

N E M E S I S

THE UTTERLY UNAUTHORIZED UNOFFICIAL RULEBOOK

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GAME BY:
ADAM KWAPIŃSKI

rebel

GAME OVERVIEW

Nemesis is a semi-cooperative game where you and your crewmates must survive on a ship infested with hostile organisms.

To win the game, you will have to complete one of the two objectives dealt to you at the start of the game and get back to Earth in one piece. You will find many obstacles on your way: swarms of Intruders (the name given to the alien organisms by the ship AI), the poor physical condition of the ship, the other players that will have their own agendas and, sometimes, just cruel fate.

The gameplay of Nemesis is designed to be full of climatic moments which, hopefully, you will find rewarding even when your best plans are ruined and your character meets a terrible fate.

CREDITS

GAME DESIGN: ADAM KWAPIŃSKI

DEVELOPMENT: MICHAŁ ORACZ, MARCIN ŚWIERKOT, PAWEŁ SAMBORSKI, MICHAŁ SIEKIERSKI, REBEL TEAM

TESTS: PAWEŁ SAMBORSKI, MICHAŁ SIEKIERSKI, ŁUKASZ KRAWIEC, FRANCISZEK OSTOJSKI, KRZYSZTOF BELCZYK, PAWEŁ CZOCHRA

RULEBOOK: MICHAŁ ORACZ, PAWEŁ SAMBORSKI, KRZYSZTOF PISKORSKI, MARCIN ŚWIERKOT, HERVÉ DAUBET

ILLUSTRATIONS: PIOTR FOKSOWICZ, EWA LABAK, PATRYK JĘDRASZEK, ANDRZEJ PÓŁTORANOS

GRAPHIC DESIGN: ADRIAN RADZIUN, ANDRZEJ PÓŁTORANOS, MICHAŁ ORACZ

3D MODELS: JĘDRZEJ CHOMICKI, JAKUB ZIÓŁKOWSKI, PIOTR GACEK, MATEUSZ MODZELEWSKI

ART DIRECTION: MARCIN ŚWIERKOT

THANKS: CHRISTI KROPP, SHAUN MELVILLE, FRANK CALCAGNO, KEVIN ALFORD, KRIS ARDIANTO, MICHAEL POLLARD, JOE COOK, JON FARRELL, SEAN O'GRADY, TONY JANOTA, BRYAN HARPEL, KENNETH MINCHIN, CHRISTOPHER RINDFLEISCH, DUSTIN CRENSHAW, JOHANNES JANSON, CHRISTOFFER LUNDBERG, GARTH HUMPHREYS, MARCO CORBELLA, BOBBY SKEENS, DAN THORPE, KIERAN BERRY, ALEX JANSEN, EGOR, JOERI PENASSE, JOHN NAVARRETE, NIKOLA VLAHOVIĆ, MICHAEL FRENCH.

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TESTERS: MICHAŁ MISZTAŁ, PAWEŁ PANEK, KACPER ZIATKOWSKI, PIOTR FRAK, MATEUSZ GOSPODARCZYK, MARTYNA MACHNICA, ORIANA MŁYNARSKA, ANNA SADURSKA-CZOCHRA, PAWEŁ KIEROŃ, MAKŚ KIEROŃ, MICHAŁ ŁYSIAK, KACPER MENDREK, ROBERT NEĆ, MICHAŁ SIEŃKO, BARBARA SANECKA-SIEŃKO, JAKUB POLKOWSKI, ANNA POLKOWSKA, PIOTR ŻUCHOWSKI, MARTA BATORCZAK-ŻUCHOWSKA, IGA W. GRYGIEL, BŁAŻEJ KUBACKI, ROBERT ARCISZEWSKI, PAWEŁ KACZMAREK, BARBARA KACZMAREK, ŁUKASZ PORĘBA, JAKUB KUREK, PAWEŁ KURNATOWSKI, TOMASZ DOBOSZ, MICHAŁ OZON, PAWEŁ SZEWCZUK, PIOTR JASIK, KLAUDIA JASIK, WOJCIECH MIKOŁAJCZAK, PAWEŁ ADAMCZUK, TOMASZ ŁAPIŃSKI, JAKUB WASILEWSKI, MICHAŁ SOLAN, MARCIN GLEŃ, JOANNA GLEŃ, TOMASZ BYLINA, PIOTR WOŁOSZUN, ŁUKASZ HAPKA, JAKUB MRÓZ, KAMIL KOŁODZIEJ, CEZARY SIDOR, PIOTR KAŃNIK, RAFAŁ SZCZEPKOWSKI, ARTUR JEDLIŃSKI, MACIEJ JESIONOWSKI, ANDRZEJ AFTARCZUK, WOJCIECH INGIELEWICZ, KRZYSZTOF SZAFRAŃSKI, ANDRZEJ OLEJARCZYK, PIOTR WIDERSKI, MATEUSZ ŻBIKOWSKI, MAŁGORZATA BORYCZKA
ENGLISH TRANSLATION: KRZYSZTOF PISKORSKI, PAWEŁ SAMBORSKI

PROOFREADING: HERVÉ DAUBET, DAN MORLEY, WITH THE INVALUABLE HELP OF OUR BACKERS.

A WORD FROM THE GAME'S AUTHOR

Five years. Five years have passed since the winter of 2013, when I built my first Nemesis prototype. The game you are holding in your hands barely looks like its original version. In the years that followed, the project evolved and changed on a regular basis – sometimes going back to its roots, only to drastically alter them some time later. The one thing that remained constant was the core concept: recreating the experience of the claustrophobic, paranoid horror Sci-fi classics as closely as possible.

Even though only my name appears on the box, the full list of people who contributed to this game at the various stages of its production would likely take several pages – the team of my old publishing company, the people at Rebel Publishing that took over the project, and finally, the team at Awaken Realms that finished the development of the game and handled its crowdfunding.

Regardless of his position at Awaken Realms, I would also like to personally thank Marcin Swierkot, not only as a publisher or for his skills at handling impressive Kickstarter campaigns. For me, it is obvious that Nemesis owes Marcin a great part of its incredible success, and I also wanted to thank him from his constant feedback and for convincing me to adopt several new concepts (which, believe me, wasn't easy).

Nemesis also had a humongous group of testers. At the start, I only played it with a few close friends, but, with each iteration of the project, the team grew until it reached truly epic proportions – especially after the game had been ported to the Tabletop Simulator (thanks to the efforts of Ken Cunningham, Steven Becker, David Werner, Stefano Trivellato, Adam Grinder and Luca Cornaggia). I didn't have the chance to meet every one of our many testers in person, but I wanted them to know that it was their feedback that helped me through the stages of this project, and allowed me to keep my enthusiasm intact throughout these five long years of development.

I also owe some special thanks to Michał Oracz, whom I met during the Nemesis project. The depth of his involvement in all aspects of this game is simply amazing, and I can only say how lucky I was to meet a person with such skills and experience.

To wrap things up, I'd like to thank Iga, who is probably the only person to remember the true beginning of this project, as she was the one who inspired me to create it five years ago, on a cold winter's evening.

My final thanks go to everyone who supported this game on Kickstarter, trusting both me and Awaken Realms. I hope Nemesis will repay you with many thrills and unforgettable hours spent over the board. And I hope that – at least every now and then – your journey will end with a safe trip back to Earth...

UNAUTHORIZED

SORT OF

This rulebook is not an official Awaken Realms release. It is in no way an official product, and it's creator makes no claim to its accuracy or usefulness.

Now let's talk about why this rulebook exists and what it actually is.

Like many others, I missed out on the original release of Nemesis. When the Kickstarter for Nemesis: Lockdown started, I immediately pledged. While eagerly awaiting my first shipment of Nemesis and its expansions, I read up on the game rules, looking at upgrades and add-ons.

And I noticed a couple of things about the rules.

First, like with many games, there are a couple of FAQs out there. And there have been at least a couple of different versions of the rulebook between printed copies and the digital versions on the Awaken Realms website.

And then there are some other rules clarifications on the BoardGameGeek (BGG) website that, while not appearing in an official FAQ, have come from Awaken Realms or some other knowledgeable source.

Second, there are a LOT of questions about rules. This is largely just an inevitable byproduct of the game's design, as there are many small rules that interact with each other at different times during the game. But there are also some odd word choices here and there that can leave a bit open to interpretation.

Third, as with most games, the rulebook is largely presented with an eye towards efficiency - meaning as few pages as possible. This does not always lend rules to being presented in a way most effective to actually learning the game or looking up particular rules when they come up in play.

And then there are the rules for the currently available expansions. They have separate, very sparse rules.

All this means that learning the game for the first time - or figuring out how to integrate expansions after your first few games - can be a little convoluted and daunting.

So while waiting for my copy of the game I decided it might be fun - or at least interesting - to try and combine the official rules, FAQs, unofficial AR rulings, expansion rules, etc. into a single, more cohesively integrated document.

My current goals for this project are:

- Combine all rules into a single document.
- Include all FAQs, rules clarifications, and rulings.
- Address instances where rulebook wording is confusing, making it easier to learn and understand while staying true to the intended meaning of the rules.
- Organize the rules with an eye towards learning the game, keeping related content grouped together, providing better integration for expansion rules, etc.
- Maintain the overall theme and style consistent with the official rules while reducing the amount of ink or toner needed to print the rules. So no more white text on black backgrounds, and I'm using page sizes more conducive to printing at home.

So far, all of the rules from base game and expansions are included and integrated. Stuff from the expansions is marked throughout the rules, so you know what to skip if you're not using them. Expansion rules are distributed throughout, in their logical place. (For example, all of the Exploration tokens are in one place, changes to setup for Carnomorphs and Void Seeders are integrated into the setup instructions, etc.) FAQ content is integrated, as are many other clarifications, and hyperlinked page number cross-references are provided throughout.

The latest copies of the base game use some different turn/round terminology, and the expansion rules included in this document are updated to align with those terms.

(Note that Awaken Realms has been gracious enough to grant permission for these compiled rules to be posted on the BGG website.)

Note that the Awaken Realms and Rebel logos on the front page are included to recognize the the origins and makers of this great game. They are not intended to suggest this is an official product.

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WELCOME ABOARD!

This introductory story is designed to familiarize you with the flow of a standard game and to give you an overview of the essential **Nemesis** rules. All game terms, items, characters and board locations are written in **bold** to make them more distinguishable. We hope that this story will make reading these rules easier and more enjoyable.

We hope that, after some games of Nemesis, you will have your own stories to tell!

IT STARTED LIKE COUNTLESS TIMES BEFORE –

waking up in a cold fog within the **Hibernatorium**, at the very center of the ship. As usual, we were suffering from temporary amnesia due to FTL travel and hibernation. We knew our names and we had some basic memories, but we didn't remember clearly where we were or what we were supposed to do. The layout of the ship felt unfamiliar. We knew that somewhere at the stern, there were three **Engines** and somewhere in the bow section, there was a **Bridge**. We were also conditioned to remember the location of the two **Escape Pods**, just in case something went REALLY wrong. The rest was blurry. But this time, amnesia was not our only problem – one of our comrades was lying in his pod with a gaping hole in his chest. Emergency lights were flashing all over the place.

As the **Captain**, I knew we had to avoid panic, follow the procedures, inspect the ship, and check if the engines were operational, as we needed **at least 2 of them** to continue our trip. We also had to check the **coordinates** to make sure the ship was still heading to Earth.

We had all watched enough horror movies to know we needed some **weapons**. Luckily, our lockers were right there, with some basic gear and **Items** we needed to perform our assigned jobs (although not all of them were functional). Between my **6-shooter** and other personal items, I also found something else – a letter containing special orders from my employer. Some time ago, our ship's **Mechanic** had dug up some dirt on the corporation and claimed he would testify once he got back to Earth. The company made it clear they didn't want him to come back. At any cost.

I knew many of my crew members had their own secret agendas and their own **Corporate Objectives**. I couldn't trust them. We split into two groups – the **Pilot** and I were to check the bridge, while the **Mechanic** and the **Scientist** went to the aft section, where the **Engine Rooms** were located.

I moved forward, navigating the **Corridor** carefully. When I entered the next room, I heard a very strange **Noise** coming from the bow of the ship. Then, the **Door** slammed right behind me. System malfunction! So much for staying together...

I looked around – I was in a section containing the crew's **Cabins**. I decided to search this place for any useful items, finding a **Fire Extinguisher** and a **Med Kit**. I immediately felt a bit safer. There was nothing more here, so I decided to move forward. This is when things went from bad to worse. First, I stepped into some green **Slime** that covered my legs and wouldn't come off. Then, I heard that noise again.

Suddenly, a monstrous **Larva** jumped right at me from the dark. By the look of its claws and mandibles, I was quite certain that this thing would do something horrible to me if I didn't act fast. So, I kept on shooting at the the thing until it stopped twitching, spending most of my **Ammo** in the process.

At this point, I knew something crazy was going on. I had to decide if I wanted to fulfill the task the company had given me or if I should follow my **Personal Objective**. I realized that it wasn't the best moment to bring down a crewmate – the future of mankind could be at hand! Instead of killing the **Mechanic**, I decided I should send a **Signal** using our **Communications Room** to warn Earth of the situation. Then, I would **examine** one of the creatures in the **Lab**, trying to get as much information as possible, before leaving this doomed ship.

I was taking a short **Rest** to settle my nerves when I heard those creepy noises again. Nothing came at me this time, though. Moving to the next room, I entered the **Generator**, where I reunited with our **Pilot**. It was the only place where we could activate the ship's **Self-Destruct** sequence. Considering what I had just seen, it didn't sound like a bad idea... Unfortunately, the room was **Malfunctioning**, and we would need to fix it first. We decided the **Mechanic** was best suited for this task.

I had a conversation with the pilot, who confirmed what I had been fearing all along – there was more than a single Larva. On her way here, she ran into an **Adult** specimen that managed to hit her. Fortunately, it was just a **Light Wound**, but I secretly feared that she might have been **Infected**. And, since this **Intruder** was now lurking behind us, we could not go back to the **Hibernatorium**.

We spent the next few minutes moving cautiously from one room to another, trying to salvage what we could – I managed to **Craft** a makeshift **Flamethrower**, using some **Chemicals** and **Tools**. Every step of the way, we heard more and more noises converging in our direction.

Several of the rooms we checked had been damaged, and one was on **Fire**. Things weren't looking good. I knew the ship could only take so much stress before it would **explode**. With that in mind, we spent some time fixing the **Hatch Control System** to **unlock** our two **Escape Pods** – we were one step closer from escaping this death trap.

At this point, we spread out. The Pilot went to the Bridge, and I went to send my Signal. I entered my login into the comms console and began my transmission when an explosion threw me against the opposite wall. Even stunned by the blast, I understood that someone had just tried to kill me. I did not have to wait long for the culprit – a few seconds later, the Mechanic stormed into the room, a burning **Molotov Cocktail** in his greasy hand.

He couldn't shoot me or harm me directly – thanks to anti-aggression **implants** all space crews had in their brains to prevent violence or mutiny. However, indirect weapons were one of the ways to cheat the implant. There was just one thing he didn't know. As a Captain, I could use the same implant to **force him** to follow a single order.

I ordered the Mechanic to scout one of the connected rooms. Soon I heard the sound I had been hoping for. One of the Intruders came out of the Technical Corridors and jumped at the poor fool. Just to be sure neither of them would come out of it alive, I threw a **Grenade** in the corridor.

I inspected my **Wounds** – my leg was badly hurt. I **Dressed** it, and was able to move again, but I also knew this was a temporary measure, intending to **Heal** the damage at the first opportunity.

Despite the pain, I managed to reach the Bridge, **Destroying** a **Locked Door** along the way. There, I found the Pilot and told her about the Mechanic's attack. She was in too much of a hurry to care. She had just set the jump coordinates for Earth. We didn't know if enough engines were working, but she was willing to take the risk. This left us little time to get back to the Hibernatorium. There were only a few minutes left before the **Jump**, and everyone outside of a stasis pod at that moment would be atomized by the extreme acceleration.

I told her to lead the way, hoping I'd get the chance to swing by the Lab and complete my own objective. But something didn't feel right... Maybe it was the way she acted or talked? I could not tell, but as the Captain, I had learned not to ignore my hunch.

Fortunately, I had a **Log Key** that could give me full access to one crew member's account – I chose to check the Pilot's correspondence. What I found was shocking. She intended to take the ship to some secret base on **Mars**, where an organization I'd never heard of before was planning to use the Intruders for some unknown dark purpose.

What followed was pure hell. Wounded, surrounded by hostile life forms and without allies, I had to use every trick in my book to stay alive. When an **Adult Intruder** stood in my way, I used up all the fuel in my flamethrower trying to take him down, but it wasn't enough. He managed to sink his slobbering mandibles in my shoulder. I took out the revolver and the last bullet I was saving for myself, I blew his head off.

I was about to lose consciousness from the **Bleeding**, when our Scientist stumbled upon me. He was coming from the Lab, where he had analyzed one of the **Intruder Carcasses**, and discovered a **Weakness** of their species. Rounds out we shared a common objective!

He helped me up, and we decided to make a run for it together. Unfortunately, he didn't make it very far. I had to leave him behind when he was caught by an enormous **Breeder**. It was a hard call, but someone had to warn Earth after all!

Finally, I reached the **Evacuation Hatch** – but the way was blocked. There she was, waiting for me. A terrifying beast, the biggest of her kind. The Queen. I had only one thing left: a small fire extinguisher I had been carrying all along. In desperation, I fired it upon her.

To my utter amazement, it worked! She retreated, giving me just enough time to enter the **Escape Pod** and launch it in a hurry.

I was OUT. I SURVIVED.

Or at least I thought I had... I can feel something moving inside me. I don't know how much time I have left. I am leaving this message in case someone finds this forsaken pod.

Destroy my body. Do not examine these creatures. Do not try to harness them in any way.

If you want humanity to survive – leave them and never come back.



OVERVIEW OF PLAY

The game is played over a series of consecutive rounds, with each round including multiple steps and player turns.

In a normal game, characters have secret objectives they must complete to win, many of which are not in the best interests of the others. But characters are also frequently required to cooperate if they hope to survive.

The game ends when any of the end game conditions are met, including either the Time Track or Self-Destruct Time Track reaching their final red space, too many Fire or Malfunction markers being placed on the board, or no more characters being available to do anything because they are dead, hibernating, or have fled the ship in an escape pod.

Additional end game conditions may apply in different game modes.

I: PLAYER PHASE

1: DRAW ACTION CARDS – All players draw cards from their character's action deck. These cards provide additional actions beyond the basic actions available to everyone but must also be spent in order to perform action. Being caught by an Intruder while having too few cards can also be hazardous to your character's health.

2: FIRST PLAYER TOKEN – The player with the First Player token passes it to the player on their left.

Each time players are required to do anything in order, start with the player with the First Player token, and then continue with each player in clockwise order.

3-4: PLAYER TURNS – The bulk of your characters' activities on the ship will take place during this step. Characters will move about and explore the ship, attempt to complete their objectives, engage in combat with - or perhaps more wisely flee from - Intruders, check on the status of the ship's system, and generally try to stay alive.

Starting with the first player and going clockwise, each player performs a turn of 2 Actions, performs 1 action and Passes, or Passes. Once a player has passed, they may take no further action this round. Once all players have passed, move on to the Event Phase.

ROUND STRUCTURE

Each round is split into two consecutive Phases, each phase consisting of a number of steps:

I: Player Phase

1. Draw Action Cards
2. First Player Token
3. Player Turns
4. Continue Player Turns

II: Event Phase

5. Time Track
6. Intruder Attack
7. Fire Damage
8. Resolve Event Card
9. Intruder Bag Development
10. End of the Round

II: EVENT PHASE

5: TIME TRACK – The markers on the Time Track and Self-Destruct Time Track (if the Self-Destruct Sequence is active) both advance 1 space to the right.

6: INTRUDER ATTACK – Each Intruder in Combat with a Character attacks them.

7: FIRE DAMAGE – Each Intruder in the same Room as a Fire marker suffers an Injury.

8: RESOLVE EVENT CARD – Draw and resolve 1 Event card, which determines Intruder movement as well as an Event Effect.

9: INTRUDER BAG DEVELOPMENT – Draw a token from the Intruder bag. The effect depends on the drawn token, but often involves adding or removing additional tokens from the bag, making Noise rolls, or other effects related to the Intruders.

10: END OF THE ROUND – Once all effects stemming from Intruder Bag Development have been played out, it's time to start a new round.

CRITICAL GAMEPLAY MOMENTS

In addition to the general round structure, specific events can be triggered during the course of the game.

- The first time the characters actually encounter an Intruder, everyone must choose one of their objectives and discard the other.
- The first time a character dies, the ship's AI will start emergency procedures and unlock the escape pods.
- When the Time Track reaches a blue space, the Hibernatorium will unlock. Prior to that, characters cannot reenter hibernation.
- When the Self-Destruct Time Track reaches a yellow space, it can no longer be stopped, and the escape pods are unlocked.

OBJECT OF THE GAME

The object of the game is fairly simple. Each character must complete their objective and survive.

In a normal game, players will each receive secret objectives for their character, and as the game progresses they will be required to choose one of these to complete. Many of these objectives may require characters to work against one another, while others require cooperation.

In order to survive, characters must naturally avoid being killed, but also take steps to keep the ship in one piece and on course. They must also return to hibernation or escape before the ship jumps to hyperspace. Surviving often requires characters to work together, even if their other objectives may not align.

COMPLICATIONS

Further complicating the issues of survival and completing their objectives, all characters are suffering from temporary amnesia due to their time in hibernation and are not familiar with the layout of the ship.

Behavior-modifying implants, standard issue for long-term space travel in close quarters with others, also prevent them from directly attacking one another. Most would consider this a good thing, but it can make many objectives a bit more complicated.

And then there's the issue of the Intruders mentioned by the the ship's AI. These Intruders certainly pose a serious threat, not only to the characters, but potentially to anyone that encounters the ship after it jumps. And they seem to be drawn to noise..

EXPLORATION AND INTERACTION BETWEEN PLAYERS

Since their amnesia means that the characters know very little about the ship and what's going on it, exploration is a major theme during the game. Most of the information discovered during the course of play is revealed to all players simultaneously – rooms are revealed, tokens are placed on the board, Intruders appear and move about the ship, and so on.

On the other hand, some pieces of information are only revealed to the characters that uncover them, such as the status of the engines or settings of the flight control computer. Along with character objectives, these secrets may never be shown to other players.

However, players are permitted to tell one another any information they wish. They simply cannot show others any game components that verifies what they say.

And they are not required to tell the truth...

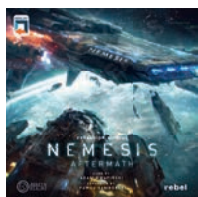
GAME MODES AND EXPANSIONS

There is more than one way to play Nemesis. Most of the rules presented here are for the default mode of play - the standard mode if you will - but there are additional modes of play included in the Base Game.

In addition to the Base Game, there are a number of released and planned Expansions for Nemesis. Each of which adds additional options and modes which can be integrated into - or played as an alternative to - the standard game.

Here is a broad overview of the various game modes and options available for your games.

EXPANSIONS



AFTERMATH

The Aftermath expansion adds an Epilogue mode, additional Rooms, 5 additional Characters, and Trait cards for all Characters.

MEDIC CHARACTER PACK

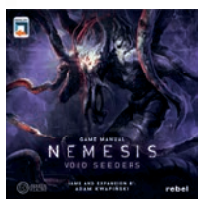
The Medic expansion adds an additional Character.



CARNOMORPHS

The Carnomorphs expansion adds a new species that can replace the Intruder from the base game. Carnomorphs is a race of quickly adapting monsters that eat everything on their way – it doesn't matter

if those are crew members, bodies, or even their own specimens.



VOID SEEDERS

The Void Seeders expansion adds a new species that can replace the Intruder from the base game. Void Seeders are strange creatures.

Because they mainly don't exist.

Hallucinations and madness can affect Characters and make them act in irrational ways.

UNTOLD STORIES #1

Untold Stories #1 is a short 4-mission cooperative campaign presented using an 80+ page comic book.

UNTOLD STORIES #2

Untold Stories #2 provides 7 different semi-cooperative missions to add a storytelling spin to the Standard Mode from the base game. It requires some of the tokens from Untold Stories #1, but is not a continuation of that expansion, nor does it require Aftermath.

ACHIEVEMENT CARDS

A set of 5 promo cards containing Achievements - special actions which become available to the players when they meet their requirements.

BLOOD TESTS DECK

The Blood Test deck will provide characters with another way of checking their Contamination cards.

CRAWL DECK

Adds a new way for characters to move between rooms using Technical Corridors, but doing so requires them to draw from the Crawl Deck.

FEAT CARDS

A set of 5 promo cards, providing characters with an optional Feat that can be unlocked during the game.

GAME MODES AND OPTIONS

STANDARD MODE BASE GAME

This is the default, semi-cooperative mode of play.

SOLO MODE BASE GAME

This additional game mode was unlocked during the crowdfunding campaign. While Nemesis shines as a standard, semi-cooperative game, you can also try to survive alone.

FULLY COOPERATIVE MODE

BASE GAME

This additional game mode was unlocked during the crowdfunding campaign. It is intended for players who want to experience a fully cooperative version of the game, without having to fear betrayal from their companions.

REVIVE BASE GAME

In this fully cooperative mode, the Emergency Room is equipped with a specialized AutoDoc device, allowing the crew to revive any near-death person.

PLAYING AS AN INTRUDER BASE GAME

This optional mode is intended to allow the first eliminated player to keep on playing the game by controlling the Intruders. It also slightly increases the difficulty level for all the remaining players.

The player whose Character dies first gets to control the Intruders infesting the ship and can hunt down the other players.

ALTERNATIVE SHIP LAYOUT BASE GAME

An additional ship layout is printed on the back side of the board. You can use it in any game mode, but keep in mind that it is more difficult to survive on it.

This ship layout features a double set of Technical Corridors and some Rooms are connected to one another Room through a pair of Corridors.

EPILOGUE MODE AFTERMATH

A short (45-60 min.) 5-round game, which is played after a regular game. At the start of this Epilogue, an unspecified amount of time has passed since the events that occurred in the Nemesis base game.

The players use Characters which did not take part in base game who enter the Nemesis to investigate. The ship bears many scars of its past tribulations, so any leftovers from your previous game will have effects on your Epilogue game.

TRAITS AFTERMATH

Trait cards gives specific advantages and disadvantages during the game. The Trait card is placed face up next to the Character board, and its rule is in effect for the rest of the game.

RESEARCH MISSION MODE AFTERMATH

It is a full-length (120 min.) game that can be played instead of a regular Nemesis game. The game lasts 15 rounds and the players can only use Aftermath Characters. The players use the Aftermath Shuttle and the base game Objectives. The new Characters, Aftermath Events and Aftermath Exploration tokens guarantee a different, fresh gaming experience.

CARNOMORPHS AND MUTATIONS

CARNOMORPHS

Carnomorphs is a race of quickly adapting monsters that eat everything on their way – it doesn't matter if those are crew members, bodies, or even their own specimens.

The play with Carnomorphs is more challenging than with Intruders – if any player wants to survive this fierce race between achieving objectives and Carnomorphs adaptation, they should consider cooperating a little bit more with others. And, of course, wait for the perfect moment to backstab them.

When playing with Carnomorphs, Characters may Mutate. Carnomorphs uses Character Mutation cards and Mutation markers. Character Mutation cards are cards representing genetic changes occurring in the Characters' metabolism after being exposed to Carnomorphs.

VOID SEEDERS VOID SEEDERS

Void Seeders are strange creatures. Because they mainly don't exist. Only Lairs, the Nest, and a sole guardian Despoiler are present in physical forms. And the Despoiler cannot be harmed directly. Hallucinations and madness sometimes will make you act in irrational ways. Caring for your mind is essential to shielding yourself from these effects.

When playing with Void Seeders, Characters may go Insane. Void Seeders uses an Insanity Track, Panic Cards, and Lairs.

GAME COMPONENTS



1 Two-Sided Board



6 Character Boards



11 Room Tiles "1"



9 Room Tiles "2"



1 Scanner



1 Intruder Board



1 Intruder Bag



5 Plastic Card Holders (Inventories)



6 Colored Plastic Rings



6 Character Miniatures (Captain, Pilot, Scientist, Scout, Soldier, Mechanic)



12 Door Standees



6 Larva Miniatures



50 Ammo / Injury Markers



3 Creeper Miniatures



5 Five Injury Tokens



18 Universal Status Markers



8 Adult Miniatures (4 different sculpts)



30 Noise Markers



8 Fire Markers



2 Breeder Miniatures



8 Malfunction Markers



1 Queen Miniature



2 d6 Attack Dice

2 d10 Noise Dice



2 Room Sheets



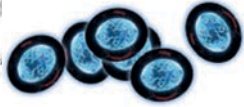
6 Engine Tokens (3 Damaged, 3 Working)



1 First Player Marker



4 Escape Pod Tokens



8 Intruder Egg Tokens



27 Intruder Tokens
(8 Larva, 3 Creeper, 12 Adult,
2 Breeder, 1 Queen, 1 Blank)



20 Exploration Tokens



8 Intruder Carcass Tokens



5 Character Corpse Tokens
(1 Blue & 4 Red)



1 Depressurization
Token



60 Actions Cards
(10 per Character)



20 Event Cards



18 Objective Cards
(9 Personal & 9 Corporate)



5 Help Cards



27 Contamination Cards
(Same back as Action cards)



8 Intruder Weakness Cards



20 Intruder Attack Cards



8 Coordinates Cards



16 Serious Wound Cards



6 Character Draft Cards



30 Green Item Cards
(Medical)



30 Yellow Item Cards
(Technical)



30 Red Item Cards
(Military)



12 Blue Item Cards
(Crafted Items)



6 Character Starting
Item Cards (Weapons)



12 Character Quest Item Cards

ADVANCED MODE COMPONENTS



7 Solo/Coop Objective Cards



10 Intruder Action Cards

NON-GAMEPLAY COMPONENTS



1 Cardboard Box Holder



10 Promo Art Cards

EXPANSION COMPONENTS

AFTERMATH



1 Shuttle Board



5 Character Boards



4 Room Tiles "2"



5 Character Miniatures (+1 Dog)
(CEO, Android, Psychologist,
Bounty Hunter, Convict.)



3 Turret Miniatures



1 Catonaut Miniature



1 Hourglass



6 new Blue Item Cards
(Crafted)



6 Character Starting
Item Cards



10 Character Quest
Item Cards



53 Action Cards



13 Personal
Requirement Cards



1 Lucrative
Offer Card



9 Turret Status Tokens
3 ALL, 3 Intruder,
3 Inactive



10 Alert Cards



11 Trait Cards
5 for Aftermath Characters,
6 for Base Game Characters



2 "Melted"
Serious Wound Cards



10 Aftermath Event Cards



5 Help Cards



23 Aftermath
Exploration Tokens



3 Turret Exploration
Tokens

MEDIC CHARACTER PACK



1 Character Board



1 Medic
Miniature



10 Action Cards



3 Item Cards
(1 Starting Item &
2 Quest Items)



1 Trait Card &
1 Draft Card



ACHIEVEMENT CARDS
6 Promo Cards



CRAWL DECK
10 Promo Cards



FEAT CARDS
5 Promo Cards



BLOOD TESTS DECK
7 Promo Cards

CARNOMORPHS



1 Carnomorph Board



5 Help Cards



8 Metagorger Miniatures



1 Fleshbeast Token
4 Intruder Carcass Tokens



8 Shambler Miniatures



10 Metagorger Tokens
(8 Red, 2 Blue)



3 Fleshbeast Miniatures



20 Event Cards



1 Butcher Miniature



20 Carnomorph Attack Cards



8 Carnomorph Adaptation Cards



12 Character Mutation Cards



UNTOLD STORIES #1
1 Graphic Novel &
1 Token Punchboard



UNTOLD STORIES #2
1 Graphic Novel & 10 Cards
(& 1 Token Punchboard in some printings)

VOID SEEDERS



1 Void Seeder Board



5 Insanity Track Cards



17 Void Seeder Tokens
(1 Blank, 16 Void Seeders)



7 Character Insanity Tokens



3 Lair Exploration Tokens



5 Void Seeder Help Cards



20 Void Seeder Attack Cards



20 Void Seeder Event Cards



20 Panic Cards



8 Void Seeder Weakness Cards



3 Lair Miniatures



6 Lurker Miniatures



4 Whisperer Miniatures



1 Stalker Miniature



1 Despoiler Miniature

GAME SETUP

BOARD SETUP (STANDARD MODE)

The first couple of times you play the game, use the default setup to play the game normally.

When you decide you want to try alternate game modes or want to integrate optional elements or expansion content into the base game, you should always decide first which game mode, Intruders, and other options you wish to play with. These decisions can significantly alter setup.

The diagram on the following pages is numbered corresponding to each step of Board Setup. Refer to it to assist in setting up your game.

Note: When playing with Carnomorphs or Void Seeders, consider the terms Intruder, Carnomorph, and Void Seeder as being equivalent unless a rules specifies otherwise. Base game rules and cards refer to Intruders.

1) BOARD

Place the **board** on the table. Use the basic side of the board as shown in the picture.



The basic side of the board is marked by a red arrow symbol in its upper left corner.

2) LAYOUT ROOM TILES “2”

Shuffle all **Room tiles “2”** without looking at their fronts and randomly place (face down) one Room tile “2” on each of the Room slots marked with a “2” on the board.

Put all remaining Room tiles “2” back in the box.

Important: *When putting any components back in the box, avoid looking at their contents.*

Note: You will not use all available Room tiles “2” each game, as there are more tiles than slots on the board. Players never know exactly which Rooms are on the ship.

If including optional Room tiles from expansions, include them prior to shuffling. Do not include Room Covered in Slime with Void Seeders.

3) LAYOUT ROOM TILES “1”

Then, use the same method to place all **Room tiles “1”** on the Room slots marked with a “1”.

4) EXPLORATION TOKENS

Take the **Exploration tokens**, shuffle them (without looking at their fronts) and place one token at random (face down) on each Room tile.

Put all remaining Exploration tokens back in the box.

If including optional Turrets from the Aftermath expansion, include the Turret Exploration tokens prior to shuffling and placing Exploration tokens.

VOID SEEDERS

If playing with Void Seeders, prior to placing **Exploration tokens**, remove 2 **Slime** and 2 **Silence** Exploration tokens from the Exploration token pool. Then, add 3 **Lair** Exploration tokens.

Shuffle all Exploration tokens and place one token at random on each Room tile and in each Engine (remember there are no items in Engines).

5) COORDINATES CARDS

Take the **Coordinates cards** and place one randomly (face down) on its space next to the Cockpit.

Put all remaining Coordinates cards back in the box.

6) DESTINATION MARKER

Place 1 Status marker on the “B” space on the Destination Track. This is the **Destination marker**.

7) ESCAPE PODS

Take the corresponding number of randomly chosen **Escape Pod tokens**:

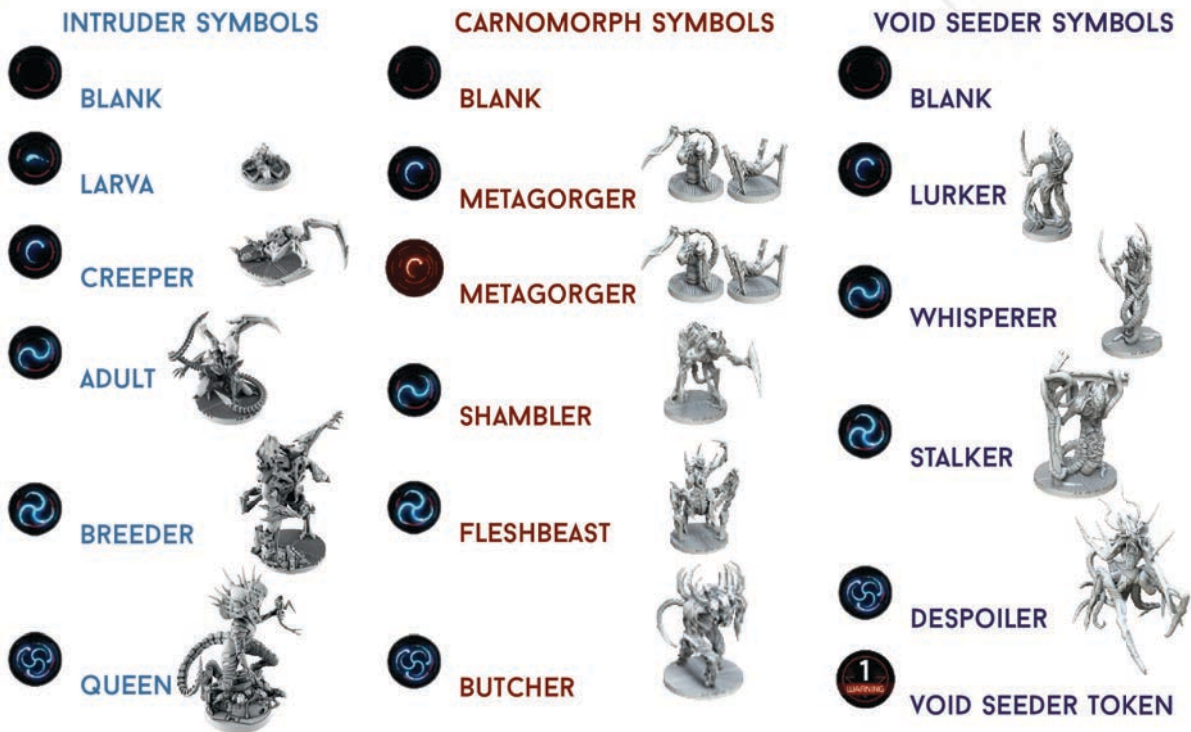
- 1-2 players: 2 Escape Pods.
- 3-4 players: 3 Escape Pods.
- 5 players: 4 Escape Pods.

Place the lowest-numbered Escape Pod in Section “A”, then place the next (in numerical order) Escape Pod in Section “B”. Place the other Escape Pods, alternating between “A” and “B”.

Escape Pod tokens should be placed with their “Locked” side face up.

Put all remaining Escape Pods back in the box.

The following symbols and miniatures are used in steps 9 and 10.



8) ENGINES

Take both **Engine tokens** marked with the number “1” (1 Damaged and 1 Working) and shuffle them face down. Place them on the corresponding Engine “1” slot on the board, one atop the other, and face down. The top Engine token indicates the true status of the Engine. Repeat this step for Engine tokens “2” and “3”.

Important: *Make sure that the players do not see the fronts of the tokens, so that they will not know if the Engines are working or not.*

9) INTRUDER SETUP

INTRUDERS

When playing with the default Intruders, take the **Intruder board**, put it next to the board and place in the corresponding slots:

- 5 **Egg tokens**
- 3 random **Weakness cards**. They are placed face down, so that players will not know what Weaknesses they can discover during a given game.

Weakness cards are kept hidden until discovered. Put all remaining Weakness cards back in the box.

CARNOMORPHS

If playing with Carnomorphs, take the **Carnomorph board**, put it next to the board and place in the corresponding slots:

- 8 **Egg tokens**
- 3 random **Carnomorph Adaptation cards**. They are placed face down.

Take 1 miniature of the following Carnomorph types: Shambler, Fleshbeast and Butcher and place them on their corresponding Adaptations.

These miniatures will be placed on the board when you encounter their type for the first time in the game, revealing the corresponding Adaptation.

VOID SEEDERS

If playing with Void Seeders, take the **Void Seeder board**, put it next to the board and place in the corresponding slots:

- 5 **Egg tokens**
- 3 random **Void Seeder Weakness cards**. They are placed face down.

10) INTRUDER BAG

INTRUDERS

When playing with the default Intruders, take the **Intruder bag** and put the following **Intruder tokens** inside: 1 Blank, 4 Larvae, 1 Creeper, 1 Queen, and 3 Adults.

Then, add 1 additional Adult Intruder token for each player taking part in the game.

The rest of the Intruder tokens are placed next to the board – they will be used during play.

CARNOMORPHS

If playing with Carnomorphs, take the **Intruder bag** and put the following **Intruder tokens** inside: 1 Blank, 2 blue Metagorgers, and 2 red Metagorgers.

Then, add 1 additional red Metagorger token for each player taking part in the game.

The rest of the Intruder tokens are placed next to the board – they will be used during play.

VOID SEEDERS

If playing with Void Seeders, take the **Intruder bag** and put the following **Intruder tokens** inside: 1 Blank, and 2 random Void Seeder tokens.

Then, add 1 additional random Void Seeder token for each player taking part in the game.

The rest of the Intruder tokens are placed next to the board – they will be used during play.

11) CARD DECKS

INTRUDERS

When playing with the default Intruders, shuffle and place the following decks face down next to the board: 3 **Items** (each with its own color), **Event**, **Intruder Attack**, **Contamination**, and **Serious Wound** decks. Each of these will also need a **discard pile**. Cards are discarded, face-up, after use.

Place the **Craft Item** (Blue Items) deck next to the 3 Item decks.

Place the **Scanner** next to the Contamination deck.

Put all Intruder Player Action cards and all Solo / Coop Objective cards back in the box – these two decks are only used in advanced game modes.

CARNOMORPHS

If playing with Carnomorphs, shuffle and place the following decks face down next to the board: 3 **Items** (each with its own color), **Carnomorph Event**, **Carnomorph Attack**, **Contamination**, **Character Mutation**, and **Serious Wound** decks. Each of these will also need a **discard pile**.

Place the **Craft Item** (Blue Items) deck next to the 3 Item decks.

Place the **Scanner** next to the Contamination deck.

Put all Intruder Player Action cards and all Solo / Coop Objective cards back in the box – these two decks are only used in advanced game modes.

VOID SEEDERS

If playing with Void Seeders, shuffle and place the following decks face down next to the board: 3 **Items** (each with its own color), **Void Seeder Event**, **Void Seeder Attack**, **Contamination**, **Panic**, and **Serious Wound** decks. Each of these will also need a **discard pile**.

Place the **Craft Item** (Blue Items) deck next to the 3 Item decks.

Place the **Scanner** next to the Contamination deck.

Put all Intruder Player Action cards and all Solo / Coop Objective cards back in the box – these two decks are only used in advanced game modes.

12) MARKERS

Place the other markers, tokens and dice next to the board:

- **Fire markers**
- **Intruder Carcass tokens**
- **Malfunction markers**
- **Noise markers**
- **Ammo / Injury markers**
- **Status markers** (used as Light Wounds / Slime / Signal / Self-Destruct / Time / Destination markers)
- **Door tokens**
- **Red Character Corpse tokens**
- **2 Combat dice**
- **2 Noise dice**
- **First Player token**

13) TIME MARKER

Place 1 Status marker on the green space of the Time Track. This is the **Time marker**.

The Board Setup is now complete! Now proceed to the Crew Setup.



PROMO DECK SETUP

CRAWL DECK

If using the promo Crawl deck, shuffle it and place it beside the board.



ACHIEVEMENT CARDS

If using the promo Achievement Cards, draw 2 random Achievement cards and place them face up next to the main board. Players may look at these cards at any time.



The first player who meets the requirement described in the upper part of the Achievement card gains that card and places it in their Inventory.

The lower part of the card describes its effect and when it can be played.

FEAT CARDS



If using the promo Feat Cards, each player takes 1 random Feat card and places it in their play area, face-down. It will be kept next to their Character Board, and players may look at these cards at any moment.

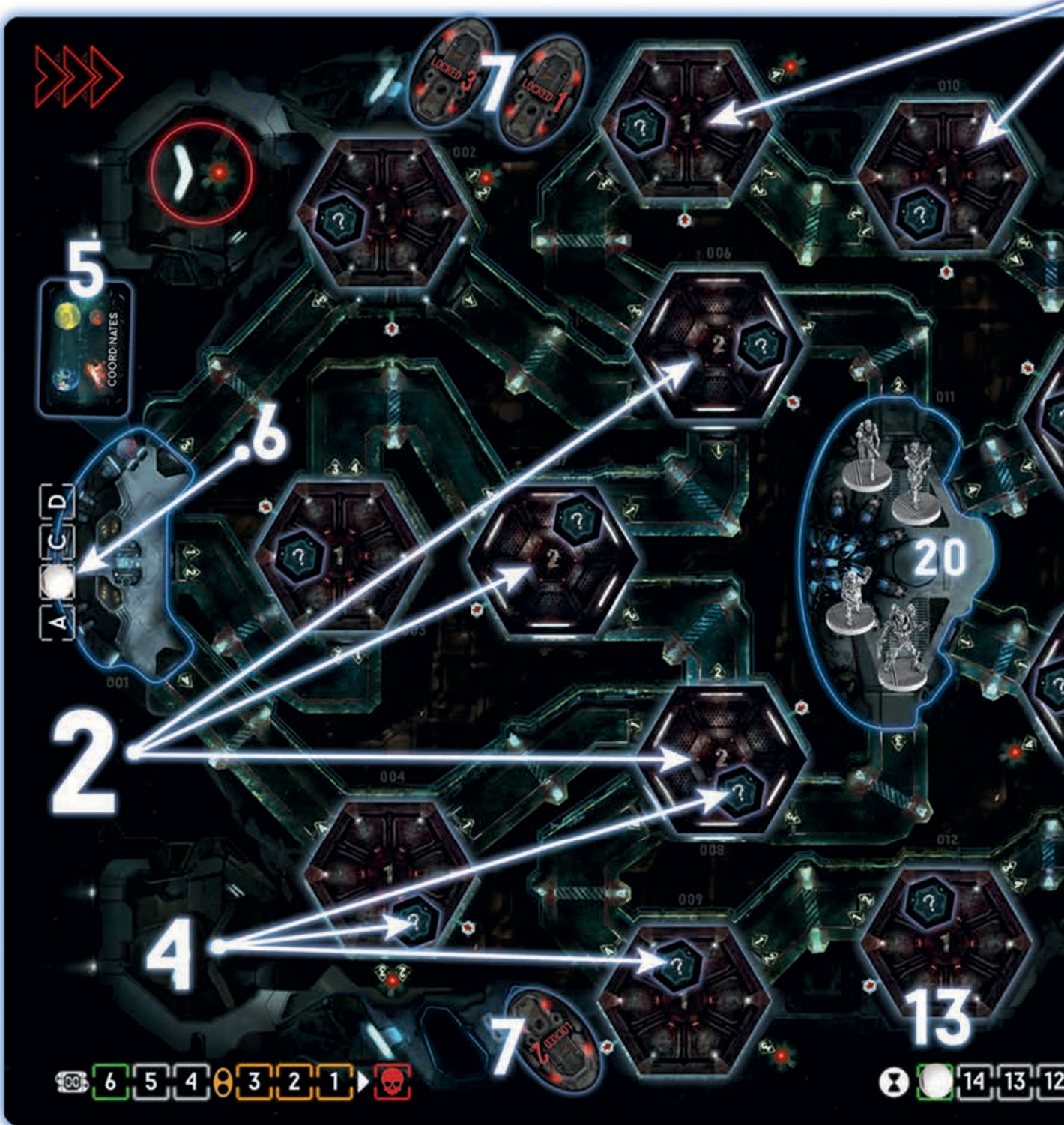
When a player meets the requirement described in their card, they place it on top of their Action cards deck.

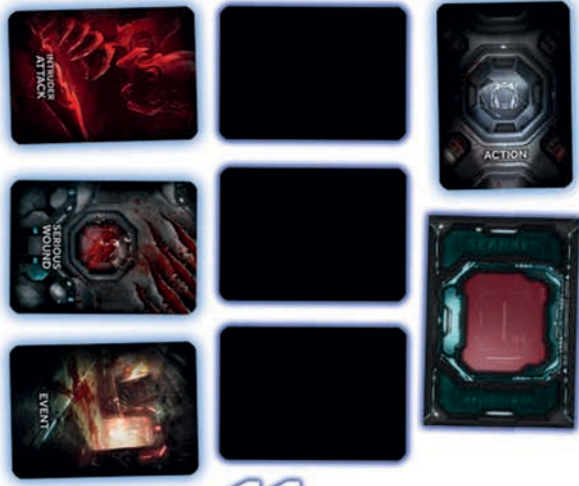
The back of this card is different from that of normal Actions. Your opponenets will always know that you have this Action card in your hand!

BLOOD TESTS DECK



If using the promo Blood Tests deck, shuffle it and place it beside the board.





CREW SETUP (STANDARD MODE)

14) HELP CARDS

Take as many **Help Cards** as there are players and deal one to each player at random. These cards determine the order of choosing Characters (Step 17). If there are 3 players, take the cards with the number 1-3, if there are 4 players, take cards 1-4 etc.

The number shown on the Help Card and Inventory is the Player Number – it's not only important for choosing Character, but also for some Objectives.

Put all remaining Help cards back in the box.

15) INVENTORIES

Each player gets 1 plastic **Inventory Card holder** with the same number as their Help card. It is used to keep your Item cards hidden during the game.

This is your Inventory, the place where you store all your non-Heavy Items, so you know what you have, while the other players may only guess.

CARNOMORPHS

If playing with Carnomorphs, after taking Inventory Card Holders, change Basic Help Cards for Carnomorph Help Cards.

VOID SEEDERS

If playing with Void Seeders, after taking Inventory Card Holders, change Basic Help Cards for Void Seeder Help Cards.

16) OBJECTIVES

Remove from both **Objective Decks (Corporate and Personal)** all cards showing a number of players higher than the number of players taking part in the game.

Shuffle these two decks individually and deal each player 1 card from the Corporate Objectives deck and 1 card from the Personal Objectives deck. Each player must keep the contents of their Objective cards hidden from the other players!

Put all remaining Objective cards back in the box.

When any of the Characters encounters an Intruder for the first time, you will have to choose one of the two Objectives you want to complete during the game.

Hint: There's a good reason why the players receive their Objectives before Character drafts! Knowing your Objective, you can pick a Character that has the best chance to fulfill it.

When playing in Fully Cooperative mode, do not draw Corporate and Personal Objectives. Instead, draw one card per player from the Solo/Coop Objectives deck. These are shared by all players and should be placed face up next to the board.

17) CHARACTER DRAFT

Shuffle all the **Character draft cards**. The players choose their Characters in the following order: Player 1 takes 2 random Character draft cards, reveals them, chooses 1 and shuffles the other back into the Character draft deck. Next, Player 2 chooses their Character the same way, then Player 3, etc.

During play, a player may only control the Character they select during setup..

After the character draft, put all remaining Character draft cards back in the box, as they will no longer be used.

If you want to use the Medic from the Medic Character pack, include its draft card prior to shuffling

If using additional characters from expansions, each player may choose between any of the characters whose color matches their Character draft card.

Two characters of the same color can never be in the same game.

VOID SEEDERS

If playing with Void Seeders, after choosing the Characters, for each player taking part in the game, add 1 **Insanity** token of the corresponding player color to the **Intruder bag**.

18) CHARACTER SETUP

Each player takes the following components:

A) The **Character board** of the Character chosen during the draft.

B) The **miniature** of their Character and places it in the Hibernatorium.

Place your Character miniature in a colored plastic ring.

C) The **Action cards deck** of their Character, shuffles it and places it on the left side of their Character board, face down.

D) The **Starting Item card (Weapon)** of their Character and places it in one of the two Hand slots on their Character board.

Afterwards, place a number of **Ammo markers** equal to that Weapon's Ammo capacity on the Weapon card.

E) The **2 Quest Item cards** of their Character and places them, **horizontal** side up, next to their Character board. Those items are NOT active at the start of the game, but players can perform mini-quests to unlock them during the game.

Take all remaining Character boards and put them back in the box. They will not be used during this game.

F) Leave this spot for the Action discard pile – this is where your used Action cards (and Contamination cards) will go.

G) If using the **Trait** cards from Aftermath expansion, take the Trait card for your Character and place it face up next to your Character Board. (Optional)

VOID SEEDERS

If playing with Void Seeders, place 1 Insanity Track card on each Character board (overlapping the Character's miniature picture and Slime space). Then, put a Status marker on the space 1 of the track.

19) FIRST PLAYER TOKEN

Player 1 gets the **First Player** token.

20) BLUE CHARACTER CORPSE

Place the **blue Character Corpse token** in the Hibernatorium. It represents the body of a poor sod lying in a pool of blood and is relevant to some Objectives.

During the game, treat this token as a Character Corpse Object.



FLOW OF THE GAME

The game is played over a series of consecutive rounds, with each round including multiple steps and player turns, and it ends when any of the end game conditions are met.

ROUND ORDER

Each round is split into two consecutive Phases:

I: Player Phase

II: Event Phase

All active players will take actions on behalf of their characters during the Player Phase. Other events occurring on board the ship occur during the Event Phase.

ENDING THE GAME BEFORE THE OTHER PLAYERS

If any Character uses an Escape Pod, hibernates or dies, then they can no longer actively participate in the game, and can only spectate. At the end of the game, the Characters that are still alive determine if all their Objectives have been met and thus if they have won or not.

Optionally, some game modes allow the first player whose character dies to continue playing by assuming the role of the Intruders.

ROUNDS AND TURNS

These rules have been updated to align with the latest printed copies of the game - those shipped in mid-2021. Older versions use the terms Game Turn (including both Player and Event Phases) and Player Round (with multiple Rounds per Player Phase). Some game expansions still use the older version of these Terms (Aftermath and Carnomorphs), while others have been updated to the latest terminology (Void Seeders).

I: PLAYER PHASE

Resolve the following steps:

1. Draw Action Cards
2. First Player Token
- 3-4. Player Rounds



1: DRAW ACTION CARDS

At the start of each Player Phase, all players draw cards from their Action deck until they have a hand size of 5 cards.

If the game (at any time) requires you to draw a card and add it to your hand, and your Action deck is empty, shuffle all the cards in your discard pile – these will form your new Action deck. Then, draw the required number of cards.

If playing the game in Epilogue mode, reveal the second Alert card at the beginning of Round 3 before drawing Action cards



2: FIRST PLAYER TOKEN

After all the Players have drawn their Action cards, the player with the First Player token passes it to the player on their left.

In the first round of the game, do not pass the First Player token.

Each time players are required to do anything in order, start with the player with the First Player token, and then continue with each player in clockwise order.

Note: Some effects not related to the Characters are resolved in Room order, based on the number printed next to each Room on the board.



3: PLAYER TURNS

Starting with the first player and going clockwise, each player performs a turn of 2 Actions.

Taking Actions will be described in more detail, but it involves selecting an Action to perform, paying the cost in Action cards associated with the action, and resolving its effects.

When a player passes, they may discard any number of cards from their hand to their Discard.

When you pass, flip your Help card to the “Pass” side to indicate this.

When all players have passed, move to the Event Phase.

- If a player cannot perform any Actions, or chooses to take no Actions in their turn, they must pass.
- If a player performs only 1 Action instead of the required two, they must pass after completing the single action.
- Any player who already passed cannot perform ANY Actions later during that Phase.
- A player who has passed may still play Interruption cards.

Every time a Character ends their turn (each turn!) in a Room with a Fire marker, this Character suffers 1 Light Wound.

Note: Contamination cards may be discarded to the character Discard after a player has passed.

Note: Characters with too few Action cards in their hand may be vulnerable to Surprise Attack if they are encounter an Intruder.

4: CONTINUE PLAYER TURNS

After each player has performed their turn of 2 Actions (or passed their turn), the next series of turns takes place. Continue to repeat step 3 until all players have passed. Only after all players have passed should the game move to the Event Phase.

LAIR EFFECTS

VOID SEEDERS

When playing with Void Seeders, Lairs have an effect that triggers at the end of the turn - every time a Character ends their turn (every turn!) in a Room with a Lair, this Character performs a Noise roll.

II: EVENT PHASE

Resolve the following steps:

5. Time Track
6. Intruder Attack
7. Fire Damage
8. Resolve Event Card
9. Intruder Bag Development
10. End of the Round

5: TIME TRACK

Move the Time marker on the Time Track 1 space to the right.

If the Self-Destruct Sequence is active, move its marker 1 space to the right on the Self-Destruct Time Track.

If either marker reaches the final red space on its track, the game ends.

SHUTTLE TIME TRACK

AFTERMATH

If playing the game in Epilogue or Research Mission mode and a Time marker is on the Shuttle Time Track, move it 1 space to the right.

If playing in Epilogue mode and the Time marker is on a yellow space on the Shuttle Time Track, check the status of the current Alert.

If playing in Research Mission mode and the Time marker is on the red space on the Shuttle Time Track, check the status of the current Alert.

6: INTRUDER ATTACK

Each Intruder in Combat with a Character attacks them. Resolve Intruder Attacks in Player Order.

FEEDING

CARNOMORPHS

This mechanic makes Carnomorphs grow bigger and stronger. It is used only when playing with Carnomorphs.

Important: *If the Voracious Adaptation has been revealed, Carnomorphs Feed before they attack.*

When **not in Combat**, a Carnomorph **Feeds** whenever it is in the same Room as any Heavy Object (Character Corpse/Intruder Carcass/Intruder Egg) and/or a Metagorger.

If there are more than one Carnomorph in the same Room, resolve Feeding according to the following priority order:

Butcher > Fleshbeast > Shambler > Metagorger

Feeding is resolved by following the steps below:

1) Heal: Remove all Injury markers from the Feeding Carnomorph.

2) Evolve: Replace its miniature with a Carnomorph miniature of the next level:

- a Metagorger becomes a Shambler
- a Shambler becomes a Fleshbeast
- a Fleshbeast becomes a Butcher

A killed Butcher can never come back into play. In such a case, when a Fleshbeast Feeds, just remove all its Injury markers.

The Butcher cannot evolve anymore. If it Feeds, just remove all its Injury markers.

When a Carnomorph is about to Feed, if there are no miniatures of the next level available, it cannot evolve. Just remove all its Injury markers.

3) Eat: Remove the Heavy Object/Metagorger miniature from the Room.

If there are more than one Heavy object and/or Metagorger in the Room, remove one of them according to the following priority order:

Red Character Corpse > Intruder Egg > Intruder Carcass > Metagorger > Blue Character Corpse

Important: *In this game mode, the Blue Character Corpse can disappear, making one Objective impossible to fulfill.*

NOTE: If there are still Eggs on the Carnomorph board, each Carnomorph in the Nest Room will consume one of them during the Intruder Attack step.

7: FIRE DAMAGE

Each Intruder in the same Room as a Fire marker suffers 1 Injury, including uncarried Eggs.

When playing with Void Seeders, each Lair in the same Room as a Fire marker suffers 1 Injury.

If included in the game, Turrets fire on their targets.

8: RESOLVE EVENT CARD

Draw and resolve 1 Event card by first resolving Intruder Movement and then resolving the Event Effect.

• **INTRUDER MOVEMENT** – All Intruders sharing the Intruder Symbol shown on the Event card (and that are NOT in a Room with any Characters) move to a neighboring Room through the Corridor showing the number on the Event card.

If the number indicates a Technical Corridor, remove that Intruder miniature from the board and put its corresponding Intruder token in the Intruder bag.

If the number indicates a hallway with a Door, the Intruder does not move. The Door is destroyed.

BUTCHER MOVEMENT – **CARNOMORPHS**

The Butcher is an exceptionally huge Carnomorph abomination and cannot fit into any Technical Corridors entrance. If it should move into Technical Corridors, it stays in the Room instead.

• **EVENT EFFECT** – After the Intruder movement step, resolve the effect described on the Event card.

After resolving the Event card, discard it to the Event discard pile (unless the text on the card says differently). In the rare case the Event deck runs out of cards, shuffle the discarded Event cards – they become the new Event deck.

Note: An event requiring you to “Remove this event from the game” is always removed from the game at the end of this step, even if its other content cannot be resolved for some reason.

EVENTS WITH AN ALERT SYMBOL **AFTERMATH**

When playing in Epilogue or Research Mission mode, resolve Events bearing an Alert symbol as follows:



Alert symbol

Epilogue Mode: When drawing an Event card with an Alert symbol, make a Noise roll after resolving Intruder Movement and the Event Effect.

Research Mission Mode: Draw an Alert card when drawing an Event card with an Alert symbol. If an Alert is already active, ignore the Alert symbol and resolve the Event normally.

EXAMPLE OF AN EVENT CARD



Intruder Symbols (1) and Direction Number (2)

– Only the Intruders whose symbol appears on the card (and that are not in Combat) are moved through the corridor displaying the same direction number as the card.

In this example, during the Intruder movement step, all Adult Intruders, Breeders and the Queen will move through the Corridor number 1.

Event Effect (3) – This effect is triggered after the Intruder movement step has been performed.

In this example, check if a Malfunction marker is present in the Generator Room to trigger the effect. Then, REMOVE this Event from the game (back to the box) and reshuffle the Event deck and discard pile.

9: INTRUDER BAG DEVELOPMENT

Draw 1 Intruder token from the Intruder bag.

The effect depends on the drawn token, and are listed beginning on the next page.

If the listed effect includes returning the drawn token to the bag, do this first. It is possible the remaining effects could lead to you drawing another token from the bag, and the original token can be drawn again.

Skip the Intruder Bag Development step when playing the game in Epilogue mode.

10: END OF THE ROUND

Start a new round.

The round ends after the Intruder bag development step has been fully resolved. It means that all Encounters, Surprise Attacks etc. must have been played out. After that, a new round starts with the Player Phase and all players draw their Action cards.

LURKING

VOID SEEDERS

When moving away from the line of the Characters' line of sight, nightmares fade into thin air. They do not disappear for good, though.

When playing with Void Seeders, after completing all other parts of the Resolve Event Card step, resolve Void Seeder lurking as follows:

- 1) Find Rooms that contain any Void Seeder not in Combat and with no Character in any of the neighboring Rooms (remember that Void Seeders ignore Closed doors).
- 2) Place a Noise marker in each Corridor connected to these Rooms (unless there is already one).
- 3) Remove all Void Seeders in these Rooms from the board and add one random Void Seeder token to the Intruder bag for each Void Seeder removed this way.

BAG DEVELOPMENT TOKEN EFFECTS WHEN PLAYING WITH INTRUDERS



LARVA

Remove this token from the Intruder bag, returning it to the pool of available tokens, and add 1 Adult token to the Intruder bag.



CREEPER

Remove this token from the Intruder bag, returning it to the pool of available tokens, and add 1 Breeder token to the Intruder bag.



ADULT

Return the Adult Intruder token to the Intruder bag.

All players roll for Noise in order.

If a player's Character is in Combat with an Intruder, this player does not perform a Noise roll.



BREEDER

Return the Breeder Intruder token to the Intruder bag.

All players roll for Noise in order.

If a player's Character is in Combat with an Intruder, this player does not perform a Noise roll.



QUEEN

Return the Queen Intruder token to the Intruder bag.

If there are any Characters in the Nest Room, place the Queen miniature in that Room and resolve an Encounter.

If there are no Characters in the Nest (or its location has not been discovered yet), add an additional Egg token on the Intruder board.



BLANK

Return the Blank token to the Intruder bag.

Add 1 Adult Intruder token to the Intruder bag.

If there are no Adult Intruder tokens available, nothing happens.

BAG DEVELOPMENT TOKEN EFFECTS WHEN PLAYING WITH CARNOMORPHS



BLUE METAGORGER

All players perform a Noise roll in order, except if their Character is already in Combat with an Intruder.

Remove this token from the Intruder bag and add 1 Metagorger token to the Intruder bag.

Important: *Each time game requires you to put a Metagorger token into the Intruder bag (e.g. when Metagorger moves into the Technical Corridors), you must prioritize putting in Red Metagorger tokens. Only when you run out of Red Metagorger tokens should you put Blue Metagorger tokens into the Intruder bag!*



RED METAGORGER

Place a Metagorger miniature in each Room already containing a Metagorger (even in Combat) and/or a Heavy Object (even if that Object is in a Character's Hands!).

If the Nest is explored and not destroyed, also place one Metagorger there.

Return the Red Metagorger token to the bag.

Important: *Metagorgers placed this way are NOT drawn from the Intruder bag and won't perform a Surprise Attack! The number of tokens in the bag does not change. If the first Carnomorph that comes into play appears on the board because of a Bag Development effect, all players must choose 1 of their Objective cards and remove the other face down.*



SHAMBLER

Return the Shambler token to the bag.

All players perform a Noise roll in order, except if their Character is already in Combat with an Intruder.



FLESHBEAST

Return the Fleshbeast token to the bag.

All players perform a Noise roll in order, except if their Character is already in Combat with an Intruder.



BUTCHER

Place the Butcher miniature in a Room containing a Character with a Slime marker and resolve an Encounter.

If there are more than one Character with a Slime marker, the one with the fewest cards in hand is affected.

In case of tie, use the Character order.

If there is no Character with a Slime marker, the Butcher appears in the Room containing the first player.

Remove the Butcher token from the bag.



BLANK

Return the Blank token to the bag.

Remove from the Board all Shamblers which are not in a Room with any Character.

Put their respective tokens into the Intruder Bag.

Add 1 Metagorger to the Intruder bag.

Then all players perform a Noise roll in order, except if their Character is already in Combat with an Intruder.

BAG DEVELOPMENT TOKEN EFFECTS WHEN PLAYING WITH VOID SEEDERS



VOID SEEDER

Return the Void Seeder token to the Intruder bag.

All players perform a Noise roll in order, except if their Character is already in Combat with a Void Seeder or a Lair.



CHARACTER INSANITY

If the Character of corresponding color is dead, hibernated or in Escape pod, remove the Insanity token from the bag and draw another token.

Otherwise, the Character of corresponding color resolves a Panic card.

Return the Insanity token to the Intruder bag.



BLANK

Return the Blank token to the Intruder bag.

Add a random Void Seeder token to the Intruder bag.

If there are no Void Seeder tokens available, nothing happens.



PLAYER GOALS AND ENDING THE GAME

PLAYER GOALS

A game of Nemesis may result in multiple winners, but it is not a cooperative game – while the players can (and should, to some degree) cooperate, each player has their own Objective to fulfill. Other players achieving their goals are irrelevant to your own victory.

To consider a player a winner, they must meet 2 conditions:

- 1) **FULLFILL THEIR OBJECTIVE** – Detailed on the Objective card chosen by the player.
- 2) **SURVIVE** – Meaning one of these options:

- 1) Hibernate their Character in the Hibernatorium with the ship (and most of its engines) still functioning and jumping to Earth
- 2) Use one of the Escape Pods to evacuate the ship
- 3) Be on board the Shuttle when it launches (Epilogue mode only)

Regardless of the option used, survival also requires the Character to pass a Contamination check.

Important: *Some Objective cards may ask a Character to change the ship's destination – for instance, the ship must be redirected to Mars instead of going back to Earth.*

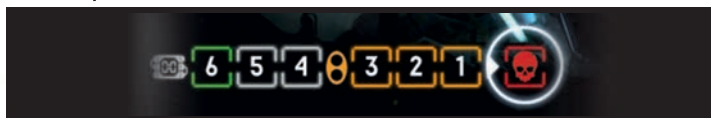
END OF THE GAME

The game ends when one of the following conditions is met:



HYPERSPACE JUMP – The Time marker reaches the final red space of the Time Track – the ship attempts to jump into hyperspace immediately.

If the Self-Destruct is active when the Time marker reaches the final space of the Time Track, the ship is destroyed as it's about to jump. Resolve the effects for Ship Destruction below.



SHIP DESTRUCTION – The ship can be destroyed in multiple ways:

- The Self-Destruct marker moves on to the final red space of the Self-Destruct Track (the one with “skull” symbol). The ship self-destructs.
- You are instructed to place a 9th Fire marker. The ship explodes.
- You are instructed to place a 9th Malfunction marker. The ship loses hull integrity.



EVERYONE ESCAPES, HIBERNATES, OR DIES –

The last alive, not hibernating Character on board the ship dies, hibernates, or uses an Escape Pod – meaning there is nothing more to do on the ship.

If the Self-Destruct sequence was active, move its marker to the final red space of the Self-Destruct Track. If not, move the Time marker to the final red space of the Time Track. In both cases resolve the effects of those markers as described above.

AFTERMATH

ALERT FAILED – The current Alert has not been completed when the Time marker on the Shuttle Time Track reaches a yellow space (Epilogue mode) or the red space (Research Mission mode).

AFTERMATH

THE SHUTTLE LAUNCHES – The Time marker on the Shuttle Time Track reaches the red space (Epilogue mode), indicating the Shuttle has launched to return to the mothership.

SURVIVORS?

If one of the conditions above is met, proceed to the next step to determine who - and what - survived.

SURVIVORS?

If the ship jumped, all Characters on board who are not in hibernation die from the massive g-force. Characters in hibernation or those that escaped in an Escape Pod may have survived.

Important: *Instant death due to hyperjump does not apply to the Intruders, so if your Objective was to kill the Queen, a Breeder, or to destroy the Nest, your target is unharmed, and you fail your mission.*

If the ship is destroyed, all Characters on board (both awake and hibernating) are killed.

Important: *Everything else on board the ship also dies, including all Intruders, and the Nest is destroyed. (This may be important for some Objectives.)*

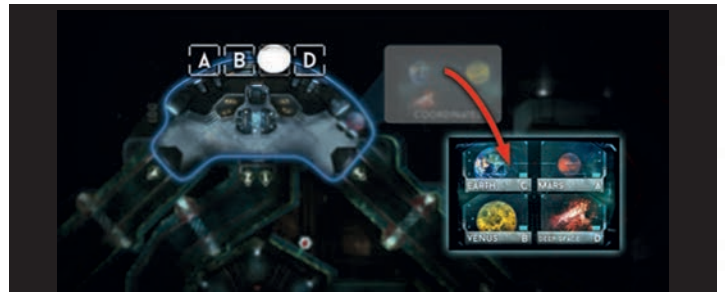
If playing in Epilogue mode, any Characters that escaped in an Escape Pod or are on board the Shuttle when it launches survive. All other Characters die.

If playing in Epilogue or Research Mission mode and the game ends due to not completing an Alert, any player that has not taken the Lucrative Offer dies.

If at least 1 Character survived, go to the next step.

VICTORY CHECK

In a standard game there are 4 steps to the Victory Check: Engines, Coordinates, Contamination, and Objectives.



1) ENGINES CHECK:

If the ship survived up to this moment, its Engines are checked. Reveal all the top Engine tokens of the three Engines.

If more than one of the top Engine tokens have a Damaged status, the ship explodes and all the hibernating Characters die.

Everything else on board also dies, including all Intruders and the Nest (this may be important for some Objectives).

Note: A Malfunction marker in the Engine Room only disables that Room Action. If the Engine has a Working status, it does not count as Damaged, regardless of the mentioned Malfunction marker.

2) COORDINATES CHECK:

If the ship survived up to this moment, reveal the Coordinates card and check the current space of the Destination marker.

If the ship is not headed toward Earth, all Characters asleep in the Hibernatorium die.

The Quarantine Objective, which requires another destination for the jump (Mars), is the only exception to this rule. Any Character with this Objective does not die if they are asleep in the Hibernatorium and the ship's destination is Mars.

Important: *Instant death due to a destination other than Earth does not apply to the Intruders!*

Note: In this case, although the Characters die, the ship is not destroyed.

Note: Coordinates are changed in the Cockpit.



3) CONTAMINATION CHECK:

Each alive Character (either asleep in the Hibernatorium or evacuated in an Escape Pod) checks their Contamination cards.

If there is a Larva on the Character's Board, the player skips step A and resolves step B.

A) The player Scans all the Contamination cards in their Action deck, discard pile and hand.

B) If there is at least 1 "INFECTED" card – or Larva on their player board – that player shuffles all their cards (both Action and Contamination) to create a new Action deck, then draws the 4 top cards. If there is at least 1 Contamination card (Infected or not), the Character dies. If there are none, they are lucky to survive.



4) OBJECTIVE CHECK:

Each player whose Character is still alive at this step must check if they accomplished their chosen Objective. They all reveal their Objective card to the other players and check if they have met all its requirements.

When playing in Fully Cooperative mode, ALL objectives must be fulfilled. If there is one card requiring you to send the Signal, only one Character must do it. If there are two or more such requirements, that many Characters must send the Signal!

VICTORY CHECK IN EPILOGUE MODE

In order to win the game in this mode, a player must fulfill the following requirements:

- 1) The players must have revealed all the Aftermath Exploration tokens on the Nemesis.
 - In a 2-player game, up to 3 Aftermath Exploration tokens may remain unrevealed.
 - If this condition is not met, the mission is not successful - the players lose.
- 2) The player must fulfill their Personal Requirement.
- 3) The player's Character must be on the Shuttle board when the Shuttle goes back to the mothership (or Character must leave the ship with an Escape Pod).
- 4) The player must survive a Contamination Check (as in the normal game).

OR

The player may also take the Lucrative Offer at any time if they don't want to help their crewmates. If they choose to do so, they must take the Lucrative Offer card and discard their Personal Requirement.

To win the game after taking the Lucrative Offer, the player must:

- 1) Fulfill the Lucrative Offer's requirements
- 2) Survive a Contamination Check (as in the normal game)

CARNOMORPHS

CARNOMORPH CONTAMINATION CHECK

Each alive Character (either asleep in the Hibernatorium or evacuated in an Escape Pod) checks for contamination as follows:

If there is a **Mutation** card next to the Character's Board, the player skips step A and resolves step B.

A) The player Scans all the Contamination cards in their Action deck, Discard pile and Hand. If there is at least 1 "INFECTED" card, the player gets a Mutation card.

B) If the player has a Mutation card next to their Character's Board, that player shuffles all their cards (both Action and Contamination) to create a new Action deck, then draws the 4 top cards. For each Contamination card drawn this way Character gets 1 Mutation marker. If a Character ends up with 4 or more Mutation markers, they die. Otherwise they are lucky to survive.

VOID SEEDERS

VOID SEEDERS CONTAMINATION CHECK

Each alive Character (either asleep in the Hibernatorium or evacuated in an Escape Pod) checks for contamination as follows:

Characters with and **Insanity** level of 5 skip step 1 and resolve step 2 directly.

1) Count all Contamination cards in their Action deck, Hand and Action Discard pile. For each Contamination card, they raise their Insanity level by 1.

The Insanity level of any Character cannot exceed level 5 during this step (they cannot die).

2) Each player whose Character has an Insanity level of 5 shuffles all their cards to create a new Action deck and draws the 4 top cards. If any of these 4 cards is a Contamination card (Infected or not), this Character dies.



CRITICAL GAMEPLAY MOMENTS

During the game, there are four critical moments that are not tied to any specific round, but are triggered under certain conditions.

FIRST ENCOUNTER

The first time a crew member encounters an Intruder, every one has to make a choice – either follow corporate directives or fulfill their personal objectives.

When the first Intruder **miniature** (of any type) appears on the board, the situation changes drastically. **Each player immediately chooses 1 of their 2 Objective cards. The one that wasn't chosen is removed from the game face down (without showing it to the other players).** Then, the encounter that triggered this procedure is resolved and the game continues normally.

From now on, each player has only 1 Objective left and they must work toward its completion (it must still be kept secret from the other players).

Note: Players cannot look at the removed Objective cards of the other players!

Note: Eggs are not Intruders.

Being attacked or Infested due to the Hatching Event counts as an Encounter for purposes of the First Encounter.

If playing with Carnomorphs, remember that a Metagorger which successfully performs a Surprise Attack is treated as an Encounter (even though it disappears from the board instantly), so players have to choose the Objective they keep.

If playing with Void Seeders, discovering a Lair does NOT count as an Encounter that requires players to choose their Objective.



FIRST DEAD CHARACTER

The first time a Character (of any player) dies, the ship's AI immediately starts emergency procedures:

All Escape Pods are automatically unlocked (flip their tokens to the Unlocked side).

For the rest of the game they may be locked (and unlocked) normally (for example using the Hatch Control System Room Action).

HIBERNATION CHAMBERS



When the Time Track reaches any **blue** space, the Hibernation chambers open. Characters CANNOT enter them before that moment.

SELF-DESTRUCT SEQUENCE



When the Self-Destruct Track reaches any **yellow** space, all Escape Pods are automatically unlocked and the Characters can no longer stop the Self-Destruct sequence.

Note: From this point on, if the Escape Pods are locked again, they can only be unlocked manually. They will not unlock automatically when the Self-Destruct Track reaches another yellow space.

OBJECTIVES

Since completing most of the Objectives requires some knowledge of the game (for example Room actions, rules for destroying the ship, Escape Pods functionality, etc.), you'll find some tips below that may help beginner players to find the appropriate sections in the Manual.

Important! No matter which Objective you choose, your Character must survive the game! That means, they must either get into an Escape Pod and launch it or hibernate.

*Escape Pods - page 71,
Hibernatorium - page 77*

PLAYER X'S CHARACTER CANNOT SURVIVE

The Character of the indicated player cannot be classified as alive at the end of the game (they cannot hibernate or escape using an Escape Pod). You do not need to kill them with any of your Actions – they simply must be dead. You might want to trap this Character in a Room on Fire or with an Intruder. Maybe you could seek another player's help?

You can also escape the ship by using the Escape Pods, abandoning the rest of the crew on board with Fire, Malfunctions, Damaged Engines, Self-Destruct procedure or Coordinates leading to nowhere and hope that everybody dies or that the ship explodes.

*Character Death - page 63,
Fire & Malfunction - page 47,
Engines & Self-Destruct - page 30,
Coordinates - page 30*

YOUR CHARACTER IS THE ONLY SURVIVOR

No Character but yours may survive the game.

SENDING THE SIGNAL

You need to locate the Comms Room and perform its Room Action. There is always a Comms Room on board – look for the Rooms with the number “1” on their back.

Comms Room - page 69

THE SHIP MUST REACH EARTH/MARS

The ship will reach its destination if the right Coordinates have been set in the Cockpit and if at least two of its three Engines are still functional (Working status).

Cockpit - page 76

DISCOVER A WEAKNESS

Weaknesses can be discovered by bringing an appropriate Object (Character Corpse, Intruder Carcass, or Intruder Egg) to the Laboratory and by performing the Laboratory Room Action there. It doesn't matter if you're not the one who did the research, as long as the Weakness has been discovered at the end of the game.

Intruders' Eggs may be found in the Nest. The Nest is always on the board – look for the Rooms with the number “1” on their back.

The Laboratory is always on the board – look for the Rooms with the number “1” on their back.

*Intruder Weakness Cards - page 64,
Laboratory - page 72*

DESTROY THE NEST

The Nest is destroyed when there are no Intruder Eggs left in it. To destroy Eggs, check the Nest description on the Room sheet.

The Nest is always on the board – look for the Rooms with the number “1” on their back.

Nest - page 72

ALERTS

AFTERMATH



Alerts are found in the Aftermath expansion and are used in some game modes.

Similar to Events and Objectives, Alerts are short miniquests that the crew must complete.



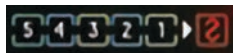
If an Alert is not completed in the assigned time, the game ends with a defeat for all Characters on board. The assigned time for completing an Alert card varies from a game mode to the other, as detailed later.

When Alert requires you to place a Sample in a specified Room, use the Special Objective tokens from the Untold Stories #1 expansion. Samples are considered Heavy Objects.



Alert symbol

Rules for Alerts frequently make use of the Shuttle Time Track, a special 5-space time track found on the Shuttle Board.



ALERT STAGES

Some Alerts are divided in two Stages. You must successfully fulfill the first Stage before fulfilling the second (and final) Stage, thus completing the Alert.



Stage symbol

Alerts with only one Stage are successfully completed when their requirements are met.

When fulfilling the first Stage of an Alert, mark it by placing any marker (like an Ammo/Injury marker) on the Stage symbol of the Alert card.

ALERTS IN EPILOGUE MODE

During this game mode you need to go through **2 Alerts**. You have **2 rounds** to complete each of them.

Whenever Time marker reaches a **yellow space** on the **Shuttle Time Track**, check if you fulfilled the current Alert's requirements.

- If yes - remove this Alert card.
- If not - the game ends with a defeat for all Characters. The situation on the Nemesis became too unstable to be handled by your crew.

At the start of **Round 3**, draw the second Alert Card.

There is no Alert in **Round 5**, but it's time for the crew to escape!

ALERTS IN RESEARCH MISSION MODE

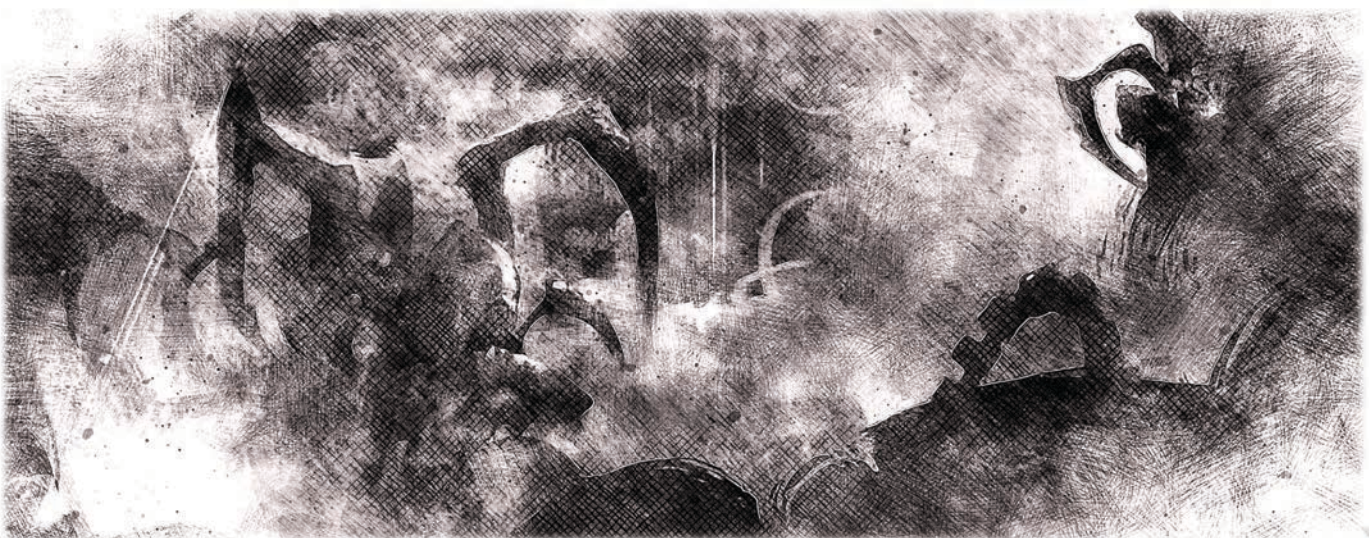
During a Research Mission game, some Events might trigger various Alerts. Each time you draw an Event card bearing the **Alert** symbol, instead of making a Noise roll as in the Epilogue mode, draw 1 Alert card and set **Shuttle Time Track** on space 5.

If there is already an Alert already going on when drawing an Event card, ignore the Alert symbol and resolve the Event normally.

You have 5 rounds to complete each Alert.

Whenever the **Shuttle Time Track** reaches the final **red** space, check if you fulfilled all the Alert's requirements. If not, the game ends and all Characters on board die.

If there is an Alert still going on when the game ends, check if you fulfilled all the Alert's requirements. If not, the game ends and all Characters on board die.



ACTIONS

During each of their rounds, players can perform various Actions.

Unless a Card or other rules specifically states otherwise, you must complete your current Action before starting the next Action.

There are 4 groups of Actions in the game:

- Basic Actions
- Actions from Action cards
- Actions from Item cards
- Actions from Room tiles



Action symbols

ACTION COST

Each Action displays an Action symbol. The number in any given Action symbol indicates the Cost of performing the given Action. In order to pay the Cost, the player must discard the exact number of any chosen Action cards from their hand. Discarded cards are placed face up in the discard pile.

Important: *Even though they're included in the Action deck, Contamination cards are not Action cards. They cannot be discarded from your hand to pay any Action Cost. Contamination cards represent the exhaustion of your Character – and sometimes something even worse.*

COMBAT SYMBOL

Some Actions/Items specify when they may be used:



IN COMBAT ONLY – The Character may perform this Action only in Combat.

A Character is considered to be in Combat if there is an Intruder in their Room. Eggs do not count as Intruders.



OUT OF COMBAT ONLY – The Character may perform this Action only when they are NOT in Combat.

If a given Action is not marked by any of the symbols above, that means this Action may be performed both in Combat and out of it.

BASIC ACTIONS

Each Character has the same set of Basic Actions. A detailed description of these Actions is given below.

OUTSIDE-OF-COMBAT



MOVEMENT – Move your Character miniature to the neighboring Room, applying all the Movement basic rules.

You may perform Movement in Combat to Escape.



CAREFUL MOVEMENT – Works exactly like Movement, but instead of performing a Noise roll after moving, place a Noise marker in a chosen Corridor connected to the Room you are entering.

Any given Corridor may never hold more than 1 Noise marker. You may not choose to place a Noise marker in a Corridor containing one in order to force an Encounter.

If there is a Noise marker in all the Corridors connected to the Room you want to move to, you cannot perform a Careful Movement.

You cannot perform Careful Movement if you are in Combat.

Careful Movement cancels out any required Noise rolls resulting from moving, so Danger and Silence effects on revealed Exploration tokens are also ignored.



PICK UP HEAVY OBJECT – Pick up 1 Heavy Object present in the Room you are in. It can be a Character Corpse, an Intruder Carcass, or an Intruder Egg.

You cannot perform Pick Up Heavy Object if you are in Combat.

Note: When you Search and find Heavy Items, you are not required to use this Action. This Action applies only to Objects.

EXAMPLE OF AN ACTION CARD



Here, we have a Captain Action card – Basic Repairs.

“Out of Combat Only” symbol (1) – This means that this Action cannot be performed in Combat.

Action Cost (2) – In this case, to perform Basic Repairs, the player must discard 2 additional Action cards from their hand.

Action Effects (3) and (4) – Shows that this Action can be performed in one of two ways:

Discard the Malfunction marker from a Room.

OR

Repair / Break one of the Engines.



TRADE – Start a trade with all Characters in the same Room as your Character.

Players may now show each other any Item cards and Objects they want to trade. If both involved players agree on the transaction, they exchange the items. Even though several players may take part in the Trade (with or without the active player), the only player that performs the Action is the one that started it.

You cannot perform Trade if you are in Combat.

Note: A player can choose to give an Item card or Object without asking anything in return.

Note: All character in the Room can trade with each other, so an exchange between two Characters who didn't pay for the Action may occur. The Character who paid for the action is not required to take part in a trade.

Note: If no items are actually given or exchanged, then a Trade did not occur. Retrieve any cards discarded to pay for the action, and take another action or Pass.

Note: Characters cannot remove Ammo from their weapons. If a weapon is traded, its ammo stays with it..



CRAFT ITEM – Discard 2 Item cards showing the appropriate blue Craft symbols to gain a Crafted Item card with the same Craft symbols (but in gray color) as the Items you have discarded.

A Crafted Item cannot be built if its card is not available, even if you have the required blue components.

You cannot perform Craft Item if you are in Combat.



CRAWL DECK

CRAWL – If there is a Technical Corridor connected to this Room, Move to any other Room connected to any Technical Corridor. before the Noise roll, draw 1 card from the Crawl deck and resolve its effect. After that, shuffle the Crawl card back into the Crawl deck.

This Action is only available when using the promo Crawl Deck.

REGARDLESS-OF-COMBAT



SHOOT – Attack an Intruder with a Weapon placed in your Character’s Hand, discarding an Ammo marker from that Weapon’s card. You can only Shoot Intruders in the same Room as your Character.

You may also shoot Uncarried Eggs outside of Combat.



MELEE ATTACK – Attack an Intruder with your bare hands (or anything you can improvise). You can only attack Intruders in the same Room as your Character.

You may also attack Uncarried Eggs outside of Combat.



AFTERMATH

ACTIVATION – Some expansion content, particularly the Alerts in Aftermath, make use of the Activation Action. This basic Action may only be performed in the Room specified by the Alert. It may be performed both in and out of Combat. Its cost is always 1 Action card. The Activation Action has no other effect than fulfilling the task described on the given Alert card.

ACTIONS FROM ITEM CARDS



Some Item cards allow a Character to perform specific Actions. Their description is provided on the Item cards.

Some Item cards may include two Action Effect sections separated by [OR], handled just like Action cards.

Note: Actions on Quest Item cards are treated as Basic actions and cannot be used in combat.

ACTIONS FROM ACTION CARDS



Each Character has its own, partially unique set of 10 Action cards representing the Actions which can be performed by this Character.

The description of each Action is detailed on the corresponding Action card.

To perform an Action from an Action card, discard this card from your hand (face up) and pay its Cost.

Important: *In this case, the Cost of an Action is the number of Action cards you must discard from your hand, in addition to the Action card with the performed Action. For example, if the action card shows an Action Cost of 1, you must discard both the Action card being used and an additional Action card.*

Some Action cards include two Action Effect sections separated by [OR]. The player must choose which one they want to perform. They may only perform of the listed Action Effects.

When an Action card allows you to perform a Basic Action, you do not pay any additional Action cards to perform the Basic Action. That Basic Action is included in the Action card cost.

ACTIONS FROM ROOM TILES



Most of the Rooms allow a Character to perform a specific Action.

The description of each Room Action is provided on the Room sheet.

MOVEMENT AND EXPLORATION

Moving around the ship is one of the basic activities of the Characters during the game. Characters will roam through the ship to discover additional rooms, find items that are useful or vital to their survival, complete their objectives, repair dangerous and malfunctioning gear or put out fires, to find – in the end – a way out of this mess.

ROOMS AND CORRIDORS

Character miniatures may be placed and perform Actions only in **ROOMS** (keep in mind that Special Rooms, such as the Hibernatorium, Engines or Cockpit are treated as normal Rooms).

Escape Pod tokens are the only exception to the rule above.

Intruder miniatures may also only be placed in Rooms.

Note: Every Room is numbered - see the small number next to each Room on the board - beginning with 001 for the Cockpit. Some effects are resolved in Room order - typically from lowest to highest.

CORRIDORS connect the Rooms, and are used to move between Rooms, though neither Characters nor Intruders can ever stop in them for any reason.

The effects of moving through any given Corridor are resolved **AFTER** moving into the Room.

MOVEMENT ACTION

The most common Action used to move around the ship is **MOVEMENT**.

Performing a Movement Action means moving the miniature of your Character to a **neighboring** Room.

Two Rooms are treated as neighboring when they are directly connected to each other by 1 Corridor. Closed Doors block the “neighboring” status for the players’ Movement.

After entering a Room, always resolve the following steps:

1) If this Room tile was unexplored (face down), round it over (face up).

- After doing that reveal the **EXPLORATION TOKEN** lying on that Room tile. Set up the amount of Items in the room and resolve the token’s special effect.

2) If the Character enters an empty Room (explored or unexplored, with neither Characters nor Intruders), perform a **NOISE ROLL**.

- If there is anyone (either a Character or an Intruder) in the Room the Character is entering, do not perform a **NOISE ROLL**.

Hint: Aside from the advantage of moving around the ship in groups (entering Rooms that already contain Characters), such tactics may generate an additional risk. Some events in the game instruct all Characters to perform a Noise roll – in such a case, bigger groups sharing a common Room might be in trouble.

OTHER MOVEMENT ACTIONS

Some of the Actions allow a Character to perform Movement, but modify its rules in some way – like Careful Movement and Reconnaissance.

Important: To perform a Movement Action to leave a Room containing an Intruder, you must use the *Escape rule*.

SHUTTLE MOVEMENT

AFTERMATH

When including the Shuttle in the game, the following additional movement rules apply:

- When in the Main Room of the Shuttle, a player may move to any Room of the Nemesis ship with a Technical Corridors Entrance.
- When in a Room of the Nemesis with a Technical Corridors Entrance, a player may move to any Additional Room “2” of the Shuttle.

EXAMPLE OF MOVING INTO AN EMPTY ROOM



Here, we can see the Scout moving into the Canteen. The player discards an Action card, the miniature is moved and a NOISE ROLL is made.

The result is 2, so a Noise marker (blue glow), is placed in the Corridor connected to the Canteen showing the result's number, "2" (red glow).

If the Corridor "2" already contains a Noise marker, an Encounter would take place. Luckily for the Scout, everything is fine... for now.

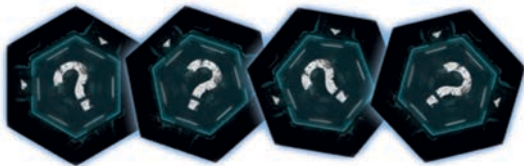
EXAMPLE OF MOVING INTO AN OCCUPIED ROOM



In this example, the Scout is moving into a Room already occupied by the Captain. As there is someone in the target Room, there is NO NOISE ROLL.

The same rule would apply if the Scout was moving into a Room containing an Intruder. NO NOISE ROLL would be required.

EXPLORATION TOKENS



The front side of each Exploration token displays:

A number indicating the amount of Items in a given Room (1)

A special effect symbol (2)



Exploration tokens are placed on unexplored Rooms, so they are only resolved once, when their Room is entered for the first time in the game. Afterwards, they are removed from the game and can be returned to the box.

They are resolved by first setting up the amount of items in the room and then resolving any special effect.

[Items - page 65](#)

[Searching - page 67](#)

1) SET UP THE AMOUNT OF ITEMS IN A ROOM

After revealing the Exploration token, rotate the Room tile until the number shown on the token faces the Item Counter symbol printed on the board, next to the Room tile slot. This is the exact amount of Items that can be obtained from this Room.

You do not set the amount of Items in a Nest or in the Room Covered with Slime.

You do not set the amount of Items when using the Aftermath Exploration tokens in Epilogue Mode.



2) RESOLVE SPECIAL EFFECT

An Exploration token may generate the following effects:



SILENCE

Nothing happens.

Do not perform a Noise roll for this Movement.

If the Character has a Slime marker on their Character board, then resolve "Danger" instead.

Remove the exploration token from the game.



DANGER

Do not perform a Noise roll for this Movement.

If there is an Intruder in the neighboring Room (and it is not in Combat with any Character), move it to this Room. If there is more than one Intruder eligible, move them all. All characters in this room are now treated as being in Combat.

If there are no Intruders in any of the neighboring Rooms (or if they are in Combat), place a Noise marker in each Corridor connected to that Room without a Noise marker already placed (counting Technical Corridors if there is an Entrance in the Room).

Remove the exploration token from the game.



SLIME

Place a Status marker in the indicated slot of your Character board to indicate they have been covered with slime.

Remove the exploration token from the game.

Perform a Noise roll for this Movement.

When playing with Void Seeders, there is no Slime. Ignore any rules requiring Slime markers when playing with Void Seeders.



FIRE

Place a Fire marker in this Room.

If this would require you to place a 9th Fire marker, the game immediately ends as the ship explodes.

Remove the exploration token from the game.

Perform a Noise roll for this Movement.



MALFUNCTION

Place a Malfunction marker in this Room.

If this would require you to place a 9th Malfunction marker, the game immediately ends as the ship loses hull integrity.

Remove the exploration token from the game.

Perform a Noise roll for this Movement.



DOORS

Place a Door token in the Corridor by which you have entered that Room.

Remove the exploration token from the game.

Perform a Noise roll for this Movement.

Note: If you ever reveal a Doors exploration token after entering an unexplored room by means other than a corridor (such as the Technical Corridors Action card or Technical Corridors Plan Item card), ignore the Doors special effect, as there is no way to determine from which direction you came.



TURRET

AFTERMATH

A Turret miniature is placed in the Room in which its Exploration token was revealed.

Turrets cannot be placed in the Nest or in the Room Covered with Slime.

Remove the exploration token from the game.

Set the Turret's starting Status by shuffling the 3 different Status tokens and stacking them face-down next to the Turret. The topmost token indicates the current Status of the Turret.

The current Turret Status is revealed and rounded face up when a Character or Intruder enters the Room.

Turrets may fire when a Character or Intruder enters the Room and again during the Fire Damage step of the Event Phase. Turrets fire on targets based on their Status.

Perform a Noise roll for this Movement.



LOCKDOWN

AFTERMATH

Close all Doors in Corridors connected to this Room, EXCEPT for the Corridor you just used for entering this Room.

If you used the Technical Corridors to enter this Room, close ALL Doors in the Corridors connected to this Room.

Remove the exploration token from the game.



EGG:

AFTERMATH

Place an Intruder Egg Heavy Object in this Room.

Remove the exploration token from the game.



SLIMED ROOM:

AFTERMATH

Leave this token on the Room.

Each time you enter this Room, you automatically get a Slime marker.



LARVA

AFTERMATH

Place a Larva miniature in this Room. This does not trigger an Encounter and you do not perform a Noise roll.

Remove the exploration token from the game.



CARCASS

AFTERMATH

Place an Intruder Carcass Heavy Object in this Room.

Remove the exploration token from the game.



CORPSE

AFTERMATH

Place a Character Corpse Heavy Object in this Room.

Remove the exploration token from the game.



LAIR

VOID SEEDERS

Do not perform a Noise roll for this movement.

Place a Lair miniature in this Room.

Remove the exploration token from the game.

Important: All 3 Lairs need to be in the game when playing with Void Seeders. If you include Turrets in your game, you could end up not placing all of the Lairs. As you reveal the last 3 Exploration tokens, if all 3 Lairs are not discovered, replace the final Exploration tokens with Lairs the moment you reveal them.

NOISE ROLLS

Noises echo throughout the Nemesis decks... Sometimes from the ship's machinery, but sometimes from Intruders.

REMEMBER: If you are moving into a Room with either another Character or an Intruder – you do NOT perform a Noise roll.



Noise Die



SILENCE:

Nothing happens. No Noise marker is placed.

If the Character has a Slime marker on their Character board, then resolve “Danger” instead.

When instructed to make a Noise Roll, roll a Noise die and resolve the result:



RESULT OF 1, 2, 3 OR 4:

Place a Noise marker in a Corridor with a number corresponding to the result of your Noise roll, and connected to the Room you have entered (counting Technical Corridors, if there is an Entrance in the Room).

Any given Corridor may never hold more than 1 Noise marker. If you are instructed to place a Noise marker in a Corridor that already contains one, resolve an Encounter instead. This includes Technical Corridors.



DANGER:

If there is an Intruder in the neighboring Room (and it is not in Combat with any Character), move it to this Room. If there is more than one Intruder eligible, move them all.

Intruders moving as a result of a Danger roll do not ignore Closed Doors.

If there are no Intruders in any of the neighboring Rooms (or if they are in Combat), place a Noise marker in each Corridor connected to that Room that does not already have a Noise marker (including Technical Corridors, if there is an Entrance in the Room).

If there are no Intruders in any of the neighboring rooms and all Corridors have Noise markers in them, then nothing happens.

ADDITIONAL NOTES ABOUT INTRUDER MOVEMENT

Intruders move at different times of the game (for example when resolving an Event card during the Event Phase).

Whenever a rule makes you move one or more Intruders, it explains in detail how to do it.

In general, Intruders move simultaneously. So effects from their movements do not take effect until after all Intruders have completed their movement. For example, Intruders interacting with Closed Doors does not affect the movement of other Intruders moving at the same time. The Door is not Destroyed until all movement is complete.

Important: *Intruders can move into unexplored rooms. If an Intruder ends its movement in an unexplored Room, do not remove it and do not reveal the Room (or its Exploration token).*

ADULT INTRUDERS RETREAT

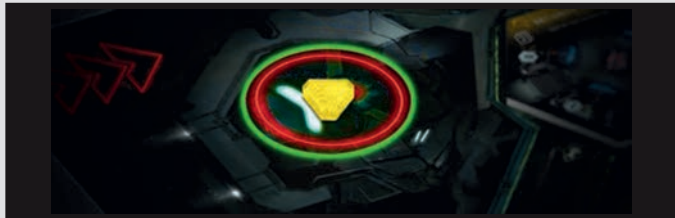
If you are instructed to place an Adult Intruder on the board, but all 8 models are already on board – the Adult Intruders retreat. Remove all Adult Intruder models that are not in Combat and put the same number of Intruder tokens back in the Intruder bag (if possible).

Then, place an Adult Intruder model in the Room where Encounter occurred.

NOISE CLARIFICATIONS



Even if the Noise marker (blue glow) is in the Corridor with the Closed Door, it affects the **WHOLE** Corridor. Noise markers **NEVER** affect only a part of the Corridor “on one side of the Door”.



When there is a Noise marker in the Technical Corridors space (green glow), it is treated as if it was in each Technical Corridors Entrance on the whole board.

In this example, there are two Noise markers in Corridors connected to the Canteen: one in the Corridor number 3, with the Closed Door (blue glow), and the other in the Technical Corridors (green glow).



EXAMPLE OF MOVING INTO AN UNEXPLORED ROOM



Here, we can see the Scout moving from the Hibernatorium to an unexplored Room. The player has already discarded an Action card to perform this movement.

Before the moving the miniature, the player flips both the Exploration token (yellow) and the Room tile (white) face-up.



The Scout discovers the Canteen, her favorite Room! As indicated by the Exploration token, the Room is Malfunctioning, so an appropriate token is placed on its tile. Luckily, there are 3 items to be found. The Room tile is rotated so its Item Counter points toward number 3.

Afterwards, our brave Scout must perform a Noise roll since she has entered an empty Room.





TECHNICAL CORRIDORS

The technical corridor network of the Nemesis allows the crew to repair its various systems. Unfortunately, it is also a great way for the Intruders to move around the ship. Normal characters can't use technical corridors – the thought of getting lost or meeting an Intruder is enough to discourage them.

Both the Technical Corridors Entrances (present in some Rooms) and the special space of Technical Corridors are not accessible to the Characters. Outside these movement restrictions, Technical Corridors function like normal Corridors in all other ways.

The Technical Corridors Action card from the Mechanic Action deck and the Technical Corridor Plans Item card are the only exceptions to this rule.

If (for example as the result of a Noise roll) a Noise marker should be placed and the number leads to the Technical Corridor Entrance, this Noise marker should be placed on the Technical Corridors space.

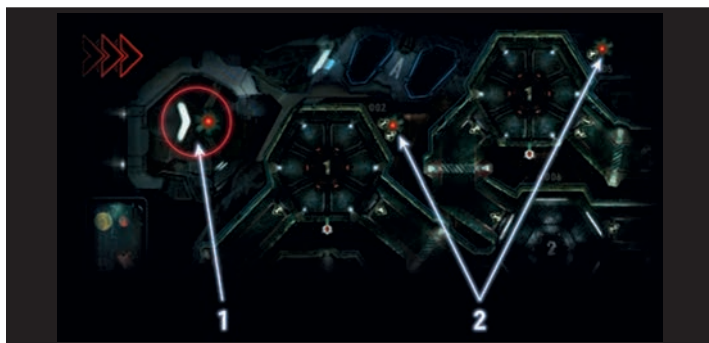
Any given Corridor may never hold more than 1 Noise marker. If you are instructed to place a Noise marker

in a Corridor that already contains one, resolve an Encounter instead.

Door tokens can never be placed in Technical Corridors.

If an Intruder moves to the Technical Corridors Entrance, then it disappears in the ducts: Discard all its Injury markers, **take one matching Intruder token from the pool and add it to the Intruder bag**, and remove its miniature from the board. If there was a Noise marker on the Technical Corridors space, do not remove it.

Some cards, including the promo expansion Crawl Deck, may give Characters limited access to Technical Corridors.



Technical Corridor space (1) and Examples of Technical Corridor entrances (2)

MARKERS AND DOORS

The following markers, Door tokens, and miniatures are often used throughout movement and exploration.



NOISE MARKER

The only function of the Noise markers is to mark Corridors for the purpose of the Noise roll rule.



SLIME MARKER

As long as the Character has a Slime marker on their Character board, each “Silence” result of a Noise roll (and each “Silence” exploration token) should instead be considered as “Danger”.



A Character may only have 1 Slime marker at a time. If they are instructed to get another while they have one, nothing happens.

Note: A Character may get a Slime marker due to many reasons, not only when resolving an Exploration token.

A Character may get rid of the Slime marker by using the Clothes Item card (see Item cards) or taking a Shower Room Action (see Room sheet).

The default Slime marker is an universal Status marker, placed in the Slime slot of the Character board. Alternative markers are also available.

When playing with Void Seeders, there is no Slime. Ignore any rules requiring Slime markers when playing with Void Seeders.



FIRE MARKER

Fire markers have three functions – 1) they wound Characters staying in Rooms on fire, 2) they deal Injuries to Intruders and 3) they may cause the explosion of the whole ship.

1) Every time a Character ends their turn (each turn!) in a Room with a Fire marker, this Character suffers 1 Light Wound.

Remember that 1 turn is 2 Actions of 1 Character (or 1 Action and pass, or simply pass).

Important: *Characters suffer Wounds from Fire only after they finished their turn. If the Character passes, they suffer 1 Light Wound from Fire at the end of their turn, but they won't suffer any more Wounds from Fire this round, even if other Characters play their turn after them.*

2) During the Fire Damage step of each Event Phase, each Intruder present in a Room with a Fire marker suffers 1 Injury. Uncarried eggs in a Room with a Fire Marker are destroyed.

Resolve from lowest numbered Room to highest, and within a room from largest Intruder to smallest.

It is possible for an Intruder to take Injury from Fire in multiple rooms if it flees to a higher numbered room.

3) There are 8 Fire markers in the game. If you are instructed to place a Fire marker and there are no more markers in the pool, the ship explodes and the game ends.

Note: Some Event cards may cause the Fire to spread to neighboring Rooms or cause Malfunctions in Rooms already on fire, so be careful!

Any given Room may never hold more than 1 Fire marker. If you are instructed to place another one, nothing happens.

Any discarded Fire marker goes back to the Fire marker pool.

You can still use a Room Action when there is a Fire marker in the Room, and you can still use a Search Action when there is a Fire marker in the Room.

Fire markers may be placed on unexplored rooms.

Note: A Fire marker in the Hibernatorium has no effect on already Hibernated Characters.



MALFUNCTION MARKER

Malfunction markers have two purposes – 1) they prevent you from using this Room's Actions and 2) may cause loss of integrity of the ship's hull – meaning that everything on board dies.

1) If there is a Malfunction marker in a Room, that Room's Action is no longer available.

The Search Action works normally, though, and it is possible to activate a Quest Item in a Room with a Malfunction marker.

Various Action cards (like Repair Action cards) and Items (like the Tools Item card) may be used to discard a Malfunction marker. And some Actions and Items might be useful in place of the Room's Action.

Important: *A Malfunction marker can never be placed in the Nest, the Room Covered In Slime, or an unexplored room.*

Note: A Malfunction marker may be placed in a Room due to many reasons other than resolving an Exploration token (like some Events or ctions). They disable even Special Rooms (such as the Hibernatorium, Cockpit, Engines).

Note: A Malfunction marker in the Hibernatorium has no effect on already Hibernated Characters.

The status of the Engines (Damaged/Working) is never affected by Malfunction markers placed in their Room. Nor does a Malfunction marker affect the status of Coordinates already set at the Cockpit.

2) There are 8 Malfunction markers in game. If you are instructed to place a Malfunction marker and there are no more markers in the pool, the ship loses hull integrity and the game ends.

Any given Room may never hold more than 1 Malfunction marker. If you are instructed to place another one, nothing happens.

Any discarded Malfunction marker goes back to the Malfunction marker pool.



If there is a Malfunction marker in a Room with a Computer, the Computer is unavailable – as if there was no Computer symbol.



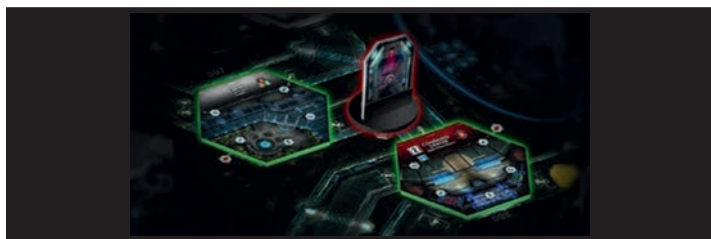
DOOR TOKENS AND MINIATURES

Door tokens and miniatures are only placed in Corridors. Each Corridor may never hold more than 1 Door token or miniature.

Doors do not affect Noise markers.

Doors in each Corridor can have three different status: **Open**, **Closed** or **Destroyed**. Many things can change their status (like Intruder movement, Events, Actions etc.).

If there are no Door tokens left in the pool when you are instructed to place a Door, take any non-Destroyed Door token on the board and place it in the required Corridor.



CLOSED DOORS – Closed Doors are marked with a standing Door token or miniature in a Corridor.

A Closed Door prevents Characters and Intruders moving through this Corridor (Grenade throwing is also affected).

INTRUDERS AND CLOSED DOORS

When one or more Intruders try to move through a Corridor with a Closed Door token, the Intruder does not move, but destroys this Door instead. This includes Intruders attempting to move due to the Danger result of a Noise roll.

Note: If the affected Intruder cannot destroy doors due to “The Way of Moving” weakness, nothing happens at all.

If several Intruders are moving from the same Room, their movement is considered simultaneous: They destroy the Door and all stay in the starting Room.

Door tokens are ignored when resolving Encounters.

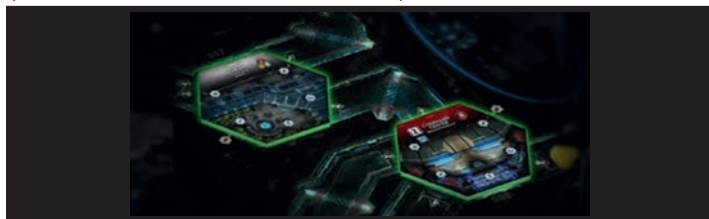


DESTROYED DOORS – Destroyed Doors are marked with a lying Door token or Destroyed Door miniature.

Movement is allowed through this Corridor.

A Destroyed Door can never be Closed again.

The only exception to this rule is the Plasma Torch Item (see the Mechanic’s Item cards).



OPEN DOORS – To mark that the Door is Open, simply remove the Door token from the Corridor. Alternatively, you may use Open Door miniatures to indicate Open Doors. At the beginning of the game, all Corridors have Open Doors.



Examples of Alternative Door Miniatures

VOID SEEDERS

VOID SEEDER MOVEMENT CHANGES

When playing with Void Seeders, Void Seeders ignore Closed Doors during their Movement.

When moving any Void Seeder, treat all Closed doors in any Corridor in their path as Open Doors.



SLIMED ROOM

AFTERMATH

This token is left on the Room in which it is revealed to indicate the room is covered in slime.

Each time you enter this Room, you automatically get a Slime marker.



TURRETS

AFTERMATH

Turrets are placed in a Room when their Exploration token is revealed. Turrets cannot be placed in the Nest or in the Room Covered with Slime.

Turrets fire on targets based on their Status.

The “Ignoring Fire Damage step” text included in some rules and effects does not apply to Turrets.

If you want to use Turrets in the Nemesis base game, you must add the 3 Turret Exploration tokens to your Exploration token pool and place the Turret miniatures, along with their Status tokens, next to the board.

TURRET STATUS

A Turret’s starting Status is set by shuffling the 3 different Turret Status tokens and stacking them face-down next to the Turret. The topmost token indicates the current Status of the Turret.

The current Turret Status is revealed and rounded face up when a Character or Intruder enters the Room with the Turret.

If the Turret’s Status is changed after being revealed, the token is placed face down until a Character or Intruder enters the room again.



INACTIVE

The Turret is inactive, and it cannot be destroyed.



TARGET: ALL

The Turret will target both Characters and Intruders.



TARGET: INTRUDERS

The Turret will only target Intruders.

TURRET FIRING

Turrets fire at two different times during play:

- When a Character or Intruder enters the Room
- During the Fire Damage step of the Event Phase

Turrets will fire on all targets, determined by the Turret’s current Status, at each opportunity. Characters receive 1 Light Wound, Intruders receive 1 Injury.

Important: *Any Intruder spawning in a Room with a Turret is counted as entering it.*

A target may be fired on multiple times in a single turn/round by the same turret. Once each time it enters the Room, and again if the target is still in the Room during the Fire Damage step.

DESTROYING TURRETS

Turrets can be destroyed with a Demolition Action.

During the Fire Damage step of the Event Phase, Intruders always destroy any active Turret in their Room. As this happens in the same step as Turret shooting (see below), it is possible that an Intruder destroys a Turret while being killed in the process.

Any Destroyed Turret is removed from the board.





LAIRS

VOID SEEDERS

Lairs are the primary cause of hallucinations that the Characters experience when playing with Void Seeders. Lairs share many traits with Void Seeders, in spite of being actually physical entities. They are brought into play through Exploration tokens.

Lairs count as Intruders for the purpose of using any Actions (eg. grenade item), discovering a Lair does NOT count as an Encounter that requires players to choose their Objective.

Characters in the same Room as a Lair are considered In Combat, but Escape from a Room with a Lair does not trigger an attack.

LAIR EFFECT

Like Fire markers, Lairs have an effect that triggers at the end of the turn - every time a Character ends their turn (every turn!) in a Room with a Lair, this Character performs a Noise roll.

Important: *This is the only way to Roll for Noise when in Combat!*

LAIR MOVEMENT

Lairs cannot move. They are not moved by Event cards, Retreat, or Danger effect.

LAIR INJURIES AND DEATH

To hit a Lair with a Shoot or Melee Attack action, a player needs to roll at least .

When a Lair suffers Injuries, draw 2 Intruder Attack cards and compare the total number of Injuries with the highest number in the “blood” symbols of any of these two cards.

- If the blood symbol value is **equal or lower** than the number of Injuries, the Lair is destroyed.
- If any of these cards bears a Retreat symbol, the Lair is not destroyed, no matter the blood symbol values.

Lairs may be also destroyed by Emergency Airlock procedure.

DESTROYING A LAIR

When destroyed, a Lair leaves an Intruder Carcass.

Place its miniature on the Void Seeder board, in one of the Destroyed Lair slots.

Important: *When all three slots are filled with Lair miniatures, the Despoiler is considered as killed. From now, one of the requirements of “The Great Hunt” Objective is completed.*

Note: Missing a Melee attack against a Lair still results in a Serious Wound.

SHUTTLE BOARD

AFTERMATH



The Shuttle board consists of 4 Rooms.

The **Main Room** is printed on the board.

For the other three, use randomly chosen Additional Room tiles “2”. The Shuttle Rooms do not have any Item Counters. Therefore, no Item may be found with the Search Action here.

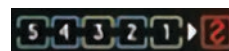
The Main Room doesn't have its own Room Action. It is referenced in some of the Alerts, though.

The Shuttle requires additional movement rules:

- When in the Main Room of the Shuttle, a player may move to any Room of the Nemesis ship with a Technical Corridors Entrance.
- When in a Room of the Nemesis with a Technical Corridors Entrance, a player may move to any Additional Room “2” of the Shuttle.

The Nemesis and the Shuttle are considered as one ship for the purpose of any remote Action or rule (affecting another Room, the Engines, etc.).

The Shuttle board has also new Time Track used in Aftermath games. It consists of 5 spaces.



ENCOUNTERS AND COMBAT

ENCOUNTERS

An **Encounter** is any instance of an Intruder appearing on board in a Room where a Character is present (after drawing an Intruder token from the Intruder bag).

An Encounter may also be triggered by the effects of some Event cards (like Hatching) or some of the Intruder Attack cards.

Note: An Intruder moving from one Room to another Room containing a Character does not count as an Encounter.

To resolve an Encounter, follow the steps listed below:

1) DISCARD NOISE – Discard all Noise markers from all the Corridors connected to this Room (including Technical Corridors, if there is a Technical Corridors Entrance).

2) DRAW INTRUDER TOKEN – Draw 1 Intruder token from the Intruder bag.

Each Intruder token has an Intruder Symbol on one side, and a number on the opposite side.

3) PLACE INTRUDER MINIATURE – Place an Intruder miniature in the Room. The Intruder type must correspond to the Intruder Symbol shown on the token. For a description of each Intruder symbol, see the Intruder board.

4) COMPARE TOKEN VS CHARACTER HAND – Compare the number on the Intruder token with the number of cards in the player's hand (Action and Contamination cards are both counted).

If the number of Action cards in the player's hand is lower than the number in the Intruder token, a **Surprise Attack** occurs.

If the number of Action cards is equal to or higher, nothing happens.

Return the drawn Intruder token to the pool of available tokens. If an Intruder of that type hides (by entering the Technical Corridors during the Intruder Movement) later in the game, take one matching Intruder token from the pool and add it to the Intruder bag.

SURPRISE ATTACK

The Surprise Attack is an Intruder Attack which only occurs during an Encounter. If the player has fewer cards in their hand than the the number printed on the drawn Intruder token, a Surprise Attack takes place.

In a Surprise Attack, the Character targeted is always the one who triggered the Encounter.



BLANK TOKEN

If a player draws the Blank token, place a Noise marker in each Corridor connected to the Room in which this Encounter took place. Return the Blank token to the Intruder Bag.

If the Blank token was the last token in the Intruder bag:

- Add 1 Adult Intruder token to the Intruder bag.
- If there are no Adult Intruder tokens available, nothing happens.
- Return the Blank token to the Intruder bag.
- This Encounter ends.

Note: The Blank token rules are slightly different during the Intruder bag development step of the Event Phase.

ENTERING A ROOM WITH AN INTRUDER

Each time a Character enters a Room occupied by an Intruder, do not resolve an Encounter. The Intruder and the Character are immediately considered to be in Combat.

ADULT INTRUDERS RETREAT

If you are instructed to place an Adult Intruder on the board, but all 8 models are already on board – the Adult Intruders retreat. Remove all Adult Intruder models that are not in Combat and put the corresponding Intruder tokens back in the Intruder bag (if possible).

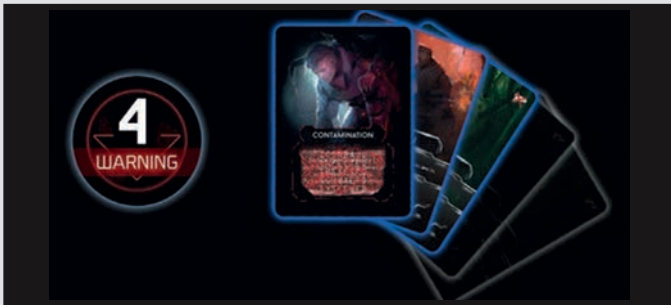
Then, place an Adult Intruder model in the Room where Encounter occurred.

ENCOUNTER EXAMPLE



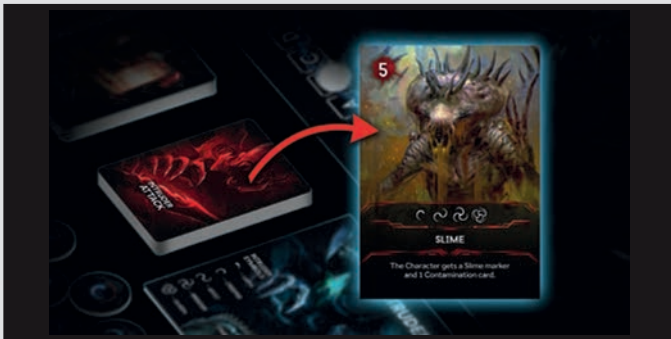
Our Scout is moving from the Hibernatorium to the neighboring Room. There are 2 Noise markers in the Corridors connected to that Room.

As always when entering an empty Room, the Scout's player must perform a Noise roll. The result is 2 and, since there is already a Noise marker, an Encounter takes place.



The player removes all the Noise markers from the Corridors connected to that Room and draws an Intruder token from the Intruder bag. It is an Adult Intruder token showing the number "4" on its back side. This number is compared with number of cards in the player's hand (including any Contamination cards) – only three cards in this case.

As the player does not have enough cards, a Surprise Attack takes place and an Intruder Attack card is drawn and resolved.



CARNOMORPHS

CARNOMORPH ENCOUNTER CHANGES

When playing with Carnomorphs and resolving an Encounter, if a player draws the Blank token, place a Noise marker in each Corridor connected to the Room in which this Encounter took place.

If the Blank token was the last token in the Intruder bag:

- Add 1 Metagorger token to the Intruder bag.
- If there are no Metagorger tokens available, nothing happens.
- Return the Blank token to the Intruder bag.
- This Encounter ends.

All other Encounter rules are the same as in the Nemesis base game.

REMINDER: During the game, when asked to add Metagorger tokens to the Intruder bag, always add Red Metagorger tokens (if they are available) instead of Blue ones.

VOID SEEDERS

VOID SEEDER ENCOUNTER CHANGES

When playing with Void Seeders, when resolving an Encounter, follow the steps listed below:

- 1) Discard all Noise markers from all Corridors connected to this Room (including Technical Corridors, if there is a Technical Corridors Entrance).
- 2) Draw 1 Void Seeder token from the Intruder bag.

The effects of the Encounter varies with the type of token drawn from the Intruder bag:



VOID SEEDER TOKEN

A) Check the Insanity level of the Character who just triggered the Encounter.

Take a Void Seeder miniature of the type indicated by the symbol on the Insanity track and place it in the Room.

B) If the player has fewer cards in hand than the number appearing on the Void Seeder token, a Surprise Attack occurs.

C) Put the drawn Void Seeder token aside.

The Intruder tokens included in this expansion do not feature Void Seeder symbols. The intensity of the nightmares plaguing the Characters depends on how deep have they drowned into the madness.

Important: If they are no miniatures of the required type left when an game effect or Encounter asks you to place a Void Seeder miniature on the board, place a Void Seeder miniature of the immediate lower type instead.

For instance, if you trigger a Stalker Encounter, but have no Stalker miniatures in supply, place a Whisperer miniature instead.



CHARACTER INSANITY TOKEN

- A) Place a Noise marker in each Corridor connected to the Room where the Encounter took place.
- B) The player whose Character triggered the Encounter resolves a Panic card. The color of the token is not important in this case!
- C) Return the Insanity token to the bag.



BLANK TOKEN

- A) Place a Noise marker in each corridor connected to the Room where Encounter took place.
- B) Return the Blank token to the bag.

VOID SEEDERS SURPRISE ATTACK

In the Void Seeders expansion, all Void Seeder types have the same Surprise Attack.

Any Character targeted by a Void Seeder **Surprise Attack** gets 1 **Contamination** card and resolves a **Panic** card instead of drawing an Intruder Attack card.



COMBAT

Whenever both a Character and an Intruder are in the same Room, they are considered to be in Combat.

In Combat, a Character may **attack** an Intruder or **Escape** during their Action turn. **Intruders attack** Characters during the Event Phase.

CHARACTER ATTACKS INTRUDER

The Character may attack an Intruder in the same Room using a Shoot Action or a Melee Attack Action during their turn.






SHOOT ACTION – If a Character is in a Room with an Intruder and has a Weapon with at least 1 Ammo, they may perform a **Shoot** Basic Action against that Intruder:



Combat Die

- 1) Choose a Weapon and 1 Intruder you want to shoot.
- 2) Discard 1 Ammo from that Weapon's card.
- 3) Roll the Combat die.

Combat die results:

-  – You miss your target.
-  – If your target is a **Larva** or **Creeper**, deal **1 Injury** to your target. If not, you miss.
-  – If your target is a **Larva**, **Creeper**, or **Adult**, deal **1 Injury** to your target. If not, you miss.
-  – Deal **1 Injury** to your target (regardless of the Intruder's type).
-  – Deal **2 Injuries** to your target (regardless of the Intruder's type).

Important: *Some Weapons have special rules that may modify the Shooting Action.*

MELEE ATTACK ACTION – If a Character is in a Room with an Intruder, they may perform a Basic **Melee Attack** Basic Action against that Intruder:

- 1) Draw 1 Contamination card and add it to your Action discard pile.
- 2) Choose 1 Intruder you want to attack.
- 3) Roll the Combat die.

Combat die results:

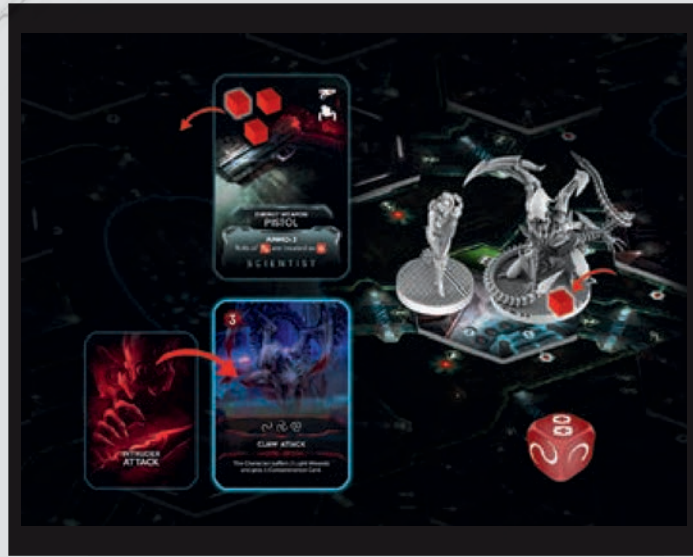
-  – You miss your target and your **Character** suffers **1 Serious Wound**.
-  – If your target is a **Larva** or **Creeper**, deal **1 Injury** to your target. If not, you miss and your **Character** suffers **1 Serious Wound**.
-  – If your target is a **Larva**, **Creeper**, or **Adult** Intruder, deal **1 Injury** to your target. If not, you miss and your **Character** suffers **1 Serious Wound**.
-  – Deal **1 Injury** to your target (regardless of the Intruder's type).
-  – Deal **1 Injury** (yes, only 1!) to your target (regardless of the Intruder's type).

ATTACKING PLAYERS

Characters cannot directly attack other Characters, but they may (accidentally or intentionally) harm other Characters as a side effect of their actions. Cutting someone off in a room on fire, activating self-destruct with people still on board, throwing a grenade at an Intruder in a room with other crew members are just a few of the many possibilities...

Years of accumulated knowledge of space travels suggest that placing a small group of people in a cramped metal can flying through the unknown for an extended period generates undesirable tensions. To prevent serious conflict among ship crews, space corporations spend billions of dollars equipping their crews with implants which create a strong psychic barrier and inhibit direct violence against Homo sapiens. This is why crew members cannot directly attack one another.

COMBAT EXAMPLE



Here, our Scout tries to shoot an Intruder with her Scientist's Pistol. After spending 1 Action card, she also discards 1 Ammo from the Weapon card and rolls the Attack die.

The result is 2 Hits, but the Scientist's Pistol card states that rolls of 2 Hits are treated as 1 Hit. Only 1 Injury marker is placed on the Intruder miniature.

After placing the Injury marker, the Injury effect is checked (representing the Intruder's endurance). 1 Intruder card is drawn and only the number in the "blood" symbol is considered and compared to the number of Injury markers on the Intruder. As it is higher, the Intruder is fine.

CHARACTER ESCAPE

A Character may also try to Escape from Combat by performing a **Movement** Action to go to a neighboring Room (explored or unexplored). Before you move your miniature, resolve an **Intruder Attack**.

If there is more than 1 Intruder in the Room you are trying to Escape from, resolve a separate Intruder Attack for each Intruder, from largest to smallest.

If your Character survives, you end your Movement in the neighboring Room.

If it was an unexplored Room, Explore it according to the standard rules. If there is no one in that Room, perform a Noise roll.

If you die, your Character Corpse stays in the Room you tried to Escape from.

Important: *Some Actions, other than the Basic Movement Action, allow a Character to Escape, but additionally modify this rule – for example Suppressive Fire, Covering Fire (see the Action cards).*

Note: If the Character Escapes to a Room without any other Characters or Intruders, perform a Noise roll just like after a standard move.

Note: Careful Movement cannot be used to Escape. Only the Movement basic action or appropriate actions from cards or items without the "Out of Combat Only" symbol may be used to Escape.

Desperate times call for desperate measures. A metal pipe, a heavy tool, a rifle butt, anything can become an improvised weapon in a hopeless situation. Close combat works like shooting, but the risks are far greater. If the attack fails to hit, then the character immediately suffers a Serious Wound, in addition of the risk of being contaminated.

ESCAPE EXAMPLE



After dealing an Injury to the Intruder, the Scout decides to Escape. The player spends an Action card (Movement Cost), and decides to move to the Hibernatorium.

As Intruders attack any Character trying to Escape, an Intruder Attack card is drawn. It is a Bite card, with the Adult Intruder symbol: the attack hits the Scout, dealing her a Serious Wound. Bitten and seriously wounded, the Scout moves to the Hibernatorium.

INTRUDER INJURIES AND DEATH

When any Intruder suffers Injuries (for example as a result of a successful Character attack or from Fire), place the corresponding number of Injury markers on its base.



There are also two “Five Injuries” tokens provided, which may help you with tracking Injuries on bigger Intruders – such as Queen or Breeders.

Then, check the **Injury Effect** to determine what happens to the Intruder. Depending on the Intruder involved, this may require drawing an Intruder Attack card and checking the number shown in the “blood” symbol in the upper left corner.



Check the Injury Effect as follows, depending on the Intruder type involved.

- **LARVA AND EGG** – 1 Injury is enough to kill them. Remove their miniature from the board.

- **CREEPER OR ADULT INTRUDER** – Draw 1 Intruder Attack card, ignore everything on this card except the blood symbol in the upper left corner.

- If the number in the blood symbol of the card is **equal to or lower** than the current number of Injury markers on this Intruder, it is killed – remove its miniature and place 1 Intruder Carcass token in the Room where it was slain (indicating an **Intruder Carcass Object**).



Intruder Carcass Token

- If the number in the blood symbol is higher, the Intruder is still alive.

- **BREEDER OR QUEEN** – Draw 2 Intruder Attack cards, add the value of their blood symbols, and compare the total to the current number of Injury markers of this Intruder. Resolve the result using the same method as above for the Creeper and the Adult Intruder.

Important: Make a new check for Injury Effect, including drawing new Intruder Attack Card(s) each time an Intruder suffers a new injury.

The blood symbol represents the current “endurance” of the Intruder. This value may vary for a given individual, depending on the cards drawn after each successful attack.

INTRUDER RETREAT

Intruders might seem savage, but they are not mindless. They can run away if they suffer too many wounds, or if someone is lucky enough to damage one of their vulnerable parts.



Retreat symbol

During the Injury Effect check, if there is a **Retreat** arrow in the blood symbol of any of the drawn Intruder Attack cards, then this Intruder flees. The Queen and Breeders will retreat if any of the 2 Intruder Attack cards drawn displays the Retreat symbol.

Draw an Event card and move the Intruder through the Corridor whose number appears in the Intruder movement section of the card. Then, discard that Event card.

Any Injury markers assigned to a retreating Intruder remain with that Intruder. However, should an Intruder retreat to a Technical Corridor, remove those Wounds when you remove the miniature.

EXAMPLE OF AN INTRUDER ATTACK CARD



Intruder endurance (1) – Only used when checking if an Intruder dies after receiving one or more Injury tokens.

Intruder symbols (2) – Shows all types of Intruders that can use this Attack. When a card is drawn during any Intruder Attack (either during an Encounter or the Event Phase), if one of its symbols matches the attacking Intruder type, then the Attack Effect of the card is resolved.

Intruder Attack Effect (3) – In this example, the targeted Character gets a Slime marker and 1 Contamination card.

CARNOMORPHS

CARNOMORPH INJURIES AND DEATH CHANGES

When playing with Carnomorphs, there are some changes to the standard rules for Intruder Injuries and Death.

When Injuring any Carnomorph, draw 1 Intruder Attack card and check the Injury Effect. There are two numbers, one for Metagorgers and one for every other Carnomorph type, as indicated by the Intruder symbols. **If the number in the corresponding symbol is equal to or lower than the current number of Injury markers on the Carnomorph, it is killed.**

However, some Carnomorphs don't die easily:

- **Metagorger** and **Shambler** - When any of them is killed, remove its miniature and place an Intruder Carcass token in the Room it was slain.
- **Fleshbeast** - When a Fleshbeast is killed, remove its miniature and place an Intruder Carcass token and a Shambler miniature in the Room it was slain.
- **Butcher** - When a Butcher dies, remove its miniature and place two Shambler miniatures in the Room it was slain. Once the Butcher is killed, it can never return to the game in any way. Place the Butcher miniature back into the box to mark this.

Shamblers placed this way are NOT drawn from the Intruder bag! The number of tokens in Intruder bag stays intact.

As the old saying goes, if it bleeds, we can kill it.

But what if we can't be sure whether the fluid coming out of the alien wretch is, in fact, blood?

Either way, it's helpful to know that shooting the Intruders hurts them. The problem is, you can never be sure how bad their condition is and if you can kill them before ammo runs out...

The crew has no past experience with Intruders, and so players cannot be sure how much damage is needed to kill one!

VOID SEEDERS

VOID SEEDER INJURIES AND DEATH CHANGES

When playing with Void Seeders, there are some changes to the standard rules for Intruder Injuries and Death. Each one of the Void Seeder types is treated differently when checking their Injuries.



LURKER - Draw 2 Void Seeder Attack cards and choose the lower number to check the Injury effect. If any of drawn cards contains the Retreat symbol, the Lurker retreats.



WHISPERER - Draw 1 Void Seeder Attack card and check its Injury effect.



STALKER - Draw 2 Void Seeder Attack cards and choose the higher number to check the Injury effect.

If any of the drawn cards contains the Retreat symbol, the Stalker retreats.



DESPOILER - Despoiler cannot be destroyed by conventional methods. It can never receive any Injury marker in any way.

The only way to kill it is to destroy all Lairs in play.

When the Despoiler should suffer an Injury, draw 1 Void Seeder Attack card. Any number in the blood symbol is ignored, but the Despoiler may Retreat as the result of the attack.

When the players manage to destroy the last Lair, the Despoiler miniature is immediately removed from the game (if present).

Important: Void Seeders don't die nor leave any Carcass tokens. When any Void Seeder gets defeated, remove its miniature and add a random Void Seeder token to the Intruder bag.

INTRUDER ATTACK

Intruder Attacks happen in three cases:

- **SURPRISE ATTACK**
- **INTRUDER ATTACK STEP IN THE EVENT PHASE**
- **CHARACTER ESCAPE**

Each Intruder Attack follows the steps below:

1) DETERMINE THE TARGET – Choose the Character who is the target of this Intruder Attack. The Intruder may only attack a Character in the same Room.

If there is **more than one Character in the Room**, Intruders always attack the Character whose player has the fewest Action cards in their hand. In the event of a draw, the Character with the First Player token (or the next player in round order) is attacked.

In case of a **Surprise Attack**, the Character targeted is the one who triggered the Encounter.

In case of an **Escape**, the Character targeted is the one who is performing the Escape Action.

2) DRAW INTRUDER ATTACK CARD – Draw and resolve 1 Intruder Attack card:

- If the card displays an Intruder Symbol corresponding to the attacking Intruder, resolve the effect described on the card.
- If not, the attack misses.

Important: *During an Intruder Attack, ignore the blood symbol in the upper left corner of the Intruder Attack card.*

After resolving an Intruder Attack card, it is placed in the Intruder discard pile. If you run out of cards in the Intruder Attack deck, take its discard pile and reshuffle it. It becomes the new Intruder Attack deck.

INFEST

If the Intruder Attack is performed by a Larva, do not draw any Intruder Attack cards. Apply the following instead:

- Remove the Larva miniature from the board. Then, if the Character being Attacked doesn't have a Larva on their Character board, place one there, on the picture of the character's miniature.
- The targeted player gets 1 Contamination card.

If there is already a Larva miniature on the Character board, simply remove the attacking Larva miniature from the board and give the targeted player 1 Contamination. The Larva already on the Character Board is unaffected.



Larva Miniature

CARNOMORPHS

CARNOMORPH ATTACK CHANGES

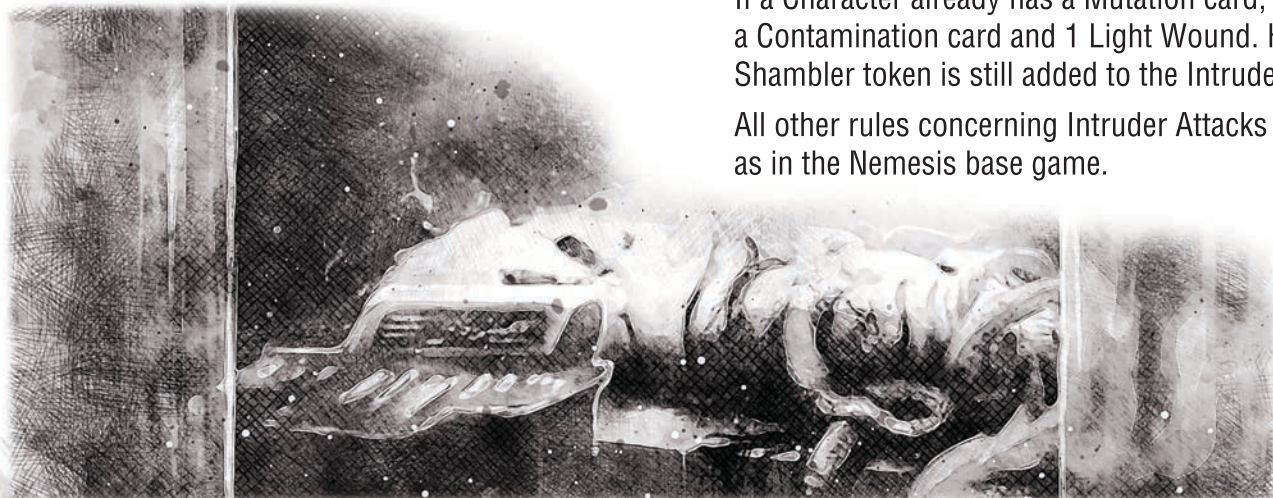
When playing with Carnomorphs, the following changes apply to the rules for Intruder Attacks.

METAGORGER ATTACK

Instead of drawing an Attack card and checking its results, a Character attacked by a Metagorger gets a Character Mutation card, a Contamination card, and suffers 1 Light Wound. Add a Shambler token to the Intruder bag, and then remove the Metagorger miniature from the board.

If a Character already has a Mutation card, they only get a Contamination card and 1 Light Wound. However, the Shambler token is still added to the Intruder bag.

All other rules concerning Intruder Attacks are the same as in the Nemesis base game.



CONTAMINATION CARDS



SCANNING AND REMOVING CONTAMINATION CARDS



In addition to Wounds, Characters may get Contamination cards (for example as the result of some Intruder Attacks).

When a Character gets a Contamination card (regardless of the source), draw it from the Contamination deck **and place it on top of their Action discard pile.**

Contamination cards are a disadvantage for the player, because they are kept in hand like a normal Action card, but they do not provide any additional Actions and **you cannot spend them to pay the Costs of the other Actions.** They may still be discarded when Passing.

Each Contamination card contains hidden information: the Character may be INFECTED or not. This information is hidden by colorful patterns in the text field. Unless the card is "Scanned", this information remains unknown to the player until the end of the game.

If the Character does not Scan their Contamination cards before the end of the game, then at the end of the game, they may lose the game because of these cards.

Note: Some Event cards may force the player to Scan their Contamination cards.

A Character may try to get rid of their Contamination cards through several different ways (like the **Rest** Action card, a **Canteen, Shower** or **Surgery Room** Action, and the **Antidote** Item Action).

Each card/Room description details the procedure to follow. Whatever the procedure, it requires a **Scan** of the Contamination cards. A Scan is performed in the following way:

Take the **Scanner** and place its red foil part over the coded field of the Contamination card you're Scanning. In one of the lines of text, the word INFECTED may appear. If not, the card is NOT INFECTED.

Note: Look closely at the cards, because some of the coded words may look similar to INFECTED.

In both of these cases, any additional Scanning effect is explained in the description of the given Action card, Room Action or Item Action.

If you're INFECTED, place a Larva miniature on your Character board (and do **not** remove this Contamination card!).

If there is already a Larva on your Character board, your Character dies – additionally, place 1 Creeper in the Room where you died.

If any rule asks you to **remove** a Contamination card, remove this card from the game.

Reveals more than one INFECTED card during a single Scan has no additional effect. A Character is not killed by revealing an INFECTED card unless they already had a Larva on their board prior to starting the Scan.

A Larva on your Character Board cannot be attacked.

VOID SEEDER CONTAMINATION

When playing with Void Seeders, and any player gets an **INFECTED** result while scanning a Contamination card during a Rest or Shower Room/Canteen Action, increase their **Insanity** level to 5.

If the Character is already on the 5th space of the Insanity track and gets an **INFECTED** result, nothing happens (they still cannot reduce their Insanity level, though).

All other rules concerning Contamination cards are the same as in the Nemesis base game.

EXAMPLE OF SCANNING CONTAMINATION CARDS



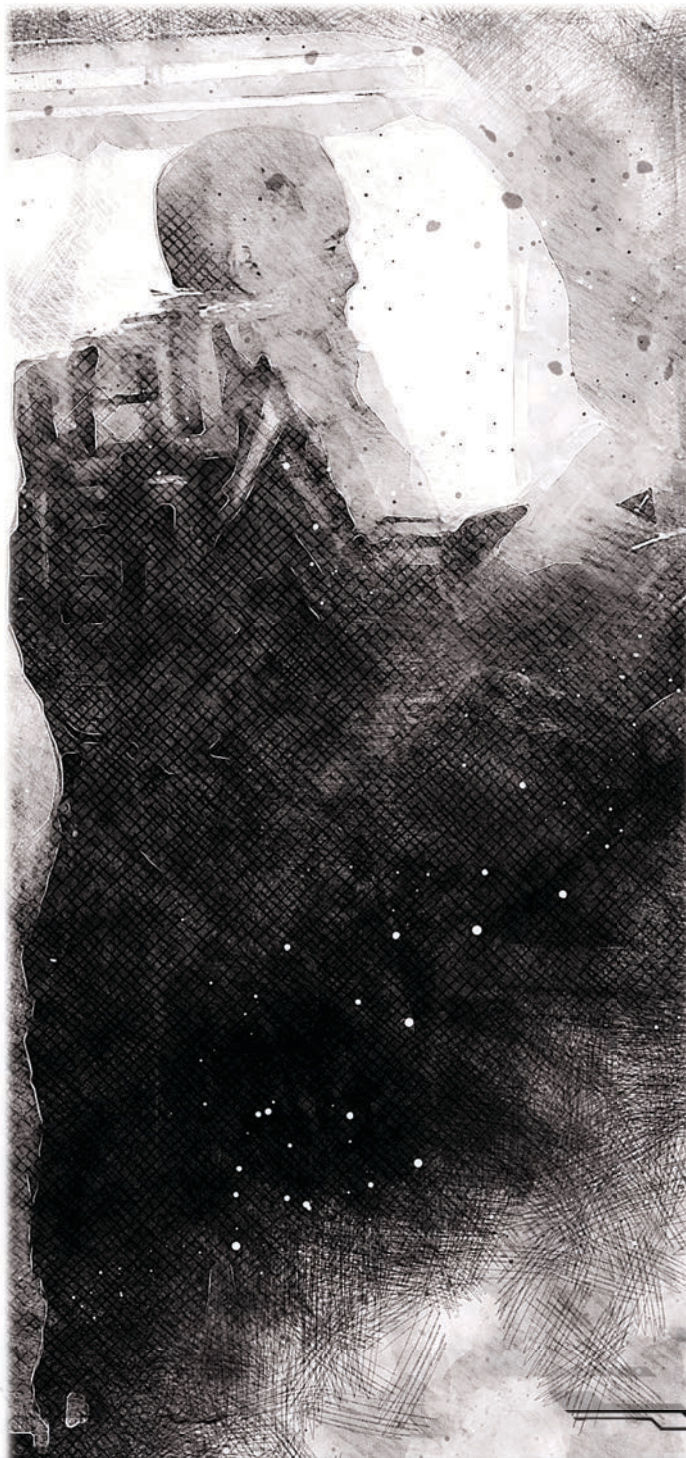
The Captain decides to perform a Rest Action, which requires him to Scan his Contamination card.

He places the Scanner on his Contamination card and discovers that he is **INFECTED**!

He takes the Contamination card back into his hand, and a Larva miniature is placed on his Character board, indicating that the Captain has been infected by an Intruder at some point during the game.



The Captain's player must quickly find a way to get rid of this parasite. The best ways would be a Surgery Room Action or an Antidote Item.



MUTATIONS

When playing with Carnomorphs, Characters may **Mutate** - it is indicated by drawing a **Character Mutation card**. Players also gather **Mutation markers** on their **Character boards**.

NOTE: When playing with Carnomorphs, players never put any Intruder miniature on their Character board. The space reserved for the Larva in the Nemesis base game is instead used to gather Mutation markers.

CHARACTER MUTATION CARDS

Character Mutation cards are cards representing genetic changes occurring in the Characters' metabolism after being exposed to Carnomorphs.

Every time a player is instructed to draw a Mutation card, they draw 2 cards, pick 1 and reshuffle the other one back into Mutation cards deck.

When a player gets a Mutation card, they put it face down next to their Character board. It remains hidden from the other players until they use their Mutation Action for the first time.

If a player should get a Mutation card when they already have one, nothing happens.

MUTATION ACTION

In order to execute a Mutation Action, a player needs to Scan a chosen Contamination card from their Hand and place 1 Mutation marker on their Character board (regardless of result of the Scan).

Each Mutation card has two possible Action effects.

If the Contamination card is **INFECTED**, it goes to the Action Discard pile and the player performs the **INFECTED** Action effect.

If the Contamination card is **NOT INFECTED**, the player discards it from their deck, draws a new Contamination card and puts it on top of their Action discard pile. Then, they perform **NOT INFECTED** Action effect.

The first time a Mutation Action is used, the Character Mutation card is flipped face up and becomes visible to everyone.

NOTE: The characters can't be sure of how they will react when confronted to this strange metabolic change.

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Mutation markers are represented by **Ammo/Injury markers**.

Anytime a player is instructed to get Mutation Marker:

- **If the player doesn't have a Mutation card**, they get one instead of a Mutation marker (they draw 2 Mutation cards, choose 1 and discard the other) (for more details see Character Mutation card section above).
- **If the player has a Mutation card**, they place a Mutation marker on their Character board, in the space reserved for the Larva in the base game (the place where your Character miniature is pictured).

When a player gets their 4th Mutation marker, their Character dies immediately. Put a Shambler miniature and a Character Corpse in the Room they died in.

There is no way of removing Mutation markers during the game, but its possible to get rid of the Mutation card using Surgery or the Antidote item.

Mutation markers remain on the Character board until the end of the game, even if the player manage to remove their Mutation card.

CONTAMINATION CARDS

When any player gets an **INFECTED** result when Scanning a Contamination card as a result of performing Rest or Shower Room/Canteen actions, **they get a Mutation marker instead of a Larva miniature**.

Remember that if they don't have any Mutation card yet, they draw one instead of getting the marker.

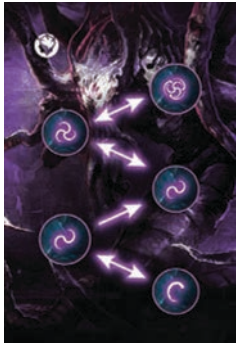
All other rules concerning Contamination cards are the same as in the Nemesis base game.



Insanity symbol

INSANITY

When playing with Void Seeders, Characters may go **Insane** - it is indicated by advancing a **Status marker** on the **Insanity track**. Players will also draw special **Panic cards** when the game asks for it.



INSANITY LEVEL AND INSANITY TRACK CARD

This track represents Insanity level of a given Character. When an Encounter takes place, the appearing Void Seeder type depends on the Insanity level of the Character who triggers the Encounter.

When the Insanity level changes, it follows the arrows on the track, meaning that once a Character reaches level 3, there is no going back.

The Insanity level can never go above 5. Any Character with an Insanity level 5 dies instantly if asked to increase their Insanity level again.

When using the Void Seeders expansion, players never put any Intruder miniature on their Character board. They also never put any Status marker on the Slime space.

When performing a Rest/Shower Room/Canteen action, players may reduce their Insanity level by 1 and/or Scan Contamination cards from their Hand.

Remember that it is not always possible to reduce the Insanity level!



CHARACTER INSANITY TOKEN

These tokens represent a possibility for each Character to go insane because of various game effects. For each player taking part in the game, add 1 Insanity token of the corresponding player color to the Intruder bag during Setup.

Panic cards represent situations where the Characters may possibly lose control.

Anytime a player is instructed to resolve a Panic card, they draw 1 card from the top of the Panic deck. Then, they compare the Insanity level value printed on the card next to the Insanity symbol, with the Insanity level of their Character.

If the Character's Insanity level is lower than the value on the Panic card, or if the Insanity level is enough to trigger the card's effect, but that effect cannot be resolved, the Character increases their Insanity level by 1.

Otherwise, they resolve the effect of the drawn card.

If a Character is about to resolve the special effect of a Panic card, any other Character in the same Room may use an Interruption card to cancel that effect. In such a case, the player who drew the Panic card does not increase their Insanity level.

INTERRUPTION ACTION AND PANIC CARDS

In the Void Seeders expansion, Interruption cards have an additional effect besides their normal effect:

- When a Character resolves a Panic card effect, any other Character in the same Room may play an Interruption card to cancel that effect.

RESEARCHING CHARACTER INSANITY LEVEL TO DISCOVER WEAKNESS

Playing with Void Seeders uses a slightly different method to discover Weaknesses and features a different Void Seeder Weakness deck.

Instead of Analyzing a Character Corpse Object, the players can now Analyze a Character Insanity Level.

To do so, at least 1 living Character with an Insanity level of 3 or more must be present in the **Laboratory**.

All other rules concerning the Laboratory are same as in the Nemesis base game.

Keep in mind that in the Void Seeders expansion, destroying a Lair is the only way to obtain an Intruder Carcass.

CHARACTER WOUNDS AND DEATH

During the game, Characters may suffer two types of Wounds: **Light** and **Serious**.

LIGHT WOUNDS

Wounds are recorded using the Light Wound Track on a player's Character board.

- When a Character suffers a Light Wound, if there isn't a Status marker on their Wound Track, place one in the upper space.
- Should the Character take another Light Wound, move the marker down the track.
- If the marker reaches the third position, discard the marker and the Character suffers a Serious Wound.

Note: If a character already has 2 Light Wounds and suffers an additional 2 Light Wounds from a single source, the character suffers a Serious Wound and the Wound marker is placed on the upper space of the Light Wound track.

SERIOUS WOUNDS

- When a Character suffers a Serious Wound, draw 1 Serious Wound card and place it next to the Character board. From now on, the player is affected by the effect described on that card.

Each type of Serious Wound has a different effect, described on its card.

Important: *If a Character has several copies of identical Serious Wounds cards, their effects are not cumulative. It will be more difficult to get rid of their effects, though.*

DRESSING AND HEALING WOUNDS

During the game, a player may Dress and Heal their Wounds in many ways (using **Clothes**, **Bandages**, **Medkit** Item cards or the **Emergency Room** Action).

Each relevant Item card or Room Action details the Wound treatment. It can be either **Dress** or **Heal**.

DRESS SERIOUS WOUND – Flip a Serious Wound card affecting the Character on its backside. From now on, its effect is ignored, but it still counts against the limit of 3 Serious Wounds.

HEAL – Either remove (in case of a Light Wound) or discard (in case of a Dressed Serious Wound card) the Wound mentioned in the Action effect.

DEATH

When a Character with 3 Serious Wounds suffers any additional Wound (Light or Serious), they are instantly killed.

When a Character dies, remove their miniature from the board and place a **Character Corpse token** in the Room where they died – from now on, it is considered as a Character Corpse Object.

When a Character dies, they drop all their Heavy Objects in the Room they died in. All other Items are removed from the game.

Important: *A character with fewer than 3 Serious Wounds is not instantly killed by sustaining additional wounds from a single source, regardless of the number and type of additional wounds received.*

For example, if a character has 2 Serious Wounds and 2 Light Wounds, then suffers an attack which would inflict 2 Light Wounds, the character is not killed. However, the next wound received from any source will kill them.

Important: *When a character dies, all Items (including both normal and Heavy Items) are removed from the game. If playing with the cooperative option to revive characters, their Items remain in their inventory. Heavy Objects are the only thing dropped.*



INTRUDER WEAKNESS CARDS

During game setup, you place 3 random Weakness cards (face down) on the 3 Intruder Weakness slots on the Intruder board. During the game you will have the possibility to discover these 3 Weaknesses. They represent the crew gaining gradual knowledge on the lifeform that infests the ship.



Each of the 3 Weakness cards is placed in a space corresponding to a different Object:

- Character Corpse (Red or Blue)
- Intruder Egg
- Intruder Carcass

To **discover** a given Weakness card, any Character must **research** the corresponding Object in the **Laboratory Room**.

After researching an Object, reveal the corresponding Weakness card – flip it face up and leave it on the Intruder board.

Discovered Weakness cards modify the basic rules of the Intruders, giving all players a small advantage against them.



Intruder Egg and Intruder Carcass Tokens



Character Corpse Tokens

When playing with Void Seeders, Character Corpses are not researched to discover a Void Seeder Weakness. Instead, a Character's Insanity Level is researched in the Laboratory.

CARNOMORPHS

CARNOMORPH ADAPTATIONS

Carnomorph Adaptation cards replace **Intruder Weaknesses**. However, these cards strengthen the Carnomorphs instead of weakening them.

Each time a new Carnomorph type appears on the Board, take the corresponding Carnomorph miniature from the Carnomorph Board and reveal the appropriate Adaptation card.

Example: The first Shambler miniature on board reveals the Shambler Adaptation card: the one that can be discarded by analyzing a Character Corpse.

Revealed Adaptation cards apply to ALL Carnomorph types.



Characters may use the Laboratory to analyze Objects (Character Corpse/Intruder Carcass/Intruder Eggs) and discard Carnomorph Adaptations from the game, provided that the corresponding Adaptation is revealed and its miniature was removed from the card.

OBJECTS AND ITEMS

Having appropriate Items will often make the difference between life and death for a Character. Items may be obtained in a few different ways:

- Each Character starts the game with 1 dedicated Item card (Weapon).
- Each Character starts the game with 2 Quest Items. These 2 cards are placed face down on their horizontal side. Once their requirements are fulfilled, the cards are flipped face up on their vertical side and become normal Item cards.
- During the game, a Character may also find various Items in the Rooms, using the Search Action card.
- During the game, a Character may also create special Crafted Items by assembling other Items in their possession using the Craft Basic action.

- When Red, Yellow, or Green Items are discarded, they are placed in the Discard pile for their respective decks. However, Blue Items are returned directly to the Crafting (Blue Item) deck.

- The Characters may also discover Heavy Objects during the game (Character Corpse, Intruder Carcass and Eggs), which are not represented by cards but by special tokens or miniatures. They can be carried around by the Characters. These Objects don't have their own rules and they are used at specific times – when an Action card, Room Action or Event calls for it (for example, the **Laboratory** Room Action).

Important: Some Items are marked as *One Use Only*: after using such an Item, its card is discarded.

Whenever an Item card is discarded after use, place it in a face-up discard pile. When an Item card is discarded without being used (such as with the Search Action), place it, face-down, at the bottom of its deck.

EXAMPLE OF AN ITEM CARD



Blue Component symbol (1) – This symbol means that this card can be used during a Craft Action as a component for the Molotov Cocktail.

“Out of Combat Only” symbol (2) – This symbol indicates if this item can only be used in Combat, out of Combat or anytime (in the latter case, there is no symbol in the upper right corner of the card).

One Use Only (3) – As indicated by the yellow text, Bandages are discarded after use. After performing the Bandages Item Action, the card is discarded in the appropriate discard pile.

Action Cost (4) – You must discard 1 Action card to perform this Action.

Action effect (5) – Describes the different effects of the Action. Bandages can be used to either dress 1 Serious Wound or to Heal all Light Wounds. **OR (6)** – Indicates that you must choose between the two possible effects of the Action.

CHARACTER HANDS AND INVENTORY

There are two types of Item cards:

Heavy Items (kept in the Character's Hands) and **normal Items (kept in the Inventory)**.

Characters may also carry Heavy Objects tokens. All current Object tokens are Heavy Objects.

INVENTORY

All **normal Items** may be kept secret from the other players – put them in your **Inventory** (plastic card holder), so the other players can only see the card backs. The other players can see the color of the Items in your Inventory, but they do not know exactly what you have there. However, when any Item card is used, it must be shown to all the other players.

There is no limit to the number of Items that can be placed in your Inventory.

HAND SYMBOL AND HEAVY ITEMS AND OBJECTS



Hand Symbol

Heavy Items (as Weapons) are indicated by the Hand symbol. They can never be kept secret from the other players and cannot be put in the Inventory.

When you find/gain a Heavy Item (or pick up a Heavy Object) you want to keep, **it must be placed in one of the two Hand slots** of the Character, meaning that a Character may carry up to 2 Heavy Items/Objects.

If both of the Character's Hand slots are already taken and you want to take another Heavy Item / Object, you must Drop 1 of the carried Heavy Items/Objects.

Each Weapon acquired by Searching comes into play loaded with 1 AMMO token. A Weapon can never exceed its Ammo capacity, shown on the Weapon card.

*Sometimes, you can **Add** an Item card to another Item card (like the **Extended Magazine** or the **Autoloader**). It means that the added item is placed next to the indicated Item card. From now on, both cards are treated as one.*

Important: *The Duct Tape Item card allows you to combine 2 Heavy Items, so they take up only 1 Hand slot – but it doesn't apply to Objects!*

Important: *A Weapon can never exceed its Ammo capacity, shown on the Weapon card.*

Heavy Items are Item cards showing the Hand symbol.

Heavy Objects are tokens: **Intruder Eggs** (they are most often found in the Nest Room), **Character Corpse** (the Character Corpse token, representing either a dead Character or the body found in the Hibernatorium at the start of the game), **Intruder Carcass** (a Carcass token is placed after the death of any Intruder – with the exception of Larvae). **Samples**, used in some expansion content, are also considered Heavy Objects.



DROP

A Character may freely Drop any Item / Object from their Hands / Inventory any time during their round without using an Action.

Objects remain in the Room where they are dropped.

Items are lost – return them to the bottom of their deck.



SEARCHING

Apart from the Character-dedicated Items (1 Weapon and 2 Quest Items), there are 4 colors of Items in the game:

- Red (Military)
- Yellow (Technical)
- Green (Medical)
- Blue (Crafted)

Three of these decks (Red, Yellow, Green) contain Items which can be found in Rooms when using a **Search** Action.

The color of any Item found during a **Search** Action should match the color of the searched Room (yellow Items in yellow Room etc.).

A Room's color is the background color under its name and rule text.

When searching in a **white** Room, the player can choose to draw from any one of these three decks. You may not draw from the Blue deck or from multiple decks with a single Search Action.

Each time a Character performs a **Search** Action in a Room, the Item Counter of that Room is reduced by 1. When the Item Counter reaches 0, the Room has been emptied and cannot be searched anymore.

When instructed to draw multiple cards and select only some of them to keep, return any cards not chosen on the **bottom** of the item deck.

*There are some exceptions to this rule, like the Scout's **Scavenging** Action.*

EXAMPLE OF SEARCH



The Scout performs a Search Action in the Cabins. She discards a Search Action card and decreases the Item Counter by one.

As the Cabins are a white Room, the Scout can draw 2 Item cards from any one Item deck. She decides to look for weapons and ammunition and draws from the Red Item deck.

The player decides (in secret from the other players) to keep the Energy Charge and discards (face-down) the Grenade back into the Red Item deck. The Energy Charge is placed into the Scout's Inventory, showing only the back of the card to the other players.



CRAFTING

The fourth (Blue) deck of Item cards contains Crafted Items. These Items cannot be found by searching the Rooms. They can be assembled with a **Craft Item** Basic Action, using other Items in your possession.

You may look through the Crafting deck at any moment of the game.

Cards from it are never drawn during the game, instead, when Crafting an Item, look for corresponding Crafted Item card in the Crafting deck and take it.

A Crafted Item cannot be built if its card is not available in the deck, even if you have the required blue components.

Crafted Item cards display **2 grey Component symbols** representing the Components required to build this Item.

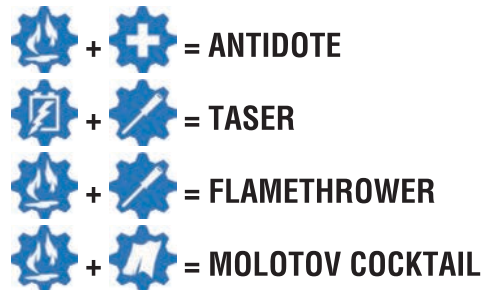


The Item cards that can be used as components for Crafted Items display a **blue Component symbol**, representing a specific **Component** that can be used (by discarding the card) to build a Crafted Item.



To build a Crafted Item, you must perform a **Craft Item** Basic Action and discard two Item cards showing the **blue Component symbols** corresponding to the **grey Component symbols** of the Crafted Item you want to build (the first Item card corresponding to the first required Component symbol, and the second Item card corresponding to the second required Component symbol).

You can build four different Crafted Items during the game:



QUEST ITEMS

Quest Items are NOT available for you to use from the start. Each of them has a special condition you must meet to unlock this Item during the game (specified on the horizontal side of their cards).



When you manage to activate a Quest item, you can flip it and treat it as a standard Item (it can occupy a Hand slot, might be discarded, given away, etc.)



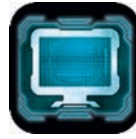
ROOMS

To perform any Room Action, a Character must be in the corresponding Room (unless they possess a special ability clearly saying otherwise).

You cannot perform a Room Action when you are in Combat.

You cannot perform a Room Action in a Room with a Malfunction marker.

ROOMS WITH A COMPUTER



Computer Symbol

Some Rooms have a **Computer** symbol, meaning that there is a Computer in that Room. A Computer symbol has no significance except when some rule refers to it (some Action cards, Item cards or Event cards).

If there is a **Malfunction** marker in the Room, the Computer is unavailable – as if there was no Computer Symbol.

BASIC ROOMS “1”

All the 11 Basic Rooms, indicated by the number “1” on their back, are present in each game.



ARMORY



RECHARGE YOUR ENERGY WEAPON:

Add 2 Ammo tokens to 1 of your Energy Weapons.

Note: This Room Action does not reload Classic Weapons.

Note: A Weapon can never exceed its Ammo capacity, shown on the Weapon card.



COMMS ROOM



SEND A SIGNAL:

Place a Status marker on the Signal space on your Character board.

Sending a Signal is a requirement for some Objectives and has no other game use than that.

Characters only meet the Objective requirement for sending a Signal if they were the Character that sent the signal. Do not mark the Signal space on your Character board when another Character sends a Signal. In Cooperative mode, if there is one card requiring you to send the Signal only one Character must do it. If there are two or more such requirements, that many Characters must send the Signal!



EMERGENCY ROOM



TREAT YOUR WOUNDS:

Dress all your Serious Wounds OR Heal 1 of your Dressed Serious Wounds OR Heal all your Light Wounds.

AUTODOC

Only available in Cooperative mode.

When playing the game in Cooperative mode with the Revive option, the Emergency Room is equipped with a specialized AutoDoc device, allowing the crew to revive any nearly-dead person.

Whenever one of the Characters dies, another Character might pick up their Corpse token, carry it to the working Emergency Room, and Drop it there.

A player whose Corpse is in the Emergency Room places their Character miniature there at the start of the round. All their Light Wounds are discarded, and all their Serious Wounds are Dressed.

Important: *the Emergency Room does not work if there's an Intruder or a Malfunction token in it.*



EVACUATION SECTION A



TRY TO ENTER AN ESCAPE POD:

You may perform this Action only if any Escape Pod in Section A is Unlocked and has at least 1 empty space.

Make a **Noise roll**. If any Intruder appears in this Room, your attempt to enter an Escape Pod fails.

After resolving your Noise roll, if no Intruder has reached the Room, place your Character in one of the Unlocked Escape Pods of Section A, if there's any free space (each Pod has two places and may accommodate up to 2 Characters).

See the Escape Pods section on the next page to determine what happens once the Character has entered an Escape Pod.

You cannot enter an Escape Pod if any Intruder is present in its corresponding Evacuation Section Room.



EVACUATION SECTION B

As with Section A, but applies to Section B.



FIRE CONTROL SYSTEM



INITIATE THE FIRE CONTROL PROCEDURE:

Choose any 1 Room.

Discard a Fire marker from that Room (if there is one).

All the Intruders in that Room run away (in a random direction, determined by drawing an Event card – 1 Event card for each Intruder).

Intruders will run away even if they are in Combat.

Intruder Movement into Corridors with Closed Doors still applies, in which case they will remain in the Room and the Door is Destroyed.

Hint: You can use Fire Control Procedure even if there is no Fire marker in the Room to make all the Intruders run away from that Room.



GENERATOR



INITIATE / STOP SELF-DESTRUCT SEQUENCE:

Place 1 Status marker on the first, green space of the Self-Destruct Track if there isn't a marker on the track already.

From now on, each time you move the Time marker on the Track, also move the marker on the Self-Destruct Track by 1 space.

When any Character stops the Self-Destruct sequence, remove the marker (it will be placed again on the green space if a new sequence starts).

When the marker reaches any yellow space on the Self-Destruct Track, the Self-Destruct Sequence cannot be aborted anymore and all Escape Pods are Unlocked instantly (but can be Locked again).

When the marker reaches the last space (with the "skull" symbol), the ship explodes.

Note: You cannot start the Self-Destruct when any of the Characters are already hibernating.

If a hyperspace jump happens while the Self-Destruct Sequence is active, the ship is still considered destroyed.

ANY GREEN ROOM BLOOD TESTS DECK

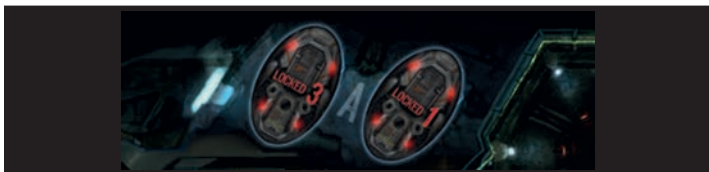


PREPARE BLOOD TEST:

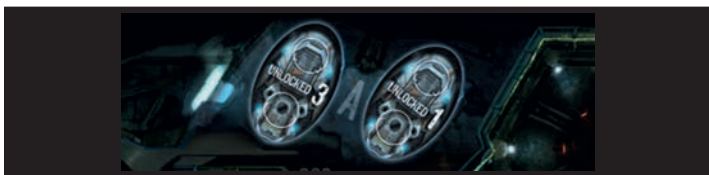
Draw 1 card from the Blood Tests deck and place it in your Action Discard pile. A player can have at most 1 Blood Test card in their deck

ESCAPE PODS

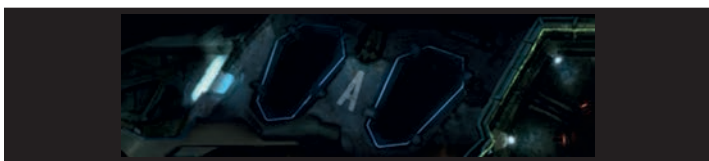
At the beginning of the game, all Escape Pods are Locked. During play, players may unlock them manually (by using some of the Item cards or Room Actions), or the pods will unlock automatically when any Character dies during the game or when the Self-Destruct marker reaches any yellow space of the Self-Destruct Track.



Locked Escape Pods



Unlocked Escape Pods



Empty Escape Pod slots

More on manual unlock of Escape Pods – see Hatch Control System, Room sheet, page 75.

If a given Escape Pod is Unlocked (and has not already been launched, a Character may enter it (performing a **Noise roll** first) through the corresponding **Evacuation Section Room**, as long as there are no Intruders and no Malfunction token in the Room.

Note: Heavy objects do not occupy any Character space in an Escape Pod.

AFTER ENTERING AN ESCAPE POD – Place the miniature of your Character on one of the two spaces of that Escape Pod token or miniature.

Afterwards, decide if you want to launch an Escape Pod immediately or wait (maybe for another Character who might want to enter the same Pod and take the second space in it).

IF YOU LAUNCH IMMEDIATELY –

(Or if you launch in one of the following rounds) Remove the miniature of your Character and the Escape Pod token from the game. From now on, you do not take part in the game any longer. Will you end this game with a victory or not? You'll find out during the Objectives Check at the End of the Game.

Any Character in a launched Escape Pod is always treated as if they have arrived on Earth.

IF YOU WAIT – You can decide to launch the Escape Pod at the start of your first turn during each Player Phase. You can also, if you wish, exit the Escape Pod voluntarily, without performing any Action, during your turn. Just place your Character miniature back in the Evacuation Section corresponding to the Pod you are leaving. However, if you do not launch the Escape Pod in your turn, it means that you automatically Pass this round.

- If (while you wait in the Escape Pod) an Intruder appears in this Evacuation Section Room, then all Characters in Escape Pods are automatically returned to that Evacuation Section Room.
- While waiting in the Escape Pod, characters are not treated as being in that Evacuation Section Room, so Interruption Actions may not be used. However, if an Event or other effect requires characters to make a Noise roll, characters waiting in Escape Pods make rolls as if they were in that Evacuation Section Room.

Once another Character enters the same Escape Pod as you, they can decide to launch the Escape Pod immediately.



LABORATORY



ANALYSE 1 OBJECT:

This Action may only be performed if one of the following Objects is in the Room (for example, carried by the Character or on the ground): Characters Corpse, Intruder Carcass or Egg.

Discover 1 corresponding Intruder Weakness card.

The Object is not discarded after being Analyzed and may be kept for Objectives. You may Drop it for free, though.

The Heavy Object must be carried by your Character in the Laboratory Room to be Analyzed, even if a card or other effect allows the Room Action to be used from another Room. You cannot Analyze an Object carried by another Character.

Note: If playing in Cooperative mode, a Character can still be Revived even if their Character Corpse was previously Analyzed in the Laboratory.

RESEARCHING CHARACTER INSANITY LEVEL VOID SEEDERS

Playing with Void Seeders uses a slightly different method to discover Weaknesses and features a different Void Seeder Weakness deck.

Instead of Analyzing a Character Corpse Object, the players can now Analyze a Character Insanity Level. To do so, at least 1 living Character with an Insanity level of 3 or more must be present in the **Laboratory**.

All other rules concerning the Laboratory are same as in the Nemesis base game.

Keep in mind that in the Void Seeders expansion, destroying a Lair is the only way to obtain an Intruder Carcass.



NEST



TAKE ONE EGG:

Take 1 Egg token from the Intruder Board. After that, perform a **Noise roll**.

The Egg tokens placed on the Intruder board represent the Eggs in the Nest. When you take (or destroy) Eggs from the Nest, take them from the Intruder board.

Note: Taking an Egg from the Intruder Board costs 2 Actions, while picking up an Egg token from the map costs 1 Action.

Note: You cannot perform any Search Action in this Room.



Egg Tokens on the Intruder Board

DESTROYING THE NEST

When there are no more Eggs in the Nest (they have all been carried away or destroyed), the Nest is considered destroyed – place 1 Injury marker in the Nest to represent this.

If there are no more Eggs on the Intruder Board, the nest is considered destroyed, even if Eggs have been dropped in the Nest Room.

DESTROYING EGGS

Whenever your Character is in a Room with any uncarried Eggs (not carried by any Character), you can try to destroy these Eggs.

Resolve this Action as a **Shoot** Action or **Melee** Attack Action. This is not a Room Action. In the case of a Melee Attack Action, the Character does not draw a Contamination card or suffer Wounds if they miss.

After every single attempt to destroy an Egg, you must perform a **Noise roll**.

Each Injury inflicted (of any type) destroys 1 Egg.

You can also throw grenades into a Room with uncarried Eggs as if an Intruder were there. A Grenade destroys 2 Eggs, a Molotov Cocktail destroys 1 Egg.

Note: If you throw a grenade or Molotov Cocktail into the Nest from a neighboring Room, make a Noise roll in the Room you're in.

If a Fire Marker is in the Nest, eggs on the Intruder Board are also destroyed by the fire, 1 each round during the Fire Damage step of the Event Phase.

If the "Vulnerability to Fire" Weakness has been discovered, Fire will destroy 2 eggs each round.

Characters may attempt to destroy Eggs even while in Combat with an Intruder. A Noise roll is still required.



STORAGE



SEARCH FOR AN ITEM:

Draw 2 cards from one Item deck of a chosen color (Red, Yellow or Green). Pick 1 card and put the other at the bottom of the deck.

Note: The Item Counter has no effect on the Room Action for the Storage Room; it is only relevant for the Search Action Card. You may use the Storage Room Action even when the the Room's Item Counter is at zero.



Airlock Procedure
Token



SURGERY



PERFORM A SURGERY PROCEDURE:

Scan all Contamination cards (from your Action deck, hand and Discard). Remove all Infected cards. Keep any Contamination cards that are not Infected.

If you have a Larva on your Character board, remove it.

After Scanning, your Character suffers 1 Light Wound and you automatically Pass. Shuffle all your Action cards (including those in your hand) and place them in your Action deck.

Note: After a Surgery procedure you always pass your turn, and your hand is empty until the start of the next round.

SURGERY AND INSANITY VOID SEEDERS

When playing with Void Seeders and a Character performs the Surgery Procedure Action, they reduce their Insanity level to 3 instead of removing a Larva from their Character board.

All other rules concerning Surgery are the same as in the Nemesis base game.

ADDITIONAL ROOMS “2”

Each game, only 5 randomly chosen Additional Rooms are used, out of the 9 available. These Rooms are indicated by the number “2” on their back.



AIRLOCK CONTROL



START EMERGENCY AIRLOCK PROCEDURE:

Choose any 1 other Yellow Room. The Corridors connected to the Room you choose must not contain any Destroyed Doors.

Automatically close the Door in each Corridor connected to this Room.

Place the Depressurization token in this Room to represent the active Emergency Depressurization. If any of the Doors in Corridors connected to this Room are opened before the current Player Phase ends, remove this token.

If all Doors in each Corridor connected to this Room are Closed at the end of the current Player Phase (after all players have passed), everything in that Room dies immediately (both Characters and Intruders).

Then, remove this token.

If there was a Fire marker in this Room, remove it. Any corpses, carcasses and dropped Objects still remain.

Yellow Room means a Room with a yellow background on the Action part.



ALARM ROOM AFTERMATH



MAKE NOISE:

Choose any 1 other Room without any Character in it. Perform a Noise roll there.

It may trigger an Encounter, though there will be no Surprise Attack.

This room is part of the Aftermath expansion and may be included in the base game at your convenience.



CABINS



CATCH A BREATH:

When your Character is in this Room at the start of a new round, and there are no Intruders there, draw 1 additional Action card (up to 6 instead of 5).

The passive feature of this Room does not work if there is a Malfunction token in the Room.



CANTEEN



HAVE A SNACK...

Heal 1 Light Wound.

Additionally, you may choose to Scan all Contamination cards in your hand and to remove all Non-Infected cards.

If at least one of the scanned cards is Infected, place a Larva miniature on your Character board (and do not remove this Contamination card!). If there is already a Larva on your Character board, your Character dies – additionally, place 1 Creeper in the Room where you died.

CANTEEN AND INSANITY VOID SEEDERS

When playing with Void Seeders, besides healing 1 Light wound, players may use the Canteen's Action to reduce their Insanity level and/or scan Contamination cards from their Hand.



COMMAND CENTER



OPEN/CLOSE DOORS:

You can choose any 1 Room and Open or Close any Doors in Corridors connected to that Room.

You may choose which Doors to Close and which to Open. You do not have to Open or Close them all.



CRAFTING ROOM AFTERMATH



CRAFT SPECIAL ITEM:

When any Character in this Room performs the Craft Item Basic Action, they may exchange one of the following Items for one of the new Crafted Items:

Energy Charge = Laser Pointer

Tools = Combat Drone

Clothes = Enviro-Suit

The feature of this Room does not work if there is a Malfunction marker in the Room.

This room is part of the Aftermath expansion and may be included in the base game at your convenience.



ENGINE CONTROL ROOM



CHECK ENGINES STATUS:

You can Check the Status of the 3 Engines.

You can check the status of the Engines even if there is a Malfunction marker in the Engine Room.

The Engine Control Room allows you to check the status of all 3 Engines with a single action.

You cannot change the Engines' status using the Engine Control Room.



HATCH CONTROL SYSTEM



LOCK/UNLOCK 1 ESCAPE POD:

Flip 1 Escape Pod token to its Locked or Unlocked side.

If using miniatures for your Escape Pods, change the status of 1 Escape Pod miniature from Locked to Unlocked or vice versa.

Escape Pods containing a Character cannot be Locked.



MONITORING ROOM



CHECK 1 ROOM AND EXPLORATION TOKEN:

Secretly look at any 1 unexplored Room tile and at its Exploration token.

After looking at them, place them back on the board. You may tell other players what you saw, but you may not show them the tile or token. And you don't have to tell the truth about what you saw.



ROOM COVERED WITH SLIME

YOU ARE SLIMED!

When you enter this Room, you automatically get a Slime marker.

The Slime status marker is placed before resolving any Exploration token effects.

Note: You cannot perform any Search Action in this Room.

When playing with Void Seeders, there is no Slime. Ignore any rules requiring Slime markers and do not include this room during Setup when playing with Void Seeders.



SERVER ROOM AFTERMATH



USE ANOTHER COMPUTER:

Use the Room Action of any discovered, working Room with a Computer.

This room is part of the Aftermath expansion and may be included in the base game at your convenience.



SHOWER ROOM



TAKE A SHOWER:

If you have a Slime marker on your Character board, discard it.

Additionally, you may choose to Scan all Contamination cards in your hand and to remove all Non Infected cards.

If at least one of those cards is Infected, place a Larva miniature on your Character board (and do not remove this Contamination card!). If there is already a Larva on your Character board, your Character dies – additionally, place 1 Creeper in the Room where you died.

Note: A Fire marker can be placed in the Shower Room in the normal way. The Take a Shower Action does not discard a Fire marker from the Shower Room.

SHOWERING WITH VOID SEEDERS

VOID SEEDERS

When playing with Void Seeders, there is no Slime, so just ignore the rule concerning the Slime markers.

Players may use the Shower Room's action to reduce their Insanity level and/or scan Contamination cards from their Hand.



TURRET ROOM AFTERMATH



CONTROL TURRETS:

You can choose any 1 Turret token on the board and change its Status. The changed Status is placed facedown on top of the Status pile.

This room is part of the Aftermath expansion and may be included in the base game at your convenience.

SPECIAL ROOMS

The 5 Special Rooms always occupy the same place on the board – these Rooms have their own specific shapes and are printed on the board. All are treated as explored at the start of the game.

Special Rooms are treated as normal Rooms, except that they are explored at the beginning of the game and that Characters cannot perform any Search Action in these Rooms. They can receive Fire or Malfunction markers normally.



COCKPIT



FLIGHT CONTROLS:

Check Coordinates OR set Destination.

CHECK COORDINATES – Secretly look at the Coordinates card. After looking at it, place it back on the board.

You may tell other players what you saw, but you may not show them the card. And you don't have to tell the truth about what you saw.

The player should remember the Coordinates they've checked.

SET DESTINATION – Move the Destination marker to your chosen space of the Destination Track.

You cannot change the Destination when any of the Characters are already hibernating.

You may never Set Destination if there is an Intruder in the Cockpit.

Note: At the end of the game, if the ship was not destroyed earlier, the Coordinates card is revealed. The position of the Destination marker indicates the destination of the ship among the four available on the Coordinates card.

Note: You cannot perform a Search Action in this Room.



ENGINE #1



CHECK THE ENGINE:

Check the Engine status in this Engine Room – secretly look at the top Engine token.

The top Engine token indicates the current state of the Engine - Damaged or Working.

You may tell other players what you saw, but you may not show them the token. And you don't have to tell the truth about what you saw.

REPAIR (OR BREAK) ENGINE

Your Character can perform a Repair / Break Engine Action in this Room (using a **Repairs** Action or a **Tools** Item card). This not a Room Action and requires an appropriate card.

- Take both Engine tokens, secretly check their contents and place them back in the order of your choice.

You do not have to tell the truth if you have repaired the Engine or not, but you must tell if you have changed the order of the tokens.

You can Repair / Break Engine even if there is a Malfunction marker in the Room and even if you have not checked the status of the Engines.

Note: The ship has 3 Engines, two of which must be functional to safely journey back to Earth. At the start of the game, the players don't know which Engine is functional or not. Players may check the Status of a given Engine during the game – for example in its corresponding Engine Room.

Note: You cannot perform any Search Action in this



ENGINE #2

As above, but applies to Engine #2.



ENGINE #3

As above, but applies to Engine #3.



HIBERNATORIUM



TRY TO HIBERNATE:

You may perform this Action only if the hibernation chambers are open – the token on the Time Track is on any blue space.

- Perform a **Noise roll**. If any Intruder shows up in this Room, your attempt at entering the hibernation chamber has failed.
- If no Intruder appears, remove your Character miniature from the game – you managed to hibernate safely. From now on, you do not take part in the game any longer. Whether your Character survives or dies along with the ship will be determined at the End of the Game.

You cannot change the Destination or start the Self-Destruct when any of the Characters are already hibernating.

You may never enter a hibernation chamber if there is any Intruder in the Hibernatorium.

Note: You cannot perform any Search Action in this Room.

Note: The ship's AI is programmed to protect crew members in hibernation and prevents any maneuver that put their lives at risk.

CHARACTER & CARD ERRATA

The following pages contain explanations and clarifications for individual Characters and their cards, as well as clarifications and other errata for other individual cards.

CAPTAIN

CAPTAIN ACTION CARDS

MOTIVATION

- When the Captain uses an active Intercom, Motivation affects all characters in Rooms with a functioning Computer, as well as those in the same Room as the Captain.

ORDER

- Order cannot be used when the Captain is in Combat. However, if the Captain has an active Intercom, Order could be used to force a Character in another Room to attempt to Escape from Combat.

CAPTAIN ITEM CARDS

LOG KEY

- The Captain may use his Log Key to look at both Objective Cards of a player if the first Intruder has yet to be encountered.

MECHANIC

No current errata for Mechanic cards.

PILOT

No current errata for Pilot cards.

SCIENTIST

No current errata for Scientist Cards.

SCOUT

SCOUT ACTION CARDS

RECONNAISSANCE

- Reconnaissance cancels out any required Noise rolls resulting from moving, so Danger and Silence effects on revealed Exploration tokens are also ignored.

SCOUT ITEM CARDS

MOTION SCANNER

- Motion Scanner provides a unique reaction ability, not an Item Action, so it is not affected by a Hand Serious Wound.

SOLDIER

SOLDIER ACTION CARDS

COVERING FIRE

- Both characters move in the direction of your choice, and you make a single Noise roll. If an Encounter is triggered, the check for Surprise Attack is required only for the Soldier. This action may be used to move only the Soldier.

FULL AUTO

- Remove all ammo from the weapon, noting the amount of ammo removed. The perform a single Shoot action. The total number of Injuries inflicted is the sum of Injuries rolled + half the ammo used (round down) + 1 for Assault Rifle's bonus.
- Full Auto may be used to destroy Eggs in the Nest.

NERVES OF STEEL

- You can wait until you have seen the Intruder Attack card before using Nerves of Steel.
- Nerves of Steel only benefits you, so if another character in the same Room as you triggers a Surprise Attack, Nerves of Steel cannot be used to help the other Character.

SOLDIER ITEM CARDS

AUTOLOADER

- Autoloader provides immediate Ammo if it is added to a weapon which has already used some of its Ammo.
- Autoloader changes the Action Cost of an Energy Charge from 1 to 0 when loading the Assault Rifle. The Hand Serious Wound causes that same Action to revert back to the Cost from 0 to 1.

MEDIC

FIELD DRESSING / PHARMACIST

- When drawn a card in a green Room, draw an Action card from your Action deck.

ER

- You always spend 1 ammo from your Needle Gun, no matter which part of the ER card you use.

AFTERMATH CHARACTERS

Nemesis: Aftermath adds 5 Characters to the game: CEO, Android, Psychologist, Bounty Hunter, & Convict.

When playing a regular Nemesis game, the players can substitute any basic Character (and their cards) for the corresponding Aftermath Character (and their cards) with the same color.

However, note that Aftermath Characters are more suited for playing with the Aftermath expansion than for the Nemesis base game.

When the players choose their Character, the Character draft card they select allows them to pick either the base game or the Aftermath Character of a chosen color.

For example, the red Aftermath Character (the Convict) can replace the red base game Character (the Soldier).

After choosing their Character, each player keeps their selected draft card, preventing any other player to choose the other Character of the same color. Two Characters of the same color can never be in the same game together.

The Aftermath Characters are very different from the base game Characters. You'll find an overview of these new Characters in the section below, giving some insight on their gameplay, strengths and weaknesses.

CEO (BLUE)





The CEO owns not only the Nemesis, but probably all of the crew, too. And half of the business going on back at home.

His presence on board indicates how much this mission matters to him. You can bet he knows why everyone is here. And a lot more than that, too...

The CEO is an old, frail man. If not for his nurse-bot, he would have trouble performing even the most basic actions. In the game, it is translated by having the CEO starting with 1 Body Serious Wound.

CEO ITEM CARDS

ROBOT

- The CEO is accompanied by his nurse-bot. The Robot allows the CEO to have more than the standard 10 Action cards in his Action deck. Some of these Actions, marked with a , are specific to the Robot, meaning that the nurse-bot will perform them instead of the CEO himself.
- Most of these Actions drain the Robot's Energy – use Ammo/Injury markers to represent the Robot's Energy markers. Whenever you play a card with the  symbol, discard 1 ENERGY from the Robot.
- The cards with a  replacing the Action's cost are an exception. They do not cost any Energy, but can be used only once and are removed from the CEO's Action deck after use.
- If the Robot runs out of Energy markers, then you cannot play any  Actions cards. These cards can still be discarded to pay for other Actions, though. To replenish the Robot's Energy markers, discard 1 Energy Charge Item and spend 1 Action card from your Hand (like when Reloading an Energy Weapon).
- The Robot is not a Weapon and therefore cannot be recharged in the Armory Room.

ACCESS CODES

- Both Access Codes Quest Item cards look exactly the same from the other players' point of view, so they won't know which one has been unlocked by the CEO. Once they have unlocked one Quest Item card, the CEO player places it in their Inventory and discards the other.

POD OVERRIDE

- The Pod Override Item allows the CEO to either launch the chosen Escape Pod remotely (with any Character inside), or to remotely set the Status of one chosen Engine.

SHIP CODES

- The Ship Codes Item allows the CEO to either replace the Coordinates card with one of his choosing (he can do this from anywhere on the board), or to take an Item of his choice from a deck of a color matching the Room he is in. This is especially powerful in White Rooms, where the CEO can choose any Item from either the red, green or yellow decks.

CEO ACTION CARDS

- Removing the **Protect** card from the deck is the only cost of performing that Action.
- To play **Robotic Punch**, first discard 1 Energy marker, then roll the Attack die. If you hit the Intruder, you may discard additional Energy markers to deal 1 additional Injury to the same Intruder. After that, check for Injury Effect.
- **Just One More Thing** allows you to perform an additional Turn during the same Game Round, after you have passed. It also allows you to leave an Escape Pod after passing. However, if you are the last player to pass, you cannot use this Action.
- **Demolition** costs 1 Energy from the Robot.
- **Fast Repairs** costs 1 Energy from the Robot.
- Removing the **Stop It!** card from the deck is the only cost of performing that Action. It works for any Intruder Attack, regardless of its source (Surprise Attack, Intruder Attack step, etc.).
- When you play **Authority** you must declare your destination Room before any other player can play an Interruption card.

CEO TRAIT

- As long as you have any Energy markers on your Robot card, your Body Serious Wound is treated as Dressed. It can be healed normally.
- Checking all players Corporate Objectives will only work in a Research Mission game or a regular Nemesis game, as there are no Corporate Objectives in the Epilogue game mode.

ANDROID (GREEN)

The Android is not human. As an artificial being, it behaves differently than the other “organic” crewmembers. It is unerringly loyal to its creator and sole owner, one of the big corporations back home.

The Android, as a synthetic organism, cannot use green Item to Dress or Heal its own Wounds. Until the Android returns to its manufacturer, it can only repair itself by using specific Items and its **Self-Repair** Action card.

ANDROID ITEM CARDS

- The **Arm Gun** is part of the Android’s arm. So, at the start of the game, the Android has 2 free Hands. The Android is very powerful but it has a limited autonomy. When the Time marker reaches the 5th space of the Time Track, Android’s systems shut down and the player is eliminated.
- The **Emergency Energy Cell** allows the Android Character to live longer. If this Item is not activated, the player will finish the game earlier. The Android must still Hibernate or use an Escape Pod to fulfill its Objective, though.
- The **Deactivation Module** works during the Intruder Attack step of the Event phase.

ANDROID ACTION CARDS

SELF REPAIR

- Self-Repair is the only way you can heal the Android. You need to discard an appropriate Item in order to heal any Wounds.
- Self-Repair does not Heal Serious Wounds. Card description overrules the rulebook.

EFFICIENCY

- Efficiency allows you to use a Room Action provided that this Room does not have a Malfunction marker.

ANDROID TRAIT

- Corporate Objectives are only used in regular Nemesis games or in Research Mission games. It means that in these modes, the CEO will know all of the Android’s Objectives.
- Keep in mind that the Android can still pick up green Items to trade them with its human crewmates!

- The Android can still use the Clothes card to discard a Slime marker.
- The Android Wounds can only be Dressed or Healed by using Self-Repair Action (Items, Room Actions or Medic Action cards don't work).
- After drawing a Contamination card, Scan it immediately.

If it is INFECTED, you suffer 1 Light Wound and remove that Contamination card from your Action deck (as you would do for a not Infected card during a Rest Action).

If it is NOT INFECTED remove that Contamination card from your Action deck (as you would do for a not Infected card during a Rest Action).

Draw another card afterward.

PSYCHOLOGIST (WHITE)

Even with violence-inhibiting implants, long space trips tend to build lot of tension between crew members. When gathering the crew for this trip, the CEO took care to include a Psychologist on board.

Playing the Psychologist is a unique experience. She relies heavily on other Characters to do her bidding. The Psychologist knows how to manipulate others - both by using her Action cards and by playing "above the table". She can really be helpful and supportive, but don't cross her...

PSYCHOLOGIST ITEM CARDS

- When the **Oculobe Drone** has been given to another Character, all checks being made by this Character (like checking the Coordinates card or another Character Objective card) and all secret decisions they take (such as changing the Engine Status) are known to the Psychologist.
- The **Oculobe Drone** only applies to secret checks and decisions that affect the **board**. It does not allow checking a player's inventory or the results of a Search Action.
- Keep in mind that the **Emotion Scanner** will not work if the Corridor connecting the two Rooms is blocked by a Closed Door.

PSYCHOLOGIST ACTION CARDS

- You can play **Lend a Hand** on yourself. You will draw 2 cards and discard 1 card. Other Characters will draw 1 card and discard 1 card.

PSYCHOLOGIST TRAIT

- Make sure you're accompanied when you wander around the ship – your survival depends on it! Ensure you travel with another crewmember when needed.
- Your Trait Move Action is resolved as follows:
 - The other Character chooses a destination Room and pays for their Move Action.
 - The Psychologist declares using her **Shrink** Trait and discards an Action card from their Hand.
 - Both miniatures are moved to the destination Room and the whole Movement Action sequence takes place (with the Active player performing a Noise roll and suffering its effects).

BOUNTY HUNTER (VIOLET)

The Bounty Hunter is on board mainly because of his quarry, the Convict. He is either escorting him back to jail or, if the Convict is not taking part in the game, the Bounty Hunter is en route to get him. If the Convict is present, the Bounty Hunter owns the only set of keys to the Convict's Cuffs, and he might be persuaded to set the criminal free ... if it suits his interests to do so.

The Bounty Hunter's best friend is his dog - Laika. As befit a manhunter's best friend, Laika is heavily cybernetized, allowing her to cooperate with the Bounty Hunter more efficiently.

At the beginning of the game, place Laika miniature on the Bounty Hunter Character board.

BOUNTY HUNTER ITEM CARDS

- After Laika has performed a Search Action with the **Seek Mod**, she returns on the Bounty Hunter's Character board and the Item is placed in their Inventory.

AGRO OVERRIDE

- Aggro Override allows you to deal 1 Injury to an Intruder in the Bounty Hunter's Room each time Laika could be moved and does not (using the **Go Girl!** Action or the **Laika** Trait before performing your first

Action each Game Round).

BOUNTY HUNTER ACTION CARDS

- **Tactical Move** allows to choose any 1 Intruder in your Room and to Move with it in a neighboring Room of your choice. Other Intruders in the Room you are moving from do not attack you.
- The second ability of the **Sentinel Action** causes Laika to be removed from the game. It means that you will not be able to use her anymore. Use it as a last resort! It works on any Intruder Attack, regardless of its source (Surprise Attack, Intruder Attack step, etc.).

CUFFS KEY

- There is no range restriction for the Cuffs Key. It can be used by anyone, from anywhere.

BOUNTY HUNTER TRAIT

- You can move Laika to the Room neighboring the Room she is in.
- Laika ignores the effects of a Fire marker in the Room she is in, but this ability does not extend to any other Character in the Room. She will not be wounded, but any other Character is normally affected.
- Laika ignores the Turrets.
- Whenever Laika is Called Back, she is placed on the Bounty Hunter Character board, regardless of the distance.
- Laika cannot be Slimed.
- Laika counts as a Character in the Room for purposes of other Characters rolling for Noise when entering the Room.
- Laika is immune from the Airlock Procedure.
- Laika can only be moved immediately prior to the Bounty Hunter's first turn of actions. So, only once per game round.
- If playing with Void Seeders and Laika triggers an Encounter with a Void Seeder token, the dog is immediately Called Back, like a normal Encounter. Any spawned Void Seeder is based on the Bounty Hunter's Insanity level. There is no check for Surprise Attack.
- If playing with Void Seeders and Laika triggers an Encounter with a Character Insanity token, the dog stays in the Room. Noise markers are placed in all Corridors adjacent to Laika's current Room. The Bounty Hunter resolves the Panic card.

CONVICT (RED)

The Convict begins the game handcuffed. One of the other players (the Bounty Hunter if he takes part in the game) will get the Cuffs Key that can set him free. The Convict will have to threaten, barter or otherwise persuade the other players let him discard his Cuffs, freeing his hands.

The Convict's skills reflect his years spent in the criminal underworld. He is an apt fighter and no stranger to improvisation when faced with overwhelming odds. He is the only one brave - or crazy - enough to meet an Intruder armed with just a pipe, freshly torn from some Nemesis' systems.

CONVICT ITEM CARDS

- Your **Augmented Arm** allows you use Rest as a Basic Action. The effects are described on the Rest Action card.
Any Serious Wound ignored with your Augmented Arm is not considered Dressed. Note that you can use your Augmented Arm to perform a Rest Action and still ignore the effect of a Serious Wound.
- When you miss during a Melee Attack, the **Pipe** only allows to reduce a Serious Wound to a Light Wound.
You can get Pipe from any Room. Each time game requires you to discard your Pipe, flip the card over, showing that you can potentially obtain another Pipe. You cannot trade away your Pipe. It is useless for everyone but you.

CONVICT ACTION CARDS

- **I need this** is not an Interruption, so it cannot be affected by an Interruption of other Characters.
- **Short Temper** Noise roll is performed after the whole effect of Room Action (eg. after performing a Noise roll due to the Nest rules).
- **Opportunist** will still work if Doors are destroyed in the Corridor you moved through.
- When using **Bash** you first roll the Attack die, then add 1 additional Injury to targeted Intruder and check Injury Effect afterwards.

CONVICT TRAIT

- Your Trait allows you to survive more Serious Wounds, but be wary! Intruder Attacks will still kill you regardless of that.

ACTIONS (ALL CHARACTERS)

INTERRUPTION

- Interruption can only be used against other Characters; it has no effect on Intruders.
- When using Interruption, you must be in the same Room as the Character being targeted.
- Interruption may be used to cancel reactions such as Nerves of Steel, Don't Panic, and the use of the Scout's Motion Scanner.

EVENT

ADAPTABILITY

- Discarded Weaknesses do not count towards Objective requirements (e.g. Extreme Field Biology, Ab Ovo, Necroscopy, etc.). These Objectives become significantly more difficult or impossible with this event.

COOLANT LEAK

- A Coolant Leak can still start the Self-Destruct countdown, even if there are already characters in hibernation.

HATCHING

- For purposes of choosing Objectives, Hatching only triggers an Encounter if a Character is in Nest.
- Larvae do NOT spawn in Rooms due to Eggs being carried by Characters.

MALFUNCTION

- The Malfunction Event Card always breaks the lowest numbered explored Room without a Malfunction token, meaning that it breaks the next lowest numbered room if the one lower is already broken. The Cockpit and Engine Rooms are always considered explored.

TECHNICAL CORRIDORS

- Technical Corridors Event does not trigger Noise rolls if there is already an Intruder in the Room.

ROYAL CEREMONY

- If the Queen was already killed, this event does NOT spawn the Queen again. Once killed, the Queen cannot come back into the game in any way.

INTRUDER WEAKNESSES

VULNERABILITY TO FIRE

- Intruders suffer 1 additional Injury for each instance of damage by Fire. So a Flamethrower attack rolling 2 Injuries inflicts 3 Injuries on the Intruder.

ITEMS

ALCOHOL

- Alcohol does not require you to place a Larva on your Character board if the Contamination card is Infected. It only requires you to take a new Contamination card.

ANTIDOTE

- Antidote does not require you to discard remaining Action cards from your hand.
- When playing with Void Seeders and a Character performs the Antidote's item Action, they reduce their Insanity level to 3, instead of removing a Larva from their Character board. All other rules concerning Antidote item are the same as in the Nemesis base game.

BANDAGES

- Bandages may be used on other Characters.

CLOTHES

- When playing with Void Seeders, there is no Slime, so just ignore the rule concerning the Slime markers. Characters may still use Clothes to dress their Serious Wounds, though.

DECOY

- Intruders affected by Decoy always target the Character who has the least amount of Action Cards (including Contamination) in hand; Player Order being the tie-breaker.

ENERGY CHARGE

- Energy Charge cannot be used to reload another Character's weapon, though it may be traded.

EXTENDED MAGAZINE

- Extended Magazine provides immediate Ammo if it is added to a weapon which has already used Ammo.

FLAMETHROWER

- When crafted, the Flamethrower is fully loaded with Ammo.

MEDKIT

- Medkit may be used on other Characters.

SMOKE GRENADE

- The target player chooses which Action card to discard from their hand.

ROOMS

ALARM ROOM

- The Alarm Room can be used on an unexplored Room.

SERIOUS WOUNDS

HAND

- Hand does not result in the Shoot Action requiring an additional action, as Shoot is a Basic action, rather than an Item action.

LEG

- The effect of Leg applies until the wound is Dressed.

CARNOMORPHS

CARNOMORPH ADAPTATIONS

AGILE

- The Agile Adaptation takes precedence over the rules for using a Flamethrower or Prototype Shotgun, so rolling a Creeper symbol results in a miss.

MUTATIONS

MIMICRY

- When using Mimicry, if the Non-Infected version is used and no one else is in the Room, the Character still gets attacked.

VOID SEEDERS

MELTED

- The Melted Serious Wound will have no active effect when playing with Void Seeders, as there is no Slime in such a game. It will still count towards the limit on Serious Wounds.



GAME MODES AND OPTIONS

There is more than one way to play Nemesis. Most of the rules presented here are for the default mode of play - the standard game if you will - but there are additional modes of play included in the Base Game.

In addition to the Base Game, there are a number of released and planned Expansions for Nemesis. Each of which adds additional options and modes which can be integrated into - or played as an alternative to - the standard game.

SOLO MODE BASE GAME

This additional game mode was unlocked during the crowdfunding campaign. While Nemesis shines as a standard, semi-cooperative game, you can also try to survive alone.

This mode has its own special Objectives deck: **Solo/Co-op Objectives**.

At the start of the game, draw two cards from this deck, instead of the regular Objective cards.

Note: Once the first Encounter occurs, you must choose one of these two Objective cards.

Important: *In this mode, the number of items available in each room is reduced by half, rounding up (if the Exploration Tokens shows 1-2 items – set the Item Counter to 1, if 3-4 – set the Item Counter to 2).*

To win, you must fulfill your objective and survive.

FULLY COOPERATIVE MODE BASE GAME

This additional game mode was unlocked during the crowdfunding campaign. It is intended for players who want to experience a fully cooperative version of the game, without having to fear betrayal from their companions.

This mode has its own special Objectives deck: **Solo/Co-op Objectives**.

At the start of the game, draw one card per player, instead of the regular Objective cards.

To win the game, ALL these Objectives must be fulfilled and at least 1 Character must survive.

Important: *If there is one card requiring you to send the Signal, only one Character must do it. If there*

are two or more such requirements, that many Characters must send the Signal!

REVIVE BASE GAME

With this fully cooperative option, the **Emergency Room** is equipped with a specialized **AutoDoc** device, allowing the crew to revive any near-death person.

Whenever one of the Characters dies, another Character might pick up their Corpse token and carry it to the working Emergency Room.

A player whose Corpse is in the Emergency Room places their Character miniature there at the start of the round. All their Light Wounds are discarded, and all their Serious Wounds are Dressed.

Important: *the Emergency Room does not work if there's an Intruder or a Malfunction token in it.*

ALTERNATIVE SHIP LAYOUT BASE GAME

Printed on the back side of the board, you can this additional ship layout in any game mode, but keep in mind that it is more difficult to survive on it.

One of the features of this ship layout is the **double set of Technical Corridors**. They work as usual, but each one is not connected to the other (any Noise marker in the “red” Technical Corridors is separate from the “blue” Technical Corridors).

Another feature is that some of the Rooms are connected to another Room through a pair of Corridors. They are separate from each other, so any Closed Doors in one Corridor do not affect the other.

During Game Setup, place the **Evacuation Sections A and B** face up on the highlighted spot on the above map. Place an Exploration token face down on each section (when a Character enters these Rooms for the first time, proceed with the standard Exploration procedure).

PLAYING AS THE INTRUDER

BASE GAME

This option is intended to allow the first eliminated player to keep on playing the game by controlling the Intruders. It also slightly increases the difficulty level for all the remaining players.

The player whose Character dies first gets to control the Intruders infesting the ship and can hunt down the other players.

IMPORTANT: *Only one player takes over the Intruders – the first one to lose their Character. If two Characters die simultaneously, the player with the lower player number gets to control them.*

SET UP – The player controlling the Intruders removes all their former Character's components from the game. They shuffle the special Intruder Player Action deck and place it in front of them.

Then, finish the current Round according to the standard rules. Any changes are applied only at the start of the next Player Phase.

The modified Round Sequence is as follows:

PLAYER PHASE

1. DRAW ACTION CARDS

The Intruder player draws 3 cards.

Their hand limit is 4 cards.

2. FIRST PLAYER TOKEN

The Intruder player is skipped during this phase.

They never take the First Player token.

3. PLAYER TURNS

The Intruder player follows the standard order of play for playing their turns, but they can only take 1 Action (by playing a card from their hand) or pass.

When passing, the Intruder player may choose keep 1 card from their hand and discard the rest.

During their turn, the Intruder Player can play an Intruder Action card in one of the three following ways:

1) MOVE – Move any Intruder through a Corridor with a number matching the one printed on the Intruder Action card.

Note: If the Intruder moves to a Technical Corridor, proceed according to the standard rules.

2) ATTACK – Choose any Intruder in the same Room as a Character. The Intruder attacks that Character, following the standard rules, with one exception:

The Intruder player draws a number of Intruder Attack cards equal to the number displayed on the Player Intruder card played this turn. Then, they choose 1 of these cards to be resolved and put all the others at the bottom of the Intruder Attack deck. The chosen Character is Attacked regardless of the other Characters in the room.

3) EFFECT – Resolve the effect described on the Intruder Action card.

EVENT PHASE

Almost all of the entire Event Phase is omitted, with the exception of the Time Track and Fire Damage.

TIME TRACK – Just like in the standard rules, move the Time marker and Self-Destruct marker (if active) 1 space to the right.

FIRE DAMAGE – Just like in the standard rules, every Intruder in a Room with a Fire marker suffers 1 Injury.

Note: All the other steps do not apply in this mode!

Specifically:

- Intruders do not attack at the end of the Round (but they still make Surprise Attacks during Encounters or when Characters Escape from Rooms with Intruders).
- Event cards are not used unless as a result of Intruder Player Action card effects.
- There is no Intruder Bag Development step.

VICTORY CONDITION – The player controlling the Intruders cannot fully win the game. Their goal is to ensure that no other players wins. After all, if you have already lost, you better make sure all the other players get the same treatment!

TRAITS AFTERMATH

Trait cards gives specific advantages and disadvantages during the game. The Trait card is placed face up next to the Character board, and its rule is in effect for the rest of the game.

EPILOGUE MODE AFTERMATH

The main mode of Nemesis: Aftermath is the Epilogue Mode, a short (45-60 min.) 5-round game, **which is played after a regular game.**

At the start of this Epilogue, an unspecified amount of time has passed since the events that occurred in the Nemesis base game.

The players **use Characters which did not take part in base game** who enter the Nemesis to investigate. The ship bears many scars of its past tribulations, so any leftovers from your previous game will have effects on your Epilogue game.

An Epilogue game is much shorter than a regular Nemesis game, but it is more difficult and offers a very dynamic playthrough.

Instead of Objectives, players have to deal with seemingly simple Personal Requirements, while trying to cooperate in order to cope with various Alerts. In addition, players pursuing more selfish interests might accept the Lucrative Offer.

The players also use the additional Shuttle board, which represents a new small ship (docked to the Nemesis) consisting of additional 4 Room slots. The Nemesis: Aftermath expansion also adds 4 new Rooms "2".

You can play the Epilogue game with less players than the number that actually participated in the regular game.

GAME SETUP (EPILOGUE MODE)

Before setting up the Epilogue mode, you must play a full regular Nemesis game. Keep in mind that if you used any Aftermath Characters during your regular game, these Characters will not be available in Aftermath game!

For obvious reasons, if the Nemesis ship was destroyed after losing its hull integrity (when you should place a 9th Fire or Malfunction marker, or by Autodestruction), the Epilogue mode cannot be used.

There are NO official rules for playing in Epilogue mode with Carnomorphs or Void Seeders.

1) INTRUDER RESET

Remove all Intruders from the board and put the corresponding Intruder tokens in the Intruder bag.

Then, add:

- In a 2 or 3-player game = 1 Larva token and 2 Adult Intruder tokens.
- In a 4-player game = 2 Larva tokens and 4 Adult Intruder tokens.
- In a 5-player game = 3 Larva tokens and 6 Adult Intruder tokens.

If you run out of Intruder tokens do not add any more tokens.

2) REMOVE FIRE, NOISE, AND ITEMS

Remove:

- All **Fire** and **Noise** markers from the board.
- Any **Items** that the players have found or crafted (they are discarded).

3) MALFUNCTIONS, DOORS, PODS

Leave:

- **Malfunction** markers, **Door** tokens, and **Escape Pods** where they were at the end of the regular game.
- Revealed and unrevealed Intruder Weakness cards. Place Status markers on the revealed Weaknesses. They are inactive until someone **rediscovers** them.
- **Rediscovering** a Weakness uses the same rules as discovering a Weakness - you have just to discover this Weakness again.

4) DECKS, ENGINES, COORDINATION

- Shuffle and place the following decks face down, next to the board: **Intruder Attack**, **Aftermath Event**, **Contamination**, and **Serious Wounds**.
- Take both **Engine tokens** marked with the number "1" (1 Damaged and 1 Working) and shuffle them face down. Place them on the corresponding Engine "1" slot on the board, one atop the other, and face down. The top Engine token indicates the true status of the Engine.
- Repeat this step for Engine tokens "2" and "3".
- Take the **Coordinates cards** and place one randomly (face down) on its space next to the Cockpit.
- Put all remaining Coordinates cards back in the box.

5) EXPLORATION TOKENS AND ITEMS

Round over all **unexplored** Rooms and reveal their **Exploration tokens** to set up the **number of Items** in these Rooms. Ignore any special effects of the Exploration tokens.

6) DESTINATION MARKER

Take the **Aftermath Exploration tokens**, shuffle them and place 1 random (face down) token on each Room Tile and 1 each in Hibernatorium, Cockpit, and Engines.

7) SHUTTLE BOARD

Place the Shuttle board on the table, next to the Nemesis board.

8) SHUTTLE ROOMS

Shuffle all remaining Additional Room tiles “2”, without looking at their fronts, and randomly place (face up) a Room tile “2” on each of the Room slots marked with a “2” on the Shuttle board.

Important: *If there is “Room covered in Slime”, remove it and take another Additional Room tile “2”.*

9) HELP CARDS

Take as many **Help Cards** as there are players and deal one to each player at random. These cards determine the order of choosing Characters (Step 17). If there are 3 players, take the cards with the number 1-3, if there are 4 players, take cards 1-4 etc.

The number shown on the Help Card and Inventory is the Player Number – it’s not only important for choosing Character, but also for some Objectives.

Put all remaining Help cards back in the box.

10) INVENTORIES

Each player gets 1 plastic **Inventory Card holder** with the same number as their Help card. It is used to keep your Item cards hidden during the game.

This is your Inventory, the place where you store all your non-Heavy Items, so you know what you have, while the other players may only guess.

Change Basic Help Cards for **Aftermath Help Cards**.

11) CHARACTER DRAFT

Shuffle all the **Character draft cards**. The players choose their Characters in the following order: Player 1 takes 2 random Character draft cards, reveals them, chooses 1 and shuffles the other back into the Character draft deck. Next, Player 2 chooses their Character the same way, then Player 3, etc.

During play, a player may only control the Character they select during setup..

After the character draft, put all remaining Character draft cards back in the box, as they will no longer be used.

If you want to use the Medic from the Medic Character pack, include its draft card prior to shuffling

Two characters of the same color can never be in the same game.

12) CHARACTER SETUP

Each player takes the following components:

A) The **Character board** of the Character chosen during the draft.

B) Place Character **miniature** in a colored plastic ring.

C) The **Action cards deck** of their Character, shuffles it and places it on the left side of their Character board, face down.

D) The **Starting Item card (Weapon)** of their Character and places it in one of the two Hand slots on their Character board.

Afterwards, place a number of **Ammo markers** equal to that Weapon’s Ammo capacity on the Weapon card.

E) The **2 Quest Items** of their Character and places them, **horizontal** side up, next to their Character board. Those items are NOT active at the start of the game, but players can perform mini-quests to unlock them during the game.

Take all remaining Character boards and put them back in the box. They will not be used during this game.

F) Leave this spot for the Action discard pile – this is where your used Action cards (and Contamination cards) will go.

G) Take the Trait card for your Character and place it face up next to your Character Board. (Optional)

Player 1 gets the **First Player token**.

13) PLACE MINIATURE IN MAIN ROOM

Each player places the miniature of their Character in the Main Room, in the order determined by their number.

14) PERSONAL REQUIREMENTS

Shuffle all **Personal Requirement** cards and deal 1 card to each player.

15) ALERT DECK

Shuffle the **Alert Cards** deck and place them next to the board, face down. Reveal the first Alert Card.

16) LUCRATIVE OFFER

Place the **Lucrative Offer** card face up next to the board.

17) TIME MARKER

Place the Time marker on the green space of the **Shuttle Time Track**.

EPILOGUE MODE GAMEPLAY

The rule changes for Epilogue mode are integrated into the rules in this document, labeled as being from Aftermath, and specifically mention Epilogue mode when necessary to distinguish from other modes.

For information on Alerts – see page 34.

Changes to the normal round structure include changes to Intruder Bag Development, Events, the Time Track, and Turrets. These changes are integrated into the Flow of the Game, starting on page 22.

Epilogue mode Victory Checks are detailed after the normal rules for determining victory – see page 30.

RESEARCH MISSION MODE

AFTERMATH

This is a full-length (120 min.) game that can be played instead of a regular Nemesis game. The game lasts 15 rounds and the players can only use Aftermath Characters. The players use the Aftermath Shuttle and the base game Objectives. The new Characters, Aftermath Events and Aftermath Exploration tokens guarantee a different, fresh gaming experience.

There are NO official rules for playing in Research Mission mode with Carnomorphs or Void Seeders.

1) BOARDS

Place the **main board** on the table, on the table, displaying the basic side. Place the **Shuttle board** next to it.

2) LAYOUT ROOM TILES “2”

Shuffle all **Room tiles “2”** without looking at their fronts and randomly place (face down) one Room tile “2” on each of the Room slots marked with a “2” on the two boards..

Put all remaining Room tiles “2” back in the box.

Important: *When putting any components back in the box, avoid looking at their contents.*

Note: You will not use all available Room tiles “2” each game, as there are more tiles than slots on the board. Players never know exactly which Rooms are on the ship.

If including optional Room tiles, include them prior to shuffling.

3) LAYOUT ROOM TILES “1”

Then, use the same method to place all **Room tiles “1”** on the Room slots marked with a “1”.

4) REVEAL SHUTTLE

Reveal the Room tiles on the Shuttle. If you reveal a **Room Covered in Slime**, switch it with another random Room tile “2”.

5) EXPLORATION TOKENS

Take the **Exploration tokens**, removing the **Doors** and **Danger** tokens, add the **Turret** tokens and shuffle them (without looking at their fronts) and place one token at random (face down) on each unexplored Room tile.

Put all remaining Exploration tokens back in the box.

6) AFTERMATH EXPLORATION TOKENS

Take the **Aftermath Exploration tokens**, shuffle them (without looking at their fronts) and place one token at random (face down) on EACH Room of the **Nemesis** (Cockpit, Hibernatorium and Engines included).

This way, all Room tiles will have two different Exploration tokens (one from the base game and one from Aftermath).

7) COORDINATES & DESINTATION

Take the **Coordinates cards** and place one randomly (face down) on its space next to the Cockpit.

Put all remaining Coordinates cards back in the box.

Place 1 Status marker on the “B” space on the Destination Track. This is the **Destination marker**.

8) ESCAPE PODS

Take the corresponding number of randomly chosen **Escape Pod tokens**:

- 1-2 players: 2 Escape Pods.
- 3-4 players: 3 Escape Pods.
- 5 players: 4 Escape Pods.

Place the lowest-numbered Escape Pod in Section “A”, then place the next (in numerical order) Escape Pod in Section “B”. Place the other Escape Pods, alternating between “A” and “B”.

Escape Pod tokens should be placed with their “Locked” side face up.

Put all remaining Escape Pods back in the box.

9) ENGINES

Take both **Engine tokens** marked with the number “1” (1 Damaged and 1 Working) and shuffle them face down. Place them on the corresponding Engine “1” slot on the board, one atop the other, and face down. The top Engine token indicates the true status of the Engine.

Repeat this step for Engine tokens “2” and “3”.

Important: *Make sure that the players do not see the fronts of the tokens, so that they will not know if the Engines are working or not.*

10) INTRUDER SETUP

Take the **Intruder board**, put it next to the board and place in the corresponding slots:

- 5 **Egg tokens**
- 3 random **Weakness cards**. They are placed face down, so that players will not know what Weaknesses they can discover during a given game.

Put all remaining Weakness cards back in the box.

11) INTRUDER BAG

Take the **Intruder bag** and put the following **Intruder tokens** inside: 1 Blank, 4 Larvae, 2 Creeper, 3 Adults, 1 Breeder, 1 Queen.

Then, add 1 additional Adult Intruder token for each player taking part in the game.

The rest of the Intruder tokens are placed next to the boards - they will be used during play.

12) CREATE RESEARCH MISSION EVENT DECK

Choose the following Events from the **basic Event deck**: *Lurking, Short Circuit, Hunt* (Intruder Move direction: 3), *Scent of Prey, Damage, Life Support Failure, Ecllosion*, and *Damaging Fire* and shuffle them with the **Aftermath Event deck** to create the **Research Mission Event deck**.

13) CARD DECKS

Shuffle and place the following decks face down next to the board: 3 **Items** (each with its own color), **Research Mission Event, Intruder Attack, Contamination, Alert, and Serious Wound** decks. Each of these will also need a **discard pile**.

Place the **Craft Item** (Blue Items) deck next to the 3 Item decks.

Place the **Scanner** next to the Contamination deck.

Put all Intruder Player Action cards and all Solo / Coop Objective cards back in the box – these two decks are only used in advanced game modes.

14) MARKERS

Place the other markers, tokens and dice next to the board:

- **Fire markers**
- **Intruder Carcass tokens**
- **Malfunction markers**
- **Noise markers**
- **Ammo / Injury markers**
- **Status markers** (used as Light Wounds / Slime / Signal / Self-Destruct / Time / Destination markers)
- **Door tokens**
- **Red Character Corpse tokens**
- **2 Combat dice**
- **2 Noise dice**
- **First Player token**

15) TIME MARKER

Place 1 Status marker on the green space of the Time Track. This is the **Time marker**.

The Board Setup is now complete! Now proceed to the Crew Setup.

16) HELP CARDS

Take as many **Help Cards** as there are players and deal one to each player at random. These cards determine the order of choosing Characters (Step 17). If there are 3 players, take the cards with the number 1-3, if there are 4 players, take cards 1-4 etc.

The number shown on the Help Card and Inventory is the Player Number – it's not only important for choosing Character, but also for some Objectives.

Put all remaining Help cards back in the box.

17) INVENTORIES

Each player gets 1 plastic **Inventory Card holder** with the same number as their Help card. It is used to keep your Item cards hidden during the game.

This is your Inventory, the place where you store all your non-Heavy Items, so you know what you have, while the other players may only guess.

18) OBJECTIVES

From both **Objective Decks (Corporate and Personal)**, remove all cards showing a number of players higher than the number of players taking part in the game.

Shuffle these two decks individually and deal each player 1 card from the Corporate Objectives deck and 1 card from the Personal Objectives deck. Each player must keep the contents of their Objective cards hidden from the other players!

19) CHARACTER DRAFT

Shuffle all the **Character draft cards**. The players choose their Characters in the following order: Player 1 takes 2 random Character draft cards, reveals them, chooses 1 and shuffles the other back into the Character draft deck. Next, Player 2 chooses their Character the same way, then Player 3, etc.

During play, a player may only control the Character they select during setup..

After the character draft, put all remaining Character draft cards back in the box, as they will no longer be used.

If you want to use the Medic from the Medic Character pack, include its draft card prior to shuffling

Two characters of the same color can never be in the same game.

20) CHARACTER SETUP

Each player takes the following components:

A) The **Character board** of the Character chosen during the draft.

B) Take your Character **miniature** and place it in a colored plastic ring.

C) The **Action cards deck** of their Character, shuffles it and places it on the left side of their Character board, face down.

D) The **Starting Item card (Weapon)** of their Character and places it in one of the two Hand slots on their Character board.

Note: The Android's Arm Gun and the CEO's Robot are placed next to the Quest Items.

Afterwards, place a number of **Ammo markers** equal to that Weapon's Ammo capacity on the Weapon card.

E) The **2 Quest Items** of their Character and places

them, **horizontal** side up, next to their Character board. Those items are NOT active at the start of the game, but players can perform mini-quests to unlock them during the game.

Take all remaining Character boards and put them back in the box. They will not be used during this game.

F) Leave this spot for the Action discard pile – this is where your used Action cards (and Contamination cards) will go.

G) Take the Trait card for your Character and place it face up next to your Character Board.

21) FIRST PLAYER TOKEN

Player 1 gets the **First Player token**..

22) CHARACTER CORPSE

Place the **blue Character Corpse token** in the Hibernatorium.

23) START IN SHUTTLE

Each player places the miniature of their Character in the **Main Room** of the Shuttle.

RESEARCH MISSION MODE GAMEPLAY

The rule changes for Research Mission mode are integrated into the rules in this document, labeled as being from Aftermath, and specifically mention Research Mission mode when necessary to distinguish from other modes.

For information on Alerts – see page 34.

Changes to the normal round structure include changes to Events, the Time Track, and Turrets. These changes are integrated into the Flow of the Game, starting on page 22.

Research Mission mode Victory Checks follow the normal rules for determining victory.

HOURGLASS AFTERMATH

If you want to add another layer of tension to your games of Nemesis, you can use supplied hourglass.

- Round it over at the beginning of every game round.
- When any player notices that it ran out of sand, they may pick it up. Player who picks up the hourglass, when it is empty, can pick one Room on the board and roll the Noise die, applying usual rules.
- If Encounter takes place, Surprise Attack will target player with the lowest number of cards on hand. If there is no Character in chosen Room, there will be no Surprise Attack.
- After resolving this Noise Roll, leave it to the side, it will be round over at the beginning of next game round.
- There is no need to pick up the hourglass if the player does not want to.
- If any player objects against using hourglass it can be removed after performing a Noise roll.

CARNOMORPHS AND MUTATIONS CARNOMORPHS

Carnomorphs is a race of quickly adapting monsters that eat everything on their way – it doesn't matter if those are crew members, bodies, or even their own specimens.

The play with Carnomorphs is more challenging than with Intruders – if any player wants to survive this fierce race between achieving objectives and Carnomorphs adaptation, they should consider cooperating a little bit more with others. And, of course, wait for the perfect moment to backstab them.

When playing with Carnomorphs, Characters may Mutate. Carnomorphs uses Character Mutation cards and Mutation markers. Character Mutation cards are cards representing genetic changes occurring in the Characters' metabolism after being exposed to Carnomorphs.

VOID SEEDERS VOID SEEDERS

Void Seeders are strange creatures. Because they mainly don't exist. Only Lairs, the Nest, and a sole guardian Despoiler are present in physical forms. And the Despoiler cannot be harmed directly. Hallucinations and madness sometimes will make you act in irrational ways. Caring for your mind is essential to shielding yourself from these effects.

When playing with Void Seeders, Characters may go Insane. Void Seeders uses an Insanity Track, Panic Cards, and Lairs.

