

NEMESIS PLAYER AID

TURN SEQUENCE

I: PLAYER PHASE

1. Draw up to 5 Action cards.
2. The First Player token is passed to the player on the left.
3. Each player plays in clockwise order:
 - 2 Actions;
 - OR 1 Action and pass & discard as below;
 - OR pass & discard any # of cards from player's hand*.

Repeat until all players pass. After passing, you do not take part in any subsequent rounds this turn, but you may still play Interrupt cards. *EACH* round you end in a Room with a Fire marker, suffer 1 Light Wound.

* Discarding is optional and includes Contamination cards.

II: EVENT PHASE

4. Move the markers on the Time / Self-Destruct Track (if active).
5. Intruder Attack.
6. Intruder Fire Damage. (1 per Intruder. Destroy 1 Egg.)
7. Resolve 1 Event Card:
 - Intruder Movement, then Event Effect.
8. Intruder bag development: draw 1 token and resolve its effect. Place the token back in the bag.

LARVA – Remove this token from the Intruder bag and add 1 Adult token to the Intruder bag.

CREEPER – Remove this token from the Intruder bag and add 1 Breeder token to the Intruder bag.

ADULT – All players roll for Noise in order. No roll if a player's Character is in Combat with an Intruder. Return this token to the Intruder bag.

BREEDER – All players roll for Noise in order. No roll if a player's Character is in Combat with an Intruder. Return this token to the Intruder bag.

QUEEN – If there are Characters in the Nest Room, place the Queen in that Room and resolve an Encounter. If there are no Characters in the Nest (or its location has not been discovered yet), add an additional Egg token on the Intruder board. Return this token to the Intruder bag.

BLANK – Add 1 Adult Intruder token to the Intruder bag. If there are no Adult Intruder tokens available, nothing happens. Return the Blank token to the Intruder bag.

CRITICAL MOMENTS

FIRST ENCOUNTER

When the first Intruder (any type) appears, all players must choose 1 Objective and discard the other face down.

FIRST DEAD CHARACTER

After the first Character's death (any player) all Escape Pods are automatically Unlocked.

TIME TRACK

When the Time Track reaches any blue space, the Hibernation chambers open.

SELF DESTRUCT

When the Self-Destruct Track reaches any yellow space, all Escape Pods are automatically unlocked.

EXPLORATION

When entering an unexplored (face down) Room:

1. Turn over its Room tile (face up).
2. Reveal its Exploration token and resolve its effect. Some of the effects may cancel step 3.
3. If there is no character or Intruder in the Room, perform a Noise roll.



SILENCE Nothing happens. No Noise roll. If the Character has a Slime marker, resolve "Danger" instead.



DANGER No Noise roll. If there are Intruders in the neighboring Rooms (and not in Combat), move them all to this Room. If there are no such eligible Intruders, place a Noise marker in each Corridor connected to this Room that does not already have a Noise marker (including Technical Corridors if eligible).



SLIME Place a Status marker on the Slime slot of your Character board to indicate they have been covered with slime.



FIRE Place a Fire marker in this Room.



MALFUNCTION Place a Malfunction marker in this Room.



DOORS Place a Door token in the Corridor that you used to enter the Room.

After resolving an Exploration token, remove it from the game.

ITEMS AND OBJECTS

ITEMS

Normal Items go in your Inventory, so no one but you knows exactly what you have found.

QUEST ITEMS

At the beginning of the game, these cards are quests (horizontal side), not Items. You can activate them by completing the required quest.

HEAVY ITEMS

You can carry at most 2 Heavy Items, one in each of your Hand slots. If you want to exchange a Heavy Item you are carrying with another, simply drop it for free.

OBJECTS

Intruder Egg, Intruder Carcass, Character Corpse.

- Required for researching Intruder Weaknesses.
- They take up a Hand slot, like a Heavy Item.
- When you drop one of these, place its token in the Room you are in.



ACTIONS

Cannot discard any Contamination cards to pay for the Cost of an Action.

BASIC ACTIONS

1. Discard 1 Action card to perform 1 Basic Action.
2. Discard 2 cards when performing a Careful Movement Action.

Movement: Move Character to a neighboring Room. Closed Doors block the "neighboring" status for players' Movement. Can never stop in Corridors for any reason. Effects of moving through any Corridor are resolved AFTER moving into the Room.

- 1) If the Room tile is unexplored, see **Exploration**.
- 2) If the Character enters an empty Room (explored or unexplored), perform a Noise Roll.

Careful Movement: No Noise roll. Place a Noise marker in a chosen Corridor connected to the Room you are entering. If there is a Noise marker in all such connected Corridors, or you are in Combat, you cannot perform a Careful Movement.

NOISE ROLL

Roll a Noise die and resolve the result:



Place a Noise marker in a connected Corridor with the same number as your Noise roll, (plus Technical Corridors, if applicable). Each Corridor (even Technical) may never hold more than 1 Noise marker. If you are instructed to place a Noise marker in a Corridor that already contains one, resolve an Encounter instead.

or see **EXPLORATION**.

Shoot: Can only Shoot Intruders in the same Room.

Melee: Can only attack Intruders in the same Room.

Pick Up Heavy Object: Pick up 1 Heavy Object (Character Corpse, Intruder Carcass or Intruder Egg) present in the Room. **Note:** This Action applies only to Heavy Objects, not Heavy Items.

Trade: Trade with **all** Characters in the same Room. The only player that performs the Action is the one that started it. **Note:** Characters cannot exchange Ammo.

Craft Item: Discard 2 Item cards with the appropriate blue Craft icons to gain a Crafted Item card with the same Craft icons as the Items you have discarded. (Crafted weapons have full ammo.)

ACTION CARDS

Discard the card of the Action you want to perform and pay its Cost by discarding the required number of **additional** Action cards.

ITEM ACTIONS

Discard the required number of Action cards from your hand to perform an Item Action. Same requirements as Action cards. Some Items (One Use Only) must also be discarded after their Action.

ROOM ACTIONS

Discard 2 Action cards from your hand to perform a Room Action. Cannot be performed in Rooms with a Malfunction marker.

ENCOUNTERS

An Encounter is when an Intruder appears in a Room where a Character is present (after drawing an Intruder token from the Intruder bag). May also be triggered by the effects of some Event cards (like Hatching) or some of the Intruder Attack cards.

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

To resolve an Encounter, follow the steps listed below:

- 1) Discard all Noise markers from all Corridors connected to this Room (including Technical Corridors).
- 2) Draw 1 Intruder token from the Intruder bag. Each Intruder token has an Intruder Symbol on one side, and a number on the opposite side.
- 3) Place an Intruder miniature in the Room. The Intruder type must correspond to the Intruder Symbol shown on the token.
- 4) Compare the number on the Intruder token with the number of cards in the player's hand (Action and Contamination cards). If the number of Action cards in the player's hand is lower than the number in the Intruder token, a **Surprise Attack** occurs. If the number of Action cards is equal to or higher, nothing happens.
- 5) Put the drawn Intruder token aside.

Surprise Attack: Only occurs during an Encounter. Resolve as Intruder Attack.

Blank Token: If a Blank token is drawn, place a Noise marker in each Corridor connected to the Room in which this Encounter took place.

If the Blank token was the last token in the Intruder bag, add 1 Adult Intruder token to the Intruder bag. If there are no Adult Intruder tokens available, nothing happens. Return the Blank token to the Intruder bag. This Encounter ends.

Note: Entering a room with an Intruder is not an Encounter. Instead, the Intruder and the Character are immediately considered to be in Combat.

COMBAT

Every time you are in a Room with an Intruder, you can only Shoot, Melee or Escape.

SHOOTING (COST 1):

1. Choose a Weapon (discard Ammo token) and a target.
2. Roll a Combat die. See Results below.

If you hit, apply any Injury token, then draw an Intruder Attack card and check the Injury Effect. (For Breeders and Queens, draw TWO cards. Larva dies on 1 hit.)

MELEE ATTACK (COST 1):

1. Draw 1 Contamination card.
2. Choose a target.
3. Roll a Combat die. See Results below.

If you hit, apply any Injury token, then draw an Intruder Attack card and check the Injury Effect. (For Breeders and Queens, draw TWO cards. Larva dies on 1 hit.)

ESCAPE (SPECIAL MOVE ACTION, COST 1):

1. Choose a neighboring Room you wish to go to.
2. Draw an Intruder Attack card for each Intruder present and resolve it. Larva infests instead.
 - If you die, place a Character Corpse token in the Room you were in.
 - If you survive, you move. Resolve this move as usual (Explore a new Room, perform a Noise roll etc.).

INTRUDER ATTACK

1. Choose the targeted Character (fewest cards in their hand). In case of a draw, the Intruders attack the character closest to the start player.
2. Draw an Intruder Attack card and resolve it:

- If any Intruder symbol corresponds to the attacking Intruder type(s), the Attack(s) is successful. Resolve the Effect of the card.
- If there is no corresponding symbol on the card, the Attack misses.
- If the Intruder Attack is performed by a Larva: remove Larva mini from board and place it on the Target Character's board. Get 1 Contamination Card. **Note:** If you already have a larva on your character board, just take an extra Contamination card. You do not get Infested again.

COMBAT DIE RESULTS

You miss your target.

SHOOT: No effect.

MELEE: Your Character suffers 1 Serious Wound.

Deal 1 Injury to a Larva or Creeper.

SHOOT: If not, you miss.

MELEE: If not, you miss and your Character suffers 1 Serious Wound.

Deal 1 Injury to Larva, Creeper or Adult Intruder.

SHOOT: If not, you miss.

MELEE: If not, you miss and your Character suffers 1 Serious Wound.

SHOOT & MELEE: Deal 1 Injury to your target (any Intruder type).

SHOOT: Deal 2 Injuries to your target (any Intruder type).

MELEE: Deal 1 (yes, only 1!) Injury to your target (any Intruder type).

CHARACTER DEATH

When a Character with 3 Serious Wounds suffers **any additional Wound** (Light or Serious), they are instantly killed. Remove their miniature from the board and place a Character Corpse token where they died. All their Heavy Objects are dropped in the Room they died in.

NOISE MARKERS

Noise markers mark Corridors for the purpose of the Noise roll rule.

SLIME MARKERS

A Character may only have 1 Slime marker at a time.

FIRE MARKERS

- Characters who have Passed won't suffer any more Wounds from Fire the turn they pass, even if others play their round after them.
- Each Room may only have 1 Fire marker. Discarded Fire markers go back to the Fire marker pool.
- You can still use a Room or Search Action when there is a Fire marker in the Room, and Fire spreads into unexplored rooms.

MALFUNCTION MARKERS

- The Search Action works in a room with a Malfunction marker.
- Each Room may only have 1 Malfunction marker. Discarded Malfunction markers go back to the Malfunction marker pool.

MISC. RULES

INTRUDER MOVEMENT

- If an Intruder ends its movement in an unexplored Room, do not remove it and don't reveal the Room (or its Exploration token).
- If you are instructed to place an Adult Intruder on the board (via an Encounter), but all 8 models are already on board, remove all Adult models not in Combat. Put the corresponding Intruder tokens back in the Intruder bag (if possible). Place an Adult Intruder model in the Room where the Encounter occurred.

TECHNICAL CORRIDORS

- Both the Technical Corridors Entrances (present in some Rooms) and the special space of Technical Corridors are not accessible to the Characters. (Exception: The Mechanic's Technical Corridors Action card and the Technical Corridor Plans Item card.)
- If a Noise marker should be placed in the Technical Corridor Entrance, place it in the Technical Corridors space instead.
- Door tokens can never be placed in Technical Corridors.
- If an Intruder moves to the Technical Corridors Entrance, then it disappears in the ducts. Discard all its Injury markers, return its token to the Intruder bag, and remove its miniature from the board.

If there was a Noise marker on the Technical Corridors space, do not remove it.

DOOR TOKENS

- Only placed in Corridors. Each Corridor can only have one Door token. Doors do not affect Noise markers, and can have 3 statuses:

1. CLOSED (Standing Door token.) Characters and Intruders cannot move through this Corridor. Grenade throwing is also affected. When an Intruder tries to move through a Corridor with a Closed Door token, it does not move but destroys the Door instead.

2. DESTROYED (Lying down Door token.) Movement is allowed through this Corridor. A Destroyed Door can never be Closed again. (Exception: the Mechanic's Plasma Torch Item.)

3. OPEN (No Door token.) All Corridors are Open at the start of the game.

- If there are no Door tokens left in the pool, take any Door token on the board and place it in the required Corridor.
- If several Intruders are moving from the same Room, they destroy the Door instead and all stay in the starting Room.

IMPORTANT: If a Noise roll causes an Intruder to come from a Corridor with a Closed Door, the Intruder appears regardless of the Closed Door!

PLAYER GOALS/END OF GAME

PLAYER GOALS

A game of Nemesis may result in multiple winners. To consider a player a winner, they must meet 2 conditions:

1. SURVIVE [1] hibernate in the Hibernatorium with the ship still functioning and jumping to Earth (or Mars) **OR**

[2] use one of the Escape Pods to evacuate the ship.

2. FULFILL THEIR OBJECTIVE per their Objective card.

END OF THE GAME

The game ends when one of these conditions is met:

- The Time marker moves on the final blue space of the Time Track.** The ship jumps into hyperspace. Everyone on board and not in hibernation dies.

NOTE: Instant death due to hyperjump does not apply to the Intruders. (May be relevant for success/failure of certain Objectives.)

- The Self-Destruct marker moves to the final red space of its Track OR you are instructed to place a 9th Fire or Malfunction marker.** The ship is destroyed. All on board (both awake and hibernated) as well as Intruders die. (May be relevant for success/failure of certain Objectives.)

- The last alive (not hibernating) Character on board the ship dies, hibernates or uses an Escape Pod.** Move the Self-Destruct (if active) and Time markers to the final red space on their respective tracks. In both cases resolve the effects of those markers as described above.

If one of these conditions is met and at least 1 Character survived, proceed to the VICTORY CHECK.

VICTORY CHECK

1) CHECK ENGINES If 2 or 3 of the top Engine tokens have a Damaged status, the ship explodes. All Characters on board (awake and hibernated) and Intruders die. (May be relevant for success/failure of certain Objectives.)

Note: If the Engine has a Working status, a Malfunction marker does not affect it.

2) CHECK COORDINATES Reveal the Coordinates card. Check the current space of the Destination marker. If the ship is not headed toward Earth, all Characters asleep in the Hibernatorium die. (Exception: The Quarantine Objective.) *Important: Instant death due to a destination other than Earth does not apply to the Intruders!*

3) CHECK CONTAMINATION Each alive Character (in Hibernatorium or Escape Pod) A) Scans all Contamination cards in their Action deck, discard pile and hand. B) If there is at least 1 "INFECTED" card, shuffle **all** cards then draw the 4 top cards. If there is at least 1 Contamination card (Infected or not), the Character dies. If there are none, they are lucky to survive.

NOTE: If there is a Larva on the Character's Board, skip step A and resolve step B.

4) CHECK OBJECTIVE(S)

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

ENDING THE GAME BEFORE THE OTHER PLAYERS

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

ROOM SHEET



Some Rooms have a Computer icon. If there is a Malfunction marker in the Room, the Computer is unavailable – as if there was no Computer icon.

BASIC ROOMS "1"

ARMORY

Recharge your Energy Weapon: Add 2 Ammo tokens to 1 of your Energy Weapons.

Note: Does not reload Classic Weapons. A Weapon can never exceed its Ammo capacity (on the Weapon card).

COMMS ROOM

Send a Signal: Place a Status marker on the Signal space on your Character board.

EMERGENCY ROOM

Treat your Wounds: Dress all your Serious Wounds OR Heal 1 of your Dressed Serious Wounds OR Heal all your Light Wounds.

EVAC SECTION A/B

Try to enter an Escape pod: You may perform this Action only if any Escape Pod in its corresponding Section (A or B) is Unlocked and has at least 1 empty space.

- Make a Noise roll. If any Intruder appears in this Room, your attempt to enter an Escape Pod fails.
- After resolving your Noise roll, if no Intruder has reached the Room, place your Character in one of the Unlocked Escape Pods of Section A, if there's any free space (each Pod may accommodate up to 2 Characters).
- See the Escape Pods section at the end of this Room sheet to determine what happens once the Character has entered a Pod.
- You cannot enter an Escape Pod if any Intruder is present in its corresponding Evacuation Section Room.

FIRE CONTROL SYSTEM

Initiate the Fire Control procedure: Choose any 1 Room. Discard a Fire marker from that Room (if there is one). All the Intruders in that Room run away (in a random direction, determined by drawing an Event card – 1 Event card for each Intruder).

Hint: You can use this procedure even if there is no Fire marker in the Room to make all the Intruders run away from that Room.

GENERATOR

Initiate / Stop Self-destruct Sequence:

- Place 1 Status marker on the first, green space of the Self-Destruct Track. From now on, each time you move the Time marker on the Track, also move the marker on the Self-Destruct Track by 1 space.

- When any Character stops the Self-Destruct sequence, remove the marker. (It may be placed again later).

- When the marker reaches any yellow space on the Self-Destruct Track, the Self-Destruct Sequence cannot be aborted anymore and all Escape Pods are Unlocked instantly (but can be Locked again).

- When the marker reaches the last space (with the "skull" icon), the ship explodes.

Note: You cannot start the Self-Destruct when any of the Characters are already hibernating (unless it's via the Coolant Leak event). If a hyperspace jump happens before, the ship is still considered destroyed and everything onboard is dead.

LABORATORY

Analyse 1 object: This Action may only be performed if one of the following Objects is in the Room: Characters Corpse, Intruder Carcass or Egg. Discover 1 corresponding Intruder Weakness card. The Object is not discarded after Research. You may Drop it for free, though.

NEST

Take one egg: Take 1 Egg token from the Intruder Board. After that, perform a Noise roll.

- When you take (or destroy) Eggs from the Nest, take them from the Intruder board. When there are no more Eggs in the Nest (they have all been carried away or destroyed), the Nest is considered destroyed – place 1 Injury marker in the Nest to represent this.
- If there is a Fire marker in a Room containing uncarried Eggs, destroy 1 uncarried Egg during the Fire Damage step of the Event Phase.

Note: No Search Action or Malfunction marker in this Room.

DESTROYING EGGS:

- Whenever your Character is in a Room with any uncarried Eggs (not carried by any Character), you can try to destroy these Eggs. Resolve this Action as a Shoot Action or Melee Attack Action. Each Injury (of any type) destroys 1 Egg.
- In a Melee Attack Action, do not draw a Contamination card or suffer Wounds if you miss.
- You can also throw grenades into a Room with uncarried Eggs as if an Intruder were there. A Grenade destroys 2 Eggs, a Molotov Cocktail destroys 1 Egg.
- After every single attempt to destroy an Egg, you must perform a Noise roll.

ESCAPE PODS

Get the hell off the ship

- Each pod can hold 2 people. Can be entered via a WORKING Evacuation Section once pods are Unlocked. Once in pod, you can wait for another player (Auto Pass your turn), or declare that you launch the pod (to be saved and return to Earth) or exit back to the Evacuation Section.

- If an intruder appears in the corresponding Evacuation Section whilst you are in the pod, you are placed back into the Evacuation Section.
- If you launch the pod, remove all characters on the pod, and the pod from the game board.

STORAGE

Search for item: Draw 2 cards from one of the 3 Item decks. Pick 1 card. The other goes to the bottom of the deck. (Using the room action does not reduce the room's item count.) May search the room using a "Search" action card, if the room has a Malfunction marker.

SURGERY

Perform a Surgery procedure: Scan **all** Contamination cards you have. Remove all Infected cards. If you have a Larva on your Character board, remove it. After Scanning, your Character suffers 1 Light Wound and you automatically pass. Shuffle all your Action cards (including those in your hand) and place them in your Action deck.

Note: After a Surgery procedure you always pass your round, and your hand is empty until the start of the next turn.

ADDITIONAL ROOMS "2"

AIRLOCK CONTROL

Emergency Airlock Procedure: Choose 1 other Yellow Room. Automatically close the Door in each Corridor connected to this Room (so cannot have Destroyed Doors). Place the Airlock Procedure token in this Room to represent the active Emergency Airlock Procedure. If any of the Doors in Corridors connected to this Room are opened before the current Player Phase ends, remove this token.

If all Doors in each Corridor connected to this Room are Closed at the end of the current Player Phase (after all players have passed), both Characters and Intruders in that Room die immediately. No corpses are left behind! Then, remove this token. If there was a Fire marker in this Room, remove it.

CABINS

Catch a Breath: When your Character is in this Room at the start of a new turn, and there are no Intruders there, draw 1 additional Action card (up to 6 instead of 5). This does not work if there is a Malfunction token in the Room.

CANTEEN

Have a Snack: Heal 1 Light Wound. You may choose to Scan all Contamination cards in your hand and to remove all Non Infected cards. If at least one of those cards is Infected, place a Larva miniature on your Character board (and do not remove this Contamination card!). If there is already a Larva on your Character board, your Character dies. Place 1 Creeper in the Room where you died.

COMMAND CENTER

Open/Close Doors: You can choose any 1 Room and Close/Open any Doors in Corridors connected to this Room.

ENGINE CONTROL ROOM

Check Engines' Status: You can Check the Status of the 3 Engines even if there is a Malfunction marker in the Engine Room. You cannot change the Engines' status in the Engine Control Room.

HATCH CONTROL SYSTEM

Lock/unlock 1 Escape Pod: Flip 1 Escape Pod token to its Locked or Unlocked side.

MONITORING ROOM

Check 1 Room and Exploration Token: Secretly look at any 1 unexplored Room tile and its Exploration token. Then, place them back on the board. You don't have to tell the truth about what you saw.

ROOM WITH SLIME

Whenever you enter this Room, you get a Slime marker.

Note: No Search Action or Malfunction marker in this Room.

SHOWER ROOM

Take a Shower: If you have a Slime marker on your Character board, discard it. You may choose to Scan all Contamination cards in your hand and to remove all Non Infected cards. If at least one of those cards is Infected, place a Larva miniature on your Character board (and do not remove this Contamination card!). If there is already a Larva on your Character board, your Character dies. Place 1 Creeper in the Room where you died.

COMMAND CENTER

Note: A Fire marker can be placed in the Shower Room in the normal way. The Take a Shower Action does not discard a Fire marker from the Shower Room.

SPECIAL ROOMS

COCKPIT

Flight Controls: Check Coordinates OR set Destination.

CHECK COORDINATES: Secretly look at the Coordinates card. Then place it back on the board. You don't need to tell the truth about what you saw.

SET DESTINATION: Move the Destination marker to the chosen space of the Destination Track.

Note: Cannot change the Destination when any of the Characters are already hibernating. The player should remember the Coordinates they've checked. No Search Action in this Room. Malfunction markers can disable Actions in this room.

HIBERNATORIUM

Try to Hibernate: You may perform this Action only if the hibernation chambers are open – the token on the Time Track is on any blue space. Perform a Noise roll. If any Intruder shows up in this Room, you failed to enter the hibernation chamber.

If no Intruder appears, remove your Character miniature from the game – you managed to hibernate safely. From now on, you do not take part in the game any longer. Whether your Character survives or dies along with the ship will be determined at the End of the Game.

Note: Cannot change the Destination or start the Self-Destruct when any Characters are already hibernating (but see note on Generator Room). No Search Action in this Room. Malfunction markers can disable Actions in this room but have no effect on already Hibernated Characters.

