CORE SPACE FIRST BORN

Core Space First Born is a standalone starter set for Core Space. It's perfect for new players but it also functions as an expansion to the original game, and both starter sets can be used alongside each other. These rules build on the solid core that we laid down originally with some 'plug and play' additions to integrate the fearsome new First Born race into the game.



THE SCI-FI MINIATURES GAME

If you're not yet familiar with Core Space the rules can be downloaded for free from our website. This download includes everything you need to know to set up and play the game, and also includes the full campaign rules!

CLICK HERE TO DOWNLOAD

The vast majority of these rules including setup, round structure, and Trader actions, all remain unchanged for First Born.

You can find more downloads including the reference section, FAQ and more on our Downloads page HERE.

Please note that like most Kickstarter projects the game is still a work-in-progress. We will continue to test and tweak the new rules to ensure that the finished product works as smoothly as possible, so please note that this document may vary from the final printed rulebook.

SO WHAT'S NEW?

The First Born replace the Purge as the primary NPC enemy in the new game. Therefore, the Purge Phase in the rules will be replaced by the First Born Phase detailed in this document (see page 2).

There are no civilians randomly wandering around the asteroid homes of the First Born, but we will still use the NPC Phase for new characters and creatures that will be unlocked during the Kickstarter campaign. We will also be sure to include rules for integrating the existing NPCs (e.g. the Galactic Corps) into the First Born environment.

That's it for 'structural' changes to the game, but there are lots of other new additions to immerse you in the new environment.

Read on to find out more.

FIRST BORN PHASE

This entirely replaces the Purge Phase in each round and works in conjunction with the new Hostility Tracker and First Born Board.



In the First Born Phase, more First Born may arrive onto the board and attack.

The Phase has two stages:

1. Arrival
2. Activation

ARRIVAL

Each Hostility level includes a number of icons indicating the characters that could potentially arrive in this phase.


Drone


Liege


Iconoclast


True Born

If an icon is followed by a number, that many First Born will arrive. If the icon is followed by a die icon, roll that die to determine how many First Born will appear. Start at the top, and work down the list to see what arrives.


First Born Die – one character arrives per result.


Knowledge Die – a True Born arrives on a 6.

When the Hostility level reaches Cleanse, the number of First Born arriving will be the same as in Threat Defence, but remember that from now on all First Born characters will use the increased statistics on the reverse side of the First Born Board.

The First Born will arrive at a random location around the board, determined by the Knowledge Die. The numbers on the die correspond to the Entry Point counters. Roll separately for each type of First Born arriving.



Once you have determined the number of First Born arriving and their respective Entry Points, place them on the board in contact with their Entry Point. If there is no room because the area is blocked by other models, place them as close as possible.

Note that sometimes First Born will be placed next to Entry Points outside of the First Born Phase (by an Event Card for example). In this case they will be placed onto the board at that Entry Point and then activate in the First Born Phase as normal.

DRONE ARRIVAL



Drones work a little differently to other First Born characters. In the Arrival stage Drones will emerge from their alcoves, arriving at **Patrol Points** rather than Entry Points. Patrol Points will be placed in rooms and corridors around the board rather than at the edges but otherwise work in the same way. Furthermore, in the Patrol hostility level Drones only arrive in the rounds marked on the tracker rather than arriving every round.





ACTIVATION

All First Born on the board will now activate. The highest ranked character on the board will activate first, followed by the next highest rank, and so on down to the rank 1 Drones acting last of all. If there is more than one of the same rank on the board, the player(s) can choose the order in which they activate.

In the Trader Phase, you were able to decide which actions your crew would take. However, the NPCs in the game are not under your control. They will instead take actions based on the following strict AI sequence. Each First Born character will continue to take actions from this list until they have none left to use.



TARGETS

Before making their activation, each First Born character will choose a target!

- By default the target will be the closest non-First Born character within LoS and not in cover.
- If all visible characters are in cover, the target will be the closest.
- If there are no visible characters, their target will instead be the closest non-First Born character. Work this out by measuring the shortest possible distance between the First Born and the potential targets, moving around terrain and through doors as necessary.
- Defeated Traders are never targeted.

Once a target has been chosen, it remains locked for the rest of that character's turn unless it is defeated. This applies even if a closer target came into view part-way through a move. The target is only reassessed mid-turn if the original target is defeated. Otherwise it will be reassessed next time that character activates.



ACTIONS

The First Born can make Move and Assault actions and will use them in the same way as Traders.

Each time they make an action, the First Born will prioritise the action that causes the most harm possible, using the AI Action Chart found in the standard Core Space rules.

Once you've played a couple of times, these actions will become second nature. A few things to remember:

- First Born that take a Move action always move as far as possible (i.e. the full 4 squares) unless they move adjacent to the target at which point they will stop.
- Ranged Assault actions taken by the First Born can be made at up to medium range and follow the normal rules for shooting at engaged characters.
- First Born are unaffected by ⚠ results unless stated otherwise.

PRONE CHARACTERS

First Born that have been knocked prone must use their first action to Stand Up, before making the rest of their activation as normal.



KNOWLEDGE DIE

The First Born have formidable knowledge and power beyond that of any being encountered before and will attack in unpredictable ways. This is represented by the purple Knowledge Die. The **first** time that each First Born character makes an attack in each round, roll the Knowledge Die alongside the Combat Dice and apply the additional effects listed below. The Knowledge Die is not used for second and subsequent attacks in a single round.



Extra Action: The character gains an additional action this turn.



Terrify: The target character is marked with a Fear Counter.



Phase: After the attack, remove the character from the board. Place them back onto the board two spaces away from the next nearest enemy character other than their original target. If there are no other enemy characters, there is no effect.



Consume: Damage from this attack will remove Skill pegs instead of Health pegs if any Skill pegs are available.



Focused Assault: If this is a Ranged Assault it ignores cover. If this is a Close Assault it scatters a random equipment token from the target's equipment tray in addition to any damage caused. NPCs or targets with no equipment are knocked prone instead.



Warp: After the attack the target is scattered and knocked prone. If they hit a wall they stop and suffer damage equal to the roll of one die, ignoring armour. Any abilities that allow immediate retaliation cannot be used.

Note: The Knowledge Die replaces the Chance Die in the First Born Starter Set so any reference to the Chance Die in the original rules will use the Knowledge Die instead.

DRONE ACTIVATION

Drones activate differently to their bipedal masters.

During the Patrol Hostility level Drones activate as follows:

- Scan their current area (see below).
- Move to the next Patrol Point. Remove the Drone from the board and place it at the Patrol Point with the next highest number, e.g. 1 to 2, 4 to 5, or from 6 back to 1.
- Scan their new area.

To perform a scan, check if there are any enemies within LoS and medium range. If so, the Drones become alerted (see below).

During the Inspection Hostility level and beyond Drones will activate using their own unique AI Chart.

ALERTING THE DRONES

Alerting the Drones instantly moves the Hostility level to Inspection – add pegs to the tracker until the first hole of the Inspection level is filled.

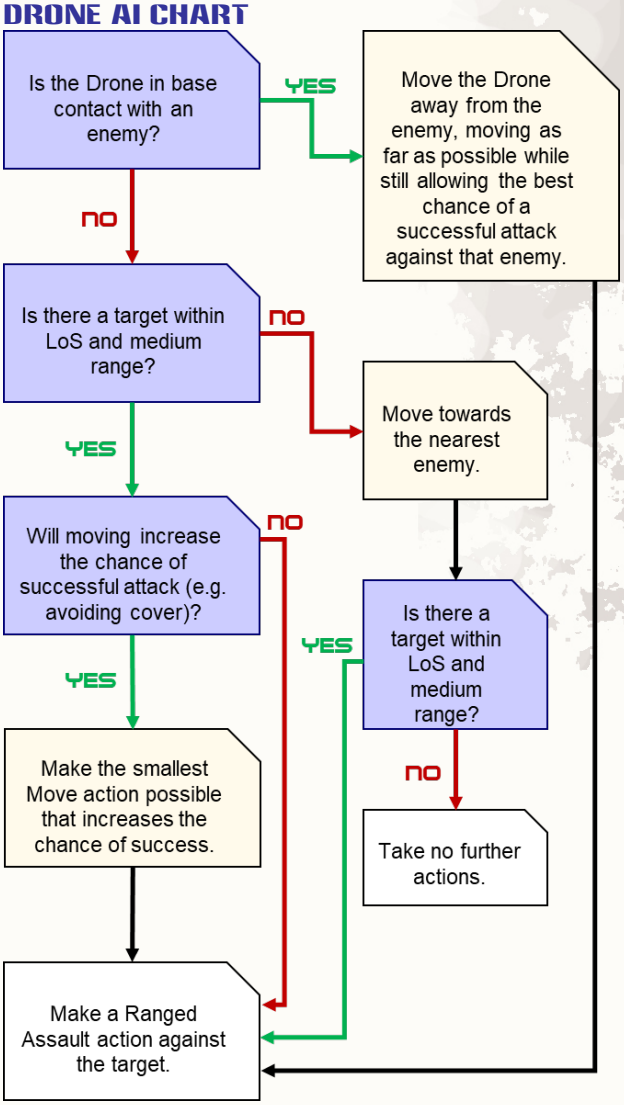
A Drone that is alerted in the First Born Phase can immediately take its actions even if it moved Patrol Point in that round.

Drones can also be alerted outside the First Born Phase by the following events:

- A Ranged Assault action that does not have the icon is made anywhere on the board.
- A grenade, mine or similar weapon that does not have the icon is set off anywhere on the board.
- A drone suffers an attack of any kind.
- An enemy moves adjacent to a Drone.



DRONE AI CHART



DRONE SPECIAL RULES

Drones never intentionally move adjacent to enemies. If a drone would enter a square adjacent to an enemy during a Move action it will stop one square away.

In addition, Drones can fly, and benefit from the following rules:

- They ignore the first hit of any Attack of Opportunity against them.
- They cannot be knocked prone. They are still subject to any other parts of a rule that would normally make them prone.

THE TRUE BORN

The True Born is the most powerful of its kind and is kept in almost permanent stasis, attended to regularly by its Lieges.

Unlike other First Born its double-sided character board does not flip when the Hostility reaches Cleanse. Instead the two sides represent the True Born in different states – one in its somnambulant fugue state and another for when it has been fully awoken.

STATISTICS AND DAMAGE

Like a Purge Annihilator, the True Born comes with four sets of statistics that can be swapped in and out of its Board. These are numbered 1-4. When placed onto the gaming area it uses the insert marked 1.



Unlike other NPCs, when the True Born takes damage it is not instantly defeated. Instead, for each point of damage it takes its statistics insert is removed and replaced with the next, first 2, then 3, and then 4. Otherwise it can continue to act normally. Only when a True Born's fourth insert is removed is the miniature defeated and removed from the table.

ARRIVAL

There is only one True Born in any given location, and as such a True Born will only appear once per game. Once one has been placed, do not roll it again for the rest of the game, and any other rule that would generate one is ignored. Once the True Born has been defeated, it will not return.

Like Drones, the True Born emerges from its stasis inside the rock at a Patrol Point, not an Entry Point.

When the True Born first arrives on the board it will be in its Somnambulant state. However, until the Hostility reaches Wake Protocols it remains sleeping and is not activated, although it can be attacked.

ACTIVATION

Once the Hostility reaches Wake Protocols a Somnambulant True Born will activate. It is only sleepwalking at this point and its activation consists of scattering it twice. It will make no other actions.

Once the True Born is awake (see below) it will activate following the AI chart as normal.

Note: A Somnambulant True Born will never make attacks of opportunity.

WAKING UP

Once a True Born is in play and active its attendants will attempt to wake it up and unleash its full power on the intruders.

In each First Born Phase, the closest Liege to the True Born must be activated before any other Lieges, and when it does it will not follow the normal rules. Instead it must spend all of its actions moving towards the True Born (provoking attacks of opportunity if appropriate). Once it enters contact with the True Born it must spend its next action waking the True Born up. Note that if a Liege spends its last action in a round moving into contact, the True Born will have moved away before it can be awoken.

Once awoken, flip the True Born's character board to the Awake side, with its number 1 health insert in place (regardless of any damage taken while Somnambulant).

Then, take two First Born equipment tokens at random – a small token and a ¾ size token. Place these into the slots in the True Born character board. The True Born will not use these items, but they can be claimed by the Traders if it is defeated.

One of the key tactical decisions in Core Space First Born is when and where to take down the Lieges to prevent (or even allow) the True Born's awakening!

ATTACKING THE TRUE BORN

In its somnambulant stage a True Born is in a fugue state, only partially conscious. It is protected by a mantle draped around its neck that can defend against intruders on its behalf and can even warp its immediate reality.

If a Somnambulant True Born would take any amount of damage (after beating or bypassing its shield value), this shroud will activate. Do not apply any damage. Instead, roll the Knowledge Die and apply the result:

1. **Reality Shift**
   The True Born was never really there. Scatter it twice, ignoring all terrain.
2. **Matter Mirror**
   Your attack is reflected back at you. Resolve the attack against the character that made it.
3. **Kinetic Absorber**
   No further effect.
4. **Instinctive Reflexes**
   The mantle's Impact Shield deflects the attack, but the True Born is shaken enough to lunge at its attackers. The True Born makes up to 2 Move actions towards the nearest character (friend or foe). If it enters or is already in a square adjacent to an enemy it will make a Close Assault attack with 4 dice. If it survives, the target will be pushed back one square and knocked prone.
5. **Scryer Overload**
   The True Born sustains 1 damage. Its defences are overloaded and its shroud tries to predict and shift immediate futures. The resulting reality wave knocks all other characters in short range prone. For each Trader affected, the owning player may view one Event Card, placing any cards viewed back on the deck in the same order.
6. **Reboot**
   The True Born sustains 2 damage. Unable to defend its wearer the shroud shuffles through realities to find some alternative protectors. If the True Born survives the attack, take the three lowest-ranking First Born characters from those not in use (if available) and place them in contact with the True Born. They will activate as normal from the next First Born Phase.

Once the True Born is awake it is attacked as normal.

DEFEATING THE TRUE BORN

If the True Born is defeated (in either state), the resulting psychic wave affects all remaining First Born. Mark all Lieges and Iconoclasts in play with a Reminder Counter. They miss their next turn. In addition, flip the First Born Board (if not already flipped), and use the enhanced statistics for the rest of the game.

If the True Born is defeated while in its Awake state any equipment it is carrying is dropped where it fell.

FORCED AWAKENING

If left out of stasis for too long nerve and brain damage will occur. Some suffer from mania when first awoken, others long term paranoia.

If the Hostility reaches Cleanse and the True Born is still in its Somnambulant state, flip its board immediately, with its number 2 insert in place (regardless of any damage already taken). Place a Fear Counter on its board to remind you that its awakening was forced.

For the rest of the game, its target will always be the closest character, friend or foe.



OTHER NEW RULES

SIMPLIFIED MOVEMENT

Core Space was written to use a range ruler for movement, wargames style, but during development of the original game we added a grid to the gaming mat as an alternative for those that wanted it.

After a few more years of playing, that optional grid has become the default as it really speeds up the game. You'll see that this document refers to squares rather than inches. We're turning movement on its head and writing the game to use the squares as standard.

Players that want the extra granularity of measured movement can of course still use a ruler. That's the beauty of Core Space – the open system allows you to play it your way!

MINING

You are inside an asteroid in a previously unexplored area of space. You're not going to find standard-issue weaponry just lying around like you would back in the Barrens.

Therefore you don't Search rooms in the same way as you used to. Instead you can 'mine' the walls for minerals.

As long as your Trader is carrying mining equipment, mining a room is mechanically similar to Searching a room in the original game – place a token in the room and draw a random token from the token pouch. This time however the nano token you draw represents the rare minerals extracted from the living rock of the First Born asteroids.

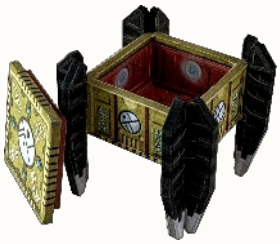


These minerals are used in a similar way to the 'crafting' rules in the Rogue Purge expansion – they can either be sold or combined with other equipment in the Workshop to make new 'hybrid' equipment in the Trade Phase.

Hybrid equipment will include coloured triangles in its cost. For example, this poisonous Hazard Pistol requires two Herrilium (orange) crystals (plus 20UA!) to craft.



SEARCHING



Don't worry, just because there are no regular valuables lying around in dusty corners, it doesn't mean there's nothing to loot! Your Traders will still be able to Search the First Born Arks and Stasis Pods to pilfer the equipment they thought was securely locked away while they were in stasis. The items you find may be alien in origin but you can still figure out a way to use them! See equipment on page 11.

EVENTS

First Born uses Event cards in the same way as the original game – each round, something will throw an alien spanner in the works!



Here are some examples of what to expect from the new cards:

- Exhaust Venting – there are cards that will activate some of the new terrain pieces – see page 10 for more details.
- Changing Patrol Routes – you thought you could predict the Drone movement and stay stealthy? Think again!
- Reality Shifts – First Born tech can distort dimensions, and it may affect your Traders!
- It's Not All Bad – You may find you can turn the environment to your advantage, repurposing your looted artefacts to your benefit!

This is on top of all the usual cards – those that will spawn or move additional enemies and hinder your Traders' actions!

FEAR

A fully conscious True Born is physically imposing but its true power is in its ability to manipulate minds, and we wanted to represent that on the table. No longer can your Traders stand undaunted by the terrifying foes they face!



Fear Counters will be generated by the First Born Knowledge Die and by other game effects.

When a character is marked with a Fear Counter, when they next activate all of their actions will be spent moving directly away from their enemies. Traders may spend Skill pegs or be calmed by their Captain to overcome their fear and avoid these effects.

ROCK WORMS

The First Born are not the only inhabitants of these asteroids. You may have seen the enormous worms native to these rocks in the Kickstarter video. We've got these awesome miniatures planned as an expansion for the new game, but with your help powering through the stretch goals we may be able to get them into the starter set!

Miniatures aside, the worms are not born at that size. They start as small larvae and many never make it to their adult form.



When Searching Arks and Pods and Mining Walls there is a chance you will discover one of these larvae. They may be small but their teeth are sharp! They can be pulled from the token pouch just like the minerals, and if you get one your Trader will suffer the consequences!

CAMPAIGNS

Those of you with the Dangerous Days supplement will know that life is a little tougher in the galaxy these days. First Born builds on the tougher campaign system introduced in Dangerous Days, using the new rules for crew upkeep and ship repairs to ensure the game stays challenging and force those tough decisions on the players.

THE TRADE PHASE

The Trade Phase is one of the biggest departures from the original game. Considering where you are, it's no longer so easy to pop to the shops!

Trading Post 5, a makeshift bazaar, has been set up next to the Lagrange Gate leading to First Born space. This is your only option when it comes to trading goods between missions.

When visiting Trading Post 5, your crew will have to choose between visiting the Market to buy and sell the valuables you've liberated, the Scrap Merchant to repair your ship, or the Workshop to repurpose those mysterious minerals you found in the First Born asteroids.



NEW TERRAIN

A lot of the original Core Space terrain was purely for LoS blocking and cover with no further use in-game. Core Space is an immersive narrative game, and for First Born we want to make the most of this. Therefore we've made sure that as well as providing cover, all the new terrain pieces can be interacted with and used by your Traders. The Arks on page 8 are just one example.

EXHAUST VENTS

These vents expel excess gases and pollutants from the reactors inside the First Born asteroid bases. They will be activated in game by Event cards, and when in operation they will be marked with a 3D flame marker.



The resulting cloud of flame and smoke will damage anyone foolish enough to be close by when they activate and will block LoS through the surrounding area.

PILLARS

While these are mostly for LoS blocking and cover as you'd expect from something that holds the roof up, they do have a slot in the top for an equipment token. This is perfect for mission objectives that may involve taking or activating something on each of the pillars around the board.



STASIS PODS

These sleep chambers house the First Born Lieges while in stasis, along with their personal effects.



The pods can be placed either upright or laying down and have removable lids for large amounts of equipment to be hidden inside.

Searching these pods during the early Hostility levels will deactivate the stasis field and cause the Liege inside to die. However, if you haven't Searched these by the Aware Hostility level, they will spawn a Liege in addition to any others arriving that round!

MORE TO COME!

These are just the start. We are hoping to fund additional terrain sheets via stretch goals so we can add some more unique and exciting terrain pieces to the game. All of this will be just as interactive as the core terrain pieces.

The first stretch goal to be unlocked will add the huge Dyson Reactor to the game. This device collects and processes the energy from the First Born's star to power their temples, accumulating power tokens throughout the game. Traders can extract this energy and sell it, or they can choose the right moment to blow it up and release that energy on their enemies!



NEW EQUIPMENT

The minerals on page 8 are just a taste. Equipment is a big part of Core Space, with the 'real search' system making physically looking through crates for loot and weaponry even more thrilling!

A lot of the new equipment tokens in First Born are green – this new type represents unique First Born equipment that you can't buy in a store – these items will need to be found when on location.

Conversely, you can no longer go into a mission empty-handed and expect to find what you need on site, so the game also includes some new standard weaponry that can be purchased from Trading Post 5 before a game.

All of these tokens can of course be integrated back into the original game and its expansions.

Here are some examples of the new equipment and its effects:



Accelerant Ammo: The game includes new orange ammo pegs representing accelerant ammo. Attacks with this ammo roll extra dice, but are more likely to jam your weapon!



Stone Tablets: These make for perfect mission objectives. Each of these four tokens is just part of the whole tablet and they are far more valuable when combined!



Reflector: This item is able to reflect enemy attacks back at them, but it only has limited uses in each mission – use them wisely!



First Born Flasks: These work in a similar way to stims in the original game, boosting your Health and other stats. However, the alien tech used to create them makes them even more powerful, and they can boost your stats beyond their starting levels!



Fire and Poison: These rules have been carried forward from Dangerous Days and will add lasting effects to the damage taken from certain weaponry. Be warned though, the First Born are resistant to both!



Engrams: These powerful emblems imbue the holder with a little of the First Born power, boosting their stats to almost superhuman levels.



Iconoclast Shard: This powerful sword may explain why the Iconoclasts are so deadly!



This new armour has a localised reality distortion field and can force a re-roll on ranged attacks made against the wearer! You may recognise it as one of Captain Peltier's signature items!

These are just some of the 100+ new equipment tokens included in the game so there will be plenty of new and exciting things to find as you play through the campaign!

