

NEMESIS

RETALIATION



RULEBOOK



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May we meet again.*

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LEARN THE RULES WITH VIDEO TUTORIAL



<https://awakenrealms.com/retaliation>

STANDARD-SIZED CARDS



5 Help cards



6 Character Draft cards



60 Action cards
(10 per Character)



27 Contamination cards

Note: Although they share a common back with Action cards, they form a separate deck.



8 Mission Task cards



22 Objective cards
(7 Mission Objectives
and 15 Private Objectives)



12 Solo/Coop Objective cards



12 Exploration cards



20 Event cards



20 Intruder Attack cards

SMALL CARDS



90 Item cards
(30 cards of each type)



7 Character Item cards



24 Support Equipment cards



27 Serious Wound cards



6 Robot cards



12 Queen Health cards

MAIN COMPONENTS



3 Round track border pieces



3 Section border pieces



23 Room tiles
(3 "A", 3 "B", 4 "C", 13 "?")



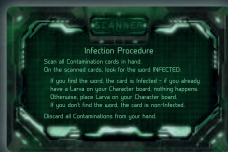
40 Corridor tiles
(10 each of values 1, 2, 3 and 4)



5 Character boards



6 Character tiles



1 Scanner



1 Intruder bag



5 numbered Backpack card holders



1 Room Help sheet and
1 Objective Help sheet.



6 colored plastic rings



1 Intruder Help sheet



2 six-sided Burst dice,
2 eight-sided Shoot dice,
2 ten-sided Noise dice

STANDEES/MODELS



6 Characters

Note: Depending on your version of the game, you will find either miniatures or standees in your box. Regardless of the version, they will be referred to as "models".

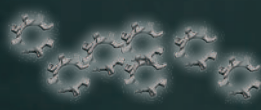


8 Drones in 4 poses

MARKERS AND TOKENS



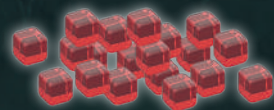
9 Fire markers



14 Malfunction markers



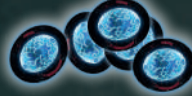
30 Noise markers



30 Universal markers



1 Round marker



5 Egg tokens



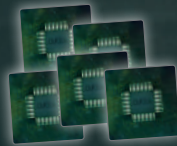
1 Autodestruction and 1 Lander token



20 Secure tokens



14 Door tokens with standee bases



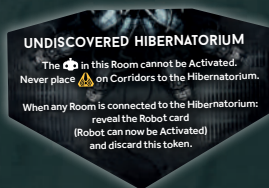
5 Data tokens



1 Hibernatorium token



3 Life Support tokens



1 Undiscovered Hibernatorium tile



80 Tactical Gear tokens
(20 Ammo, 20 Grenades,
20 Oxygen, 20 Medpack)



2 Anti-Aircraft tokens



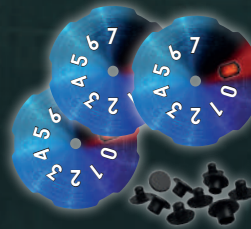
5 Suffocating tokens



1 Starting Player token



40 Intruder tokens
(1 Blank, 9 Queens,
8 Drones, 16 Adults, 6 Larvae)



5 Oxygen counters
and 5 sets of Oxygen counter pins
(to be assembled with Character
boards)



36 Adults in 6 poses



1 Robot



6 Larvae



1 Queen

INTRODUCTION

Nemesis: Retaliation is a semi-cooperative board game designed for 1-5 players, which focuses on emergent narrative and the tension of the action-horror genre. Each player assumes the role of a marine squad member equipped with professional gear. They are sent to a Facility infested with deadly alien life forms and tasked with a mission – yet their own goals may conflict with one another. In the end, there is one thing they must do above all: survive.

SIMPLE GAMEPLAY OVERVIEW

Attention, Marines!

This introductory story is designed to familiarize you with a standard *Nemesis* game's flow and give you a thematic overview of the essential *Nemesis* rules. All the terms, items, characters, and locations appearing during the game are bolded to make them more distinguishable. We hope the story will make learning the rules easier and more enjoyable. And after a few playthroughs, you will surely have your own stories to tell!

I can't help but think this mission has the most accurate briefing the Marine Corps has ever given, because we've got no intel whatsoever. No external scans of the Facility, no blueprints of the Room layout, just some rough ideas about which Sections they should be in... And here we are, spilling out of the vessel into the darkness of the Landing Zone, with our shiniest Equipment ready, minds vigilant, and a clear Mission Task: to eliminate the Queen of whatever intruder pest has taken over this place. Of course, lucrative offers from external parties always find their way to reach strike squads like ours, so there could be some, let's say, Private Objectives involved. Gotta stay alert on all fronts.

I Move into the unknown – but as a Recon, this is right up my alley. It would be wise to find and secure the Hibernatorium first, as it could be our only means of survival in the end. As I lead the party successfully forward, I enter another Room with a bit too much confidence and too little focus: Fire rages inside, flames bursting right into my face. Before I manage to back out into the corridor, my comms activate. 'On your six, Zero!'

And there they are: four Adult Intruders, looking like hell itself has spat them out, standing in the corridor between me and the rest of the squad. It happens quickly: I toggle my Assault Rifle and Fire a Burst, feeding half of my Ammo into their ugly faces, killing at least one, then throw myself through the blaze to get to the opposite corridor. The team will have to deal with the rest, and I proceed with reconnaissance alone in the dark... or so I hope. Can't really complain about that, either – working solo has its advantages.

I enter Section B and find a corridor leading to the Hibernatorium, but the Facility's systems are not kind today – Closed Doors bar the way forward. Meanwhile, another Intruder appears, lured by the Noise. I toggle my rifle again – wasting bullets on a blind burst would be too risky with that fast-moving bastard. After a good deal of Shooting, it finally falls, but not before it manages to Scratch my arm with its nasty claws.

Ammo isn't the only thing I'm low on. Gotta find some Oxygen fast. While Searching the Room, I discover a reasonably intact Fire Extinguisher instead. It wouldn't help much with suffocating, but it is a nice toy to have at hand, too. Finally, suffocating, I enter the Hibernatorium and get straight to the serving Robot. Those units usually carry some Oxygen tanks on them... and fresh air works better than combat drugs.

The Officer reports on their progress: they proceeded methodically, Securing Rooms and Reinforcing Corridors. Wise and slow. Not my style, but they manage to reach the Life Support Control Room. As they Repair a Malfunction there, a blessed hush of cleansed air flows through Section B, my Room included. Before I could express my gratitude, the sounds of heavy fire reach me through the comms. I instantly recognize it's something very, very ugly, and I'm not wrong. The Queen has arrived. That means she is not guarding the Nest...

I must proceed, accompanied by the screams of my team in the comms. Our Combat Engineer somehow manages to wound the Queen, but losing Health only enrages her. A few seconds later, I hear a petrifying scream. 'Evac, now!' Officer Commands the team. Shit... But I can still pull this off. I have a plan.

I enter the Nest and grab what I've come for: the Egg. Backing into the corridor, I neutralize a lone Larva and locate my way back to the Cooling System Room to initiate the Autodestruction Procedure. It's the only option left. Destroying the Facility means killing the Queen and eradicating the Nest, right? And everything inside, us included. I contact my squad, or whatever is left of it, to direct them to the rendezvous point in Section C. Then, I run like hell.

As usual, I arrive first. The Escape Shuttle, our last resort, sits patiently in the dock. I try not to pay much attention to the excruciating pain stinging all over my body. Little I can do about either Light or more Serious Wounds now, as the Surgery Room is on the other side of the Facility. I don't even care about Using a Medpack.

Bandaïd, the squad's Medical Support, shows up a while after me – but she wants to double back. Damned angel of mercy. She grabs some supplies, then tells me to hold the perimeter. Well, I don't share her heroism kink. 'What the hell, Zero?' she shouts through the comms as I prep to launch the shuttle to finally Escape the Facility. 'Get your ass back here! You won't survive the journey; you're infected!' But I don't catch the bite. Cheap bluffing... My objective is completed.

Damned medic, how did she know? I can feel it now. It's moving inside me, and it grows fast. I don't have much time, do I? Alright... I never managed to make my old man proud, but I can sure still make him rich. Yeah, that should make the old bastard feel even worse, having to live off my creds for the rest of his life... Hear that, corpos? Make the transfer, and then some. I've got you twice the samples we agreed on. And I really hope you have some decent procedures set for opening cans of worms like the one I'm in – like the one I am. Because if you don't... Well, then fixing the shuttle's destination coordinates straight back to Earth – 'for corporate safety' – may turn out to be quite a good joke.

ENDGAME OVERVIEW

WINNING AND LOSING

A game of *Nemesis* may end up with multiple winners, but it is not a cooperative game. Each Character, in the end, fights for their own agenda. Each Character not only strives to fulfill one of the two Objectives they start with, but they also must survive this mission, and finally find a safe place.

Each Character that meets all the following conditions is considered a winner:

1. **Escapes the Facility or Hibernates** – Each Character must ensure their safety before the game ends. Not only does it mean not dying, but also using one of the Rooms that brings them to a safe location such as:
 - a. Escaping by using the Lander in the Landing Zone.
 - b. Locking themselves in a pod by Hibernating in the Hibernatorium.
 - c. Escaping the Facility through the Escape Shuttle.
2. **Fulfills one of their Objectives** – At the start of the game, each player is dealt 2 hidden Objectives – Private and Mission.
 - a. Private Objectives show a unique Objective for a Character.
 - b. Mission Objectives correspond to a team's common Mission described on another card – Mission Task.

During the game each player chooses one of their Objectives in hand to fulfill.

3. **Survives the Infection and Eclosion Procedures** – These two end game Procedures check if Characters die as a result of being Infected.

More about Objectives and Procedures: see pages 38 and 39.

A player wins the game if they survive and meet all of the 3 conditions listed above.

ENDGAME OVERVIEW

The game ends when one of the following takes place:

- **Round 14 ends** – Time is up, and all Characters who have not Escaped/Hibernated are beyond saving and are considered dead.

OR

- **All Characters have died or Escaped/Hibernated** – In such a case there are no more players left in the game and the game ends.

In either case the game proceeds to the End of the Game to determine winners.

More about End of the Game: see page 39.

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SETUP

Setup is divided into two parts – Game Setup and Player Setup.

Game Setup is straightforward and can be done in advance.

Player Setup involves drafting Characters (👤) and Support Equipment. Since it requires player choices, it should be done with all players gathered at the table.

GAME SETUP

A fully setup game can be seen. To set up the game perform the following in order:

A. SECTIONS SETUP

1. Find the 3 **Section border pieces** and 3 **Round track border pieces**, connect them to each other and place them on the table.
2. Place the **Undiscovered Hibernatorium** tile on top of the **Hibernatorium Room**.
Note: This tile rests there until Characters reach the Hibernatorium. Until then, the Hibernatorium is considered Undiscovered. Noise tokens cannot be placed on the connected Corridors and the Robot cannot be Activated.
3. Place the **Round marker** on the 1st slot of the Round track.
4. Place the **Lander token** (👤) on the "10" slot of the Round track.
5. Place the **Autodestruction token** (💣) on the corresponding slot above the Round track.
6. Place 1 **Universal marker** on the top-most space of the **Objective Choice** section.
7. Place all 3 **Life Support tokens** and the **Hibernatorium token** inactive side up (🔌 and 🔌) on the corresponding slots of the 3 Section border pieces.
8. Shuffle all **Robot cards**, draw 1 of them without looking at it and place it face down on the Robot slot of the Section "A" border piece. Leave the rest of the Robot cards unseen in the box.
9. Place 1 **Ammo token** (full side up) and 1 **Oxygen token** on the slots next to the Robot card.



Note: Ammo tokens are two-sided – portraying a full side and a half-full side. All Ammo tokens enter the game (during setup or during the game) on their full side.

10. Assemble the **Robot model** and place it on the **Hibernatorium**.

Note: If you have the Terrain Expansion, do not assemble the Robot now. In the Hibernatorium place only the base Robot part and wait for the Robot to be revealed to assemble the other part.

11. Shuffle and place both **Anti-Aircraft tokens** face down, one on top of the other, in the Anti-Aircraft slot on the Section "B" border piece.
12. Place 5 **Egg tokens** in the Eggs space on the Section "C" border piece.
13. Take 4 **Ammo tokens** (full side up), 4 **Grenade tokens** (💣), 4 **Oxygen tokens** (🔋) and 4 **Medpack tokens** (+) and place them on their corresponding slots next to the Landing Zone.
14. Shuffle all **Corridor tiles**, put them inside a Corridor insert and place it near the Round track.
You will be drawing Corridors from that insert throughout the game in a way to avoid seeing the fronts of the Corridors (the side with the non-zero value) before they are drawn.

DEADLY MODE

Some Corridors contain a second, smaller Noise value.

This value is used only in the Deadly mode – see page 40.

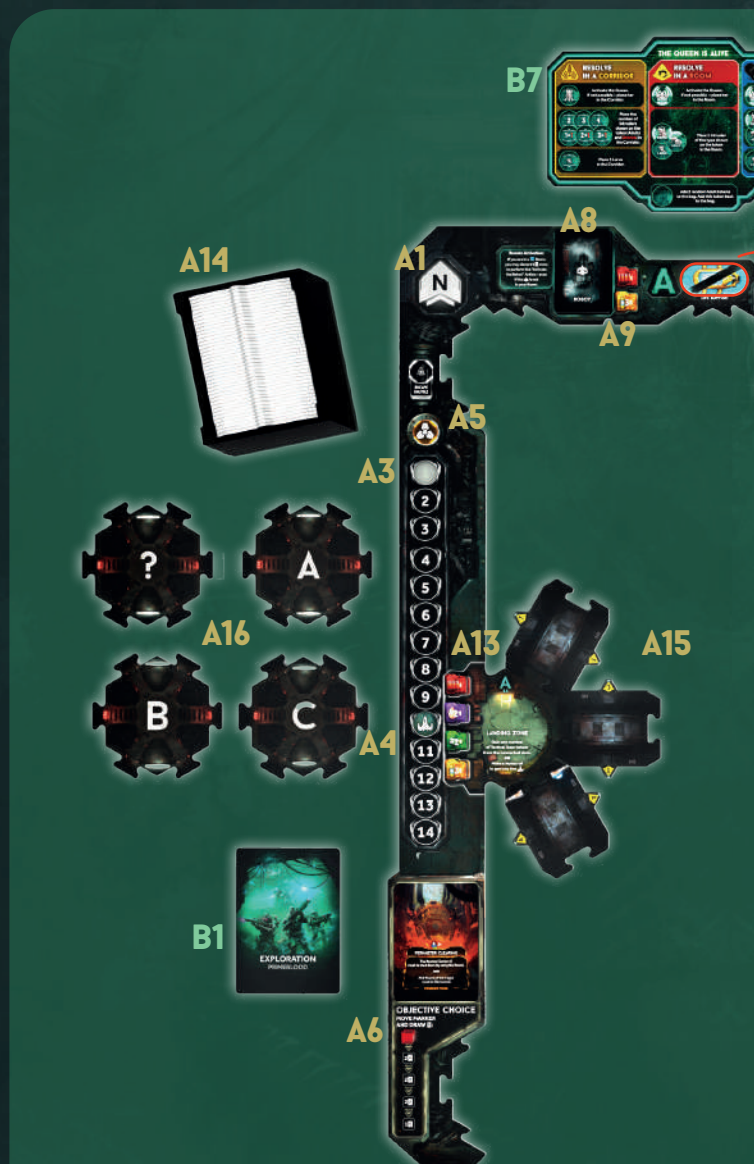
15. One by one, draw 3 random Corridor tiles and connect them to the Landing Zone – place them face up (showing the side with the non-zero values).

If any of those Corridors have a Door slot, they should be placed with the slot on an entrance to the Landing Zone.

16. Take all **Room tiles**. Sort them by their backs into 4 stacks – "A", "B", "C" and "?". Shuffle each stack and place it face down near the Corridor tiles.

PRIMEBLOODS ARE INTRUDERS

Intruders is a name for all alien races in the *Nemesis* universe. This box contains a race called Primebloods. During the game consider terms Primebloods and Intruders (👤) as being equivalent.



B. INTRUDER SETUP

1. Take the **Exploration deck**, shuffle it and place it face down. Leave space for a discard pile.
2. Take all **Intruder tokens** and separate them into piles by their Intruder type. Shuffle each pile separately and place it model icon side up.
3. Take the **Intruder bag** and place the following inside:
 - 1 Blank token
 - 2 Larva tokens
 - 3 random Adult tokens
 - 1 additional random Adult token for each Character taking part in the game

Place the bag by the remaining Intruder token piles.

4. Take an insert with the Intruder models and place it nearby.
5. Take the **Intruder Attack** and the **Event decks**, shuffle them separately and place them face down. Leave space for their discard piles.
6. Shuffle all **Queen Health cards** and place them numbers-side down on the Queen Health cards space of the Section "C" border piece. Place a Universal marker on the "0" space of the Queen's Hits track.
7. Take the **Intruder Help sheet** and place it with "The Queen is Alive" side up near the bag. This component provides a quick reference to the effects of drawing tokens from the Intruder bag.

C. REMAINING COMPONENTS

1. Take the following decks:

- 3 Item decks (red, green, yellow)
- Contamination deck
- Serious Wound deck

Shuffle each deck separately and place it on the right side of the Facility face down. Leave space for discard piles for each deck.

2. Take the insert with the following components and place it in easy reach:

- Noise markers (💡)
- Fire markers
- Malfunction markers
- Door tokens (with standee bases)
- Secure tokens
- Tactical Gear tokens (Ammo, Oxygen, Grenade and Med-pack tokens)
- Universal markers

3. Take all 6 dice, the Scanner, and the remaining tokens and place them nearby.



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PLAYER SETUP

OBJECTIVE SETUP AND CHARACTER DRAFT

To setup the players, perform the following:

1. Find **Help cards** with numbers corresponding to the number of players taking part in the game (e.g. if there are 3 players in the game, find cards "1", "2", and "3"). Shuffle them and deal one Help card to each player. Each player reveals their card.

Note: The number shown on the Help card is used in the following Character Draft, as well as for determining some Objectives during the game.

2. Take all **Objective cards** and divide them into 2 decks – **Private** and **Mission**. Also, take the **Mission Task deck**. From each deck remove all cards with a Number of Characters symbol higher than the number of Characters taking part in the game. Then, shuffle each deck separately and:
 - a. Deal 1 random **Private Objective** card and 1 random **Mission Objective** card to each player face down. Put the rest of those cards back in the box unseen.
Do not show Objective cards to other players at any point during the game. They can only be revealed at the End of the Game. Objective cards may still be discussed and lied about.
 - b. Draw 1 random **Mission Task** card and place it face up on the Mission Task slot on the bottom Round track tile. Put the rest back in the box.
3. Shuffle all **Character draft cards**. Deal 2 of those cards to Player 1 – they should remain secret for other players. That player chooses one of those cards (a Character to play as) and reveals it. The other card is shuffled back into the deck unseen. Repeat this sequence for each other player in ascending player number order.

CHARACTER SETUP

Each player performs the following:

1. Take 1 **Character board** and place it in front of you. Then, place the **Character tile** matching your chosen Character in the Character board.
2. Take 1 **Universal marker** and place it in the left-most slot of the **Health track** on the bottom of the Character board.
3. Set your **Oxygen counter** to the max value: 7.
4. Take your chosen Character's **miniature**, place it in the **colored ring** matching your Character's color, and place the miniature in the Landing Zone.
5. Take the **Backpack card holder** with your player number and place it above your Character board.
6. Take all **Action cards** for your Character, shuffle them and place them to the left of your Character board, face down – leave some space to the right of your Character board for an Action cards discard pile.

Note: The Contractor has 5 cards marked as Contractor and 5 cards marked as Contractor: Consultant. This distinction is needed only in Expansions and should be ignored for now.

7. Take your **Character Item card** – If it's a Heavy Item, place it on one of the Hands slots of your Character board. If it's Armor, place it in the *Heavily Injured* section of the Health track. Then, if the Item has Ammo slots, place 1 Ammo token (🔫) from the insert full-side up on each such slot.

Note: The Contractor starts with 2 Character Items.

8. Finally, take all **Character Draft cards** and put them back into the box.

SUPPORT EQUIPMENT DRAFT

These steps only apply to Characters other than the Contractor. Since the Contractor already starts with 2 Items, they do not take part in the Support Equipment draft.

Perform the following:

1. Take the **Support Equipment deck**, shuffle it, draw 7 cards from it and reveal them to all players.
2. The player with the highest player number chooses 1 of those cards and places it in the appropriate place in their player area – Heavy Item in an empty Hand slot, Armor on the *Heavily Injured* part of the Health track.
3. Each other player, in descending player number order, chooses 1 Support Equipment, until all players have 1 Support Equipment.
4. If any of the chosen Equipment have empty Tactical Gear slots, fill them with appropriate Tactical Gear tokens from the insert.
Tactical Gear tokens can be placed only in Tactical Gear slots of the corresponding colors.
In Gray slots any Tactical Gear token can be placed.
More about Tactical Gear tokens: see page 16.
5. Remove the unchosen Support Equipment from the game and leave the Support Equipment deck close to the Item decks. They may be used during the game.
6. As the last step, each player chooses 4 Tactical Gear tokens of their choice in any combination from the insert, and places them in their Tactical Belt on the left side of the Character board. Ammo tokens are placed full-side up. This choice can be done simultaneously, but if necessary perform it in descending player number order.

Note: For the first game we recommend starting with 1 token of each type.

BEGINNING OF THE GAME

1. Each player draws 5 Action cards to their hand from their Action deck.
2. Player 1 receives the **Starting Player token**.
3. The game begins with the Starting Player!

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GAME ROUND STRUCTURE

The game is played in a series of Rounds.

Each Round is divided into 4 separate Phases:

Player Phase, Intruder Phase, Event Phase, and Cleanup Phase.

In the following pages you will find the four Phases described in detail. Below you can see the whole Round structure with a short description of each step.

PLAYER PHASE

Beginning with the Starting Player (the player who has the Starting Player token) and continuing clockwise, players take Turns during which they resolve the following 3 steps:

1. **Perform 2 Actions** – Perform 2 Actions of your choice listed on the Character board.
2. **Oxygen Loss** – If you are in a Section with Inactive Life Support Systems (🔧) lose 1 Oxygen (🔋).
3. **Fire Damage** – If you are in a Room with Fire (🔥) lose 1 Health Point (🩹).

This process repeats until all players have Passed.

INTRUDER PHASE

1. **Intruders Burning** – Intruders (👤) in Rooms with Fire receive 1 Hit.
2. **Intruder Attacks** – Intruders Attack Characters (👤) in the same Rooms.

EVENT PHASE

3. **Event Card Resolution** – An Event card is resolved.
4. **Bag Development** – Intruders' colony develops.

CLEANUP PHASE

5. **Starting Player Change** – The next player in clockwise order becomes the Starting Player.
6. **Drawing Action Cards** – Each Character refills their hand by drawing cards.
7. **Time Advancement** – The Round marker is advanced and a new Round begins.

PLAYER PHASE

During this Phase players take their Turns in clockwise order, beginning with the Starting Player. If a given player has Passed, they are skipped in Turn order.

Note: Player numbers on Help cards do not matter in the Turn order. After setup they are used only for the purposes of some Objective cards.

TURN ORDER AS TIEBREAKER

Turn order is the most common way to break ties in *Nemesis*.

The Rulebook may call out the Character first in Turn order. In any such case it describes the Starting player (the player that currently holds the Starting Player token) or is closest to one in the clockwise Turn order.

When all players have Passed the Player Phase ends and the Intruder Phase begins.

PLAYERS' TURNS

During their Turn a player must resolve the 3 following steps in order:

1. Perform 2 Actions
2. Oxygen Loss
3. Fire Damage

Players may also, once per game, choose an Objective during their Turn – this does not count as an Action.

More about Choosing an Objective: see the next page.

1. RESOLVING ACTIONS

In a given Turn a player must perform 2 Actions choosing from the list on the Character board (see below). If they are unable to perform any other Action they must perform the "Pass" Action. Players may perform the same Action multiple times in any given Turn.

-- Basic Actions List --

Costing 0 Action cards:

- Play an Action card
- Pass

Costing 1 Action card:

- Make a Move – *See Movement (on page 24)*
- Place 1 🗡 – *See Secure tokens (on page 23)* 🔪
- Fire a Shot in a Room – *See Shooting (on page 32)*
- Fire a Burst at a Corridor – *See Bursting (on page 32)*
- Perform a Melee Attack – *See Melee Attack (on page 33)*
- Use an Item – *See Use Item (on page 28)*
- Activate the Robot – *See Activating Robot (on page 37)* 🤖
- Trade – *See Trade (on page 29)* 🔄
- Use any Tactical Gear – *See Tactical Belt (on page 16)*

Costing 2 Action cards:

- Use the Room – *See Rooms (on page 20)* 🏠
- Make a Move Cautiously – *See Movement (on page 24)* 🚶



NOT IN COMBAT

Some Actions (marked with 🔪) may only be performed, when a Character is not engaged in Combat. A Character is considered to be in Combat when they are in a Room with at least 1 Intruder.

To perform an Action, the player pays a cost listed above by discarding an appropriate number of Action cards from hand to their discard pile, face up. Then, they resolve the chosen Action.

COST IN ACTION CARDS

Action cards discarded to pay a cost of Basic Actions or as a result of any effect are placed on a discard pile without resolving their effects.

Note that in *Nemesis* Pass is an Action.

A player does not Pass automatically when they have no cards in hand. The "Pass" Action must still be performed, which may sometimes force a player to wait until their next Turn, if they have already performed 2 Actions.

2. OXYGEN LOSS

If you are in a Section with an Inactive Life Support System, lose 1 Oxygen. *More on Oxygen: see page 17.*

3. FIRE DAMAGE

If you are in a Room with a Fire marker, lose 1 Health Point. *More on Fire: see page 23.*

PLAYING ACTION CARDS



An Action card is divided into the following parts:

- A. **Not In Combat** – Some Action cards may have this symbol here – they cannot be used in a Room with an Intruder.
- B. **Title**
- C. **Action Card's Effects** – The effect of a card when played.
- D. **Reaction Effect** – Some cards may have a Reaction available.
- E. **Character** – Specifies which Character this card belongs to.

When the “Play an Action card” Action is performed, the player reveals the chosen Action card from their hand, resolves its effect, and then places it on top of the discard pile.

PASSING

When a player Passes, they may discard any number of cards from their hand (Action cards and Contamination cards) and then their Turn ends.

From that point on, their Turns are skipped for the rest of the current Round.

The players who have Passed may still use Reactions.

REACTIONS

Some Action cards may be used outside of normal Turn order to react to something happening in the game – they are Reactions.

At any point, a player is able to play a Reaction effect if the conditions described on the card are met. In such a case, the Reaction card is placed in front of that player, the card's Reaction Effect is resolved, and finally the card is placed on top of the discard pile.

Reactions are not Actions and do not count toward the Actions per Turn limit.

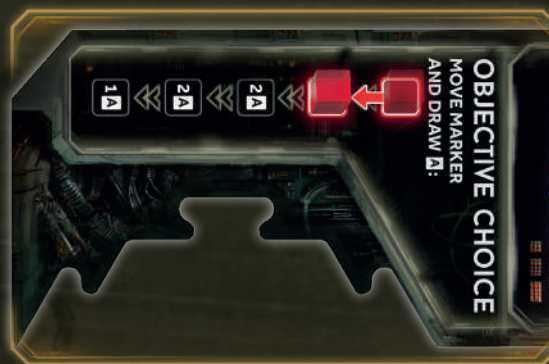
CHOOSING AN OBJECTIVE

During their Turns, players may also choose their Objective.

Each player may only choose an Objective once per game, while they still have 2 Objective cards.

An Objective may be chosen before or after any of the 2 Actions in a Turn, but not in a middle of one, and it is NOT considered an Action for any purposes.

To choose an Objective, the player takes 1 of their Objective cards and removes it from the game without showing it to other players. The other Objective is kept and must be fulfilled before the game ends. Then, the marker on the Objective Choice track is moved down by 1 (if possible) and the player draws Action cards according to the marker.



Effectively, each Objective choice reduces the number of cards drawn by the next player that decides to choose an Objective.

The 1st player draws 3 Action cards, the 2nd and the 3rd draws 2 cards, and the 4th and 5th players draw 1 card.

The kept Objective card must be fulfilled or that player cannot be considered a winner.

ORDERS AND COMMANDS

Some effects allow Characters to perform an Action using another Character. The owner of that effect chooses a target of an ordered Action. Characters who have Passed may still be ordered.

For example: if you make a Character Burst, you decide which Corridor that Character is Bursting at.

COMMANDS RESTRICTIONS

You are never allowed to perform an Action using another Character that would result in an Intruder Opportunity Attack, such as ordering another Character to Move out of a Room with Intruders or through a Corridor with them.

EFFECTS

When choosing an effect (from Action card, Item card, Rooms etc.) You must be able to resolve the effect entirely. If it's impossible, you may not choose that effect.

For example: “Duck and Cover” requires you to discard 1 additional Action card. If you don't have the required number of additional Action cards in hand you can't play “Duck and Cover.”

Some cards may have more than 1 effect to choose from.

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INTRUDER PHASE

In the Intruder phase, Intruders (👤) will burn and attack. The Intruder Phase is divided into 2 shorter steps that are resolved in order. After the last step is resolved an Event Phase begins.

1. INTRUDERS BURNING

Each Intruder in a Room with Fire (🔥) is dealt 1 Hit.

If Fire is in the Nest, 1 Egg is destroyed.

More on Fire: see page 23.

More on Intruders' Health: see page 33.

Note: Since no die is rolled, this Hit can never kill an Intruder (except for a Larva).

2. INTRUDER ATTACKS

Each Intruder in each Room Attacks a Character (if there is any). If there is more than 1 Character in a Room, it Attacks the Character first in Turn order.

Each Attack is resolved separately starting with the Room on the top-left of the Facility and going row by row.

If there is more than one Intruder in a Room, start with the largest Intruders first – they all Attack the same Character first in Turn order, unless that Character dies or leaves the Room. If that happens the Intruders who have not Attacked yet, do so against the next Character in Turn order.

More on Intruder Attacks: see page 32.

EVENT PHASE

In this Phase, an Event card is drawn that can drastically alter the situation in the game, and then contents of the Intruder bag will be modified.



The Event card is divided into the following parts:

- A. Intruder Movement** – These icons describe which Intruders move during an Event Phase.
- B. Event Main Effect** – Major effect severely impacting the game.
- C. Event Secondary Effect** – Lesser effect, mostly revolving around adding Noise markers to Corridors.

3. EVENT CARD RESOLUTION

During this step some Intruders move and effects from the Event card are resolved.

Draw a card from the Event deck and resolve it in the following way. If the card describes an effect that is impossible to resolve, ignore that sentence and continue resolving the rest of the card.

For example: If an effect instructs you to place a Malfunction marker (⚙️) in a Room, and that Room already has a Malfunction marker, ignore that effect.

1. Intruder Movement – Intruders described by the card move toward the closest Characters (👤).
 - 🌀 🌀 🌀 – Intruders in Corridors of the shown orientation move.

Note: Intruders move in different ways depending if they enter a Corridor, a Room with a Character or an empty Room. More on Intruder Movement: see page 30.

2. Resolve the Event Main Effect.
3. Resolve the Event Secondary Effect.

ORDER OF EFFECTS

All effects mentioning Characters should be done in Turn order.

All effects mentioning Noise markers (🔊) in Corridors are resolved starting with the Corridor on the top-left of the Facility and going row by row.

4. Discard the card.

4. BAG DEVELOPMENT

The Intruder bag represents Intruders living in the Facility outside of Characters' reach. In this step their numbers will shift.

Draw a random Intruder token from the bag, resolve it according to the Intruder Help sheet – at this point you are only interested in the token's front – you should completely disregard the back of these tokens.

Then, discard the token to the bottom of the matching Intruder token pile.

Intruder tokens are always placed in the bag from the Intruder token piles and are discarded from the bag back to those piles.

Note: Effects on tokens change upon Queen death – see "The Queen is dead" side of the Intruder Help sheet.

BAG DEVELOPMENT ON INTRUDER HELP SHEET



Queen token

If the Queen is on the map – Activate the Queen.

Otherwise – Add 2 Larva tokens to the bag.

More on Queen Activation: see page 35.



Drone token and Adult token

Add 2 Queen tokens to the bag.



Larva token

Add 2 random Drone tokens to the bag.



Blank token

Add 2 random Adult tokens to the bag. Return the Blank token to the bag.

BLANK TOKEN ALWAYS IN THE BAG

The Blank token is the only token that is returned to the bag after each time it is drawn and resolved.

All other tokens are discarded afterward.

CLEANUP PHASE

5. STARTING PLAYER CHANGE

The Starting Player token passes clockwise to the next player.

6. DRAWING ACTION CARDS

Each player draws Action cards from their deck until they have 5 cards in hand.

ACTION DECK RESHUFFLE

Whenever there are no more cards in your Action deck to be drawn and you need to draw another one (even in another phase) – first reshuffle all cards from your discard pile, form a new Action deck and continue drawing.

7. TIME ADVANCEMENT

Advance the Round marker by 1. If the Round marker is already on the last space, proceed to the End of the Game instead.

More on End of the Game: see page 39.

If the Round marker enters a space with another token, resolve it immediately.



AUTODESTRUCTION TOKEN

If a Round marker enters a space with the Autodestruction token, the Facility explodes and the game ends. All Characters still inside the Facility (as well as Hibernating ones) die, every Room is considered destroyed and all Intruders are considered dead.

More on Autodestruction Procedure: see page 38.



LANDER TOKEN

If a Round marker enters a space with a Lander token, the Lander tries to land in the Landing Zone Room. Check the Anti-Aircraft systems by revealing the top Anti-Aircraft token:



If it is Inactive (or Anti-Aircraft tokens have been removed from the game), the Lander lands successfully – place it in the Landing Zone Room and remove the Anti-Aircraft tokens from the game – they cannot be changed. From now on Characters may use the Landing Zone Room to try to Escape.



Otherwise, the Lander is destroyed – remove the Lander token from the game.

If the Lander landed, it is available to Characters from that point on and they may Escape the Facility using it.

More on Anti-Aircraft systems and Escaping: see pages 37 and 38.

BEGIN A NEW ROUND

Now, start a new Round with the Player Phase.

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GOLDEN RULES

Nightmare Rule – If you are at any point unsure about a certain ruling, order of effects, or cannot find an answer to your questions, you should always resolve the particular situation in the worst possible scenario for the players.

If the situation is still unclear, perform it in the worst possible scenario for the Character first in Turn order.

Local Effects – Every effect in the game, which target is not clearly specified or defined, is local – meaning it is resolved in the same Room as the Character performing the effect.

For example: “Discard a Malfunction marker” means you discard a Malfunction marker from the Room your Character is currently in or any object in your Room (like a Weapon your Character is holding).

Component Limits – Most components are limited and have special rules on what happens if they run out. For any other components, consider them limited with no special rules – if they are to be used, and no more are available, nothing happens instead.

For example: Characters cannot gain Ammo tokens if all are already in players’ possession.

DETAILED RULES



CHARACTER

During game setup Character tiles are placed into universal Character boards. From that point on they are referred to as a singular Character board.

A Character board is a component showing all possible Actions that may be performed by a Character. All effects, Wounds, and other statuses impacting the Character are also placed there.

A. NAME AND RANK

Each Character (👤) has their Rank. Several effects may interact with the Rank, for example, by allowing Characters of higher Rank to command Characters of lower Rank by the use of specific Action cards.

For example: The Medical Support shown above has a Rank of 2.

B. HEALTH TRACK

The Health track shows the current vitality of the Character – how many Injuries they have taken so far, their exhaustion, etc.

More on Character’s Health: see page 18.

C. TACTICAL BELT

Each Character has their own Tactical Belt – it consists of 4 Tactical Gear slots, which can hold Tactical Gear tokens.

TACTICAL GEAR SLOTS

You can find Tactical Gear slots not just on your Tactical Belt but also on your Weapons and other Items.

USE ANY TACTICAL GEAR ACTION

When this Action is performed, choose any number of your Tactical Gear tokens and use them, applying their effects. Then, discard all chosen tokens (apart from Ammo tokens, which are moved to Weapons as a part of their effect).

You may also move any number of your tokens between your Tactical slots.

GAINING TACTICAL GEAR TOKENS

Newly gained Tactical Gear tokens can be placed in empty Tactical Gear slots of the corresponding color – it means that Ammo tokens can be placed directly in Weapons’ Tactical Gear slots.

Gray slots are universal, and any Tactical Gear token can be placed there.



AMMO TOKENS

Ammo token icon:

Ammo tokens are 2-sided. One side shows a Full Ammo token, and the other shows a Half-full Ammo token.

Using an Ammo token allows you to **Reload** a Weapon – choose a Weapon and move an Ammo token from your Tactical Gear slot onto the slot on the chosen Weapon.

You may never move an Ammo token that is already loaded into a Weapon – Ammo cannot be swapped between Weapons.

OXYGEN TOKENS

Oxygen token icon: 

When an Oxygen token is used, the Character gains 3 Oxygen () – rotate the Oxygen dial to indicate that. A Character's Oxygen supply can never exceed 7.

GRENADE TOKENS

Grenade token icon: 

Grenades are an effective way of fighting against large groups of Intruders () in Corridors.

When a Grenade token is used, the Character chooses an adjacent Corridor, rolls a Burst die, and adds 2 to the result. Then deal that many Hits in the chosen Corridor. Rolling  does not have any effect.

This roll does not count as a Character Bursting (Weapon effects do not apply to the result).

More on Combat: see page 33.

MEDPACK TOKENS

Medpack token icon: 

Medpacks are used by Characters to patch up their light wounds.

When a Medpack is used, the Character restores 2 Health Points ()

More on Character's Health: see page 18.

D. HAND SLOTS

All Characters have 2 Hand slots on the top part of their Character board.

All Heavy Items must be carried in Hands – 1 Heavy Item can be carried in 1 Hand slot at any moment.

More on Heavy Items: see page 29.

DISCARDING ITEMS AND TACTICAL GEAR TOKENS

All Characters are allowed to discard any number of their Tactical Gear tokens and/or Items at any point.

Tokens are placed back into the pool and Items are placed in the Items discard pile.

E. OXYGEN



At the end of each Turn (which includes a Turn in which a Character Passes), if a Character is in a Section with an Inactive Life Support System () they lose 1 Oxygen.

More on Sections: see page 19.

SPENDING OXYGEN

Some Items or effects may instruct you to spend Oxygen by rotating your Oxygen dial an appropriate number of times.

You are unable to use Actions that require you to spend Oxygen if you would drop below 0 as a result.

On the other hand, staying in a Section with Active Life Support Systems () does NOT replenish Oxygen personal supplies. To replenish personal Oxygen Characters must find appropriate Items or Tactical Gear tokens.



When an Oxygen Counter reaches  the Character gains a **Suffocating token** and immediately turns their Oxygen dial back to "0", and follows the token's instructions. Effectively, the Character has 1 more Turn to find Oxygen to not die.

F. ACTIONS LIST

This Section of the Character Board lists all available Actions in the game.

More on Actions: see page 12.

G. ACTION CARD DECK AND DISCARD

The Action cards deck is placed on the left side of the Character board face down and the Action card discard pile on the right – face up.

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CHARACTER'S HEALTH AND WOUNDS



A Character's Health track is divided into 3 states:

- **Healthy**
- **Injured**
- **Heavily Injured**

A Character (A) is considered in a given state when their Health marker (Universal marker in a Health track) is on one of the slots of that section. These sections do not affect the game on their own, but Intruder Attacks frequently interact with the current state of the Attacked Character, sometimes even killing them outright.

INTRUDER ATTACK EXAMPLE



If you are Heavily Injured, you die.

Otherwise, gain 1 Serious Wound and 1 Contamination.

Characters may lose or restore Health points (+/-) during the game. In such cases, simply move your Health marker to the right or left accordingly.

When a Health marker would move to a section with an Armor Item, discard the Armor and continue moving the Health marker. Armor does not prevent any Health lost unless specified by the Item itself. *More on Armors: see page 29.*

When a Health marker is moved from the last slot onto the Skull icon, the Character dies.

DEATH

When a Character dies, remove their miniature from the board. All of their Items they were carrying are lost as a result. This Character lost the game and no longer take part in it.

SERIOUS WOUNDS



Characters can sometimes gain Serious Wounds (mostly as a result of Intruder Attacks). Serious Wounds are cards introducing major negative effects to the Character, as well as reducing current and max Health points (Health marker may never move to a slot covered by a Serious Wound). They can only be healed using certain Items and Rooms.

Whenever a Character gains a Serious Wound, a random card is drawn from the Serious Wound deck and placed in the leftmost Health Section without a Serious Wound. It is entirely possible to have 2 exactly the same Serious Wounds – do not stack their effects then.

If the Health marker is in a section where a Serious Wound card is being placed, move the Health marker to the first empty slot in the next Section. This may result in discarding an Armor Item.

DISCARDING SERIOUS WOUNDS

There are multiple ways to discard Serious Wounds – most commonly found on Items and Rooms.

Whenever a Character resolves an effect that discards a Serious Wound and they have more than one, they may choose which one to discard. In such a case slide the remaining Serious Wounds to the leftmost Health sections.

Discarding a Serious Wound does not move the Health marker in any way.

RESTORING HEALTH

When restoring Health points, a player may always choose to restore fewer Health points than described.

MAP

The Map in *Nemesis* shows a Facility which is divided into **3 Sections – A, B, and C**. The Facility consists of **Rooms**, which are always placed in one of the 3 Sections. The Rooms are connected by adjacent **Corridors**.

Characters may only be placed in Rooms, while Intruders (🦋) may be placed both in Rooms and in Corridors.

FACILITY SIZE

The Section border pieces and the Round track border pieces create the borders of the Facility. No Room and no Corridor can ever be placed on those pieces or outside of those borders. This also applies to the right and the bottom side of the Facility.

SECTIONS

There are 2 important pieces of information about each Section:

- Each one has its own Life Support System that may be either Active (🔌) or Inactive (🔌). Changing the status of those systems is possible in Life Support Control Rooms which can be found in every Section.
More on Rooms: see Rooms Help Sheet.
- Each Section has its own dedicated Section Rooms described below (and marked with "A", "B", and "C" symbol). Those Rooms are frequently required to fulfill Objectives. All other Rooms (marked with "?") are random and may appear in any Section.

SECTION A

Section A is an Entrance Section – where you start your mission and most likely end it. Important Rooms include:

Landing Zone – One of the ways of Escaping the Facility and a place where Characters can restock their supplies. Characters start here.

Drilling Room – A Room which allows drilling new Corridors.

Life Support Control "A" – Turns on/off Life Support Systems in Section A. It also allows putting out fires.

Surgery Room – Provides the easiest way to discard Serious Wounds and even a Larva Infection if it were to occur.

SECTION B

Section B is the middle Section with the Hibernatorium Room – one way to safely finish the run in the Facility. Important Rooms include:

Hibernatorium – Provides a way to ensure safety for multiple Characters. It is both Undiscovered and turned off (🔌) at the start, which means it cannot be Used, but it can be turned on in Life Support Control "C".

More on Hibernatorium: see Rooms Help Sheet and page 38.

Cooling System – Allows you to turn on the Autodestruction Procedure in case of emergencies.

More on Autodestruction Procedure: see page 38.

Life Support Control "B" – Turns on/off Life Support Systems in Section B. You can also check and change the status of Anti-Aircraft systems here.

More on Anti-Aircraft systems: see page 37.

Server Room – Its most important function is allowing you to gather a Data token required for some Objectives.

SECTION C

Section C is the most dangerous Section. Important Rooms include:

Life Support Control "C" – Turns on/off Life Support Systems in Section C. You can also turn on the Hibernatorium here.

The Nest – Dangerous Room with Intruder Eggs.

More on the Nest: see the next page.

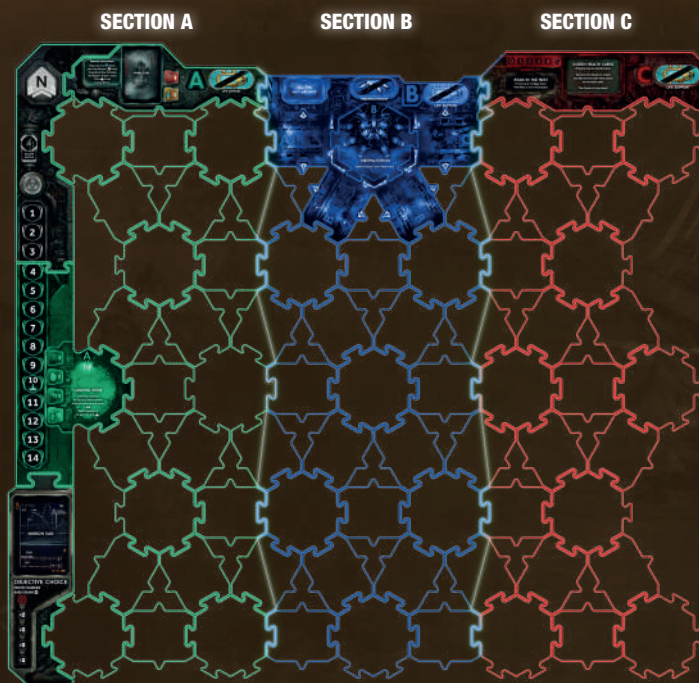
The Reactor – An extremely important Room. This completely shuts off the power in the Facility, turning off (and preventing from turning on again) all Life Support Control Systems, the Autodestruction system and the Anti-Aircraft system.

The Escape Shuttle – An emergency escape from the Facility, but only for 1 person.

More on Escaping: see page 38.

SECTIONS IN THE FACILITY

This illustration shows all slots in which Rooms and Corridors may appear.



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ROOMS

Rooms are the main structure of the game – Characters (👤) Move between neighboring Rooms. Each Room has plenty of icons related to it.

Rooms are divided into 2 types – Section Rooms (“A”, “B”, and “C”) which belong to an associated Section and can always be found in the game, and random Rooms (“?”), which are not certain to appear in the game.

Room tiles contain the following information:

- A. **Name**
- B. **Effect** – A short description of the Room’s effect when Using a Room.
- C. **Item Icons** – Shows which types of Items can be found in a given Room. Mostly referenced by the Search Action card.
- D. **Computer Icon** – Shows whether the Room contains a connection to the server. The icon does nothing on its own but is frequently referenced by other Actions and effects.
- E. **Room Type and Room ID** – Shows whether the Room is a Section Room (“A”, “B”, or “C”) or a random Room (“?”). The Identifying number is used for various tie-breakers.
- F. **Other Icons** – Rooms may also feature some other icons, showing special rules:

🚫 – Such Rooms are never Secured and can never have Secure tokens placed on them.

More on Secure tokens: see page 23.

🔧 – These Rooms can never be broken. A Malfunction marker is never placed on them.

More on Malfunction markers: see page 23.

USE THE ROOM

Whenever any Character Uses the Room (most commonly by performing the “Use the Room” Basic Action), they resolve the Room’s effect.

Note: All Rooms are described in detail on the Rooms Help sheet.

NEST

The Nest has its own space on Section C border piece which contains 5 Egg tokens at the start of the game. This space is considered to be an extension of the Nest Room tile, meaning Characters in the Nest Room may interact with Egg tokens and are considered to be in a Room with Egg tokens.

Eggs are treated as Heavy Items and may be picked up using the Nest Room Action.

More on Heavy Items: see page 29.

You can **destroy** the Nest by removing all Eggs from the Eggs space (by using the Nest’s Room Action). When there are no more Eggs there, place a Universal marker on the Eggs space – this signifies the Nest being destroyed. It stays destroyed even if other effects would add new Eggs there.

FIRE DESTROYING EGGS

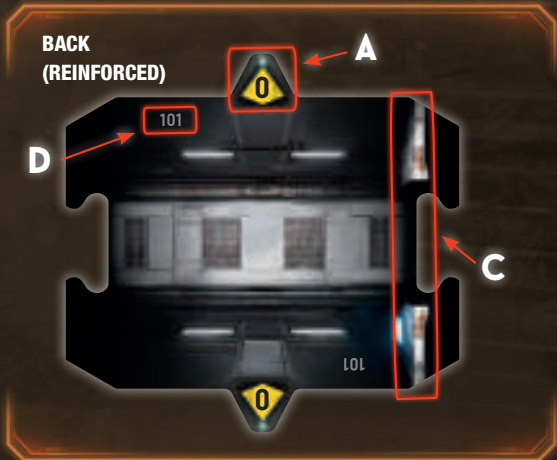
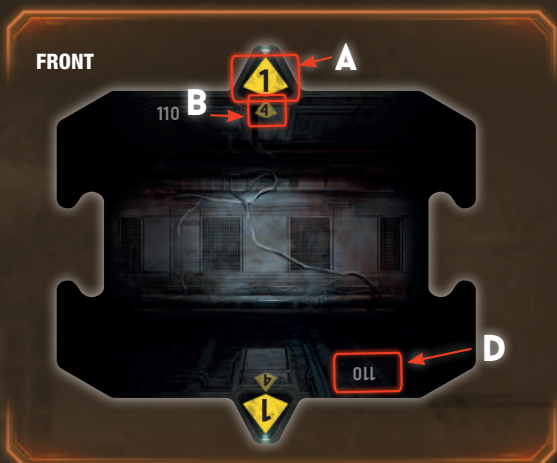
If a Fire (🔥) is in the Nest, it removes 1 Egg from there during each Intruder Burning Phase step.



CORRIDORS

To Move from Room to Room Characters use adjacent Corridors. As a result of Movement and other Actions, Noise markers (🔊) are placed in Corridors alerting you to incoming danger.

Noise may finally turn into Intruders (👤), which are placed in Corridors – such Intruders will then move between Corridors and Rooms. More on Noise markers: see page 25.



- A. **Corridor Noise value** – Used when making Noise rolls to check in which Corridors Noise markers are to be placed.
- B. **Deadly mode Noise value** – Some Corridors contain a second Noise value used only in the Deadly mode.
- C. **Door slot** – Shows where Doors are available. They can be Open, Closed or Destroyed.
- D. **ID number** – Identifying number. Used to break ties during Intruder movements. Note that this number always starts with the Corridor front Noise value.

Each Corridor connected to a Room is considered adjacent to that Room regardless of other components on the board (such as Intruders or Doors).

In contrast to Rooms, Corridors may sometimes be placed on a border of 2 Sections. In such a case, that Corridor is considered to be in both Sections.

A Corridor can hold:

- A Queen and up to 2 other Intruders
- OR
- Up to 6 Adults, Drones, and Larvae in total
- OR
- A Noise marker

INTRUDERS AND NOISE MARKERS

When an Intruder is placed or moved to a Corridor with a Noise marker, discard the Noise marker first.

Noise markers are never placed in Corridors containing Intruders.

REINFORCED CORRIDOR

Empty Corridors may be Reinforced by Characters during the game. When a Corridor is Reinforced, discard a Noise marker from it (if there is any) and flip it to the other side. That side has a "0" value shown. Noise markers won't be placed on such a Corridor as a result of a Noise roll (since there is no 0 on the die).

However, Intruders can still move into such a Corridor.

Note: Corridors leading to the Hibernatorium can never be Reinforced.

COMMON CORRIDOR KEYWORDS

EMPTY CORRIDOR

A Corridor is considered empty, when there are no Intruders in that Corridor. A Corridor containing a Noise marker is also empty.

UNEXPLORED CORRIDOR

A Corridor that is connected with only 1 Room is considered Unexplored.



INTRUDER LIMITS

There is a limit of 6 Intruders in a given Corridor (with the Queen counting as 4 Intruders in such cases).

If at any point Intruders are supposed to move or be placed in a Corridor and there is not enough space for them, instead:

- Move/place as many as you can, prioritizing the largest Intruders first.
- The larger Intruders swap places with lower forms if necessary:
 - When moving, simply swap their places (this DOES NOT cause Intruder Attacks).
 - When placing, remove the smaller Intruders from the Corridor as necessary to place larger Intruders in their place.
- Afterward, if there are any Intruders left unmoved/unplaced because of the Intruders limit, leave them without moving/placing.

DOORS



Some Corridors may come with Door slots – this means that there are Open Doors there. With appropriate effects Doors can be Closed – signified by placing Door tokens on Door slots.

A Room and a Corridor joined by a Closed Door are still considered adjacent (and 2 Rooms with a Door in between are still considered neighboring), but the Door imposes some limitations – such as preventing Movement or Bursting.

Note: All Corridors, at the moment of placement, should be oriented with a Door slot in the direction of the Room just placed.



Doors highlighted may be Opened by the Character using an appropriate Action. The Doors at the end of Corridor A cannot be Opened since there are other Doors in the way.

Intruders highlighted in Corridor C can be Bursted at by the Character. Intruders in Corridor A cannot, since there are Doors in the way.

BLOCKING PATH

Closed Doors block access to anything (with the exception of a Noise marker) on the other side. Characters cannot perform any Actions that influence objects behind Closed Doors.

Note: Effects that specifically call out “any object in the Facility”, like Moving to any Room in the Facility, still work and allow you to Move even to a Room closed by Doors from all sides. Those effects allow you to reach the Room in another way, like moving through a ventilation corridor.

Characters (👤), cannot Move, Burst etc. through a Corridor with Closed Doors – they must Open or Destroy the given Door first (mostly as a result of using Actions or Item cards).

Intruders (👁️), when attempting to move through Closed Doors, Destroy them instead.

More on Intruder Movement: see page 30.

INTERACTING WITH DOORS

Doors may become:

- **Closed** – Doors can only be Closed in places with Door slots. When Closing a Door, simply place a Door token there.
- **Opened** – Remove the Door token from the board.
- **Destroyed** – If there is a Closed Door, it may be Destroyed – lay the Door token down. Such a Door is now considered to be the same as Open, but cannot be Closed again.

DOORS AND SPREADING FIRE

Event cards and other effects may **Spread Fire** between Rooms. If Fire would spread between 2 Rooms blocked by Closed Doors, ignore that spread instead – Closed Doors block spreading Fire.



MAP MARKERS AND TOKENS



In *Nemesis* various markers and tokens may be placed in the Facility portraying various states of Rooms and Corridors.

Noise markers (🔊) may be placed in Corridors and are explained more in the Character Movement part of the Rulebook.

Fire markers and **Secure tokens** are placed in Rooms and only affect the Rooms they are in. **Malfunction Markers** may be placed on a variety of components.

FIRE MARKERS

Fires are a common occurrence in destroyed Facilities. They are equally dangerous for humans and Intruders alike. Yet, the biggest danger is the possibility of Fires spreading and enveloping the whole base.

Fire markers are placed in Rooms. Each Room may contain only 1 Fire marker. If a Fire marker is to be placed in a Room with one already, simply ignore it.

OVERWHELMING FIRE

If at any point you must place a Fire marker and there are no more Fire markers available, the Facility is destroyed and the game ends.

More about Destroyed Facility: see page 39.

Fire markers affect the game in three ways:

1. When a Character ends their Turn in a Room with a Fire marker, they lose 1 Health point (🩹).
2. During the Intruder Phase each Intruder in a Room with a Fire marker is dealt 1 Hit. If Fire is in the Nest, 1 Egg is discarded from there.
3. Fire markers may spread as a result of some Events. Spreading Fire means placing Fire markers in neighboring Rooms according to the instructions on a given card.

Closed Doors prevent Fire from spreading this way.

MALFUNCTION MARKERS

Malfunction markers represent something being broken and impossible to use. They may be placed on many different components such as Rooms, Heavy Items, and Robot cards. When discarded they go back to the pool.

Regardless what they are placed on, that component cannot be used. You can find specific information on how Malfunction markers interact with components as follows:

1. ON ROOMS

Each Room may only contain 1 Malfunction marker. If a Malfunction marker is to be placed in a Room with one already, simply ignore it – this includes the Malfunction Markers Limit rule described in the box below.

If a Room has a Malfunction marker its Room Action is unavailable, and cannot be performed in any way. It does not affect Item icons in this Room.

2. ON HEAVY ITEMS

When a Malfunction marker is placed on a Heavy Item, it cannot be used in any way (its Action cannot be used, and that Item cannot be used to Shoot nor Burst) and is treated as if that Item had no effect's text and no icons. Tactical Gear tokens on Items can still be used.

When a Malfunction marker is to be placed on an Item with one already there, the Item is destroyed and must be discarded instead.

3. ON A ROBOT

When placed on a Robot card, the Robot (🤖) cannot be used in any way (neither Rooms interacting with the Robot, nor Robot Actions). Treat the Robot card as having no text and no icons. Tactical Gear tokens on the Robot are still available. Effects that only require a Robot can still be used however (for example a Secure Action card).

If a Malfunction marker is to be placed on a Robot when there is one there already, simply ignore it.

DISCARDING MALFUNCTION MARKERS

Many effects allow you to **discard Malfunction markers** – you can do so from the Room your Character is in, or any Item/Robot in that Room (unless the effect states otherwise).

MALFUNCTION MARKERS LIMIT

If at any point you must place a Malfunction marker and there are no more markers available, place a Fire marker in the Room instead, if possible.

Example: You must place a Malfunction marker on your Weapon and there are no more markers available. You instead place a Fire marker in your Room.

SECURE TOKENS

Securing Rooms is one of the Actions that allow Characters to prepare for Intruder Attacks. Secure tokens protect Characters from Attacks directed by Intruders entering the Room.

Many Actions may place Secure tokens in Rooms. There is a limit of 3 Secure tokens in any given Room.

Characters may never Secure a Room with an Intruder inside.

Note: Some Rooms may be impossible to Secure (such as the Nest Room) and some Rooms are always Secured (such as the Shelter Room).

RESOLVING SECURE TOKENS:

Whenever an Intruder enters a Room with at least 1 Character and a Secure token, 1 Secure token is discarded instead of resolving the Intruder Attack.

Discarding Secure tokens is a result of Intruder movement and may never be prevented.

Secure tokens do NOT protect from Intruder Attacks made by Intruders that are already in a Room (for example, during the Intruder Attack step).

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CHARACTER MOVEMENT

MOVEMENT SEQUENCE

Characters (👤) may Move as a result of many different effects, most commonly by performing the “Make a Move” Action. Character Movement is always done from a Room to another Room. Characters are never placed in Corridors.

The Movement sequence goes as follows:

1. **Choose Direction** – Choose an adjacent Corridor your Character is going to Move through.
2. **Resolve Opportunity Attacks** – If there are any Intruders (👤) in the same Room as the Character and/or in the Corridor the Character wants to Move through – for each such Intruder, starting with the largest Intruders, resolve an Intruder Attack (up to 3 Attacks maximum).

More on Intruder Attacks: see page 32.

3. **See the effect of your Movement:**

- a. If you are Moving to an already Discovered Room:
 - Move your Character there.
 - If you are Moving Cautiously place a Secure token (🔒) there.
 - Make a Noise roll.

More on Noise rolls: see the next page.

- b. If you are Moving through an Unexplored Corridor to an Undiscovered Room – Resolve the Exploration Sequence.

SECRET PASSAGES

Sometimes an effect (such as a Technical Corridor Entrance Room effect) may allow a Character to Move to a specific Room regardless of distance. In such a case resolve the sequence above with the exception of the Choose Direction step.

EXPLORATION SEQUENCE

At the start of the game, the Facility is mostly unexplored. New Rooms and Corridors appear as a result of Characters Moving to uncharted territory and exploring on their own.

Whenever a Character Moves through an Unexplored Corridor they must resolve the Exploration Sequence (as mentioned in the Movement section above).

The Exploration Sequence is resolved by drawing an Exploration card and resolving it in the empty Room slot at the end of the Unexplored Corridor the Character Moved through. The Exploration card must be oriented the same way as the map – note the North icon on the card and the top-left side of the map.

Note: Exploration cards do not always show the Corridor the Character has Moved through, since their purpose is to show new Corridors to be placed.

EXPLORATION CARD



1. **Set up the Room** – Check the type of Room described on the top of the card (“A”, “B”, “C”, or “?”), draw a random Room of that type and place it face up in an empty space on the exit of the Corridor you are Moving through. If there are no more Rooms of the required type, place the random “?” Room instead.
2. **Set up the Corridors** – Around the new Room, place a random Corridor face up in each space shown on the card, if it's not already there. If a Corridor has a Door slot – place it so the Door slot connects with the newly Explored Room. There are 2 exceptions to this step:
 - a. No Corridors lead out of the Facility – If a Corridor leads to a space that is outside the Facility's border, do not set it up.
 - b. No Corridors lead to already placed Rooms – If a Corridor leads to a Room that is already placed on the map, do not set it up.

Note: Corridors do not lead to already placed Rooms, because Corridors should not appear out of nowhere around Rooms that were established to have only certain entrances.

3. **Set up markers and tokens** – Place all markers and tokens on Corridors and Rooms as shown on the Exploration card. Do not place a Noise marker (🔊) in a Corridor that already has one – nothing happens in that case.
4. **Movement and Securing Reminder** – Move your Character to the Room. If you're Moving Cautiously, place a 🔒 in that Room.
5. **Entrance Effect** – Some cards may have an additional effect that should be resolved at this point. The most common one is making a Noise roll.
6. **Insider icon** – This icon is not used in the base game, ignore it.
7. **Discard the Exploration card** – Unless it was already removed as a part of the Entrance Effect.

EMPTY EXPLORATION DECK

If you ever need to draw from the Exploration deck and it's empty, reshuffle all Exploration cards (except the removed ones) and then draw the required card.

NOISE ROLL

A Noise roll is performed as a result of many different Actions and effects (most commonly as a result of Movement) and is also the main way of Noise markers () appearing on the map.

NOISE ROLL AFTER EVERY MOVEMENT

A Noise roll must be made after each Movement - even when Moving to a Room with another Character and/or Intruder. Only some special effects allow for Movement without making a Noise roll.

When making a Noise roll, take the Noise die, roll it and resolve effects depending on the result of the roll:

- **1, 2, 3, 4 Number result** – Find all Corridors adjacent to the Room your Character is in that share the rolled value. For each such Corridor, resolve the following in order:
 - If the Corridor contains at least 1 Intruder: *One Intruder managed to breach your defenses.*
The largest Intruder from that Corridor moves to the Room containing your Character.
 - If the Corridor already contains a Noise marker: *Intruders appeared in the Corridor.*
Resolve the Noise marker there according to the Intruder Help Sheet (see further).
 - If the Corridor has NO Noise markers: *You've heard something.*
Place a Noise marker there.

If there is no Corridor of the corresponding value – nothing happens.

- **Hazard result** – *Something jumps from the ceiling.*
Draw an Intruder token from the Intruder bag and resolve it according to the Intruder Help sheet (see below).
Rolling this result will, most of the time, place 1 Intruder in the Room with the Character. You are only interested in the icon of the drawn token – it shows the kind of Intruder being placed. Disregard the value on the back of the token completely. Discard the token back to the Intruder piles afterward.

SURPRISE ATTACKS

When an Intruder is placed in a Room/moved to a Room (for any reason), it immediately tries to Attack a Character inside. *More on Intruder Attacks: see page 32.*

RESOLVING NOISE MARKERS

Noise markers are resolved most frequently as a result of rolling the Noise die, but may also occur from other effects, such as from Event cards. Resolving a Noise marker is understood as a chance of Intruders appearing in Corridors.

To resolve a Noise marker remove it, draw a random Intruder token from the Intruder bag and resolve it in the same Corridor according to the Intruder Help sheet. The number on the token's back shows you how many Intruders are placed in the Corridor. Red number shows how many Drones are placed in the Corridor. Red number shows how many Drones are placed in the Corridor.

Then, discard the token back to the Intruder piles (unless stated otherwise).

Note: The Blank token is always returned to the bag.



INTRUDER HELP SHEET

THE QUEEN IS ALIVE		
 RESOLVE IN A CORRIDOR	 RESOLVE IN A ROOM	 BAG DEVELOPMENT
Activate the Queen. If not possible – place her in the Corridor.	Activate the Queen. If not possible – place her in the Room.	Activate the Queen. If not possible – add 2 Larva tokens to the bag.
Place the number of Intruders shown on the token (Adults and Drones) in the Corridor.	Place 1 Intruder of the type shown on the token in the Room.	Add 2 Queen tokens to the bag.
Place 1 Larva in the Corridor.	Add 2 random Adult tokens to the bag. Add this token back to the bag.	Add 2 random Drone tokens to the bag.

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CHARACTER MOVEMENT EXAMPLE



The player performs a “Make a Move” Action. They discard a card from their hand to pay the Action’s cost. Then, they:

1. **Choose Direction** – They choose the upper Corridor to move through (they could also choose the middle or the lower one).
2. **Resolve Opportunity Attacks** – Since there are no Intruders (👤) in the chosen Corridor or in the Room the Character (👤) is leaving from, they skip this step.
3. **See the Impact of your Movement** – This is a move to an Unexplored Room, so they must perform the Exploration Sequence.



The player draws the top card from the Exploration deck. They place it according to the map’s orientation and resolve its effect from top to bottom:

1. **Set up the Room** – According to what is written on the card, the player draws a random Room corresponding to the Section they are Moving to. They draw Room “A” and add it to the map, connecting it with the Corridor they are Moving through.
2. **Set up the Corridors** – They place Corridors as indicated on the card. In this case, it is only the top-right Corridor. The Corridor is placed with the Door slot facing the newly placed Room. The bottom-right Corridor is not placed because it would lead to an already existing Room.
3. **Set up markers and tokens** – The player places a Fire marker in the new Room. They don’t place the shown Noise marker (🔊) since the bottom-right Corridor was not placed.



- 4. Movement and Securing Reminder** – The player moves their model to the newly placed Room. They did not perform a Cautious Movement, so they skip adding the Secure token.



- 5. Entrance Effect** – Following the Entrance Effect the player makes a Noise roll. Since they rolled a “3,” they add a Noise marker in adjacent Corridors with this value (in this case, only the top-right).
- 6. Discard the card** – The player has finished resolving the Exploration card, so they place it in the Exploration discard pile and may continue with their 2nd Action of their Turn.

ITEMS

Items come in many different types. Each Character starts the game with their own Character Item. During setup they also get a Support Equipment (except the Contractor), and throughout the game they may find other regular Items.

Most often, Items must be Used (for example by performing "Use an Item" Basic Action) for their effects to be applied. However, there are Items with passive effects, which are applied when the timing on the card calls out for it. Those Items may never be used by performing the "Use an Item" Basic Action.

Item with a passive effect



Most Items come with **Traits** below their name :

- **Heavy** – Items with a horizontal layout that may only be placed in Hand slots.
- **Armor** – Items marked additionally on the top of the card. Most Armors provide a passive effect.
- **Ranged Weapon, Melee Weapon** – These Traits are common and simply describe the Item. They have no effect on their own, but many Actions may reference them.
- **One Use Only** – These Items are discarded when Used.
- **Requires no Ammo** – Weapons with this Trait are special and require no Ammo tokens to Shoot and Burst.

Note: For the sake of Actions that require Weapons with Ammo tokens, those Items are considered as always having an Ammo token on them.

GAINING ITEMS

SEARCH

For each Item Icon in your Room draw 1 Item of the corresponding type. You may keep 1 of them and discard the rest.



Items are most commonly gained by using the Search Action card. Some other cards and effects work very similarly to the Search Action card allowing Characters to find even more Items.

The Search Action card allows you to draw 1 Item card for each Item Icon (+, ⚡, and 🛡️) on the Room you are Searching in. Then, you pick 1 of those cards to keep and discard the rest to the bottom of their respective decks. Items that were Searched but not chosen should not be revealed to other players.

For example: By Searching Life Support Control "B" you will draw 1 + and 1 🛡️ Item. Then, choose 1 of those cards to keep, and discard the other one to the bottom of its corresponding deck.

FULLY LOADED

During the game Items are always found with all Tactical Gear slots filled, if they have any.

REGULAR ITEMS



The most common type of Items are regular Items – all vertical Items without an Armor keyword. When these Items are used, simply resolve their effect.

BACKPACK

All regular Items are always placed in a Backpack card holder and may be used by performing the "Use an Item" Action. There is no limit to the number of regular Items that may be held in the Backpack. Items in the Backpack are a secret information and should not be revealed to other players until used.

HEAVY ITEMS



All Items with a horizontal layout are Heavy Items. Heavy Items are too big to fit in a Backpack and must be held in one of the Hand slots. Only 1 Item may be carried in a Hand slot.

If such an Item is gained when all Hand slots are already taken, you may first discard one of the held Items to make space for the new Item.

Weapons (both Ranged and Melee) are an important subtype of Heavy Items. Ranged Weapons are necessary to Shoot and Burst. Melee Attacks may be done with either type of Weapon (or even without any), although Melee Weapons can do so much better.

Intruder Eggs are also considered Heavy Items.

ARMOR ITEMS



Armor Items are all Items with the "Armor" keyword. When gained, an Armor Item is always placed on the Heavily Injured section of the Health track.

Only one Armor Item may be worn at any moment. When a Character gains an Armor Item while already using one, they may first discard the Armor from their Health track to gain the new Armor. Armor does not fit into a Backpack card holder.

When a Health marker is to be moved to a Health track section with an Armor Item, that Armor Item breaks and must be discarded, and then the rest of damage is applied.

When a Character gains an Armor Item and their Health marker is already on the Heavily Injured section, they can't gain the Armor and it's discarded instead.

TACTICAL GEAR SLOTS

Various Items offer slots for Tactical Gear tokens. Most Weapons have slots for Ammo tokens, since they require Ammo to be shot with.

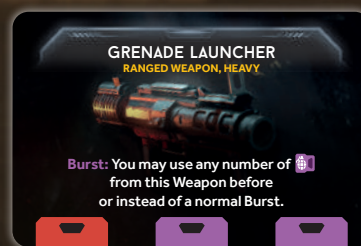
Tactical Gear slots can also be found on other Items. The color of the slot determines which Tactical tokens can be placed in such a slot.

- Ammo token
- Grenade token
- Oxygen token
- Medpack token
- Any token

When gaining a Tactical Gear token, it may be placed in any your empty Tactical Gear slot that matches the token (Tactical Belt slots are considered to be Any token type).

As a result of losing an Item, the Character also loses all Tactical Gear tokens from that Item.

Item with Tactical Gear Slots



1 Tactical Gear slot for Ammo token

2 Tactical Gear slots for Grenade tokens

INTERPLAY

In *Nemesis* most effects (from Actions and Items) are not used on other Characters. The same way, most of the time interaction with Items belonging to other Characters does not happen.

It is possible to use an Item on another Character in the same Room, if the Character allows you to do so, and the Item has one of the following effects:

- Restoring
- Discarding Serious Wounds
- Discarding (from Items belonging to another Character)
- Gaining

For any other effect, you must Trade the Item to another Character, so that they can use it themselves.

TRADING

When a Character uses the Trade Action, all Characters in the same Room may, with mutual consent, reveal and exchange Items and/or Tactical Gear tokens with the Character performing the Trade Action (which in turn may result in 3-way exchanges, as long as the active Character agrees). A Character may choose to give an Item and/or Tactical Gear token without asking for anything in return.

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INTRUDERS



Intruders (👾) are an alien species that humanity knows very little about. They are aggressive and intelligent creatures. Intruders come in many different types described below. All rules regarding Intruders are explained from the perspective of Adults since they are most commonly met in *Nemesis*, but they apply to Intruders of all types, unless strictly described otherwise.

INTRUDER TYPES

Intruders in *Nemesis* come in the 4 different types seen above. Starting from the largest:

The Queen is only one, an extremely durable and aggressive enemy.

Drones are rare but more dangerous than typical Adults.

Adults are the most standard type seen very frequently. They commonly hunt with other Intruders as a group.

Larvae are not as deadly as the other Intruders, but come with a nasty surprise.

INTRUDERS LIMIT

Intruders may be placed in both Rooms and Corridors. While Rooms can hold any number of Intruders, the maximum number of Intruders that may be placed in any Corridor is 6 (with the Queen counting as 4 Intruders).

More on Corridors: see page 21.

Intruder models are a limited component – if you are ever instructed to place more models of a certain type than available, place as many as you can and ignore the rest – it cannot get worse.

INTRUDER BAG

During many different Phases you draw tokens from the Intruder bag – any time this happens, resolve the token according to the specific column of the Intruder Help sheet and remove the token from the bag. Tokens are always removed upon being resolved, and placed back in the Intruder token piles. The blank token is the only exception – it is always put back into the bag.

INTRUDER MOVEMENT

Intruders move between Corridors and Rooms in many different situations. Below you can find general rules that apply to most movements, followed by a quick summary of all possibilities that may occur, and then an in-depth description of each situation on the following pages.

GENERAL RULES:

- **Intruders move to the closest Character (👤) using the shortest route** – Intruders move as a group in the direction of closest Character (unless specified otherwise) using the shortest possible route.
 - Doors are completely disregarded when Intruders choose the shortest route.
- **Intruders move between Rooms and Corridors** – If the moving Intruders are in a Corridor, they move to an adjacent Room. If they are in a Room, they move to an adjacent Corridor.
- **Only 1 Intruder enters a Room with a Character** – Whenever Intruders move from 1 Corridor to a Room with a Character, only the largest Intruder moves to that Room instead.
- **Intruders Attack when moving to a Room with a Character** – Whenever an Intruder enters a Room with a Character it always Attacks (some effects may allow you to prevent that Attack, such as Secure tokens).
- **Intruders stay in Combat** – Intruders do not move when they are in the same Room as a Character. They do not move away from Combat, unless Repelled.

INTRUDERS TARGETING

When Intruders have multiple Characters they could Attack/move to, they choose the target by following this pattern:

> Closest Character

> If there are multiple Characters in the same distance, then out of them the Character Activating the Attack/movement (if there is any)

> If there is still a tie, then out of possible Characters, the one that is first in Turn order.

SUMMARY OF POSSIBLE MOVEMENTS

Event cards – Intruders move according to the icons on the Event card.

Noise roll – May sometimes result in Intruders entering a Room from an adjacent Corridor.

Repelling – Different effects may result in Intruders moving away from Characters.

Queen Activation – One of the possible effects of the Queen's Activation may result in her movement.

They are described in detail below.

EVENT CARDS



The first part of an Event card always moves Intruders in the Facility. You may find 2 types of effects there:

All ⚡ in each ⚡/⚡/⚡ move – Move all Intruders (⚡) in the Facility that are currently in Corridors of the shown orientation to the appropriate Rooms.

All ⚡ in every Room move – Move all Intruders currently in Rooms, regardless of Section, to the appropriate Corridors.

When resolving Intruder movement apply the General Rules (always move toward the closest Character, using the shortest route) – start Intruder movement in the Facility from the top-left corner of the Facility and, going row by row, resolve movement of each group of Intruders individually.

INTRUDERS MOVING THROUGH DOORS

1. When deciding on the path the Intruders move, use the shortest route regardless if Doors are in the way, or not.
2. Whenever Intruders would move through a Closed Door, they destroy that Door and do not move instead.

RARE MOVEMENT EXCEPTIONS AND TIEBREAKS

1. In a situation when Intruders try to move to the closest Character, two different routes may be the same length. In such cases Intruders move using the shortest route that starts with the Corridor/Room with the lowest ID number.
2. It is possible that Intruders are unable to move because the Corridor they would move to is already full (Corridors can fit 6 Intruders maximum). If there is another route of equal length, they move using that one instead.

If there is no such route, all Intruders that are able to move to that Corridor do so, and the rest simply wait (it is possible that no Intruders move in that case).

NOISE ROLL

Details about Noise Rolls: see page 25.

Whenever a Character makes a Noise roll, if Intruders are in adjacent Corridors indicated by the result of the roll, one of the Intruders (prioritizing the largest forms) from each such Corridor enters the Character's Room and tries to Attack them.

REPELLING

Many different effects may cause Intruders to be Repelled. If a Character Repels an Intruder from the same Room or an adjacent Corridor, that Intruder moves **away** from that Character (or any other source of the Repel effect) – if they were Repelled from the same Room, the Character chooses which Corridor they move to.

If an Intruder is being Repelled, and is farther away from the source of that effect than an adjacent Corridor, it moves to the Corridor/Room with the lowest ID number.

Repelling may result in:

- An Intruder moving out of the Unexplored Corridor outside of the visible map. In that case, the Intruder stays where they are. It is impossible to Repel them farther.
- An Intruder trying to move through Doors – they Destroy them instead.
- An Intruder entering a Room with Characters – in that case, they try to Attack the Character first in Turn order in that Room.

QUEEN'S ACTIVATION

Details about Queen Activation: see page 35.

Drawing a Queen token may result in the Queen's Activation – which results in either the Queen Attacking or moving. The Queen moves exactly the same as other Intruders.

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INTRUDER ATTACKS



Intruders (👁️) attack Characters (👤) on many different occasions. Most commonly this happens when an Intruder enters a Room with a Character or in the Intruder Phase.

STANDARD ATTACKS

Whenever an Intruder Attacks a Character, draw a random Intruder Attack card (with the exception of Larvae Attacks, which are described below).

The card is resolved by finding an icon matching the Attacking Intruder type (A) and resolving the associated effect (B). Then, the card is discarded.

The Intruder Attack deck is only reshuffled when instructed by the game.

INTRUDERS CHOOSING A TARGET

Whenever an Intruder enters a Room with at least 1 Character, the Intruder resolves an Intruder Attack (unless prevented by a Secure token or another in-game effect).

If the Intruder entered as a result of a player effect, they Attack that Character if possible.

Otherwise, they Attack the Character first in Turn order.

LARVA ATTACKS

When a Larva is Attacking a Character, instead perform the following:

1. The Attacked Character gains 1 Contamination and places it on their discard pile.
2. Place the Attacking Larva on the Character board – the Character is now Infected with a Larva.
If the Attacked Character already has a Larva on their Character board – simply discard the Attacking Larva instead.
More on Contamination cards: see page 36.

PREVENTING ATTACKS

Various effects on Action cards and Items may allow a Character to Prevent an Intruder Attack.

If that happens, ignore the entire Intruder Attack – do not apply any additional effects of that Intruder Attack and do NOT draw an Intruder Attack card.

INTRUDER HEALTH AND COMBAT

Characters can fight Intruders in many different ways. They can use precise, single shots at Intruders in the same Room or Burst at the hordes charging through Corridors. In the direst of situations Melee Attacks are also an option.

No matter which type of Combat occurs, the effect of such always results in assigning Hits to Intruders. When Adult Intruders are in **Corridors** each Hit kills a single Adult Intruder (by simply removing them from the map). When they are in a **Room** each Hit should be understood as an injury dealt to an Intruder (by placing Universal markers by the Intruder's model).

WEAPONS

Nearly all Combat in *Nemesis* is done using Weapons. When a Weapon is chosen to be used in an Action, all effects and modifiers from the chosen Weapon must be applied, unless stated otherwise. Effects of rolling a specific result are described on Weapon cards and are done in addition to the standard result provided below.

SHOOTING



Intruders are very agile so Shooting at them in cramped Room is a difficult task. Shooting in *Nemesis* produces singular Hits. Each Hit increases the likelihood of an Intruder dying, but that is never certain.

Characters may only Shoot at Intruders in the same Room and only if they have a working, loaded Ranged Weapon.

More on Weapons: see page 28.

Shooting does not, however, spend Ammo (except for one specific result of the roll, see further below) – Characters use advanced equipment where a single bullet loss is not significant.

Shooting is resolved in the following way:

1. **Choose a Weapon and a target** – Choose a Weapon in a Hand without a Malfunction marker and with at least 1 Ammo token on it (it doesn't have to be a full Ammo token). Then, choose an Intruder in the same Room as the Character.
2. **Deal 1 Hit** – place 1 Universal marker next to the Intruder's base.
3. **Make a Shoot roll** – Roll a Shoot die and resolve the result to check if the Intruder dies.
 - : **Critical hit.**
The Intruder dies – Place the Intruder back in the Intruder pool.
 - : **Normal hit that sometimes kills.**
If the number rolled is lower or equal to the number of Hits on the Intruder, the Intruder dies – place it back in the Intruder pool.
 - : **You've lost too many bullets.**
Spend .

Note: Larvae and the Queen are dealt Hits the same way, but their Health is resolved differently. For details see the next page.

SPEND



An Ammo token can be spent twice before it's depleted. If you have a full Ammo token and the game instructs you to spend it – flip it.

If you have a half-full Ammo token and the game instructs you to spend it – discard it.

ATTACKING OTHER CHARACTERS

To prevent serious conflict among the crew, humanity has equipped their members with implants that create a strong psychic barrier and inhibit direct violence against homo sapiens. This is why directly attacking is impossible.

Characters cannot directly Attack other Characters. Yet it is still possible (accidentally or intentionally) to harm other Characters as a side effect of Actions.

After all, trapping someone in a Room on fire is not an Attack.



BURSTING



When Intruders are cramped in a narrow Corridor it's time to Burst fire. It uses a significant amount of Ammo, but it's well worth it.

Characters may only Burst at Intruders in an adjacent Corridor and only if they have a working, loaded Ranged Weapon.

More on Heavy Items: see page 28.

Bursts always spend Ammo, but allow you to score multiple Hits possibly killing multiple Intruders at once.

Bursting is resolved in the following way:

1. **Choose a Weapon and a Corridor** – Choose a Weapon in a Hand without a Malfunction marker and with at least 1 Ammo token on it (it doesn't have to be a full Ammo token). Then, choose an adjacent Corridor to Burst at.
2. **Spend and make a Burst roll** – The number on the die shows how many Hits will be applied to Intruders in the chosen Corridor.
3. **Apply Hits** – Apply Hits to Intruders in the Corridor in any way you decide. The number rolled on the Burst die shows how many Hits you apply – , or .
 - You may only apply 1 Hit per Adult and 1 Hit per Larva.
 - You may only apply exactly 2 Hits per Drone.
 - You may apply any number of Hits to the Queen, up to her Hits track maximum.
 - Any leftover Hits are lost.
4. **Resolve Hits** – Hits are resolved differently depending on the Intruder:
 - Adults and Larvae with 1 Hit and Drones with 2 Hits die. Place them back in the Intruder pool.
 - For each Hit applied to the Queen advance the Universal marker on the Queen's Hits track by 1 up to the space. This may apply additional effects.
5. – If you rolled this symbol, check for any additional effects that may apply from the used Weapon or Action. If you have no additional effects, this symbol does not do anything.

Note: The is on the same face of the Burst die as the – rolling this result means applying both 4 Hits and the additional effects.

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MELEE ATTACK

In dire situations, a Character (👤) may choose to Melee Attack an Intruder (👤) in the same Room. This should be done only as a last resort, because if the Intruder lives through the Attack it will try to retaliate.

To perform a Melee Attack resolve the following:

1. **Gain 1 Contamination card** – Getting that close to Intruders is always a bad idea.
2. **Choose a target** – This must be an Intruder in the same Room as the Character.
3. **Deal 1 Hit** – Place 1 Universal marker next to the Intruder's base.
4. **Make a roll** – Roll a Shoot die and resolve the result to check if the Intruder dies.
 - 🎲 : *Critical hit.*
The Intruder dies – place it back in the Intruder pool.
 - 🎲 🎲 🎲 🎲 🎲 : *Normal hit that sometimes kills.*
If the number rolled is lower or equal than the number of Hits on the Intruder, the Intruder dies – place it back in the Intruder pool.
 - 🎲 – : *Ineffective attack.* Nothing happens.
5. **Intruder Response OR Prevent** – If the Intruder has not died it tries to retaliate. You may choose to place a Malfunction marker on any of your Weapons to Prevent this Attack. Otherwise, resolve the Intruder Attack.

Note: Placing a Malfunction marker on a Weapon that already had one destroys the Weapon.

Note: Larvae and the Queen are dealt Hits the same way, but their Health is resolved differently. For details see below.

HEALTH OF OTHER INTRUDERS

LARVA HEALTH

In a Corridor 1 Hit is enough to kill a Larva.

In a Room 1 Hit is also enough to kill a Larva – regardless of the number rolled on a Shoot die.

DRONE HEALTH

Killing Drones is only harder when they are in Corridors (2 Hits are needed to kill them).

Shooting them in Rooms is always resolved the same as Shooting Adult Intruders.

INTRUDER HIT MARKERS

Intruders in Corridors never have left-over Hit markers placed beside them.

An injured Intruder moving to a Corridor discards all Hit markers they may have had.

QUEEN HEALTH

Details about the Queen are described on the next page.

THE QUEEN



QUEEN HEALTH

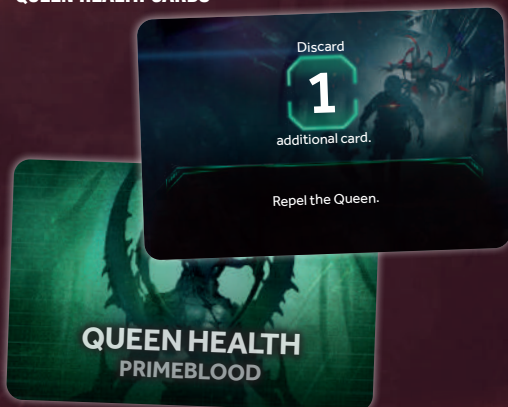
The Queen's Health works differently than other Intruders, and is facilitated by the Queen's Health cards. The Queen is much harder to kill than any other Intruder.

Throughout the game Characters may deal Hits to the Queen – progressing Queen's Hits track, and in effect draw cards from the Queen Health deck. A Queen Health card, when resolved, will discard additional Queen Health cards and resolve a special effect. The Queen will be killed only when all those cards are discarded.

DEALING HITS AND DISCARDING CARDS

Attacking the Queen deals Hits to her as normal, according to the instructions in the Combat section of the Rulebook. For each Hit dealt to the Queen, advance the Universal marker on the Queen's Hits track by 1 instead of placing Universal markers near the model's base.

QUEEN HEALTH CARDS



Whenever the Queen Health marker reaches the final skull space (or skull is dealt in any other way):

- Ignore any further Hits dealt to the Queen in that Action.
- Draw the top card of the Queen Health deck and resolve it:
 - Check the number shown on the drawn Queen Health card. Discard that many additional Queen Health cards without revealing them.
 - Resolve the effect found on the bottom part of the card. This effect is resolved even if the Queen dies as a result of discarding the last Queen Health card.
- Discard the drawn card and set the Universal marker back to "0".

QUEEN DEATH

When the last Queen Health card is discarded the Queen is considered dead. In that case remove her model from the game.

From that point on:

- Ignore effects that would place the Queen in the Facility.
- Flip the Intruder Help sheet – Intruder tokens now behave differently.

QUEEN ACTIVATION

At many points of the game the Queen may Activate – mostly as a result of drawing a Queen token from the Intruder bag.

When the Queen Activates, she Attacks a Character in the same Room if possible, or moves once toward the closest Character otherwise. She follows the same Intruder targeting rules as other Intruders – when deciding which Character to move toward/Attack, she follows this pattern:

> Closest Character

> If there are multiple Characters in the same distance, then out of them the Character Activating the Attack/movement (if there is any)

> If there is still a tie, then out of possible Characters, the one that is first in Turn order.

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CONTAMINATION CARDS

Contamination cards are one of the undesirable consequences of interacting with Intruders (👁️). Some effects, such as Intruder Attacks, may result in Characters (👤) receiving Contamination cards.



When a Contamination card is gained, it is always placed in a Character's discard pile.

Contamination cards are undesirable by players and affect them in two ways:

1. **They fill up the Action deck** – Although Contamination cards share the back layout with Action cards, they CANNOT be discarded to pay for Actions.
2. **They increase the risk of dying** – Having many Contamination cards in an Action deck at the End of the Game makes it more likely for a Character to die.

More on Infection and Ecllosion Procedures: see page 38.

HIDDEN TEXT

Each Contamination card contains hidden text that remains a secret until a game effect makes the player **scan** a Contamination card.

USING SCANNER



In such a case the player can decipher the card using the Scanner. When Scanning a Contamination card you are looking for the word "INFECTED":

- If the card contains this exact word, it means the Contamination card is Infected.
- If the card does not contain that word, the card is Not Infected. Read the card carefully, most words look very alike.

The exact effect of scanning Contamination cards is dependent on the situation and should be described by the effect. Most commonly it is associated with the Infection Procedure.

More on Infection Procedure: see page 38.

INFECTED BY LARVA

Too much Contamination may result in a Character being Infected and, in effect, may end with a Character's death at the End of the Game.

The most common effect of being Infected is placing a Larva model on a Character board, but it is always described by the effect/procedure. Having a Larva on a Character board does not incur any penalties. Having the Larva heavily increases the chance of that Character's death (mostly during the End of the Game checks).

More on Ecllosion Procedure: see page 38.

A Larva can be removed from a Character with a few in-game effects, such as the Surgery Room.

ROBOT



Characters, while exploring the Facility, may come upon a friendly Robot (🤖) that they can use to aid them in their missions. It starts in the Hibernatorium and it is not known which Robot is currently used in the Facility – it is chosen randomly at the start and placed face down. The Robot does nothing

on it's own, it only perform Actions it has been assigned by Characters. The Robot card is revealed when any Room is connected to the Hibernatorium for the first time - from that point on the Robot can be Activated.

The Robot is completely ignored by Intruders in all cases – they are not interested in mechanical beings.

ACTIVATING THE ROBOT

There are 6 different Robot cards but only 1 can appear in a given game. Each card has a unique effect associated with the Robot.

Characters may use the “Activate the Robot” Action by discarding 1 Action card:

- **Locally** – If they are in a Room with the Robot OR
- **Remotely** – If they are in a Room with a Computer (💻) and they discard 1 additional Action card.



DATA TOKEN AND ROBOT

A Data token may be gained by using the Server Room Action.

Characters with this token may Activate the Robot remotely without discarding the additional card.

MALFUNCTION MARKER ON THE ROBOT

The Robot can sometimes get broken. Various game effects may place a Malfunction marker on the Robot.

A Robot with a Malfunction marker is considered to have no Action and all game effects mentioning the Robot are unavailable. Tactical Gear tokens on the Robot may still be used, however.

If a Character is in a Room with the Robot, Actions that discard Malfunction markers may do so from the Robot.

ROBOT MOVEMENT

The Robot never moves on its own. All of its movement is done as a result of player Actions.

The Robot always moves from a Room to a neighboring Room. It ignores Intruders (even the ones in Corridors), but it cannot move through Closed Doors.

The Robot may never move through an Unexplored Corridor to Explore a new Room and never makes a Noise roll.

Note: The effect of the Exploration Robot is the only exception, allowing it to Explore a new Room – it could make a Noise roll in that case.

ROBOT'S TACTICAL GEAR SLOTS

The Robot has its own Tactical Gear slots and starts with 2 tokens – 1 Ammo token (🔫) and 1 Oxygen token (🧺). When a Character performs “Use Tactical Gear tokens” Action, while they are in the same Room as the Robot, they may also Use the Robot's Tactical Gear tokens. In that case the tokens may also be moved between the Character's and the Robot's Tactical Gear slots.

LANDER AND ANTI-AIRCRAFT SYSTEM



The Facility is equipped with Anti-Aircraft systems. As such, Active Anti-Aircraft systems may destroy the Lander (🛬) making the Escape this way impossible.

At the start of the game Characters do not know if the system is working or not, and it's up to them to gather this information.

The Anti-Aircraft system is represented by 2 Anti-Aircraft tokens. During game setup, these tokens are placed face down in a random order in the Anti-Aircraft slot (on the Section “B” border piece). The token on top indicates the status of the Anti-Aircraft system.

During the game Characters may check (in secret) and swap those tokens using the Life Support Control “B” Room. Information about the status of Anti-Aircraft tokens may be shared and lied about, but tokens cannot be shown.

RESOLVING ANTI-AIRCRAFT TOKENS

Anti-Aircraft tokens are resolved when a Round marker is placed on the space with the Lander token (or the other way around) – the Lander tries to land in the Facility but may be destroyed in the process. In this situation check the top Anti-Aircraft token:

- If it's **ACTIVE** – the Lander gets destroyed. Discard the Lander token.
- If it's **INACTIVE** – the Lander lands safely. Place the Lander token on the Landing Zone Room and remove the Anti-Aircraft tokens from the game – they cannot be changed. From now on Characters may use the Landing Zone Room to try to Escape.

LANDER

A Character can get into the Lander by using the Landing Zone Room Action, while the Lander token is already there. The Character models in the Lander are placed on the Anti-Aircraft slot.

While a Character is in the Lander:

- Their Turns are skipped (but they do not Pass). If all other Characters Pass, they automatically Pass too, and the Round ends.
- They may not willingly leave the Lander.
- They do not lose Oxygen, nor do they lose Health from any effects (such as Fire in the Room). Destroyed Facility is the only thing that can still affect them.
- They still take part in a standard Cleanup Phase. They draw Action cards and may be passed the Starting Player token.
- After any Intruder appears in the Landing Zone, the Characters automatically leave the Lander and may act again during their next Turn.

LANDER LAUNCH DECISION

At the very start of the Event Phase any Character inside the Lander may decide to Launch the Lander. If that happens:

- Remove the Lander token from game.
- Place all Character models that were in the Lander, on their respective Character boards – they have safely Escaped the Facility and no longer take part in the game until End of the Game check.

Note: This is not a collaborative decision! It is enough for 1 Character to decide to Launch the Lander.

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PROCEDURES

There are several Procedures that may be referenced by the game. Any time the game instructs you to resolve a certain Procedure, simply follow the steps below.

INFECTION PROCEDURE

The Infection Procedure is used to check whether a Character (👤) becomes infected with a Larva.

The Infection Procedure is always performed at the End of the Game, but may also sometimes be performed during the game (for example, by using the Rest Action card).

To resolve the Infection Procedure:

1. Scan all Contamination cards in hand.
2. Look for the word "INFECTED" on the scanned cards:
 - If you find the word "Infected" on a card, it is Infected – place a Larva on your Character board, if you don't have one already.
 - If you don't find such a word, the card is Not Infected.
3. Place all Contaminations in your hand on top of your discard pile.

More on Contamination cards: see page 36.

ECLOSION PROCEDURE

The Eclosion Procedure is used to check whether a Larva hatches and kills a Character in the process.

The Eclosion Procedure is always performed at the End of the Game, but may also sometimes be performed during the game.

To resolve the Eclosion Procedure:

1. Draw 4 cards from your Action deck.
2. Check if any of your cards in hand is a Contamination card – do not scan them.
 - If you don't have any Contamination cards – you are still alive. Discard all cards from your hand.
 - If any of the cards in your hand is a Contamination card – your Character dies.

If a Character dies this way during the game, place 1 Adult in their Room. It may result in an Intruder Attack against another Character in the same Room.

AUTODESTRUCTION PROCEDURE

The Facility is installed with an Autodestruction Procedure in case of emergency. It can be easily turned on, but turning it off is not an easy task, because it requires a complete power shutdown in the Reactor Room.

When the Procedure is Activated, place the Autodestruction token (☢️) on the Round track 5 spaces ahead of the current Round marker (there should be 4 empty spaces between the Round marker and the Autodestruction token). If there are not enough spaces on the Round track, place the Autodestruction token behind the last space – the Autodestruction activates upon the game end instead.

When a Round marker moves to the same space as the Autodestruction token, the Facility is destroyed and the game ends.

The Autodestruction Procedure may only be turned off in the Reactor Room, with a complete Facility power shut down.

DESTROYED FACILITY

When the Facility is destroyed, the game ends – all Characters in the Facility (even Hibernated) and Intruders (including the Queen) are considered dead. All Rooms (including the Nest) are considered Destroyed.

ESCAPING/HIBERNATING

To win the game, each Character must (among other things) Escape from the Facility or Hibernate.

There are 3 ways of doing so:

1. Escaping by using the Lander in the **Landing Zone**.
2. Locking themselves by Hibernating in the **Hibernatorium**. This Action can only be done if Hibernatorium is Active (🦋).
3. Escaping the Facility through the **Escape Shuttle**.

Whenever a Character tries to use one of the 3 aforementioned Rooms, they must make a Noise roll as a part of that Room's effect. This Noise roll includes a special rule:

- If, after this Noise roll, there is an Intruder (👤) in the same Room as the Character, the Action is unsuccessful and the Character stays in the Room.
- Otherwise, the Action is a success.

As a result:

- **Landing Zone** – The Character boards the Lander and awaits the Event Phase (they may still be forced to leave the Lander by Intruders).
More on the Lander: see page 37 and Rooms Help sheet.
- **Hibernatorium** – The Character Hibernates safely in a locked pod and takes no further part in the game until the End of the Game check. They may still die as a result of Facility destruction.
- **Escape Shuttle** – The Character has flown out of the Facility and takes no further part in the game until End of the Game check.

Note: Anti-Aircraft systems do not interact with the Escape Shuttle in any way.



END OF THE GAME

The game ends when one of the following takes place:

- Round 14 ends – Time is up, and all Characters who have not Escaped the Facility/Hibernated are beyond saving and are considered dead.
- OR
- All players have died or Escaped/Hibernated.
 - In such a case there are no more players left in the game and the game ends.

When the game ends there are still a few checks that need to be done before players can determine winners.

At the end of the game Characters who are still alive, and have Escaped/Hibernated perform the following sequence in order:

1. **Each Character without a Larva on their Character board** – Draws all cards from the Action deck and discard pile to hand and performs the Infection Procedure.
More on Infection Procedure: see the previous page.
2. **Each Character that currently has a Larva on their Character board** – Gains 1 Contamination card, reshuffles their whole deck (including hand and discard pile) and performs the Eclosion Procedure.
More on Eclosion Procedure: see the previous page.

Note: A Character may have gained a Larva during the game or during this Sequence.

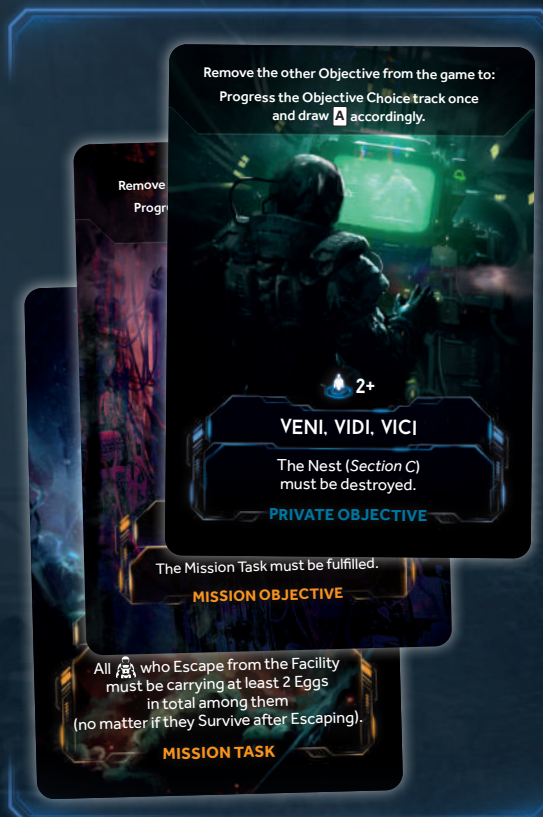
3. **Each Character who is still alive** – Reveals and checks their Objective.

Note: If a Character has not chosen an Objective until that point, they simply do so now (before other players reveal their Objectives).

4. Each remaining Character who succeeded in completing their Objective wins the game!



OBJECTIVES AND MISSION TASK



Each Character has their own ambitions and desires, but the choices they make are rarely set in stone. Objective cards are goals they choose during the game.

The **Mission Task** is a common mission for the squad. This card is revealed at the start of the game and can never change.

Mission Task is not always available to all Characters. Instead, most Mission Objective cards, if chosen by a player, will direct that player to fulfill the Mission Task.

Objective cards come in 2 types listed below. At the start of the game, each player is dealt 1 random Objective card of each type. During the game players must make a choice between one of their cards and fulfill all the requirements on that card to win the game.
More on Choosing an Objective: see page 13.

- **Mission Objective** – It is often connected to the Mission Task in some way. Most often it requires the Mission Task to be fulfilled.
- **Private Objective** – This card may feature a variety of conditions for a Character to fulfill.

ESCAPED CHARACTERS

Some Objectives may require a Character to Escape the Facility. All Characters who have Escaped from the Facility are considered Escaped, even if the Infection Procedure during the End of the Game check would leave them dead in the process. Characters that have Hibernated do not Escape the Facility.

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ADDITIONAL MODES

DEADLY MODE

This mode increases the difficulty of the game and is available both in the standard and in the Solo/Coop version of the game.

If you wish to play with this mode during the game, use both the standard Noise values and the second, smaller Noise values found on some Corridors.



Corridors are treated as having both of those Noise values for any effects. This means that Noise rolls are much more dangerous as the chances of Intruders appearing and entering Rooms are highly increased.

Note: Secured Corridors still have only one value of 0.

For the sake of any tie-breaks use only the standard Noise value.

SOLO AND COOP RULES

While *Nemesis* shines as a semi-cooperative experience, you can also play it in fully cooperative mode, or even solo. To facilitate that, special Solo/Coop Objectives are used.

SETUP

Apply the following changes to the setup of the game:

1. Instead of placing a random Mission Task card, draw and place a number of random Solo/Coop Mission Task cards equal to the number of Characters taking part in the game.
2. Do NOT draw standard Objective cards. They are not used in this mode.

WINNING

To win, all Mission Tasks must be fulfilled, and at least 1 Character must Survive.

Note: If there are multiple Objectives requiring you to fulfill the same requirement (such as gaining a Data token), that many Characters must do so and Survive.

REVIVE

In this fully cooperative mode, the **Surgery Room** is equipped with a special AutoDoc device, allowing the marines to revive any near death person.

Whenever one of the Characters dies, leave their model on the board knocked over and discard all their Items. When Moving from a Room containing the model, another Character may move the model with them by discarding 1 additional Action card.

If a knocked over Character model starts a Round in a Surgery Room (and no Intruders and no Malfunction marker are there), they are placed back up, discard all Serious Wounds, and place their Health marker on the left-most space of the Injured section of their Health track.

DIFFICULTY

We recommend starting with the standard setup, but it is possible to change the difficulty of the game for groups that are new or groups that are more experienced with *Nemesis*.

To do so, simply increase (or decrease) the number of Mission Tasks during setup.

Note: There may be a situation in which the Tasks require you to have more Data tokens than there are starting Characters in the game. In that case simply gain as many as there are Characters in the game.

ICON GLOSSARY

DICE-RELATED ICONS

Shoot die icons – Specific results on a Shoot die.

Burst die icons – Specific results on a Burst die.

Noise die icons – Specific results on a Noise die.

MAP-RELATED ICONS

Red, Yellow, Green Item – An Item of a specific type.

Computer – Shows whether a specific Room has a computer system access.

Fire marker

Malfunction marker – Shows whether something is broken. It may be placed in a Room, but also on a Robot or a Heavy Item.

Noise marker

Secure token

Corridor icons (the rotation of the icon is important) – Shows Corridors in the Facility in that specific orientation. Most frequently used to show from which Corridors Intruders move.

Active/Inactive Life Support Systems – Related tokens can be found on each Section border piece. Determines if there's oxygen in a related Section.

Active/Inactive Hibernatorium – The related token can be found on Section "B" border piece. Determines if Characters may may Use Hibernatorium.

Lander token

Autodestruction token

TACTICAL GEAR ICONS

Oxygen Tactical Gear token

Ammo Tactical Gear token

Grenade Tactical Gear token

Medpack Tactical Gear token

TACTICAL GEAR SLOTS

Tactical Gear slot for an Ammo token

Tactical Gear slot for a Grenade token

Tactical Gear slot for an Oxygen token

Tactical Gear slot for a Medpack token

Tactical Gear slot for any token

GENERAL

Character

Oxygen – In the Character supply (represented by numbers on a Character's Oxygen counter).

Character Health points

Action card

Robot

Not In Combat – Actions with this icon cannot be performed in a Room with Intruders.

Intruder