character you are looting.
Trade - Reveal trading character.
Room Action - Only reveal what action you are taking.

Print on thick paper, each tokens reverse is directly beneth it. Cut out and fold.

Osorio	Preuitt	ReconBot	McCray	TechBot	DocBot
Osorio	Preuitt	ReconBot	McCray	TechBot	DocBot
GuardBot	Slavin	SoldierBot	Pirate A	Pirate B	Pirate C
GuardBot	Slavin	SoldierBot	Pirate A	Pirate B	Pirate C
Pirate D	Pirate E	Pirate F	Pirate G	Alien Pet	Pan
Pirate D	Pirate E	Pirate F	Pirate G	Alien Pet	Pan
Artifact	Zombie 1	Zombie 2	Zombie 3	Zombie 4	Zombie 5
Artifact	Bug	Bug	Bug	Egg	Egg
Zombie 6	Zombie 7	Zombie 8	Bug 1	Bug 2	Koch
Bug	Egg	Egg	Bug	Bug	Koch
HAL	Shield	Detonate	KO Gas	KO Gas	KO Gas
HAL	Shield	Detonate	KO Gas	KO Gas	KO Gas

Computer Control Chart

☐ **MG. ICE**
Subtract 2 from the roll.

☐ D2 to C1

☐ C1 to D1

☐ B2 to C2

☐ B1 to C2

☐ C2 to C3

☐ B1 to C1

☐ B1 to B3

☐ B3 to C3

☐ A1 to A2

☐ A2 to B1

☐ B1 to A3

☐ B2 to B3

Hack Core - Computer Action. Roll a die. On a 6 you can consider yourself to have the access codes for the rest of the game.

Engage/Abort Self-Destruct - Computer Action. Only form Command Pod or AI Core, and only with access codes. Place the self destruct token on the start of the self-destruction track.

Enable/Disable shield - Computer Action. Only from AI Core or Laboratory and only with access codes.

Lock/Unlock Door - Computer Action. Cross any uncrossed door box or erase any cross from a door box. Welded doors (marked with a 'W') are permanently opened and cannot be manipulated.
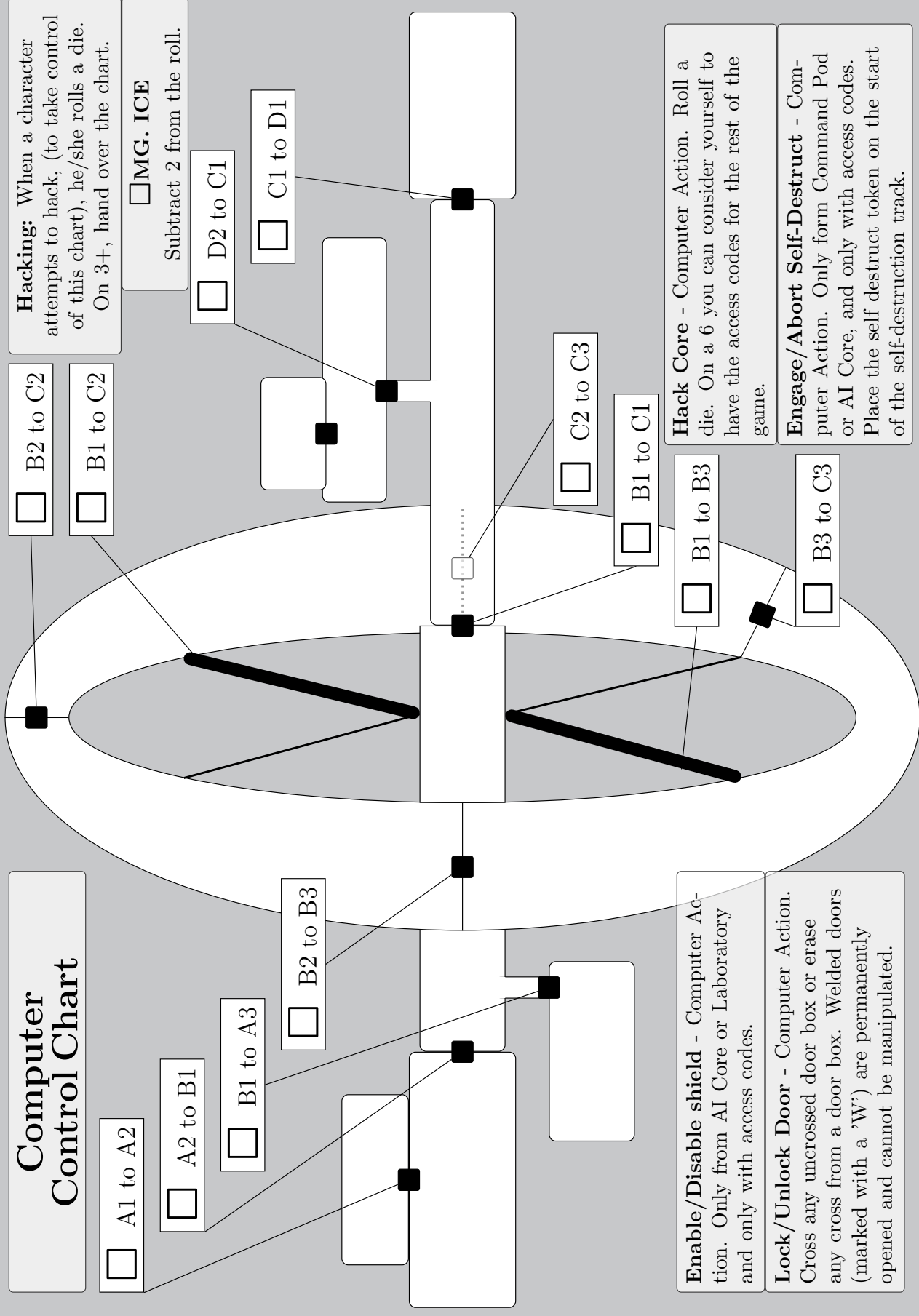
The next page is a reference sheet, print one per player.

MAD SCIENTIST

#1 McCray survives with the evidence disk destroyed and not broadcast, is not responsible for any Phone Company deaths, and with the pirate loot.

#2 McCray escapes in a space ship with no pirates or aliens onboard, with both the loot and the artifact.

#3 McCray escapes or survives with either the loot or the artifact and the evidence disk is destroyed and not broadcast.

#4 McCray survives with the evidence disk destroyed and not broadcast.

McCray	*All*	Fake Artifacts
Techbot	Welding	Booby Traps
DocBot	Medkit	Termite Mines
GuardBot	Pistol	
SoldierBot	Grenade	
Slavin	Hacker, Items	

VICTORY LEVELS

#1 Eastwood or at least three pirates escape with the loot and the artifact and no aliens onboard.

#2 Eastwood or at least three pirates escape with the artifact and are not responsible for any Pinkerton deaths.

#3 Eastwood or at least three pirates escape with the loot and are not responsible for any Pinkerton deaths or damage to the Feynman.

#4 At least one pirate survives with either the evidence disk or the artifact and is not responsible for any Pinkerton deaths.

Eastwood	Tough, Plasma	Hernandez	Tough
Kyoshi	Medic	Mendez	Plasma
Colovisto	Mechanic	Yee	Mechanic
Robertson	Hacker	Sarma	Pilot
Orlov	Pilot	Alien Pet	Pistol

PHONE COMPANY (synopsis)

G-MEN
Capture eastwood, preferrably alive. Get either artifact or disc and the informant survives.

MUSEUM
Capture an alien, preferrably alive. Escape with either artifact, loot or (worst case) disc.

PINKERTON
Avenge deaths. Prevent artifact and McCray's escape. Feynman not destroyed. McCray and agents survive. Broadcast disc and have artifact, pinkerton murderers do not escape. Both pinkertons survive.

BELL
Escape with loot. One survives with loot/ EMP/ artifact and shield generator not destroyed. One escapes with artifact, disc broadcast. Both survive.

Preuitt	*All*	Gas Grenades
Osorio	*All*	Gas Mines
ReconBot	Items	
Pirate Informant	(G-men)	

ALIEN (synopsis)

MIND CONTROL ALIEN
Survive and all murderers are dead, KO'd or mind-controlled. Escape with one other character. Escape.
Skills: Mind Control, Illusion, 2 Actions.

BUG ALIEN
Humans dead or seariously wonded. More than 4 humans die and 1 bug survives.
Skills: Spray Acid (3 damage), Lay Eggs.

SPACE ZOMBIES
Eat artifact. All characters dead. At least 2 humans turned into zombies.
Skills: Eat artifact, Regeneration, Zombify.

PAN
Survive as informant. Escape with artifact. Survive.
Skills: Assassinate/Shapeshift, 2 Actions.

KOCH
Escape with artifact. All humans who have touched artifact dead. Destroy artifact.
Skills: *All*, Sneaksuit, 2 Actions.

HAL
HAL and McCray survive on same ship, disc destroyed and not BC. Escape with artifact. Survive.
Skills: Take computer control, controls robots.

ACTIONS

MOVE 1. Declare destination. 2. Check doors. 3. Move token. 4. Hidden characters appear. 5. Traps trigger.

ATTACK 1. Declare attacker and target. 2. Roll dice (if applicable). 3. Apply effect.

SEARCH Find and pick up all hidden items in room. Find characters in sneaksuits.

LOOT Pick up any items from a dead or KO'd character.

TRADE Give or take any items from a character in the same room. Requires consent.

ROOM ACTION E.g. Launch, Use Terminal, Hack, Fire Cannon, Broadcast Disc

ITEM ACTION E.g. Welding Torch, Medkit, EMP Pistol, Geiger Counter, Thermite Mine, Grenade Launcher, Gas Grenade, Taser.

COMPUTER ACTION
(Get 2 actions when using terminal with computer control).
Lock/unlock Door. Enable/Disable Shield. Engage/Abort Self-Destruct. Hack Core.