

HYBRID

NEMESIS

†HERE IS NO HOPE
IN †HIS PLACE...



RACKHAM®

R U L E B O O K

CREDITS

NEMESIS is an original supplement for HYBRID®. NEMESIS and HYBRID® are based on the world of RAG'NAROK® and CONFRONTATION®, These are all published by RACKHAM®.

Editor: Jean Bey.

Artistic Director: Jean Bey.

Project Manager: Pascal Petit.

Production Manager: Philippe Chartier.

New rules: Arnaud Cuidet, Pascal Petit and Ivo Garcia.

Corrections: flu.

Publishing Director: Sébastien Célerin.

Production Chief: Nicolas Hutter.

Graphic design: Franck Achard.

Layout (Rulebook): flu.

Layout (Cards): Pascal Petit.

Cover illustration: Mark Gibbons.

Illustrations: Edouard Guiton and Paolo Parente.

Logo: Franck Achard.

Figurine sculpturing: Yannick Hennebo and Alexandre Aragorn Marks.

Figurine painting: Vincent Fontaine and Martin Grandbarbe.

Game tile illustrations: Nicolas Fructus.

Scenery: Vincent Fontaine.

Photography: Jean-Baptiste Guiton.

Translation: Peter Patzak.

Testers: David Gautier, Anne and Alain Goze, William Mordefroy, Christophe Mouret, Laurent Nialon and Olivier Paillet.

Thanks to Raphaël Guiton and the whole RACKHAM® team, as well as to Frédéric Brasseur, who was forgotten in the HYBRID® credits and did not hold it against us.

The figurines included in this game box were created by RACKHAM®. They come from the world of CONFRONTATION® and RAG'NAROK®, two games published by RACKHAM®.

CADWALLON, CONFRONTATION, HYBRID, the HYBRID logo, HYBRIDES, RACKHAM, the RACKHAM logo, RAG'NAROK and WOLFEN are all registered trademarks owned by RACKHAM®.

Copyright © 1996-2004 RACKHAM. All rights reserved.

All illustrations (including those of the game tiles), photos, figurines and names of figurines are exclusive creations owned by RACKHAM®. All rights reserved.

Printed by Édiprint (57155 MARLY)

CONTENTS

| | |
|---|-----------|
| INTO THE HEART OF DARKNESS | 3 |
| THE LODGE OF HOD | 5 |
| Origins | 5 |
| Hierarchy | 6 |
| Objectives | 7 |
| Hod in Action | 7 |
| THE NEMESIS LABORATORIES | 8 |
| Birth of the Alpha Project | 8 |
| The Nemesis Project | 9 |
| The Dawn Ritual | 9 |
| Athar Zakhil | 9 |
| HYBRID ERRATA | 10 |
| NEW RULES | 11 |
| New Traps | 11 |
| Objective Rooms | 12 |
| Material | 13 |
| NEW MISSIONS | 14 |
| Reinforcements! | 14 |
| The Mystery of the Cold Chamber | 16 |
| CAMPAIGN RULES | 17 |
| Total Victory | 17 |
| Experience and Wear | 17 |
| Victory Bonuses | 17 |
| CAMPAIGNS | 18 |
| Campaign 1: The Predator's Shadow | 18 |
| Campaign 1: The Deadly Maze | 19 |
| Campaign 1: Flee or Die | 20 |
| Campaign 2: The Escape | 21 |
| Campaign 2: Race for Secrets | 23 |
| Campaign 2: Hold Your Positions | 24 |
| Campaign 3: Death to the Bearer! | 26 |
| Campaign 3: Cracks in the Ceiling | 28 |
| Campaign 3: For a Keg of Powder | 29 |
| THE NEST OF VIPERS | 31 |

INTO THE HEART OF DARKNESS

Zhime the minelayer's fingers delicately and quickly, yet without precipitation or frenzy, handled the charge of explosives. A veteran of the battle of Käiber and a brother of the Lodge of Hod, this man had too much experience to be worried about a few kilos of gunpowder. Anchored solidly onto the laboratory's metal wall and correctly set, the explosives were ready.

The minelayer unrolled a fuse while moving back to where his squad had found refuge. The purifier accompanying him moved back at the same time, his pistols aimed at the darkness of the laboratory, ready to be skilfully fired.

The two brothers joined their squad again. It was made up of other purifiers, a templar, a mysterious exorcist and a female esquire named Misericord.

The young woman, who was squad leader, turned to the minelayer.

"Brother, are the explosives ready?"

"Yes, esquire, but..."

"Brother, you have already expressed your doubts, but we must pass through here."

Misericord scanned the laboratory's walls. Her squad could continue on after the corner; it would take them more time but it would be safer. She wasn't forced to advance straight ahead and blow up every wall that was in her way. She didn't have to further weaken the laboratory's structure, which already seemed to be collapsing.

Misericord bit her lower lip. Behind her mask no one could see the doubt on her face.

"Brother, do your duty."

The minelayer lit the fuse. The spark moved quickly towards the wall. Then there was the sound of the explosion. A crack. Followed by fear and a call to Merin. And finally the fall and unconsciousness.

Misericord regained consciousness. Slowly she checked to see if her weapons were where they were supposed to be. They were. At last some good news. The young woman remained motionless for a moment, paying attention to the slightest sound. A few rustles and some moans could be heard. Probably her brothers, thought Misericord while getting up.

"Squad, report!"

One by one the brothers got up as well as they could and reported their presence. The exorcist did the same.

"Here we are in the heart of Darkness, my sister. Your skill at leading us into it is greater than mine."

"You do not depend on my authority and you came at your own free will. For now I would like you to just shut up!"

« **H**ERE WE ARE
IN THE HEART
OF DARKNESS. »



"As you have just said, esquire, I do not depend on your authority. Your audacity will be reported to the lodge."

"And so will your..."

The knight Danil got between Misericord and the exorcist, putting an end to their dispute with his presence.

"The squad is awaiting your orders."

"Squad, establish a security perimeter! Minelayer, go on reconnaissance. Brother Marcus, take care of the wounded."

Misericord's men carried out her orders and the young woman turned towards the exorcist. He was on his knees, caressing the ground, and seemed to be in a strange trance.

"What is it, exorcist?"

"I sense... a disturbance in the darkness."



"No, esquire."

"There's no use lying, I can see your fear."

"It's just... I can feel agitation in this laboratory."

"The clones are active?"

"I don't know. I can hear noises, but I can't see anything."



The squad had a hard time advancing in the corridors of this disquieting complex. They all felt fear in their stomachs; only their faith in Merin let them resist it. Even Misericord couldn't resist feeling apprehension on seeing this laboratory's walls and rooms. The architecture, the machines, even the tanks were different here.

The exorcist placed his hand on the young woman's shoulder.

"The disturbance is getting nearer."

Misericord looked towards the minelayer. She could make out his silhouette in the lantern's light a few steps in front of her.

He advanced cautiously in order to detect and deactivate any traps that may have been set in this eerie laboratory. He already had a few dismantled ones in his pouch.

Suddenly there was a strange noise and a movement in the shadows. The lantern and the minelayer fell to the ground.

"Squad, into position!"

The purifiers pointed their consecrated pistols towards the scout's position.

"Minelayer, report!"

Silence was the only answer until a cry of horror broke it.

"Squad, forward, march! Fire at anything that moves."

The squad's members followed in Misericord's steps, running as fast as they could. A corridor, a corner, then another corridor. The squad could see where they were going thanks to a few spheres that bathed the laboratory in a dim light. A cry could be heard again.

The squad bolted into a hall full of storage tanks. A greenish glow came from the transparent receptacles and lit up the place clearly. The minelayer was lying there, covered in blood but still alive. Above him, hanging in the air, a strip of flesh was wiggling as if held by an invisible hand. No, not in the air... Her senses sharpened by too numerous battles, Misericord noticed the change in the air, the haze that seemed like the waves of heat radiating from a stone warmed by the summer sun... She could make out the monstrous shape standing over the minelayer.

"Fire at will!"

Acting as one, the purifiers opened fire in the same direction as Misericord. The stray bullets riddled the ground and caused the tanks to burst. The minelayer's broken voice rose above the din of the explosions.

"Watch out! To your right!"

The knight spun around and could make out a shape in the darkness. Holding his weapon in his fist, he threw himself at the creature, which pushed back his attack with ease. Caught off balance, he fell with a metallic crash. While his brothers came to his aid, he could see through the creature's transparent figure as the minelayer got up and pointed his weapon in its direction.



"Minelayer Zhime, report!"

Misericord and the minelayer stood in the middle of the great hall in which the Griffins had set up camp.

"I'm listening to you, brother."

"The rubble has locked us in. We cannot return the way we came."

"OK, and?"

"We seem to be in another laboratory. There are several ways out of it, but I don't know which one will lead us to the surface."

"If this is another laboratory, then our objective is not to return to the surface, but to find the Gem of Darkness and neutralise it."

The minelayer, though being an experienced veteran, went pale.

"Is there a problem, brother?"

THE LODGE OF HOD

ORIGINS

The Lodge of Hod was born in suffering, in the image of the troubled times that saw its birth. In the year 676, burning stakes illuminated the Empire, which seemed to have been taken by the madness and the fanaticism of the Akkylannian Inquisition. Some templars were frightened by the injustice that befell them and their brothers. Yet those who were arrested by the Inquisition accepted Merin's judgement and walked to the stake with their head held high. Others refused, fled and sought refuge among their brothers of the Temple.

Yet the Temple couldn't openly oppose the Inquisition. Even if it had been able to be victorious in an intestine war, this war would have brought Akkylannie to its knees at a time when Ark-lash needed all of its strength.

So the supreme commander at the time ordered all the renegades to be brought before him. He told them that they could not be part of an official lodge of the Temple, for this would cause a war harmful to all. Yet the Temple couldn't do without such valiant and such devout servants. So he proposed each renegade to join a secret lodge. Their mission would be to save the other unjustly accused brothers from the madness of the Inquisition. Some renegades accepted and became the first brothers of the Lodge of Hod. Those who refused perished mysteriously a few days later.

During the first months of its activity, the Lodge of Hod's only mission was to secretly thwart the Inquisition. It is at this time that the rumour was born according to which Hod was in the service of Darkness; who else but the servants of the dark Principle would counter the Inquisition? Yet the liberations became more frequent and the Inquisition calmed. The keeper of the Lodge of Hod was faced with a dilemma: too many brothers to give work to and not enough brothers to liberate. But the brothers of Hod were all hardened templars with sturdy characters and extraordinary abilities. Boredom was the worst kind of poison for this kind of men. So a little more than a year after its founding, the Lodge of Hod met a decisive moment. During a secret meeting between the supreme commander and the keeper of the lodge, it was decided that it would serve the Temple's interest in a more general way. Every time it needed to act in secret, it would call on the Lodge of Hod. It went without saying that if one of its brothers should ever be captured, the Temple would deny everything.



HIERARCHY

The Lodge of Hod is directed by **the keeper of the lodge**. This brother has all the power over it. He only reports to the supreme commander of the Temple. Only venerables and masters can reach this position. The position of the Lodge of Hod's keeper is so particular that some brothers believe that he is the equal to the commanders, maybe even the Temple's number two. The current keeper of Hod is Venerable Masselius.

The Lodge of Hod is then divided into **factions**, each commanded by a **faction chief**. A venerable, master or knight can be named faction chief. The faction chiefs are under the direct authority of the keeper of Hod. They have several esquires, a seneschal and sometimes a knight under their command.

Every faction is made up of several squads, each commanded by a **leader**. All of the Temple's officers, excepting simple templars, can become leaders. They obey their faction chief and lead a small group of men, most often purifiers, but also minelayers, executioners or even templars of rank.

Unfortunately, in reality things aren't always so simple. First of all, many brothers are mistaken when it comes to the seneschal's role. It isn't really a title but rather a function. Indeed, a seneschal is really an esquire who has a specific function within the faction: he assists the faction chief in his responsibilities and is the intermediary between the chief and the squad leaders. If the faction chief can no longer carry out his duties, the seneschal replaces him.

Faction chiefs rarely remain in their encampment while their squads go and fight, so they often also act as squad leader. The squad's usual leader is then just the intermediary between the faction chief and his men. Some faction chiefs have even formed special squads that are directly under their seneschal's command and which accompany them wherever they go. Venerable Ambrosius is certainly the most famous among them for his willingness to go to the front. Nowadays he is the only faction chief who has set his feet in a laboratory of the Hybrid Project. His men respect him greatly for this act of courage... or of madness.

And finally, there is a special faction under the direct authority of the keeper of Hod. Nobody really knows what its function is. According to the most probable hypothesis it is responsible for internal security and for the keeper of Hod's personal protection. This seems to be confirmed by the presence of a Griffin executioner at the head of this faction, which is contrary to all of the lodge's rules.



THE LODGE OF HOD IS A COUNTERBALANCING POWER TO THE INQUISITION'S FANATICISM.



OBJECTIVES

The brothers of Hod like to define themselves as being the “true” avenging hand of Merin, the last guarantors of Arcavius’s dreams. In many ways this is true. Despite the often troubled past of the brothers of Hod and their taste for intrigue and undercover activity, they are fiercely opposed to the fanaticism currently perverting Akkylannie. Many of them struggle for a tolerant Church. The Lodge of Hod is a counterbalancing power to the Inquisition’s fanaticism.

Thus, one of the Lodge of Hod’s missions is to protect Arcavius’s dream from his own faithful, especially the Inquisition, but also from all fanatics who could harm the Temple or even Akkylannie. Indeed, the Temple can no longer keep track of all the spies of Darkness who died before they could reveal the names of their contacts, or of the salutary cease-fires ruined by overzealous inquisitors. While repairing the Inquisition’s errors, Hod has grown a liking for secrecy, which has led it to be given new missions. Therefore, when the Temple discovered the Hybrid laboratories, this lodge was chosen to take care of them.

Only Hod can protect the Akkylannians from this terrifying secret.

Yet the Lodge of Hod rests on a dangerous paradox. The Temple is in the service of the empire of Akkylannie. So is the Inquisition. When it was given a power greater than the Temple’s, the latter should have accepted this and let its brothers be burnt at the stake. This did not happen and therefore the Lodge of Hod was created. Thus, despite the displayed loyalty to Arcavius’s dream, the Lodge of Hod was born of treason and lies, and of the idea that to serve one’s master (Akkylannie in this case) well, one must lie to him. How long will it take before the lodge, following this reasoning, betrays the Temple itself? Those who have asked themselves this question are aware that Masselius’s special faction doesn’t only take care of internal security, but is also working on an insane project of which no one but the keeper of Hod knows the ultimate goal.



HOD IN ACTION

Thanks to its history and its duties, the Lodge of Hod has become expert at kidnapping, freeing prisoners and travelling undercover. These relatively similar operations are now commonly known as “**extraction**” within the lodge. Extraction consists of reaching an individual and having him travel without anyone knowing, with or without his consent. Hod carries out extractions to save unjustly accused templars or Akkylannians who have been randomly declared heretics. Most of the time these outlaws then join the Lodge of Hod or are given a one-way ticket to the other end of Aarklash. Sometimes Hod carries out extractions so that the Temple can question a servant of Darkness far from the inquisitors’ zeal or to free one of the Temple’s moles who had infiltrated the enemy and was paradoxically captured by the Empire.

The Lodge of Hod’s second operation of choice is **infiltration**. The Inquisition has a strong taste for secrecy. Though the Temple is at the front, it is often the last one informed of discoveries concerning the forces of Darkness’s actions. It has therefore decided to serve itself. Regularly, squads of the Lodge of Hod are sent into the offices of the Inquisition to steal secret documents, confidential reports and classified evidence.

And finally, when the conflict between the Temple and the Inquisition reaches its summit, the supreme commander can take the horrible decision of having an inquisitor assassinated. These **assassinations** are of course carried out by the Lodge of Hod and only by its most hardened of squads.

Since a short time ago a new type of operation can be added to this list: the cleansing of laboratories...

THE NEMESIS LABORATORIES

THE BIRTH OF THE ALPHA PROJECT

Be sure to eliminate the clone carrying this message. As you know, our enemies have infiltrated the highest spheres and await the right moment to strike.

I have carefully studied your reports. The results you get with strain A.354 are far from meeting my expectations, and I do not like the fact that you continue rearranging it. It is obvious that nothing satisfactory will come of it. So I strongly suggest you find other subjects to do your research on and that you send me more interesting news in the near future.

You will receive new machines in a few days as well as a very particular strain, which I'd like to see integrated in the ones you already have. We don't have time to waste with those outdated combat clones you call "aberrations." It's time to develop the ultimate strain, the one that will bring the world to its knees through its perfection.

— Parchment found in the office of Thèr Darhil, omnimancer of the Nemesis Project.

This letter, written a very long time ago by Emperor Dirz himself, shows pretty well the state of mind the Heresiarch was in shortly before the fall of the first Shamir. The laboratories he had secretly had built in many different places didn't seem able to create the ultimate clone he so longed for. His growing paranoia made him dread the worst and his fear of failure soon led him to take a decision whose consequences he couldn't

measure. He needed a new, more ambitious and more secret project than the ones SO.III was in charge of. A project that would lead to the creation of an almost divine being, a new man, the living reflection of Merin's greatness, but utterly devoted to defending Shamir. This perfect clone would be Alpha, the absolute. Its birth should not be delayed.

Thus Dirz ordered the construction of laboratories in the desert and decided to include his very own genes in the strain that was used as a base for the Alpha Project. If he should happen to perish, he would continue living within his masterpiece and could keep on guiding his people.

The Heresiarch also sent dozens of his best biopsists to take samples of the cells of famous and powerful individuals. Many of these agents never returned from their journey, but others brought back priceless samples that were added to the Alpha strain. Dirz the Heresiarch himself took part in many experiments, and his great knowledge allowed the project to move forward at a fast pace.

The Nemesis laboratory, directed by Thèr Darhil, was chosen to experiment on certain aspects of the Alpha Project. The results of this research were then sent to the laboratories of the Hybrid Project (in particular to SO.I8) where the clones were produced and tested on a larger scale.

This division of the research done considerably slowed its progress, but the Heresiarch was sure that this was the safest way to protect and keep it from his many enemies. Thèr Darhil was therefore the only one who could guess what the Emperor had in mind. The other omnimancers only followed orders.



The prototype of the Nemesis is finally ready. The clone carrying this message will also give you a detailed report on the progress of the Alpha Project. We have added elements of the Alpha strain to the Nemesis strain as you have wished, and the results are rather good despite the usual problems of deformity and excessive aggressiveness of which this type of clone suffers. The new version of the Nemesis is clearly different from its ancestor, the aberration. The latest specimen is faster, more intelligent, stronger and more polyvalent than its predecessors. I am convinced that the next versions will be even more outstanding. The contribution of the Alpha Project to its cognitive capacities is truly amazing and...

— Rough copy of a letter by Thèr Darhil to Emperor Dirz.

THE NEMESIS PROJECT

After having created the aberration and many other rough versions of the ultimate warrior, Thèr Darhil spawned the Nemesis, a revolutionary clone that should, among other things, allow certain aspects of the Alpha Project to be tested.

Only he and the emperor knew the existence of this strain; the laboratories of the Hybrid Project therefore did not receive a copy of the Nemesis, and its capacities were exceptionally tested directly in the premises of Darhil's laboratory. The first experiment turned into a catastrophe. The clone managed to escape and slaughtered dozens of biopsists in the corridors of the underground complex. It took weeks to replace them and the clone was destroyed to avoid further incidents.

The following versions of the Nemesis were endowed with clearly greater intelligence and even Dirz himself judged its results satisfactory.

The creation of a first experimental version of the Alpha clone happened shortly afterward in a site buried deep beneath the sands of Syharhalna. Unfortunately, the collapse of the first Shamir interrupted the accelerated gestation process and caused all research in the secret laboratories to come to a halt. Thus the Hybrid, Nemesis and Alpha Projects were eliminated by the catastrophe and the sites, whose locations were known by very few faithful, were forgotten.

THE DAWN RITUAL

The coming of Arh-Tolth on Aarklash has brought the underground complexes, whose construction had been ordered by the Heresiarch, back to life. Ancient machines have thus been switched on again and unfinished experiments have been reactivated. Clones have come to life all over these hidden research facilities, whose performance has been diminished by time and their lack of maintenance. These starving creatures, left to their own devices in their underground prisons, are very far from the perfection so sought after by Dirz. Yet the strains are there, intact, preserved in the hermetically sealed gene-libraries in which an icy cold has kept

them alive. Competent technomancers would be able to recover them and continue the Heresiarch's quest for the perfect being.

With Arh-Tolth's help, the Heresiarch's dream is now within reach; those who know to understand this will write the destiny of the Syhar people, and maybe even that of the whole of Aarklash.

ATHAN ZAKHIL

A respected technomancer said to be a direct descendent of Dirz (though this has never been proven), this Real-Born has discovered the existence of the Hybrid Project's laboratories. Though for the moment he is unaware of the Alpha and Nemesis Projects, he is close to discovering them thanks to the explorations of Ysis the Viper, his most faithful creation. She has already brought him several samples (badly conserved and unusable) and priceless information on the numerous complexes she has visited.

Athan, knowing the Heresiarch's history very well, is aware that the latter had undertaken a particularly ambitious project just before the collapse of the first Shamir. He hopes that Ysis will bring him the evidence that this project is not just a myth, and is planning on continuing his ancestor's research.

Zakhil is convinced that Dirz had personally contributed to the development of certain strains of the Hybrid Project, and that there probably are other laboratories devoted to much more ambitious projects. His search for these sites has become a true obsession and Athan now fears that other technomancers will discover them before he does.

Apart from his ambition, Zakhil is aware that the outcome of the Rag'narok may also depend on what the Hybrid Project really hides. The resumption of the Heresiarch's research would surely tip the scales to the Scorpions' advantage, and Athan dreams of being the instigator of this upheaval.

My agents have discovered the location of another laboratory near Kashem, and its exploration will only be entrusted to my most talented of creations. It is therefore you who I ask to lead the expedition and to recover all that can be.

You must bring back everything that may be of interest to me and give me a detailed map of the place, as well as a precise description of the installations you find. Several biopsists and a neuromancer will accompany you. Of course, they must not leave the laboratory alive. I am sure that that traitoress Sasia has been informed of my research on the Hybrid Project and I wish to avoid her getting any further news.

You must be made aware that one of our teams was attacked by an Akkylannian squad in SO.99. These dogs seem to have discovered the existence of the secret laboratories and will surely do everything they can to destroy them. I therefore recommend that you prepare for the worst when you enter SO.111.

— Extract from a letter from Athan Zakhil to Ysis the Viper.

ERRATA

A few misprints have managed to slip past our attention in the **HYBRID RULEBOOK**. Here is a list of explanations and errata to be taken into account.

- The formula to calculate the Success Level is $SL = NV - I / \text{Wound (+ or - modifier(s))}$.
- The NV is printed under the fighter's illustration on the Hybrid Profile cards.
- A fighter's angle of vision is of 90° in accordance with the diagrams.
- As a general rule, if a figurine's deployment zone is not indicated in a scenario, then use a zone of a higher rank. If this zone is full, then the figurine is placed on an adjacent square.

Example: *In the Return to Glasihar scenario, the figurines of rank 2 Scorpions are to be deployed in the deployment zone of rank 3.*
- **Superior Strategy (Strategic Event card).** The instructions at the bottom of this card should read as follows:
This card is played at the start of the round just before the Activation Roll, which you then automatically win. It cannot be countered in any way and is then discarded.
- **P. 36, Return to Glasihar.** The Scorpion deployment zone of rank 3 is of 4 squares, and not 3. And the Griffin deployment zone of rank 3 is useless since they all enter the laboratory by their entrance.
- **P. 37, The Scarlet Hive.** A door is missing on the top left tile, in the room where the Scorpions have an entrance (see diagram). The tile at bottom centre has a door in the middle of a room and is therefore not necessary to place.



- **P. 38, The Heresiarch's Prison.** As soon as Ambrosius manages to open the door of his cell, all other doors are unlocked. On the top centre tile the door at the bottom right should be placed as shown below.
In this scenario the rocks fall randomly. The tiles are numbered clockwise from 1 to 7 beginning with the one placed top left.

On a result of "1" to "7" on Id10, the rocks fall onto the corresponding tile. On an "8" or a "9" the die is rolled again. On a "10" no rocks fall in this turn.



- **P. 41, Prowlers!** In the last paragraph: the player who must roll Id10 in the fifth round is the one who activated Objective counter I. On the central tile, a double door leading to the tile on its right should be placed as shown below.



- **P.45, The Scorpion's Venom.** A double door is missing connecting the two right tiles in the middle row. It should be placed as shown below.



- **P. 47, The Heroes' Twilight.** Two single doors are missing on the tile located in the top right (see diagram).



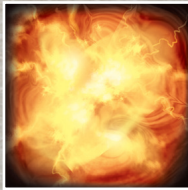
NEW RULES

NEW TRAPS

The traps in *Nemesis* use the placement and activation rules explained in the *Hybrid Rulebook* on page 28. The Trap counter included in *Hybrid* becomes a “Mine.” If a trap needs a template to be used, it is placed by the player who didn’t set off the trap. In all cases the fighter can avoid suffering the trap’s effects if he manages to pass a Natural Roll with a SL +3. This roll cannot be modified using Action cards.

The traps presented below are of two types: mobile and fixed. The former can be neutralised and removed using the “Mineclearer” aptitude. The others must remain where they were placed at the beginning of the game, even if they have been neutralised by a “Mineclearer.” Once a trap has been triggered, its counter is removed from the board.

FIREBOMB (MOBILE)



This terrifying mechanism sprays jets of flaming liquid in all directions. It affects all adjacent squares including the one its counter is on (making a total of 9 squares).

All fighters hit even partially by the flames suffer 2 Wounds.

PURULENT CARNAGE (FIXED)



This abominable trap lets a disgusting living mass of flesh and organs with an endless hunger and its own will fall from the ceiling, which then moves about on its own until the end of the game. Use the Charnel House template supplied with *Hybrid* and the special rules explained on page 42 of the *Hybrid Rulebook*. All fighters who come into base-to-base contact with the carnage suffer a Wound.

GAS (MOBILE)



The omniscient of the *Nemesis* laboratory has developed a powerful combat gas to protect his installations. When they are

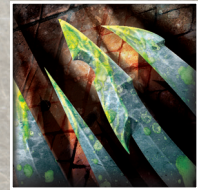
activated, the gas traps let out a toxic cloud that remains on the game board until the end of the game. Use the template supplied with *Hybrid* and the rules explained on page 42 of the *Hybrid Rulebook*.

MINE (MOBILE)



When this trap is triggered, the fighter who is standing in its square suffers an automatic Wound.

PARALYSER (MOBILE)



When it is triggered, this mechanism lets fine blades covered with a paralyzing poison shoot forth from the ground. The fighter who triggered this trap must make a Natural Roll with a SL +2 (instead of +3). Failure does not cause the victim to be wounded, but paralyzes the unlucky fighter until the next round. The victim cannot move nor use any mode whatsoever. If he is attacked in hand-to-hand combat or from a distance, his attacker gets +2 on the SL of his Natural Roll.

DRAINPIPES (FIXED)



When a fighter triggers this trap, he falls into a network of drainpipes that lead him to a place at random on the game board. This trap can only transport a fighter to an empty square on a game tile.

Number the game tiles and roll one or several d10 to determine which tile he arrives on. To place the “victim,” use the method described in the *Hybrid Rulebook* (p. 38, Special rules – Fallen rocks). If the fighter arrives on a square that is impossible to use, roll again to determine a different square on the same tile. The figurine remains positioned in the same direction as before triggering the trap.

THE OBJECTIVE ROOMS

USE

Objective rooms let the fighters in them activate certain game effects. This action is announced when the fighter is activated. He cannot choose any action mode and is unable to move. Instead, the player controlling him makes a Natural Roll. If it is successful, then the player benefits from the effect corresponding to the room and his camp. The Natural Roll can be modified by each room's specific description, but not by an Action card.

A fighter can activate a room's function as soon as he is in it, no matter on which square he is standing or the graphics on the game tile.

To activate an objective room's effects, a fighter must be standing with his entire base inside it. He cannot activate it during his first round inside it. However, he can try to activate it in every following round, even if he fails.

ARMOURY

When you play a scenario including this room, do not mix the Material cards with the Event cards. Shuffle **all** Material cards and make a separate deck. If a player draws a card of the adverse army, he discards it and draws another one until he draws a card of his army or a generic one. When all Material cards have been drawn or discarded, the armoury can no longer be activated.

Griffin effect: The Griffin player draws a Material card and adds it to the fighter who activated the function. The usual Equipment rules are then applied.

Scorpion effect: The Scorpion player draws a Material card and adds it to the fighter who activated the function. The usual Equipment rules are then applied.

Natural Roll: No modifier.

THE OMNIMANCER'S OFFICE

This office holds the project reports and the journals of the laboratory's omnimancer. A careful search lets the Scorpion Empire's secret projects be uncovered.

Griffin effect: The Scorpion player must reveal his Mutation and Event (Army) cards.

Scorpion effect: The player draws an Event (Army) card.

Natural Roll: No modifier.

THE HEART OF THE LABORATORY

This installation allows the alchemists of the Nemesis Project to remotely control clone production in the storage tanks.

Griffin effect: If the Natural Roll is successful, the heart of the laboratory is deactivated and the Scorpion player can no longer activate its effect during the remainder of the game.

Scorpion effect: Place a clone of rank 0 or 1 in the "Storage Tanks" objective room. This clone is activated in the usual way in the next round. This room only allows one clone to be generated per round.

Natural Roll: For the Scorpion player it is modified as follows:

- To generate a clone of rank 0: +3.
- To generate a clone of rank 1: +1.

The figurine created in this way must be placed on any free square in the Storage Tanks room.

STORAGE TANKS

It's in this dreadful room that the clones programmed in the laboratory's heart appear.

Griffin effect: If the Natural Roll is successful, the Scorpion player can no longer use the "Heart of the Laboratory" objective room for as long as one the Griffin player's figurines is in the Storage Tanks room.

Scorpion effect: A clone created here can be activated during the round being played after all the other fighters of the two camps have been activated.

Natural Roll: No modifier.

GENE LIBRARY

The gene library is refrigerated and holds the strains of the various clones of the Nemesis Project as well as revolting nourishing substances.

Griffin effect: The Scorpion player discards all his Mutation cards, if they affect a figurine or not.

Scorpion effect: The Scorpion player draws a Mutation card.

Natural Roll: No modifier.

TORTURE CHAMBER

This room holds the cages for imprisoning fighters and the horrifying tools used to make them talk.

Griffin effect: A Griffin of rank 0 or 1 freely chosen by the Griffin player is freed and joins his troops. This figurine is activated in the usual way during the next round. The torture chamber allows only one fighter to be freed per round.

Scorpion effect: A Griffin prisoner is tortured and discloses information on the Akkylannians. The Griffin player must reveal his Aura and Event (Army) cards.

Natural Roll: When made by the Griffin player it is modified as follows:

- To free a Griffin of rank 0: +3.
- To free a Griffin of rank 1: +1.

The figurine freed in this way must be placed on any free square in this room.

MATERIAL

MATERIAL CARDS

Material cards are Equipment cards.

Some are reserved to an army; others are generic. The Equipment described on the cards uses the same rules as the Equipment listed in the fighters' profiles.



CHOICE OF MATERIAL

At the beginning of the game each player can freely choose Material cards among those reserved to his camp. However, each of these cards has a rank value. The Material cards' rank is taken into account when creating combat groups in the same way as fighters. Once the players have made their choices, the generic Material cards are mixed into the deck of Event cards. Unused cards that are reserved to an army are removed from the game.

However, if the "Armoury" objective room is used in the mission, then the Material cards follow special rules (see p.12).

USE

During the game, all Material cards must be bound to a fighter. A player can bind a number of Material cards to a fighter equal

to this fighter's rank. Furthermore, a fighter can only use Equipment that gives bonuses in the modes he can use. Therefore, an aberration cannot use a neural crossbow, for it cannot use the Firing mode. Even if a fighter cannot use all of the Equipment on a Material card, the player can still bind the card to him.

Every time a fighter is able to use a piece of Equipment, the player controlling him can choose to use the Equipment printed on his Profile card or any other mentioned on a Material card. However, a fighter can use only one piece of Equipment per action or Natural Roll.

DISARMED

When a game effect states that a fighter is disarmed, the player must discard all Material cards bound to this fighter and ignore the Equipment listed on his Profile card until the end of the game or until an Event ends this condition. The fighter can no longer use the Firing mode. Furthermore, fighters carrying Trap or Equipment counters lose these counters.

MATERIAL COUNTER

In *Nemesis* new counters have been added to represent the items described on the Material cards.



EXPLOSIVES: When placed strategically, these explosives cause great damage to all fighters standing within less than six squares of them when they explode.

TIMER-ACTIVATED EXPLOSIVES: Once these explosives have been set, the number of rounds after which they explode must be determined. The range of their explosion is greater than that of regular explosives.



LANTERN: It increases the line of sight of the fighters carrying it by two squares.

BLASTING EXPLOSIVES: Be they used against a wall or a door, these explosives allow fighters to move from one room to another without using a door or a passage of the mission being played.



NEW MISSIONS

REINFORCEMENTS!

NEMESIS LABORATORY

The Nemesis Project's laboratory was much bigger than it seemed and Misericord's squad wasn't the only one to have entered it. So many Griffins had ventured into it, by accident or by zeal, that those few clones reactivated by the Dawn Ritual weren't enough to hold them back.

For the Griffins as well as the Scorpions, the time had come to call for reinforcements.

This was no big problem for the clones; the storage tanks held enough of their brothers to make a small army. As for the Griffins, ironically enough, the Scorpions provided the solution: freeing their brothers imprisoned in the torture chambers.



OBJECTIVES

The **Griffin** player must free the equivalent of 4 rank levels.

The **Scorpion** player must generate the equivalent of 4 rank levels.

The winner is the one who meets his objective first. It's a tie if neither of the two players can reach his objective. The last figurine generated to meet the condition for victory doesn't have to be placed on the game board. The game then simply ends immediately.

INSTRUCTIONS

SELECTING COMBAT GROUPS

| | GIFFINS | SCORPIONS |
|-----------------------|---------|-----------|
| RANK TOTAL | 7 | 7 |
| TOTAL NO. OF WARRIORS | 7 | 7 |

TRAPS
























Include a "Firebomb" Trap counter and a "Gas" Trap counter among the 6 Event counters used in this mission.

SPECIAL RULES

This mission uses the "Heart of the Laboratory," "Storage Tanks" and "Torture Chamber" objective rooms.

Neither of the two players can have more than 10 figurines in the game at the same time.

MISSION LEGEND

| | | | | | |
|---|---|---|-------------------------|--|--------------------------------|
|  |  | Fallen rock | OBJECTIVE ROOMS: |  | Armoury |
|  | | Pillar | |  | Omnimancer's Office |
|  | | Trapdoor | |  | Heart of the Laboratory |
|  | | Double door | |  | Storage Tanks |
|  | | Simple door | |  | Gene Library |
|  | | Double passage | |  | Torture Chamber |
|  | | Simple passage | | | |
|  | | Event | | | |
|  |  |  | | | |
| | | Objective | | | |
| DEPLOYMENT: | | | | | |
|  | | Griffin deployment zone | | | |
|  | | Dirz deployment zone | | | |
|  | | Double entrance | | | |
|  | | Double entrance | | | |
|  | | Double entrance / exit | | | |

THE MYSTERY OF THE COLD CHAMBER

NEMESIS LABORATORY

Ysis's fingers began to turn numb. Those few minutes that she has been in this refrigerated chamber were already enough to chill her to the bones. The biopsist at the other end of the room did his best to remove the frozen strains from their metal containers.

"Hurry up, you fool," spat Ysis while rubbing her hands. "Frozen to death is not the way I hope to die."

OBJECTIVES

The **Griffin** player must prevent his opponent from meeting his objectives.

The **Scorpion** player must recover the Nemesis strain (Objective counters 1 and 2) using a figurine and have this figurine leave using access A2.



INSTRUCTIONS

At the beginning of the game the Scorpion player selects one of his figurines to be the one charged with recovering the genetic strains. This fighter must be of a rank higher than 0 and may not have the Titan Aptitude. This figurine is the only one able to activate Objective counters 1 and 2.

The Griffin player doesn't have any fighters present on the game board at the beginning of the game. He must have his figurines enter using access 1. The Scorpion fighters enter the game using access 2.

SELECTING COMBAT GROUPS

| | GRIFFINS | SCORPIONS |
|-----------------------|----------|-----------|
| RANK TOTAL | 7 | 8 |
| TOTAL NO. OF WARRIORS | 8 | 9 |

Objective counters 1 and 2 represent the Nemesis strains. In order to be activated, the figurine must spend a whole round standing on each one.

Objective counter 3 represents a switch that prevents the activation of Objective counters 1 and 2 for a whole round. The figurine must remain standing on this counter from the beginning to the end of its activation phase.

This mission uses the "Gene Library" objective room. The way it functions is explained in this booklet (see p.12). If the Griffins destroy this room before the figurine selected at the beginning of the game has activated Objective counters 1 and 2, they are victorious.

TRAPS

Include one "Gas" Trap counter and one "Mine" Trap counter among the 5 Event counters used in this mission.

SPECIAL RULES

No special rules are used in this mission.

CAMPAIGN RULES

A campaign is a succession of missions bound to each other by a common scenario. The advantage of this type of game is to be able to be victorious at the outcome of such a sequence even if one is trounced by one's opponent in each mission making up the campaign. To make this possible, *Nemesis* introduces a new element: victory points (see below).

The following rules only apply if you and your opponent decide to play a whole campaign and not just separate missions in the usual way (see *Hybrid*). A campaign's scenarios can nevertheless be played separately without applying these rules.

A campaign follows the feats of a same group of fighters who continue from one of the campaign's missions to the next. For greater playability, *Hybrid* doesn't need you to take into account the exact number of fighters killed. The rules presented below simply let you simulate the troops' evolution during the campaign.

TOTAL VICTORY

Every campaign is made up of several missions. In each one the victorious camp is determined in the usual way as specified in the mission's Objectives. The victor wins three victory points and the loser gets only one. In case of a tie, or if the victor cannot be determined for one reason or another, each player gets two victory points.

This process is repeated at the end of every mission, even the last one. Once the victory points of the campaign's last mission have been determined, **each** player adds up the victory points he won during the campaign. The one with the most victory points has managed to reach total victory and has won the campaign. If the

two players have an equal number of victory points, then neither of the two camps has reached total victory and the campaign is a tie.

EXPERIENCE AND WEAR

At the end of each mission – except the last one – each player must take into account his surviving fighters.

- Each player can add the rank of the surviving fighter with the lowest rank to his rank total of the next mission. This value cannot be greater than 2.
- On the other hand, if a player has lost half or more of his figurines present on the game board (rounded down to the nearest integer), he must subtract one point from the total number of warriors specified in the table for the next mission. All figurines removed from the game board are considered losses.

Therefore, in a campaign, it is not enough to simply be victorious; one must also know to look after one's troops in order to continue fighting all along this adventure.

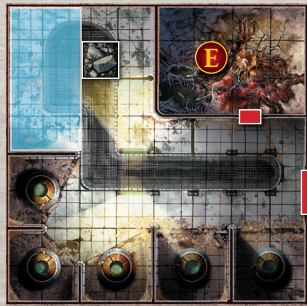
VICTORY BONUSES

Being victorious in a mission gives a tactical advantage and improves the troops' morale. To simulate this, at the end of each mission the player who won three victory points can choose to draw and keep **an additional card** at the beginning of the next mission in one of these three categories: Action, Event (Army) and Aura/Mutation.



CAMPAIGNS

I. THE PREDATOR'S SHADOW



NEMESIS LABORATORY

Misericord's squad has caused the ground to collapse by blowing up a wall in SO.111. The floor had opened up beneath their feet and they found themselves ten metres further down in a secret laboratory: the Nemesis complex. They were in near total darkness; only a weak glow coming from the moulds growing on the walls and floor let them see something. Caught in this new nightmarish maze, the Akkylannians had to quickly find a way back to the upper floors. But they were not alone... In the shadows a hungry and invisible killer awaited them.

OBJECTIVES

The **Griffin** player must reach the exit as quickly as possible and evacuate at least 2 fighters of any rank.

The **Scorpion** player must eliminate all enemy fighters of rank 2 or higher.

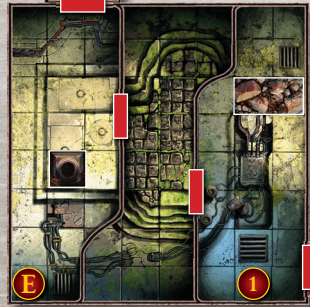
INSTRUCTIONS

The darkness that reigns in this part of the laboratory considerably reduces visibility: as long as the complex's few lamps haven't been switched on, only the Nemesis clone can see a distance of 8 squares. The other figurines' basic line of sight, be they Griffin or Scorpion, is limited to 5 squares (instead of 8)!

Objective counter 1 is a switch that controls the lighting system. Its activation makes the visibility return to its normal distance. If it is activated again, then the light is switched off and the visibility is reduced, and so on.

SELECTING COMBAT GROUPS

| | GRIFFINS | SCORPIONS |
|-----------------------|----------|-----------|
| RANK TOTAL | 7 | 6 |
| TOTAL NO. OF WARRIORS | 7 | 5 |



Objective counter 2 is a lever that unlocks the door blocking the exit from this part of the laboratory. Once it has been activated, the door can be opened by a fighter.

TRAPS

Include 1 "Drainpipes" Trap counter and 1 "Paralyser" Trap counter among the 5 Event counters in this mission.

SPECIAL RULES

The Nemesis clone must be among the Scorpion player's fighters. The rules allowing its special capacities to be played are explained on the back of its card.

The Griffin player must deploy at least one figurine of rank 2.

I. THE DEADLY MAZE

NEMESIS LABORATORY

Misericord and her men have reached a new part of the Nemesis complex. The place's keepers were now aware of their presence and the production of clones has begun. The only way to escape was to neutralise the storage tanks in which new abominations were already undergoing accelerated growth.

OBJECTIVES

The **Griffin** player must deactivate the "Storage Tanks" objective room and exterminate all clones of rank 0.

The **Scorpion** player must prevent the destruction of this room.

INSTRUCTIONS

Objective counter I represents a lever that opens and closes two trapdoors on the game board. These trapdoors are open at the beginning of the game.

SELECTING COMBAT GROUPS

| | GRIFFINS | SCORPIONS |
|-----------------------|----------|-----------|
| RANK TOTAL | 6 | SPECIAL |
| TOTAL NO. OF WARRIORS | 7 | SPECIAL |

TRAPS

No Trap counters are used in this mission.

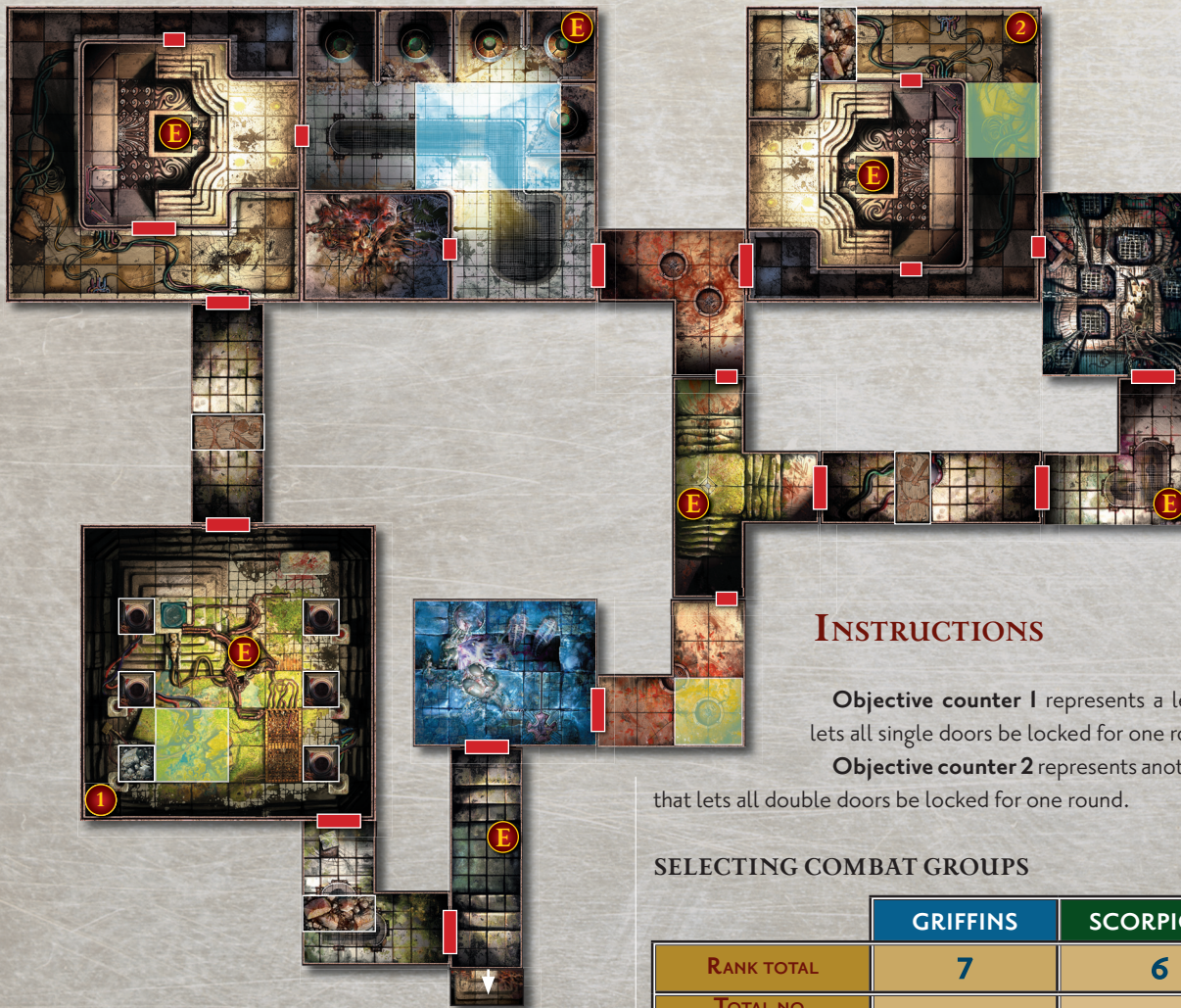
SPECIAL RULES

This mission uses the "Heart of the Laboratory" and "Storage Tanks" objective rooms. If the Griffin player manages to activate the latter, he has definitely neutralised it.

The Scorpions begin the game with a rank 2 figurine (or two of rank 1) placed in the "Heart of the Laboratory" objective room. In every round a new clone can be generated in the "Storage Tanks" room using the effect bound to the Heart of the Laboratory (see p.12, Objective rooms).



I. FLEE OR DIE



NEMESIS LABORATORY

The Akkylannians have set off the alarm in the laboratory. After having pushed back the assault of a first wave of fresh clones, a small group of Griffins has been separated from its squad and was now being chased by other guards who have come as reinforcements. These were better organised and strangely enough they didn't seem to want to kill the intruders but rather tried to capture them!

OBJECTIVES

The **Griffin** player must evacuate enough fighters to make it impossible for the Scorpion player to reach his objectives.

The **Scorpion** player must capture at least 3 Akkylannian fighters of any rank and bring them to the "Torture Chamber." As soon as he has managed to do so, the game ends.

INSTRUCTIONS

Objective counter 1 represents a lever that lets all single doors be locked for one round.

Objective counter 2 represents another lever that lets all double doors be locked for one round.

SELECTING COMBAT GROUPS

| | GRIFFINS | SCORPIONS |
|-----------------------|----------|-----------|
| RANK TOTAL | 7 | 6 |
| TOTAL NO. OF WARRIORS | 6 | 5 |

TRAPS

Include a "Drainpipes" Trap counter, a "Purulent Carnage" Trap counter and a "Gas" Trap counter among the 7 Event counters in this mission.

All trapdoors are open at the start of the game (see *Hybrid Rulebook*, p. 37, Trapdoors).

SPECIAL RULES

This mission includes the "Gene Library" and "Torture Chamber" objective rooms.

A fighter is considered to be "captured" when he is eliminated, and is not removed from the game board but placed in the torture chamber.

During this mission the "Torture Chamber" doesn't benefit from the effects bound to it.

II. THE ESCAPE

NEMESIS LABORATORY

The pain caused by the scalpel cutting deep into her waist awakened Misericord. With great effort the young woman kept herself from screaming and she opened her eyes. Hanging in the torture chamber by her arms, the situation seemed pretty hopeless to her.

The Scorpion was facing her, enjoying the prisoner's helplessness. He asked no questions, only revelling in the pain he caused her.

The clone neared her again with a rusty, strangely shaped instrument. Pushed by her hatred, Misericord gathered her strength, grabbed the Scorpion's head with her legs and broke his neck. She then quickly freed herself. She had to move fast before other Scorpions came to the rescue!

OBJECTIVES

The **Griffin** player must evacuate a total of 5 ranks including Material cards.

The **Scorpion** player must prevent the Griffin player from reaching his objective.

INSTRUCTIONS

The Scorpion player can only choose fighters of rank 3 or below.

SELECTING COMBAT GROUPS

| | GRIFFINS | SCORPIONS |
|-----------------------|----------|-----------|
| RANK TOTAL | 7 | 9 |
| TOTAL NO. OF WARRIORS | 6 | 10 |



TRAPS

No Trap counters are added to the Event counters for this mission.

SPECIAL RULES

The normal rules bound to the "Torture Chamber" objective room do not apply during this mission.

At the start of the game all Griffin fighters are deployed in the torture chamber, disarmed. The Scorpion player only deploys three fighters with a total rank of 3, and one of these three fighters (of rank 1) must be deployed in the torture chamber. No first contact is made due to this deployment. For first contact to be made, special conditions must be met (see below).

The **Griffins** can move freely, but the doors of the torture chamber are locked. To open them the Griffins have two choices:

- Succeeding a Natural Roll to pick the lock. Any fighter in base-to-base contact with the door and who is in Defensive Combat or Moving mode can make this roll.
- Succeeding a Natural Roll to activate the torture chamber's functions. The Scorpion fighter deployed in this room is questioned and reveals the lock's combination. He can nevertheless be activated in the usual way.

Once the door has been unlocked, it must be opened following the usual rules.

As for the **Scorpions**, they react to the escape. To do so, first contact has to have been made.

This can happen in two ways:

- A Scorpion fighter is questioned: his screams can be heard all over the laboratory.
- A Scorpion fighter deployed outside of the torture chamber has a direct line of sight onto a Griffin fighter.

This first contact has its usual consequences. From then on the Scorpion player can have a total of 3 ranks enter the laboratory per round following the usual rules. These are reinforcements reacting to the alarm.



II. THE RACE FOR SECRETS

NEMESIS LABORATORY

“She has lost her mind!”

The purifier couldn't believe his eyes. Whereas the room before them teemed with Hybrid, Misericord entered it without hesitating.

While the Scorpions threw themselves at the esquire, her brother raised his consecrated pistol and aimed at the clone nearest to Misericord. A clone collapsed and Misericord used its corpse like a shield against the other Scorpions. The first wave having been pushed back, she preferred getting rid of this burden. She spun around in the fray, her leather coat twirling and her blades dancing a deadly ballet.

The purifier again took aim.

A second clone collapsed. Before he even hit the ground, Misericord jumped over him and his falling body blocked the Scorpions chasing her.

Misericord ran off into the darkness.



OBJECTIVES

Each camp must have a fighter of rank I or higher leave by the exit located at the other end of the map. The game ends as soon as this is done, if the fighter concerned is activated or not. Eliminating the enemy camp is not enough to be victorious.

INSTRUCTIONS

SELECTING COMBAT GROUPS

| | GRIFFINS | SCORPIONS |
|-----------------------|----------|-----------|
| RANK TOTAL | 6 | 6 |
| TOTAL NO. OF WARRIORS | 6 | 6 |

TRAPS

Include one “Firebomb” Trap counter, one “Gas” Trap counter and two “Mine” Trap counters among the 8 Event counters used in this mission.

SPECIAL RULES

This mission uses the “Armoury” and “Gene Library” objective rooms.

The Infiltration aptitude has no effect during this mission.



II. HOLD YOUR POSITIONS

NEMESIS LABORATORY

“Ammunition!”

“This is my last one!”

With these words the purifier handed a small pouch filled with gunpowder to his unfortunate brother-in-arms.

“Why are we the rear-guard?”

“Because we are reliable!”

At the same time the two purifiers fired at the pests of flesh that were advancing in the corridor they were guarding.

“I’ve had enough of being reliable! How long will this still take?”

The two purifiers risked taking a quick glance into the omnimancer’s office. In it Misericord had found a safe and was trying to find its combination.

“Only Merin knows...”

OBJECTIVES

The defending camp is victorious when one of its fighters manages to recover the omnimancer’s secret documents.

The attacking camp must eliminate all fighters of the defending camp.

INSTRUCTIONS

The camp that was victorious in the previous mission is deployed in the zone A. The other camp enters the game board using the only entrance there is.

If the previous mission ended with a tie or if it hasn’t been played, then the defending camp is determined by rolling a die.

SELECTING COMBAT GROUPS

| | GIFFINS | SCORPIONS |
|-----------------------|---------|-----------|
| RANK TOTAL | 6 | 6 |
| TOTAL NO. OF WARRIORS | 5 | 5 |

TRAPS

Include one “Mine” Trap counter among the 6 Event counters used in this mission.

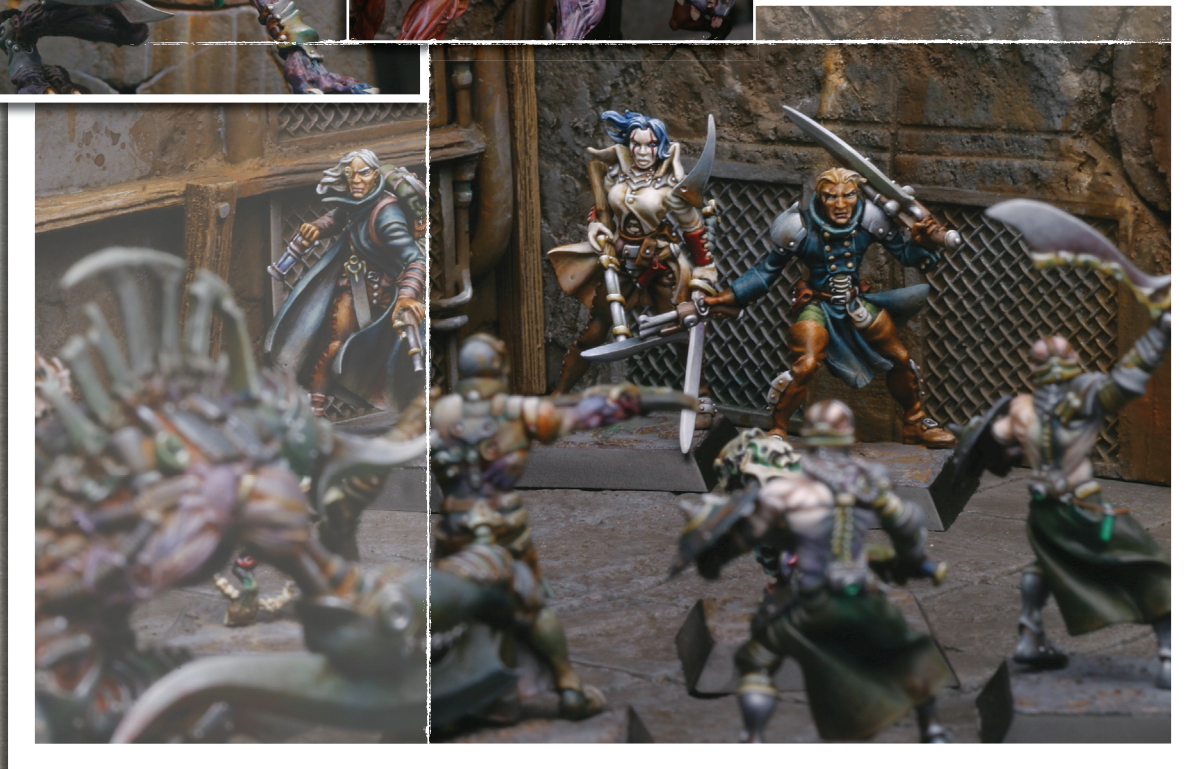
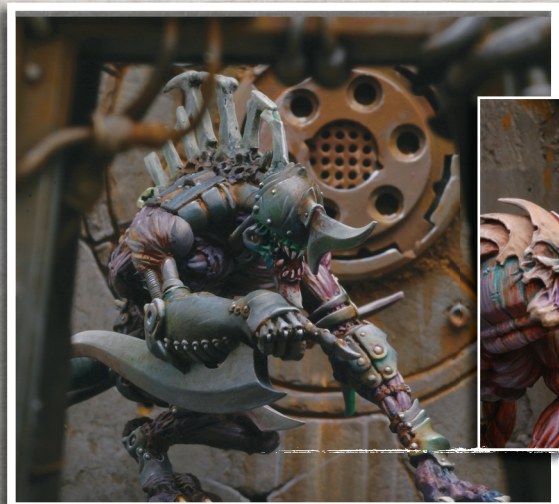
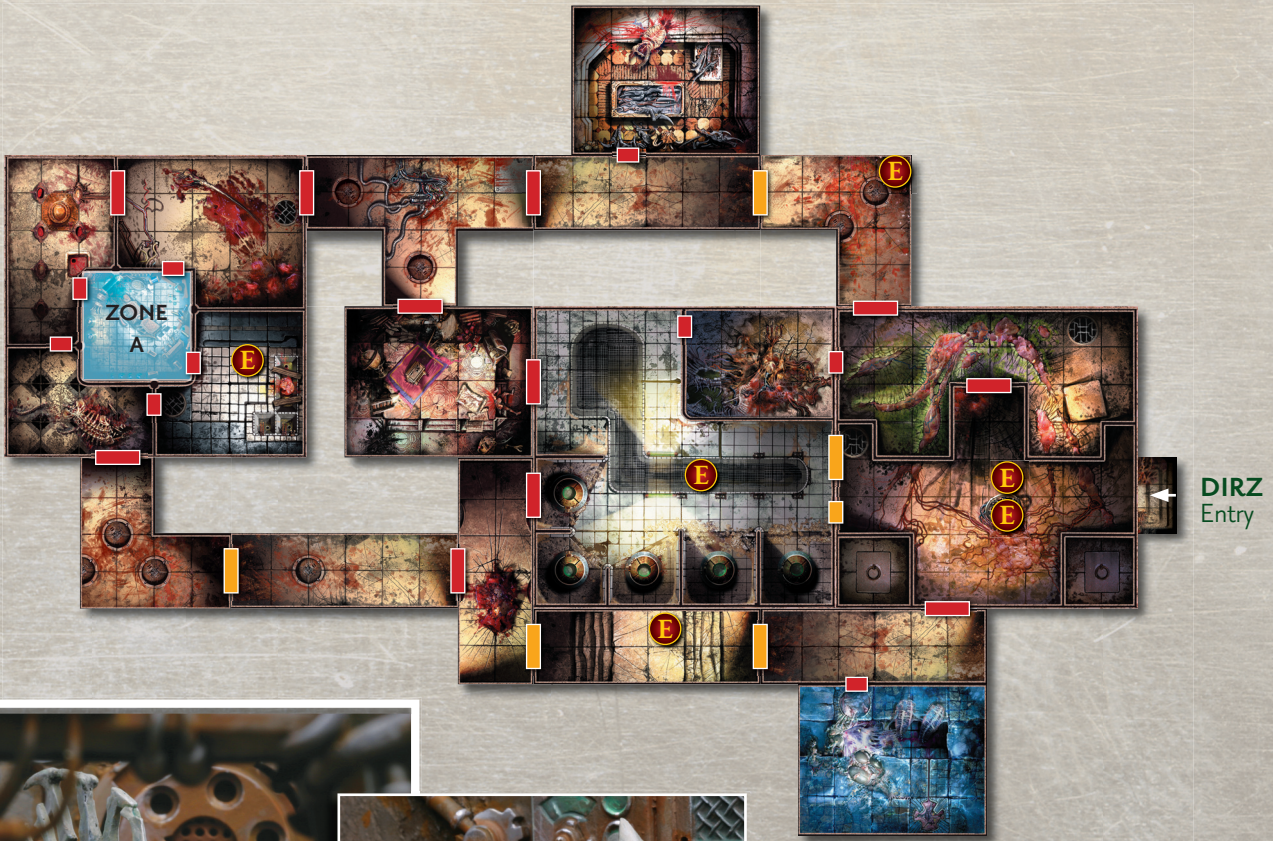
SPECIAL RULES

This mission uses the “Armoury”, “Omnimancer’s Office” and “Gene Library” objective rooms. The following special rules apply to the omnimancer’s office instead of the usual ones.

The secret of the Nemesis Project is hidden in the omnimancer’s office. In every round the defending player can order his fighters to search the office instead of putting them into the activation sequence. These fighters must be in the office when the Activation Roll is made. The fighters searching the office cannot be put into any mode or move. At the end of the round each one of them makes a Natural Roll with a SL of +2 to discover the safe.

Once this first step has been accomplished, the defending player chooses one single fighter to open the safe before every Activation Sequence. This fighter must be in the office when the Activation Roll is made and isn’t included in the Activation Sequence as above. When all fighters of the two camps who are in the Activation Sequence have been activated, this fighter makes a Natural Roll +2. If he succeeds, then he has managed to open the safe and he takes the secret documents in it.





III. DEATH TO THE CARRIER!

NEMESIS LABORATORY

The omnimancer's office has been ransacked. Now they had to get out of the laboratory and bring the documents to a secure place. The precious files have been given to a fighter, and now he had to escape.

OBJECTIVES

The camp with the omnimancer's documents must have the fighter carrying them leave the game board by access I.

The adverse camp must eliminate the carrier to recover the documents and then have the new carrier leave by access I.

INSTRUCTIONS

The camp that was victorious in the last mission of the second campaign must select a carrier among its fighters. This figurine must be of rank I or higher and have a NV of 3 or more.

The camp that was victorious in that mission is deployed in the attacker's zone (A). The other camp is deployed in the defender's zone (D).

If that mission ended in a tie or if it hasn't been played, then the defending camp is chosen by rolling a die.

SELECTING COMBAT GROUPS

| | GIFFINS | SCORPIONS |
|-----------------------|---------|-----------|
| RANK TOTAL | 8 | 8 |
| TOTAL NO. OF WARRIORS | 8 | 8 |



TRAPS

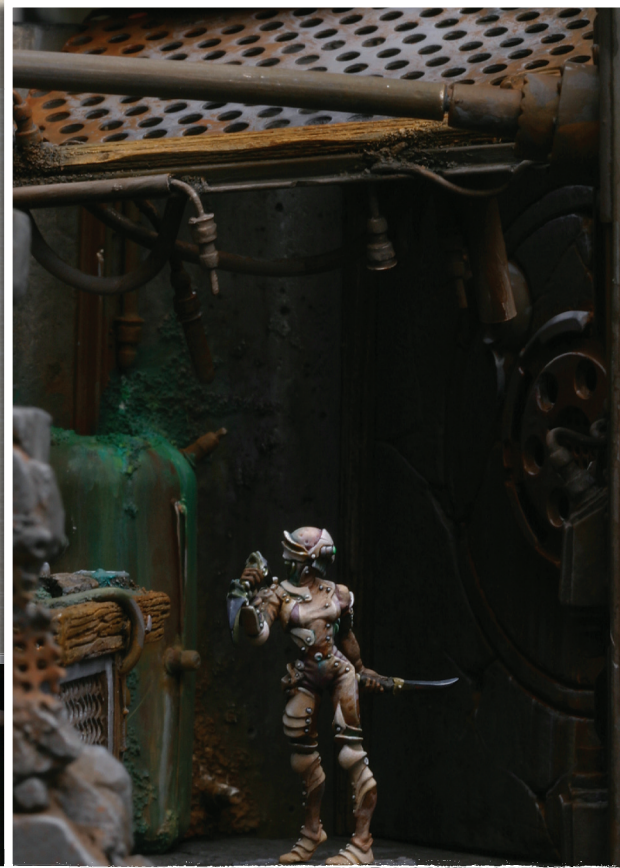
Include a “Firebomb” Trap counter and a “Drainpipes” Trap counter among the 5 Event counters used in this mission.

SPECIAL RULES

The carrier of the documents must be clearly selected at the start of the game, before deployment. This fighter suffers a -1 in his Movement and in no way can he transfer the documents to another fighter.

If an enemy fighter in Offensive Combat mode who meets the requirements to be a carrier kills him, then this enemy fighter becomes the new carrier and is subject to the rules concerning this status.

If a fighter in Firing mode kills him, then a counter is placed on the square where he was killed to mark the documents' location. A figurine that moves onto this square automatically recovers them.



III. CRACKS IN THE CEILING

NEMESIS LABORATORY

The hunt for the omnimancer's documents in the corridors of the Nemesis complex has scattered the Griffins and the Scorpions. Shouts could be heard throughout the laboratory, calling on the separated individuals to regroup for evacuation while whole slabs of the ceiling began to collapse in various rooms. The self-destruction procedure designed to protect the laboratories had already begun; they had to move fast.

OBJECTIVES

The **Griffin** player must gather at least 3 of his fighters of rank I or higher in the armoury where Objective 1 is located.

The **Scorpion** player must gather at least 3 of his fighters of rank I or higher in the heart of the laboratory where Objective 2 is located.

INSTRUCTIONS

Objective counter 1 is the centre of the Griffin gathering zone. In order to be counted in the gathering total (see Objectives above), a figurine must have moved over this counter and remain in the room.

Objective counter 2 is the centre of the Scorpion gathering zone. The gathering rules are the same as for the Griffins.

SELECTING COMBAT GROUPS

| | GRIFFINS | SCORPIONS |
|-----------------------|----------|-----------|
| RANK TOTAL | 7 | 7 |
| TOTAL NO. OF WARRIORS | 7 | 8 |

Objective counters 3, 4 and 5 represent a mechanism that slows down the laboratory's process of self-destruction. The activation of one of them lets two additional rounds be added to this mission's authorised time limit. Each one can only be activated once per game.

TRAPS

Include one "Paralyser," one "Firebomb" and one "Drainpipes" Trap counter among the 6 Event counters used in this mission.

All trapdoors are open at the start of the game (see the Hybrid Rulebook, p. 37 Trapdoors).

SPECIAL RULES

The "Armoury" and "Heart of the Laboratory" objective rooms are used in this mission.

The mission's time limit is of 6 rounds. At the end of this limit, if neither of the players has managed to reach his objective, then the outcome is a tie and all fighters are eliminated.



SPECIAL RULES

The “Armoury” objective room used in this mission lets the first, and only the first, fighter to enter it to immediately draw an Action card. The other rules concerning this room are not applied.

The fighter carrying the powder keg reduces his Movement rate by 1 point as long as he is carrying this object. He can hand it to another fighter in base-to-base contact with him at the beginning of his activation if this other fighter meets the requirements to carry the keg described above. This action takes a whole round. Both fighters must be in Moving mode. Furthermore, during the transfer of the keg the two fighters cannot move until the end of the round (they move before the transfer, but once it has been

announced they can no longer do anything else). If the carrier is killed, place the objective counter on the square where he was standing. The keg can then be picked up in the conditions described above.

When Objective 2 has been activated by the keg’s carrier, the exit’s door is immediately destroyed. This action alone does not grant victory. The player must then proceed with the evacuation. The player who did not blow up the door can still win the game by having his troops leave first!



THE NEST OF VIPERS

Ysis the Viper impatiently readjusted the sweat-soaked leather mask covering her face. The Akkylannians' corpses were piled up at the back of the room. There the neuromancer was having a hard time making his victim talk, for the Griffin fighter was struggling with all his might to escape his terrifying powers. Ysis watched the scene with an inquisitive eye and kept the other on the laboratory's door. She knew that Misericord and her men were near.

The neuromancer's voice, barely a sigh, suddenly ripped the deathly silence.

"He's dead."

"Have you failed?"

"No, mistress. His mind yielded," answered the Scorpion with a hoarse whisper, his voice dampened by fear.

"Don't make me wait, dog! Speak!"

"Misericord's squad has found a passage to the upper levels... as well as documents."

"What documents?"

The neuromancer hesitated and instinctively moved back towards the wall. He knew that Ysis was aware of his true allegiance and that his treason would not go unpunished.

"I asked you a question!" growled Ysis, now boiling with anger.

"A project, mistress. The Alpha Project. I don't know what it is but it seems to have something to do with the Nemesis Project."

The Alpha Project, thought Ysis, that's what Athan Zakhil was after from the beginning. That's why she has been sent to explore these laboratories.

"We must prevent them from leaving. I want those documents."

"What... what should I do?"

"We need fresh troops. Go back and activate the accelerated gestation tanks. I'll take care of slowing down the Griffins."

"But... the clones... they will rip us to pieces!"

Ysis knew that he was right. This coward of a neuromancer and she were the only survivors of the group sent here by Athan Zakhil to recover the data of the Hybrid Project. The others, at least what was left of them, were lying scattered in the eerie rooms and corridors of the complex, ripped apart by the stupid spawn of a long-dead omnimancer. The strains she had recovered in the gene libraries wouldn't be enough to satisfy Zakhil's greed, and if the Griffins managed to escape with their bounty, then all her efforts will have been in vain. Ysis didn't have much choice; she had to spare the neuromancer... for now. If he survived, she would find a way to make him pay for his treason and deprive Sasia Samaris of a valuable acolyte.

"You will die if you remain in this room. I'm giving you the chance to serve your creator correctly."

The neuromancer weighed the pros and the cons; the expressions of hatred, fear and even of a strange sadness crossed his emaciated face. Then, resigned, he bent down and picked up the purifier's pistol lying on the rusty tiles. His features no longer showed any emotion. Aware that the insane clones of SO.111 wouldn't leave him the

slightest chance and that Ysis wouldn't hesitate to execute him, he slowly walked towards the door.

"You have made the right choice," whispered Ysis with disdain.

The neuromancer's figure soon disappeared in the gloom of a corridor. With Arh-Tolth's help new clones would soon come out of their tanks and slaughter Misericord's squad. All she then had to do was recover the documents and leave this accursed place.

The echo of a shot suddenly interrupted Ysis's thoughts. Shouts were heard followed by a series of more shots. The Akkylannians were nearer than expected. They had probably advanced by forced march and were getting dangerously near to the drainage pipe by which Ysis had herself entered the laboratory.

The Viper ran into the corridor dimly lit by the glow of the moulds growing on the walls. She quickly and silently crossed an ancient dormitory filled with skeletons – no doubt those of the unlucky biopsists who once worked in this complex before being left to their sad fate. She ran on and crossed another dormitory, an operating room, a small corridor, and finally reached a door that was ajar. Behind this door a harsh female voice was severely spitting out orders. Ysis held her breath and risked a quick glance through the half-open door. What she saw filled her both with hope and fear. Three Griffins were barricaded behind a dissection table and tried to push back the assaults of a handful of yelping pests of flesh. Two bigger clones were lying a bit further, their bullet-riddled corpses swimming in a puddle of green blood.

Ysis grabbed her crossbow, loaded it and calmly aimed at Misericord's heart. Without their leader, the Akkylannians wouldn't manage. Demoralised, the laboratory's guardians would quickly eliminate them and she then wouldn't have a hard time getting rid of the pests of flesh. Ysis couldn't make a single mistake. This shot would make her a legend and Zakhil would shower her with gifts.

The Griffins again unloaded their weapons at the clones, killing two and mutilating a third one. They disappeared in a cloud of smoke and for a moment Ysis couldn't see her target. Someone burst into the room howling, the strangely familiar voice altered by fear. A concerto of shrieks and beastly growls was heard through the sulphurous fog that filled the room. Ysis heard a scratching sound behind her, spun around and felt a terrible pain in her left arm. Something, a blade perhaps, had pierced her flesh with surgical precision. A nauseating stench caressed her nose and, a few centimetres from her face, a row of fangs appeared in the dimness of the corridor. Ysis held back the cry that struggled to escape her lips. The creature's icy eyes gazed at her with an evil curiosity.

The Viper quickly grabbed her dagger and thrust it into what she thought to be the Nemesis's throat. The killer clone's blood spurted from the wound and soaked the walls and the ground. The creature let out a strident scream, hit Ysis in the head with one of its gigantic paws, and drew back into the darkness. Resisting the pain that threatened to overwhelm her, Zakhil's servant turned around to observe the situation in the room. Through the swirls of smoke that slowly dispersed she could make out Misericord and her two com-

panions behind their makeshift barricade. A bit further she saw two pests of flesh, their skin still translucent, quarrelling over the remains of the neuromancer's twisted corpse. So it really was his voice she had heard earlier on, thought Ysis with satisfaction.

Two new clones appeared in the middle of the carnage, dominated by the gigantic figure of the Nemesis. Ysis tightened her grip on her crossbow, held her breath and carefully pulled the trigger. The bolt stuck deep in Misericord's shoulder, making her cry out more in surprise than in pain. The clones, excited by what looked like an easy fight, moved forward eagerly.

"Get down!" shouted the esquire while throwing a heavy metal sphere over the barricade.

The Hybrid Project's spawn's expressionless eyes followed the bomb's trajectory as it landed near the neuromancer's partly devoured body...

The room was suddenly filled with flames, the walls shook dangerously and the explosion's echo could be heard in the furthest corners of the abandoned laboratory. The ceiling cracked and whole slabs came crashing down, crushing dozens of clones beneath their weight. Confusion reigned. Smoke filled the room again and Ysis heard the moans of injured creatures. Then Misericord's voice was heard above the din.

"Let's get out of here! Follow me!"

Ysis was aware that she couldn't catch up with them. Her arm made her suffer, she was unable to defend herself and the surviving clones would show her no mercy. She had to flee and find another way to recover the omnimancer's documents. Taking advantage of the smoke, she dashed to the other side of the room and hid behind a pillar.

Misericord and the two surviving purifiers jumped over the heavy dissection table and rushed into a corridor. Those few clones that were still operational didn't react. Ysis also grabbed the opportunity. Discreetly, like another shadow among those of these gloomy ruins of another age, she ran off in pursuit of her enemies.

Several metres further she noticed the explosive charges the Akkylannians had quickly placed to cover their retreat. The Nemesis laboratories would soon return to silence and its nightmarish keepers would again be forgotten. However, for Ysis all still remained to be done. She had to recover the data of the Alpha Project before Misericord brought the documents to her superiors, and avoid the pitfalls Sasia Samaris sowed in her path. Athan Zakhil's will would then be carried out and would make Aarklash tremble just like the Heresiarch's did in the past.

