MISSION 10

NANOBOTS

The Federation Alliance has received reports across the galaxy of strange behavior observed in animal lifeforms. First-hand accounts from FA explorers tell of animals moving in stiff, rigid patterns. The word “robotic” has come up more than we would like.

Our fear is that some sort of mind-controlling nanobot has been released. Nanobots, as you know, are the topic of hot debate in the council. Some representatives believe nanobots are wildly dangerous, some believe they are essential to our future, and some inexplicably believe that nanobots do not exist, despite their use in official Federation missions. The Federation executives have chosen the publicly appeasing stance that nanobots must be carefully controlled and regulated, but that individual corporations will manage that responsibility on their own. This compromise will hold the public together, barring any incident that gets media attention.

We are sending you to investigate the nature of these behavioral anomalies. If nanobots are involved, we need you to ascertain the nature of these robotic invaders. No sentient species has been affected yet. We plan on keeping it that way at all costs and encourage you to adopt a similarly altrustic attitude.

ADDITIONAL COMPONENTS

- 18 Mission CARDs
- 2 Anomaly CARDs
- 35 Creature AI CARDs
- 1 Gear CARD

MISSION SETUP

- Split the Anomaly CARD Deck into three approximately equal stacks. Shuffle the Nanobot Source CARD into one pile and the Old Crash Site into another. Reassemble the Anomaly CARD Deck by placing the unmodified stack on the bottom, the stack with the Old Crash Site in the middle, and the stack with the Nanobot Source on top.

SPECIAL INSTRUCTIONS - CREATURE AI CARDS

This mission uses the Creature AI CARDs to determine creature behavior, instead of the traditional ROLEPLAY system. Place the Creature AI CARDs near the ECO System. When a new creature is discovered, find the corresponding Creature AI CARD and place it with the Creature CARD.

The "**Creature AI Details**" section, later in the booklet, has more information for how to evaluate what a creature does in a given ROUND.

MISSION 11
CAPTURE

PREREQUISITES

› Complete Mission 10.

We have analyzed the nanobots samples you brought back from the last mission. Federation engineers have managed to revert the samples back to a base state. This means they could be deployed during future missions, giving the local wildlife the same AI-driven behavior seen in your previous effort. It is unclear if this is ethically or morally appropriate, but we will leave that dilemma for you to solve.

Unfortunately, we are no closer to understanding the origin of these nanobots. No manufacturer data is encoded in the bots and the source pod was too damaged to provide traceable information. We were able to triangulate the pod's approach vector and map out a gravity junction near a yet-to-be-charted world.

We need you go to this planet and acquire a pod travelling through the junction. You will be provided with the necessary schematics to corral a faster-than-light interstellar object from the planet's surface. Please use the appropriate safety gear.

ADDITIONAL COMPONENTS

› 19 Mission CARDs
› 2 Building CARDs
› 5 Gear CARDs
› 1 Injury CARD
› 2 NET Bases (plastic clips)
› 2 NET Poles (long TOKENs)
› 1 Tornado TOKEN
› 1 RUBBER BAND

MISSION SETUP

› Add the Junction Observatory Building CARD to the "Unlocked" section of the Mission Tablet.

ADDITIONAL MISSION PARAMETERS

› The mission is a failure if either NET Base [ ] is destroyed.

Example probe capture using the Neodymium Electromagentic Tether.

CREATURE AI

Mission 10 leads to the discovery of nanobots that control the local fauna. After that mission, you can use this new AI control system instead of the typical ROLEPLAY system. While we are uneasy about the reckless dispersal of nanobots on fragile ecosystems, the Federation realizes we cannot stop you. Instead, we must educate you on the best ways to understand and manage these creatures.

BASICS

AI CARDs display programs for each species. A roll of the Creature Selection DIE determines what they do during the Creature Phase of a ROUND. Each card has 5 functions that define a Move and Action command pair, shown as `{<Move>; <Action>}`.

For each species, roll 1 **Creature Selection DIE** and map that result to the corresponding AI CARD function. Have every member of that species perform the function's Move and Action commands, one creature at a time. The Move is always performed before the Action (though the Move may not have any effect).

Creatures still act in order of their species' positions on the ECO System (top-to-bottom, left-to-right). The individual creatures within a species that are closer to an explorer go first. If creatures are equidistant to an explorer, randomly pick one to go first.

MOVE COMMANDS

A Move command specifies a direction in which each creature will move 1 HEX. These are relative to a variable in the world, such as their den or a certain type of creature.

- `to` indicates the creature moves closer to the given object. If they are already at their goal, they do not move.
- `from` indicates the creature moves away from the given object. If they are equidistant from what they are moving away from, they remain still.
- In both cases, if multiple HEXes are equally valid movement choices, use the one that moves the creature closer to the explorers or their buildings.
- If there are no objects that match the movement goal (e.g.: no Plants), the creature does not move.
- Parasites only move when they are not attached to a creature.
- Ignore the threat radius on the Creature CARD.
- Resource Landmarks count as that resource (e.g.: treat Plant Groves as Plants) for targeting purposes.
- Resource CUBEs in an explorer's cargo are used when considering direction.
- Creatures do not enter unexplored HEXes.

Some terms are relative to the individual creature:

- `Building` is any structure that can take damage, such as the Crash Site.
- `Predator` is a carnivore or omnivore of equal or greater size.
- `Prey` is a creature or drone of equal or lesser size, with the following exceptions:
  - Injured creatures are considered smaller by an amount equal to their current damage.
  - If the creature performing `to Prey` is in a pack, combine their sizes to determine "Prey".
  - Creatures in the Watering Hole anomaly cannot be "Prey".
- If the species name is used (e.g.: "Caedum"), it refers to any other member of that species.

ACTION COMMANDS

An Action command specifies what the creature does after the move. This is a standard creature action or their special ability.

- If the action or actions are not possible, nothing happens.
- If two actions are listed, the creature does the first one if possible (e.g., for `Consume/Fight`, the creature will only choose Fight if there are no consumable CUBEs in the HEX).
- If multiple targets for a Fight, Scare, or Special action exist in a HEX, make a random choice.
  - The action target is not based on the movement goal.
- The Scare action moves the target creature in the opposite direction of where the creature came from (or a random HEX if it did not move).
- The Consume action only consumes CUBEs the creature eats, based on its diet.

SPECIAL ACTIONS WITH AI

- **Glide/Sprint**: Use the preceding Move command parameters to determine where it goes.
- **Spray**: Targets the HEX where the Amicus was (if they moved, otherwise pick a random HEX). Other creatures should treat the sprayed HEX as if it contains a Size-1 herbivore.
- **Steal**: The 1-HEX move at the end of the action should only happen when a CUBE has been taken. Move the Didelphis back to its starting HEX or a random direction if it did not already move.

FIELD NOTES

The Creature AI never lets a creature act hostilely towards members of its own species. This means it will not Fight or Scare one of its own (this also includes any Special action that is harmful). Creatures also never seek out or Consume Meat from their own species. If you cannot recall what the Meat formerly was, it has decomposed to the point that any meat-eating creature will want it.

Domestication triggers an override in the nanobots. Domesticated creatures ignore the AI CARDs and follow the explorers' orders.

The AI system dictates creature behavior without the explorers' intervention. However, if you miss some aspects of the ROLEPLAY system, we encourage you to use a hybrid system. By releasing fewer nanobots, you can use the DIE rolls to select actions, but ROLEPLAY target selection. We are happy to give you the freedom to find what makes you happy and experiment on these innocent creatures.