CORE SPACE
FIRST BORN

FURY OF THE INSANE GOD

OVERVIEW

Dissatisfied with the gods of old, the Godly faction of the First Born created their own. The True Gods were genetically engineered to be the most intelligent and powerful of all True Born, but millions of years alone in stasis have driven these 'Gods' utterly insane. This has reduced them to little more than beasts, but extremely powerful and near indestructible.

In game, the Insane God is the largest 'miniature' in the Core Space range. It straddles the terrain and ignores walls when it moves, representing its phenomenal power to reform the living rock of the surrounding chambers. Flanked by its two hulking Guardians and with brand-new missions to tell its story, this is a challenge your Traders can't afford to miss.

The various components can all be used in the bespoke narrative campaign in this book, but they remain fully modular so they can also be integrated into other Core Space games as and when you choose.

MINIATURES

This set introduces two new types of First Born NPC, the Insane God and its two hulking Guardians. These imposing new enemies will level up the difficulty of your games and present a challenge for experienced players.



The rules for each new character type can be found in this book and work in conjunction with the standard First Born rules in the First Born Starter Set.



EVENT CARDS

The Event Cards in this expansion will introduce the new NPCs and rules to the game. They should be added to any other cards in your collection with matching icons and used when specified by the mission, or whenever you want to add a twist to custom games.

EQUIPMENT

This expansion includes a selection of new equipment tokens. Some of these expand your selection of First Born weaponry to be found around the board, while others present new crafting opportunities for your Traders. The tokens should be shuffled in with the others of their type as normal.



Some characters and tokens include icons that you may not have seen before – their rules can be found on the back of this book.

THE INSANE GOD

The Insane God will be used when specified by the mission briefing, or can be used in any game by adding the cards to the Event Deck. Be warned – these cards are incredibly dangerous!

USING THE INSANE GOD

STATISTICS AND DAMAGE

The Insane God comes with four sets of statistics that can be swapped in and out of its Board, numbered 1-4. When placed onto the gaming area it uses the insert marked 1 – Oblivious.



Unlike other NPCs, when the Insane God takes damage it is not instantly defeated. Instead, for each point of damage it suffers its insert is removed and replaced with the next; first 2, then 3, and then 4. Otherwise, it can continue to act normally. Only when an Insane God's fourth insert is removed is the character defeated and removed from the table.

ARRIVAL

The Insane God and its Guardians enter play via the Event deck, or when stated in a mission briefing. They enter play at Patrol Points.

The Insane God enters play using the *Guarded* side of its board, and will continue to do so while its telepathic link to its Guardians is in place. They feed off each other's life force and the God will attack with full confidence in its own safety. It does not flip its board once the Hostility reaches *Cleanse*. Instead, if the Guardians are defeated, the board (and statistics insert) is immediately flipped to the weaker *Alone* side.

Like the True Born, there is only one Insane God in any given location. 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 Insane God has been defeated, it will not return.





TARGETING AND ATTACKS

The Insane God chooses targets in the same way as most other First Born and chooses its actions following the AI chart in the rulebook.

MOVEMENT AND LINE OF SIGHT

The Insane God can phase through walls, or part the rock before itself, and it can sense enemies nearby even when it can't see them.

It is considered to have LoS to everything on the board, although walls will still provide partial cover to targets behind them if the Insane God's Target Lock ability is not in use. Range can be measured to or from the squares containing any of the God's three bases.

The Insane God moves in straight lines towards its targets, ignoring all intervening terrain and walls. When you have determined where its Movement will end, place it as close as possible to that position.

The 'legs' of the miniature are designed to straddle the walls. If it ends a Move in such a way, it is considered to be in all rooms containing at least one of its legs.

Other characters can stand in any square containing no part of the Insane God's base. Attacks against the Insane God can be made from any square orthogonally adjacent to any of its bases as normal.

ENGRAM OF INSANITY



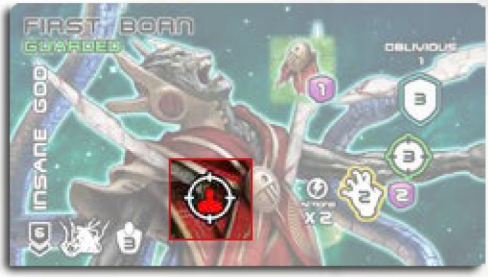
The Insane God has this token on its board, representing one of the powerful engrams that give it strength. This token is dropped when the Insane God is defeated and can be picked up and used by a Trader to gain the effects of the Knowledge Die when they attack.



The Engram can also be can be sold for its value, or used in the Trade Phase for crafting using the icon on the back. The new Insanity Blades in this set can only be crafted by using this Engram in addition to the Dialena crystal.

CARRYING ITEMS

Some missions may specify that an Insane God can carry an item by punching out the Target Lock section from its board, thereby losing this ability.



GUARDIANS

Guardians are symbiotically linked to their master and each other. They always enter play alongside the Insane God and are not used separately.

Guardians choose targets in the same way as most other First Born.

They choose their actions following the AI chart in the rulebook. If they are forced to come into contact with another enemy en-route to their original target, they will attack the newly engaged enemy.

They flip their board once the Hostility reaches *Cleanse* as normal.

The two Guardians share the same character board – their symbiotic link means that they take damage and are defeated as one.

Like the Insane God, the Guardians are tough to kill and come with a series of statistics inserts. They start the game in Guard mode, using their (1) statistics insert. When a Guardian takes its first point of damage, it replaces the insert with the more powerful Assault insert (2), and then with the last-gasp Protect insert (3). Otherwise, it can continue to act normally.

Only when the Guardians' third insert is removed are both characters defeated and removed from the table.

CARRYING ITEMS

Guardians cannot carry items. The spaces where the tokens are punched out are not used unless a mission states otherwise.

CRAFTING



The Guardians have two tokens on their board, representing parts of their weaponry that can be salvaged by Traders. These tokens are dropped when the Guardians are defeated and can be picked up by Traders.

The tokens can be sold for their value, or used in the Trade Phase for crafting using the icon on the back. The new Guardian's Bane in this set can only be crafted by using one of these tokens in addition to one of each type of mineral.







ORIGIN OF THE TRUE GODS

The so-called 'True Gods' were born out of a lust for power. The First Born leaders are the True Born, an elite within a strict caste system based on genetic superiority. In more egalitarian times the True Born were elected leaders, wise and merciful, each the head of a democratic state, but in times of crisis their word became law. Several factions exploited this and slowly changed the laws to increase the powers of the True Born caste within peace-time. Over generations the right to lead by birth alone had been established. Petty power squabbles between factions resulted in civil war and the Golden era of the First Born ended, knowledge was replaced with power, understanding with conquest.

The True Born were now engineered to be physically imposing, trained from birth to command without mercy and given tools such as Engrams that could manipulate reality and the minds of others. Their intelligence was broad but it was a cold, unforgiving intelligence. They became suspicious and power-mad and saw enemies everywhere. Their hunger for power could only be alleviated by expansion into other territories.

The Godly were a fanatical sect that thrived in the later years of the First Born empire and may well have been a major contributing factor to its eventual demise. They were militant and persecuted other First Born. They used conversion to swell their ranks but they needed more, they needed a symbol. In secret they developed their own mortal gods who would rule over all the First Born. In theory the True Gods would rule supreme but in reality they were puppets of their creators, the manipulative True Born caste. Early in their lives the True Gods were subjected to a programme of chemical and physical abuse to make them dependent on their 'advisors' and to suppress their own ambitions. This combination of power and mental instability made the True Gods unpredictable and the Godly started to regret their own folly.

The Godly were superstitious and paranoid and lost focus even within their own beliefs. Eventually they were outlawed and driven out of First Born space. The True Gods were hastily put into stasis and forgotten for millions of years. Over time their slender grip on reality was further eroded leaving the True Gods powerful but little more than beasts known as Insane Gods.

Now, a rebel faction of True Born are locating and awakening the True Gods, blind to the dangers in their pursuit of power. The Galactic Crime Commission have heard the rumours and want it stopped. Rather than going in mob handed they've decided on a more subtle approach - in other words you drew the short straw. Where the Galactic Corps might fail with a direct assault you may succeed by other means. Good luck!

REFERENCE



Characters with this icon are symbiotically linked. When a character with this icon swaps out a damage insert or is defeated, the same effect applies to all other characters in play with this icon.



This weapon can be used to make Close Assault attacks against characters in diagonally adjacent squares, or within 1 inch if measuring.



This weapon passes through enemies, and is resolved against all targets (friend or foe) in a chosen straight line from the shooter using the value for the appropriate range. Terrain will block the attack as normal.



If this weapon hits, the target suffers a Fear Counter.



Characters holding an item with this icon ignore the effects of the Knowledge Die applied by First Born attacks.



This armour can be donned or removed using an effortless action. If removed for the purposes of an attack (e.g. the Recoil Custom Headgear is thrown at an enemy) the token can be returned straight back into the armour slot without a separate action to don it.

ITEM NOTES



This engram can be obtained by defeating the Insane God. It allows the user to roll the Knowledge Die as part of their attacks just like the First Born.





Note that these Dyson Draw items are simply storage vessels for Energy Counters. They cannot be used to attack, although they will still explode if overloaded!



Guardian's Bane

