ORDEROFGAMERS.COM

Hello! I'm Peter ('Universal Head'), and for more than 10 years I've been creating these famous rules and references, and bringing you hundreds of entertaining, informative videos about tabletop gaming.

This PDF took a lot of time and hard work to create, so if you find it improves your game experience, please consider a donation so I can continue to make them for you. Even better, regularly support the EOG on **Patreon**. There's even a special EOG community on Discord — go to the website and click the link to join!

v1

Aug 2025

Game: **NEMESIS: RETALIATION**

Publisher: **Awaken Realms (2025)**

For best results, print at 100% (on double-sided paper), laminate and trim to size.

NEMESIS
RETALIATION

## SETUP

GAME SETUP

Connect the **3 section border pieces** and **3 round track border pieces**. Place the **Undiscovered Hibernatorium tile** on top of the Hibernatorium room.

Place the **round marker** on slot 1 of the round track, the **lander token** on slot 10, and the **autodestruction token** on its slot above the track. Place 1 **universal marker** on the top-most space of the Objective Choice section.

Place all 3 **life support tokens** (🔧) and the Hibernatorium token (🔧), all *inactive* side up, on their slots on the 3 section border pieces.

Shuffle all **robot cards**, draw 1 and place it facedown and unseen on the Robot slot of the section A border. Return the rest of the robot cards unseen to the box. Place **1 ammo token** 🔴 (full side up) and 1 **oxygen token** 🟨 on the slots next to the robot card.

Assemble the **robot model** and place it on the Hibernatorium. *Terrain expansion: only place the base robot part and wait for the robot to be revealed to assemble the other part.*

Shuffle and place both **anti-aircraft tokens** facedown, one on top of the other, in the Anti-Aircraft slot on the section B border.

Place 5 **egg tokens** in the Eggs space on the section C border.

Place 4 **ammo tokens** (full side up 🔴), 4 **grenade tokens** 🟣, 4 **oxygen tokens** 🟨, and 4 **medpack tokens** 🟢 on their corresponding slots next to the Landing Zone.

Shuffle all **corridor tiles**, put them in a corridor insert, and place it near the round track. During the game, draw corridors so as to avoid seeing their fronts (non-0 value side) beforehand.

One by one, draw 3 random corridor tiles and connect them faceup (non-0 value side) to the Landing Zone. If any of them have a door slot, place the slot on an entrance to the Landing Zone.

Sort the **room tiles** into 4 stacks by type (A, B, C, and ?). Shuffle each stack and place it facedown near the corridor tiles.

Shuffle the **exploration deck** and place it facedown, with space for a discard pile.

Shuffle the **intruder tokens** into separate piles by intruder type and place them all model icon side up.

Place these tokens in the **intruder bag**: 1 blank, 2 Larva, 3 random Adult, and 1 additional random Adult for each character in the game. Place the bag by the intruder token piles.

Place the **intruder help sheet** (*The Queen is Alive* side up) near the intruder bag.

Shuffle the **intruder attack** and **event decks** separately and place them facedown, with space for discard piles.

Shuffle all **Queen Health cards** and place them numbers-side down on the Queen Health cards space of the section C border. Place a universal marker on the 0 space of the **Queen's Hits** track.

Separately shuffle the 3 **item decks** (red, green, yellow), the **contamination deck**, and the **serious wound deck** and place them facedown near the facility, with space for discard piles.

Place the **component tray** within reach: **noise markers** 🔺, **fire markers** 🔥, **malfunction markers** ⚙️, **door tokens** (with standee bases), **secure tokens**, **tactical gear tokens** (ammo, oxygen, grenade, and medpack), and **universal markers**. Place the 6 **dice**, **scanner**, and the remaining tokens nearby.

PLAYER SETUP

Shuffle **help cards** with numbers corresponding to the number of players in the game and deal 1 to each player, then reveal them.

Divide the **objective cards** into 2 decks, **private** and **mission**, and also take the **mission task deck**. From each deck remove all cards with a **number of characters symbol** higher than the number of characters in the game. Then, shuffle each deck separately and:

- Deal 1 private objective and 1 mission objective card to each player facedown. Return remaining cards to the box unseen. Objective cards are only revealed at the end of the game, but they may be discussed and lied about.

- Draw 1 mission task card and place it faceup on the mission task slot on the round track tile. Return the rest to the box.

Shuffle the **character draft cards**. Deal 2 to player 1, who chooses 1 and reveals it, then shuffles the other back into the deck unseen. Repeat for each other player in ascending player number order.

Each player takes 1 **character board** and places the **character tile** matching their character on it. Place 1 universal marker in the left-most slot of the **health track**, and set the **oxygen counter** to 7.

Each player takes their character **miniature**, attaches their matching colored ring, and places it in the Landing Zone. They take the **backpack card holder** with their player number and place it above their character board.

Each player shuffles their character's **action cards** and places them to the left of their board, facedown, leaving space for a discard pile to the right of the board.

Take your **character item card**. **HEAVY** items are placed on one of the **hands** slots of your board; **ARMOR** items are placed in the **heavily injured** marker slot of the health track. If the item has ammo slots, place 1 ammo token (full side up) on each slot.

Return all the character draft cards to the box.

SUPPORT EQUIPMENT DRAFT

The Contractor does not take part in the support equipment draft.

Shuffle the **support equipment deck**, draw 7 cards, and reveal them to all players. The player with the highest player number chooses 1 and places it in the appropriate place in their player area. Then each other player, in descending player number order, chooses 1 support equipment.

If any of the chosen equipment have empty tactical gear slots, fill them with the appropriate tactical gear tokens. They can only be placed in tactical gear slots of the corresponding colors, but any tactical gear tokens can be placed in gray slots.

Remove unchosen support equipment from the game and leave the support equipment deck close to the item decks; they may be used during the game.

Finally, each player chooses 4 **tactical gear tokens** in any combination, and places them in their **tactical belt** on the left side of their character board. Ammo tokens are placed full side up.

BEGINNING OF THE GAME

Each player draws 5 action cards from their action deck. Player 1 takes the **starting player token** and starts the game.

GOLDEN RULES

Nightmare rule: If you are unsure about a rule, always resolve the situation with the worst possible outcome for the players. If still unclear, perform it with the worst possible outcome for the character first in turn order.

Local effects: Every effect whose target is not clearly specified is resolved in the same room as the character performing the effect.

Component limits: If a component does not have a rule that specifies what happens when you run out of it, then when no more are available, nothing happens.

GAME ROUND

The game is a series of **rounds**, each divided into 4 **phases**.

PLAYER PHASE

Players take their turns in clockwise order, beginning with the starting player. A player that has **passed** is skipped. When all players pass the Player phase ends and the Intruder phase begins.

If the character 🚶 **first in turn order** is ever required, this refers to the **starting player** (the player currently holding the starting player token) or is closest to the starting player in clockwise turn order.

During your turn you must resolve 3 steps in order:

1. PERFORM 2 ACTIONS

You may perform the same action multiple times. If you are unable to perform any other action you must perform the **pass** action.

Actions marked 🔴 on your character board may only be performed when you are **not in combat** (not in a room with at least 1 intruder).

Pay the action's cost by discarding the required number of action cards from your hand faceup to the discard pile (do not resolve their effects). Then resolve the action.

Costing 0 action cards: Play an **action card**; **pass**.

Costing 1 action card: Make a **move**; place 1 🔺; **shoot** in a room; fire a **burst** at a corridor; perform a **melee attack**; use an **item**; activate the **robot**; **trade**; use any **tactical gear tokens**.

Costing 2 action cards: Use the **room**; make a move **cautiously**.

You may discard any number of your tactical gear tokens (to the pool) and/or items (to the item discard pile) at any point.

When choosing an effect from any source, you must be able to resolve the effect entirely to be able to choose it.

ORDERS AND COMMANDS

Some effects allow you to perform an action using another character. Choose a target of an ordered action (even a character who has passed). You may never perform an action using another character that would result in an intruder opportunity attack.

REACTIONS

You may play a reaction effect at any time if the conditions on the card are met. Place the card in front of you, resolve the effect, then discard the card. Reactions are not actions and do not count toward the actions per turn limit.

CHOOSING AN OBJECTIVE

During your turn and once per game while you still have 2 objective cards, you may also choose your **objective**. You may do this before or after, but not during, any of your 2 actions. This is not considered an action for any purposes.

To do so, remove your other objective card from the game without revealing it. Then move the objective track marker down by 1 (if possible) and draw the indicated number of action cards.

2. OXYGEN LOSS

If you are in a section with an inactive life support system (🔧), lose 1 oxygen.

3. FIRE DAMAGE

If you are in a room with a **fire marker** 🔥, lose 1 health point.

INTRUDER PHASE

1. INTRUDERS BURNING

Each intruder 👹 in a room with fire 🔥 is dealt **1 hit**. No die is rolled, so this hit can never kill an intruder except for a larva.

If fire is in the Nest, 1 egg is destroyed.

2. INTRUDER ATTACKS

Each intruder in each room attacks any character there. If there are multiple characters in a room, it attacks the character first in turn order. Resolve each attack separately starting with the room on the top-left of the facility and going row by row.

If there is more than 1 intruder in a room, the largest intruders attack the character first in turn order, unless that character dies or leaves the room (in which case the intruders who have yet not attacked attack the next character in turn order).

EVENT PHASE

1. EVENT CARD RESOLUTION

Draw an event card, resolve it, then discard the card. If an effect is impossible to resolve, ignore that sentence and continue resolving the rest of the card.

1. Intruders in corridors of the depicted orientation (🔫 🔫 🔫) **move** toward the closest characters.

2. Resolve the event's **main effect**.

3. Resolve the event's **secondary effect**.

All effects mentioning characters are resolved 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.

2. BAG DEVELOPMENT

Draw a random **intruder token** from the intruder bag and resolve its front side according to the intruder help sheet. Then discard the token. Intruder tokens are always placed in the bag from the intruder token piles and are discarded from the bag back to the bottom of their matching pile. (the exception is the blank token, which is returned to the bag after being resolved).

CLEANUP PHASE

1. STARTING PLAYER CHANGE

Pass the **starting player token** clockwise to the next player.

2. DRAWING ACTION CARDS

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

When there are no more cards in your action deck and you need to draw another (even in another phase), reshuffle your discards to form a new action deck and continue drawing.

3. TIME ADVANCEMENT

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

AUTODESTRUCTION TOKEN

🔱 If the round marker enters a space with the **autodestruction token**, the facility explodes and the game ends. All characters still inside the facility (including those hibernating) die, every room is destroyed, and all intruders are dead.

LANDER TOKEN

🔱 If the round marker enters a space with a lander token, check the Anti-Aircraft systems by revealing the top **anti-aircraft token**.

If it is *inactive* (or the anti-aircraft tokens have been removed from the game), the Lander lands successfully: place the lander token in the Landing Zone room and remove the anti-aircraft tokens from the game. 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.

BEGIN A NEW ROUND

Start a new round with the Player phase.

CHARACTER MOVEMENT

MOVEMENT SEQUENCE

Character movement is always from room to room. Characters are never placed in corridors.

1. **Choose direction:** Choose an adjacent corridor to move through.

2. **Resolve opportunity attacks:** If there are any intruders in the same room as you and/or in the corridor you want to move through, for each such intruder, starting with the largest, resolve an **intruder attack** (up to 3 attacks maximum).

3. **If you are moving to an already discovered room:**
   – Move there.
   – If **moving cautiously** place a **secure token** ⛊ there.

   If you are moving through an unexplored corridor to an undiscovered room: Resolve the exploration sequence.

If an effect allows you to move to a specific room regardless of distance, resolve the sequence above without the first step.

EXPLORATION SEQUENCE

Draw an exploration card and resolve it in the empty room slot at the end of the unexplored corridor you moved through. Orient the card the same way as the map using the north icon. Exploration cards do not always show the corridor you have moved through.

If there are no more cards in the exploration deck, reshuffle all exploration cards (except the removed ones) before drawing.

1. **Set up the room:** Draw a random room of the indicated type (A, B, C, or ?) and place it faceup in an empty room slot on the exit of the corridor you are moving through. If there are no more rooms of the required type, place a ? room instead.

2. **Set up corridors:** Place a random corridor faceup in each space around the room shown on the card, if not already there. If a corridor has a door slot, place it so the slot connects with the newly explored room. If a corridor leads to a space that is outside the facility's border or to a room already on the map, do not set it up.

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.

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 you resolve now; most commonly making a noise roll.

6. **Discard the exploration card:** Unless it was already removed as a part of the entrance effect.

NOISE ROLL

A noise roll must be made after each movement unless otherwise specified; even when moving to a room with another character and/or intruder. Resolve effects depending on the result:

Number: Find all corridors adjacent to the room your character is in that share the rolled value. For each such corridor:
- If the corridor contains at least 1 intruder, the largest intruder there moves to the room containing your character.
- If the corridor already contains a noise marker, **resolve that noise marker** according to the intruder help sheet.
- If the corridor has *no* noise markers, place one there.

If there is no corridor of the corresponding value, nothing happens.

⚠ **Hazard :** Draw an intruder token from the intruder bag and resolve it according to the intruder help sheet. The front of the token shows the intruder being placed (ignore the value on the back). Then discard the token to the intruder piles.

When an intruder is placed in a room, or moved to a room (for any reason), it immediately tries to attack a character there.

RESOLVING NOISE MARKERS

Remove the noise marker, draw a random intruder token from the intruder bag, and resolve it in the same corridor according to the instructions on the intruder help sheet. The number on the token's back shows you how many intruders are placed in the corridor; a red number shows how many Drones are placed.

Then discard the token to the intruder piles (except for the blank token, which is always returned to the bag).

COMBAT

Characters cannot directly attack other characters, but may harm other characters as a side effect of actions.

SHOOTING

Characters may only **shoot** at intruders in the same room.

1. **Choose a weapon and a target:** Choose a ranged weapon that doesn't have a malfunction marker, is in a hand slot, and has at least 1 ammo token on it (the ammo token doesn't have to full). 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. **Roll a shoot die:**

   ⚠ **Critical hit:** The intruder dies; return it to the intruder pool.

   ⚠ **Number:** If the number is lower or equal to the number of hits on the intruder, the intruder dies; return it to the intruder pool.

   ⚠ **Bullets:** Spend an ammo token.

BURSTING

Characters may only **burst** at intruders in an adjacent corridor.

1. **Choose a weapon and a corridor:** Choose a ranged weapon that doesn't have a malfunction marker is in a hand slot, and has at least 1 ammo token on it (the ammo token doesn't have to be full). Choose an adjacent corridor to burst at.

2. **Spend ammo and roll the burst die.**

3. **Apply hits:** Apply the number of hits you rolled (1-4) to intruders in the corridor in any way you choose. Any leftover hits are lost.
   - 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.

4. **Resolve hits:**
   - 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** 🔆**,** check for any additional effects that may apply from the used weapon or action (🔆 is on the same face of the burst die as the 4, so also apply 4 hits).

SPENDING AMMO

An ammo token can be spent twice before it's depleted. If you have a full ammo token and you're instructed to spend it, flip it. If you have a half-full ammo token and you're instructed to spend it, discard it.

REQUIRES NO AMMO weapons require no ammo tokens to shoot and burst. For the sake of actions that require weapons with ammo tokens, these items are considered as always having an ammo token on them.

MELEE ATTACK

Characters may only **melee attack** intruders in the same room.

1. **Gain 1 contamination card.**

2. **Choose a target:** Choose an intruder in the same room.

3. **Deal 1 hit:** Place 1 universal marker next to the intruder's base.

4. **Roll a shoot die:**

   ⚠ **Critical hit:** The intruder dies; return it to the intruder pool.

   ⚠ **Number:** If the number is lower or equal to the number of hits on the intruder, the intruder dies; return it to 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.

INTRUDER HEALTH

Intruders in corridors never have left-over hit markers. An injured intruder moving to a corridor discards all hit markers they have.

LARVA

In a corridor, 1 hit kills a Larva. In a room, 1 hit also kills a Larva, regardless of the number rolled on a shoot die.

DRONES

Drones require 2 hits to kill in corridors. Shooting them in rooms is resolved the same as shooting Adults.

THE QUEEN

Whenever the Queen Health marker reaches the 💀 space (or 💀 is dealt in any other way), ignore any further hits to the Queen in that action and draw a card from the Queen Health deck. Discard the given number of additional Queen Health cards without revealing them, then resolve the effect on the card (even if the Queen dies as a result of discarding the last card). Finally, discard the card and set the universal marker back to 0.

When the last Queen Health card is discarded the Queen is dead: remove her model from the game. Flip the intruder help sheet, and from now on ignore effects that place the Queen in the facility.

OTHER ACTIONS

PLAY AN ACTION CARD

Reveal the chosen action card from your hand, resolve its effect, then place it on top of the discard pile.

PASS

You may discard any number of action and contamination cards from your hand, then your turn ends. Your turns are now skipped for the rest of the round, but you may still use **reactions**.

PLACE 1 SECURE TOKEN

There is a limit of 3 secure tokens per room. Characters may never secure a room with an intruder inside. Some rooms are impossible to secure (🚫) and some are always secured (⛊).

USE ITEM

Items must usually be **used** to apply their effects. Items with **passive** effects are applied when indicated by the timing on the card (these items can never be used by performing this action). **ONE USE ONLY** items are discarded when used.

ACTIVATE THE ROBOT

Characters may use this 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 icon** and they discard 1 additional action card. If you have a **data token**, you may activate remotely without discarding the additional card.

TRADE

All characters in the same room may, if they agree, reveal and exchange items and/or tactical gear tokens with you (this may result in 3-way exchanges, if you agree). A character may choose to give an item and/or tactical gear token without asking for anything in return. Data tokens cannot be traded.

USE TACTICAL GEAR TOKENS

Choose any number of your tactical gear tokens and apply their effects, then discard non-ammo tokens. You may also move any number of your tokens between your tactical slots.

If you perform this action in the same room as the **robot**, you may also use the robot's tactical gear tokens. The tokens may also be moved between the character's and the robot's tactical gear slots.

Ammo tokens: Using an ammo token allows you to **reload**: move the token to the weapon's slot. You cannot move a token already on a weapon, and ammo cannot be swapped between weapons.

Oxygen tokens: When you use an oxygen token, gain 3 oxygen. Your supply can never exceed 7.

Grenade tokens: When you use a grenade token, choose an adjacent corridor, roll a **burst die**, and add 2 to the result. Then deal that many hits in the chosen corridor. Rolling 🔆 has no effect. This roll does not count as a character **bursting** (weapon effects do not apply to the result).

Medpack tokens: When you use a medpack token, restore 2🩹.

MAKE A MOVE CAUTIOUSLY

If you are moving cautiously to an already discovered room, place a **secure token** ⛊ there.

INTRUDERS

If you ever need to place more models of a certain intruder type than available, place as many as you can and ignore the rest.

When intruders have multiple characters they could attack/move to, they choose the target in this order:

1. Closest character.

2. If there are multiple characters at the same distance, then among them choose the character activating the attack/movement (if there is any).

3. If there is still a tie, then among the possible characters, choose the one first in turn order.

INTRUDER MOVEMENT

Intruders move as a group to the closest character (unless specified otherwise) using the shortest possible route. Disregard doors when choosing the shortest route.

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.

When intruders move from 1 corridor to a room with a character, only the largest intruder moves to that room instead.

When intruders would move through a closed door, they destroy that door and do not move instead.

When an intruder enters a room with a character it always attacks (unless an effect allows you to prevent the attack).

Intruders do not move when they are in the same room as a character. They do not move away from combat, unless repelled.

If an intruder has with 2 shortest routes to a character, they use the shortest route that starts with the corridor/room with the lowest id number.

If intruders are unable to move because the corridor they would move to is full, they use another route of equal length, if available. If there is none, all intruders able to move to that corridor do so, and the rest wait (in this case, no intruders might move).

EVENT CARDS

The first part of an event card always moves intruders:

All 👣 in each ➡️ 🔀 🔀 move: Move all intruders 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.

Start intruder movement from the top-left corner of the facility and, going row by row, resolve movement of each group of intruders individually.

REPELLING

If you repel an intruder from the same room or an adjacent corridor, that intruder moves away from you (or any other source of the repel effect).

If they were repelled from your room, you choose 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. 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. They try to attack the character first in turn order in that room.

QUEEN ACTIVATION

Drawing a Queen token may result in the queen's activation (attacking or moving). The Queen moves in the same way as other intruders.

INTRUDER ATTACKS

When an intruder attacks a character, draw an **intruder attack card** (with the exception of Larvae attacks). Find an icon matching the attacking intruder type and resolve the associated effect. Then discard the card.

Only reshuffle the intruder attack deck when instructed by the game.

When an intruder enters a room with at least 1 character, the intruder resolves an intruder attack (unless prevented by a secure token or another 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.

If an effect allows a character to prevent an intruder attack, ignore the entire attack, do not apply any additional effects of that attack, and do not draw an intruder attack card.

LARVA ATTACKS

When a Larva is attacking a character, follow these steps instead:

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, discard the attacking Larva instead.

QUEEN ACTIVATION

When the Queen activates, she attacks a character in the same room if possible.

Otherwise she moves once toward the closest character, following the normal intruder targeting rules.

CHARACTER STATUS

OXYGEN

At the end of each turn (including a turn in which a character passes), a character in a section with an **inactive life support system** (🔌) loses 1 oxygen.

Record your oxygen level on your oxygen dial. You cannot use actions that require you to spend oxygen if it would make you drop below 0. To replenish oxygen, find appropriate items or tactical gear tokens.

When your oxygen dial reaches the red icon, gain a **suffocating token**, immediately turn your oxygen dial back to 0, and follow the token's instructions. You have 1 more turn to find oxygen before your character dies.

CONTAMINATION CARDS

When you gain a contamination card, place it in your discard pile. **Contamination cards cannot be discarded to pay for actions.**

HEALTH AND WOUNDS

The health track is divided into **healthy**, **injured**, and **heavily injured** states. Record health points (✚) using your health marker on the track. When restoring health points, you may always choose to restore fewer points than described.

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 otherwise specified.

When your health marker moves from the last slot onto the skull icon, your character dies. When your character dies, remove your miniature from the board. All items you were carrying are lost. Your character lost the game and no longer takes part in it.

If you gain a **serious wound**, draw a serious wound card and place it in the leftmost health section without a serious wound. If you have 2 of the same, do not stack their effects.

If the health marker is in a section where a serious wound card is placed, move the health marker to the first empty slot in the next section (which may result in discarding an armor item).

If you resolve an effect that discards a serious wound and you have more than one, choose which one to discard and slide the remaining serious wounds to the left-most health sections. This does not move the health marker in any way.

ITEMS

Items are most commonly gained by using the **SEARCH** action card, which allows you to draw 1 item card for each item icon (✚, 🔍, and 🔫) on the room you are searching in. Then, pick 1 of those cards to keep and discard the rest to the bottom of their decks. Do not reveal unchosen items to other players.

During the game items are always found with all tactical gear slots filled, if they have any.

REGULAR ITEMS

Regular items (vertical) 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 your backpack. Items there are secret information until used.

HEAVY ITEMS

Heavy items (horizontal) must be carried in hand slots (a maximum of 1 in each). If one is gained when all hand slots are taken, you may first discard one of the held items to make space.

ARMOR ITEMS

Armor items have the **ARMOR** keyword and are always placed on the **heavily injured** section of the health track. Only 1 armor item may be worn at a time. If one is gained when you are already using one, you may first discard the armor from your health track to gain the new armor. Armor does not fit into a backpack card holder.

If you gain an armor item and your health marker is already on the **heavily injured** section, you cannot gain the armor and it is discarded instead.

TACTICAL GEAR SLOTS

When you gain tactical gear tokens, place them in empty slots of the matching color (ammo tokens can be placed directly in weapon slots). Tactical belt slots and gray slots are universal and take any tactical gear token. **All ammo tokens enter the game full.** If you lose an item, you lose all tactical gear tokens from that item.

USING AN ITEM ON ANOTHER CHARACTER

You may use an item on another character in the same room (if they allow you to do so) if the item has one of these effects: restoring ✚; discarding serious wounds; discarding 🔧 (from items belonging to another character); or gaining oxygen. For any other effect, you must trade the item to another character so that they can use it themselves.

MAP

The facility map is bordered by the **border pieces**, divided into 3 **sections** (A, B, and C) and consists of **rooms** connected by **corridors**. No room or corridor can be placed beyond the facility's borders. Characters may only be placed in rooms, while intruders be placed in rooms and in corridors.

Each section as its own **life support system** that may be either active (🔌) or inactive (🔌).

ROOMS

Each section has its own dedicated section **rooms** (A, B, and C). All other rooms (?) are random and may appear in any section. **Item icons** show which types of items can be found in a room. The **computer icon** is referenced by other sections and effects.

🔻 These rooms are never secured and can never have secure tokens placed on them.

🚫 These rooms can never be broken. A malfunction marker is never placed on them.

The Undiscovered Hibernatorium tile stays on top of the **Hibernatorium** room 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.

NEST

The Nest space on the section C border piece is an extension of the Nest room tile, so characters in the Nest room may interact with egg tokens.

When there are no more eggs in the Nest, place a universal marker on the eggs space, indicating that the Nest is destroyed. It stays destroyed even if other effects add new eggs there.

CORRIDORS

Each corridor connected to a room is considered adjacent to that room regardless of other components on the board. If a corridor is placed on a border of 2 sections, it is considered in both sections.

An **empty** corridor is one with no intruders in it, or just a noise marker. An **unexplored** corridor is one connected to only 1 room.

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.

If intruders must be moved/placed in a corridor and there is not enough space, 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, 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. Afterwards, if there are any intruders left unmoved/unplaced due to the limit, leave them without moving/placing.

When an intruder is placed or moved to a corridor with a noise marker, discard the marker first. Noise markers are never placed in corridors containing intruders.

When a corridor is **reinforced** by a character, discard any noise marker on it and flip it to the 0 value side; noise markers won't be placed on such a corridor as a result of a noise roll. Intruders can still move into such a corridor. **Corridors leading to the Hibernatorium can never be reinforced.**

DOORS

If a corridor has a door slot, it means there is an open door there. If a door is closed, place a door token on the slot.

All corridors, at the moment of placement, should be oriented with a door slot in the direction of the room just placed.

A room and a corridor joined by a closed door are still adjacent (and 2 rooms with a door between them are still neighboring).

Closed doors block access to anything (except a noise marker) on the other side. Characters cannot perform any actions that influence objects behind closed doors.

Effects that specifically call out *any object in the facility* still work and allow you to move to a room closed by doors from all sides.

Characters cannot move, burst etc. through a corridor with closed doors; they must open or destroy the door first. Intruders destroy closed doors when they attempt to move through them.

A closed door may be destroyed (lay the door token down). It is now considered open, but cannot be closed again.

Closed doors block spreading fire: if fire would spread between 2 rooms blocked by closed doors, ignore that spread instead.

MARKERS AND TOKENS

FIRE MARKERS

Fire markers 🔥 are placed in rooms. Each room may contain only 1 fire marker; ignore instructions to place additional ones.

If you have to place a fire marker and there are no more available, the facility is destroyed and the game ends.

MALFUNCTION MARKERS

Each room may only contain 1 **malfunction marker** 🔧; ignore instructions to place more. It does not affect item icons in the room. The room's action is unavailable, and cannot be performed.

A malfunction marker on a **heavy item** means it cannot be used in any way and is treated as having no text/icons. Tactical gear tokens on items can still be used. If a malfunction marker must be placed on an item with one already on it, that item is destroyed and discarded.

A malfunction marker on a **robot card** means the robot cannot be used in any way (rooms interacting with the robot or robot actions) and is treated as having no text/cons. Tactical gear tokens on the robot are still available. Effects that only require a robot can still be used however. If a malfunction marker must be placed on a robot that already has one, ignore the instruction.

If an effect allows you to discard malfunction markers, you can discard them from the room you are in, or any item/robot in that room (unless the effect states otherwise).

If you have to place a malfunction marker and there are no more available, place a fire marker in the room instead, if possible.

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.

ROBOT

When any room is connected to the Hibernatorium for the first time, reveal the **robot** 🤖 card and place its miniature on the Hibernatorium; from then on the robot can be **activated**.

The robot does nothing on its own and only performs actions assigned to it by characters. It has its own tactical gear slots.

When the robot moves (as a result of player actions) it always moves from a room to a neighboring room. It ignores intruders (even those in corridors), and cannot move through closed doors.

The robot is always completely ignored by intruders.

The robot may never move through an unexplored corridor to explore a new room and never makes a noise roll (the effect of the **exploration robot** is the exception, allowing it to explore a new room, and it makes a noise roll in that case).

LANDER AND ANTI-AIRCRAFT SYSTEM

The facedown **anti-aircraft token** on the top of the pile on section B indicates the status of the Anti-Aircraft system.

Characters may check (in secret) and swap those tokens using the Life Support Control B room. Information about the status of the tokens may be shared and lied about, but tokens cannot be shown to other players.

When a round marker is placed on the space with the **lander token** 🜨 (or vice versa), check the top anti-aircraft token:

- **ACTIVE**: The Lander is destroyed: discard the lander token.
- **INACTIVE**: The Lander lands safely: place the lander token on the Landing Zone room and remove the anti-aircraft tokens from the game.

You can get into the Lander by using the Landing Zone room action if the lander token is there. Character models in the Lander are placed on the Anti-Aircraft slot.

While you are in the Lander:

- Your turns are skipped (but you do not pass). If all other characters pass, they automatically pass too, and the round ends.
- You may not willingly leave the Lander.
- You do not lose oxygen, nor do you lose health from any effects (such as fire in the room). A destroyed facility is the only thing that can still affect you.
- You still take part in a standard Cleanup phase. You draw action cards and may be passed the starting player token.
- After any intruder appears in the Landing Zone, characters automatically leave the Lander and may act again during their next turn.

LANDER LAUNCH DECISION

At the start of the Event phase any character inside the Lander may decide to **launch** the Lander:

- Remove the Lander token from the game.
- Place all character models that were in the Lander on their character boards. They have safely escaped the facility and no longer take part in the game until the End of the Game check.

This is not a collaborative decision: it is enough for 1 character to decide to launch the Lander.

PROCEDURES

INFECTION PROCEDURE

The **infection procedure** is used to check whether a character becomes infected with a Larva.

It is always performed at the End of the Game, but may sometimes be performed during it (eg, by using the **REST** action card).

1. Scan all contamination cards in hand.
2. Look for the word **INFECTED** on the scanned cards:
   - If you find it 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 the word, the card is **not infected**.
3. Place all contamination cards in your hand on your discard pile.

Having a Larva on a character board does not incur any penalties, but it does increase the chance of that character's death.

ECLOSION PROCEDURE

The **eclosion procedure** is used to check whether a Larva hatches and kills a character in the process.

It is always performed at the End of the Game, but may sometimes be performed during it.

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, place 1 Adult in their room. This may result in an intruder attack against another character in the same room.

AUTODESTRUCTION PROCEDURE

When the **autodestruction procedure** is activated, place the **autodestruction token** ☢ on the round track 5 spaces ahead of the current round marker (ie, 4 empty spaces between the round marker and the autodestruction token). If there are not enough spaces on the round track, place the token behind the last space, and it activates at game end instead.

When a round marker moves to the same space as the autodestruction token, the facility is destroyed.

The autodestruction procedure may only be turned off in the Reactor room, with a complete facility power shut down.

When the facility is destroyed, the game ends. All characters in the facility (even hibernated) and intruders (including the Queen) are dead. All rooms (including the Nest) are 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 you try to use one of those 3 rooms, you must make a noise roll as a part of that room's effect. If, after this roll, there is an intruder in the same room, the action is unsuccessful and you stay in the room.

Otherwise, the action is a success:

Landing Zone: You board the Lander and await the Event phase (you may still be forced to leave the Lander by intruders).

Hibernatorium: You hibernate safely in a locked pod and take no further part in the game until the End of the Game check. You may still die as a result of facility destruction.

Escape Shuttle: You have flown out of the facility and take no part in the game until the End of the Game check. Anti-Aircraft systems do not interact with the Escape Shuttle in any way.

Some objectives may require you 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 results in their death. Characters that have hibernated do not escape the facility.

END OF THE GAME

The game ends when one of these events takes place:

- **Round 14 ends:** All characters who have not escaped/hibernated are dead.
- **All characters have died or escaped/hibernated**.

At the end of the game characters who are still alive and have escaped/hibernated follow this sequence in order:

1. **Each character without a Larva on their character board** draws all cards from their action deck and discard pile to hand and performs the infection procedure.
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. A character may have gained a Larva during the game or during this sequence.
3. **Each character who is still alive** reveals their objective. If a character has not yet chosen an objective, they do so now (before other players reveal their objectives).
4. **Each remaining character who succeeded in completing their objective wins the game.**

ADDITIONAL MODES

DEADLY MODE

This mode increases the difficulty of the game and can be used in the standard and solo/coop versions of the game.

Corridors are treated as having *both* the standard noise values and the second, smaller noise values found on some corridors. 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

SETUP
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. Standard objective cards are not used.

WINNING
To win, all mission tasks must be fulfilled, and at least 1 character must survive. If multiple objectives require you to fulfill the same requirement, that many characters must do so and survive.

REVIVE
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), stand it 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
To change the difficulty of the game, increase (or decrease) the number of mission tasks during setup.

If the tasks require you to have more data tokens than there are starting characters in the game, gain as many as there are characters in the game.

N E M E S I S
R E T A L I A T I O N

PLAYER PHASE

Take turns in clockwise order, beginning with the starting player. Skip players that have taken a **pass** action. When all players have passed the Intruder phase begins.

Players resolve these 3 steps in order:

1. PERFORM 2 ACTIONS

You may perform the same action multiple times. If you are unable to perform any other action you must **pass**.

Actions marked 🚫 may only be performed when you are **not in combat** (not in a room with at least 1 intruder).

Pay the cost by discarding the action cards from your hand (do not resolve their effects), then resolve the action.

0 cards: Play an **action card**; **pass**.

1 card: Make a **move**; place 1 🔻; **shoot** in a room; fire a **burst** at a corridor; perform a **melee attack**; use an **item**; activate the **robot**; **trade**; use any **tactical gear**.

2 cards: Use the **room**; make a move **cautiously**.

You may discard any number of tactical gear tokens and/or items at any point.

Choose a target of an **ordered action** (even a character who has passed). You cannot perform an action with another character that results in an intruder opportunity attack.

You may play a **reaction** effect at any time (even if you passed). They are not actions and do not count toward the turn limit.

During your turn, once per game while you still have 2 objective cards, you may choose your **objective**. This is not an action. Remove your other one from the game, move the objective track marker down 1 and draw the indicated number of action cards.

2. 🫁 OXYGEN LOSS

If you are in a section with 🔗, lose 1 oxygen.

3. FIRE DAMAGE

If you are in a room with a **fire marker** 🔥, lose 1 health point.

INTRUDER PHASE

1. INTRUDERS BURNING

Each intruder 👽 in a room with fire 🔥 is dealt 1 hit. If fire is in the Nest, 1 egg is destroyed.

2. INTRUDER ATTACKS

Each intruder in each room attacks any character(s) there, starting with the first in turn order. Resolve each attack separately starting with the top-left and going row by row.

EVENT PHASE

1. EVENT CARD RESOLUTION

Draw an event card, resolve it, then discard the card.

1. **Intruder movement:** Intruders in corridors of the depicted orientation (◣ ◆ ◥) move toward the closest characters.

2. Resolve the event's **main effect**, then its **secondary effect**.

Resolve effects mentioning characters in turn order. Resolve effects mentioning noise markers in corridors starting with the corridor on the top-left of the facility and going row by row.

2. BAG DEVELOPMENT

Draw a random **intruder token** and resolve it. Intruder tokens are discarded back to the bottom of their matching pile. The blank token is returned to the bag.

CLEANUP PHASE

1. PASS THE STARTING PLAYER TOKEN CLOCKWISE

2. EACH PLAYER DRAWS ACTION CARDS UNTIL THEY HAVE 5

3. ADVANCE THE ROUND MAKER BY 1

If the marker is already on the last space, go to End of the Game.

☣ **Autodestruction token:** If the round marker enters a space with this token, the facility explodes and the game ends. All characters inside the facility die, every room is destroyed, and all intruders are dead.

⚓ **Lander token:** If the round marker enters a space with this token, reveal the top **anti-aircraft token**. If it is *inactive* (or the tokens have been removed), place the lander token in the Landing Zone and remove the anti-aircraft tokens from the game. Characters may now use the Landing Zone room to escape. If it is *active*, remove the lander token from the game.

CHARACTER MOVEMENT

MOVEMENT SEQUENCE

1. **Choose an adjacent corridor to move through.** Character movement is always from room to room.

2. **Opportunity attacks:** If there are intruders in the same room and/or in the corridor you want to move through, resolve an intruder attack for each one (3 attacks maximum).

3. **If you are moving to an already discovered room**, move there. If moving cautiously, place a 🔻 there (limit 3 per room).

   If you are moving through an unexplored corridor to an undiscovered room: Resolve the exploration sequence.

EXPLORATION SEQUENCE

Draw an exploration card and resolve it in the empty room slot at the end of the unexplored corridor you moved through.

1. **Set up the room:** Place a random room of the indicated type (A, B, C, or ?) faceup at the end of the corridor.

2. **Set up corridors:** Place a random corridor faceup in each space around the room, if not already there.

3. **Set up markers and tokens.**

4. **Movement:** Move your character to the room. If moving cautiously, place a 🔻 there (limit 3 per room).

5. **Entrance effect.**

NOISE ROLL

A noise roll must be made after each movement; even when moving to a room with another character and/or intruder.

Number: For each adjacent corridor that shares the rolled value:

– If the corridor contains at least 1 intruder, the largest intruder moves to the room containing your character.

– If the corridor already contains a noise marker, resolve the noise marker there according to the intruder help sheet.

– If the corridor has *no* noise markers, place 1 there.

☀ **Hazard :** Draw an intruder token from the intruder bag and resolve it according to the intruder help sheet.

Surprise attacks: When an intruder is placed in a room/moved to a room, it immediately attacks a character there.

RESOLVING NOISE MARKERS

Remove the noise marker, draw a random intruder token from the intruder bag, and resolve it. The number on the back is how many intruders are placed in the corridor. A red number shows how many Drones are placed in the corridor.

Then discard the token to the intruder piles (except for the blank token, which is always returned to the bag).

COMBAT

SHOOTING

Characters may only **shoot** at intruders in the same room.

1. **Choose a ranged weapon and a target:** The weapon must have at least 1 ammo token and no malfunction marker.
2. **Deal 1 hit:** Place 1 universal marker on the intruder's base.
3. **Roll a shoot die:**
   - ⚠ **Critical hit:** Intruder dies.
   - ⚠ **Number:** If the number is lower or equal to the number of hits on the intruder, the intruder dies.
   - ⚠ **Bullets:** Spend an ammo token.

BURSTING

Characters may only **burst** at intruders in an adjacent corridor.

1. **Choose a ranged weapon and a corridor:** The weapon must have at least 1 ammo token and no malfunction marker.
2. **Spend ammo and roll the burst die.**
3. **Apply hits:** Apply the number of hits you rolled to intruders in the corridor in any way you choose. Leftover hits are lost.
   - 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.
4. **Resolve hits:**
   - Adults and Larvae with 1 hit, and Drones with 2 hits, die.
   - For each hit on the Queen advance her Hits track by 1.
5. **If you rolled** ◉, check for any additional effects (◉ is on the same die face as 4, so also apply 4 hits).

MELEE ATTACK

Characters may only **melee attack** intruders in the same room.

1. **Gain 1 contamination card.**
2. **Choose a target:** Choose an intruder in the same room.
3. **Deal 1 hit:** Place 1 universal marker on the intruder's base.
4. **Roll a shoot die:**
   - ⚠ **Critical hit:** The intruder dies.
   - ⚠ **Number:** If the number is lower or equal to the number of hits on the intruder, the intruder dies.
   - ⚠ **Ineffective attack:** Nothing happens.
5. **Intruder response or prevent:** If the intruder is alive it retaliates. You may place a malfunction marker on any of your weapons to prevent this attack. Otherwise, resolve the intruder attack.

INTRUDER HEALTH

An injured intruder moving to a corridor discards all hit markers.

LARVA: In a corridor, 1 hit kills a Larva. In a room, 1 hit also kills a Larva, regardless of the number rolled on a shoot die.

DRONES: Drones require 2 hits to kill in corridors. Shooting them in rooms is resolved the same as shooting Adults.

THE QUEEN: Whenever the Queen Health marker reaches ☠, ignore any further hits dealt to it in that action and draw a Queen Health card. Discard the given number of additional cards without revealing them, then resolve the card's effect. Finally, discard the card and set the universal marker back to 0.

When the last Queen Health card is discarded the Queen is dead; remove her model from the game. Flip the intruder help sheet, and from now on ignore effects that would place the Queen in the facility.

INTRUDERS

When intruders have multiple characters they could attack/move to, they choose the target in this order:

1. Closest character.
2. If there are multiple characters at the same distance, then among them choose the character activating the attack/movement (if there is any).
3. If there is still a tie, then among the possible characters, choose the one first in turn order.

INTRUDER MOVEMENT

Intruders move as a group through rooms and corridors to the closest character using the shortest route (disregard doors when choosing the route).

When intruders move from 1 corridor to a room with a character, only the largest intruder moves to that room instead.

When intruders would move through a closed door, they destroy that door and do not move instead.

When an intruder enters a room with a character it always attacks (some effects may allow you to prevent an attack).

Intruders do not move when they are in the same room as a character. They do not move away from combat, unless repelled.

NOISE ROLL

Whenever a character makes a noise roll, if intruders are in adjacent corridors indicated by the result, one of them (prioritizing the largest) from each such corridor enters the character's room and attacks.

REPELLING

If you repel an intruder from the same room or an adjacent corridor, it moves away from you (or the source of the effect). If necessary, you choose which corridor they move to.

QUEEN ACTIVATION

When the Queen activates, she attacks a character in the same room if possible. Otherwise she moves once toward the closest character, following the normal intruder targeting rules.

INTRUDER ATTACKS

When an intruder (except Larvae) attacks a character, draw an **intruder attack card**. If the intruder entered as a result of a player effect, they attack that character. Otherwise, they attack the one first in turn order.

When a Larva is attacking a character:

1. The attacked character gains 1 **contamination** and places it on their discard pile.
2. Place the attacking Larva on the character board. If they already have one, discard the attacking Larva instead.

MARKERS AND TOKENS

FIRE MARKERS: There is a limit of 1 fire marker 🔥 per room. If you have to place a fire marker and there are none, the facility is destroyed and the game ends.

MALFUNCTION MARKERS: There is a limit of 1 malfunction marker ⚙ per room. If you have to place a malfunction marker and there are none, place a fire marker in the room instead, if possible.

SECURE TOKENS: There is a limit of 3 secure tokens per room. When an intruder enters a room with at least 1 character and a **secure token** 🛡,
1 secure token is discarded instead of resolving the attack.

OXYGEN: At the end of each turn (including a turn in which a character passes), if a character is in a section with an **inactive life support system** (⟳), they lose 1 oxygen.

SECTION A ROOMS

DRILLING STATION
Place a new corridor leading from the room with the **robot** 🤖. It may be placed leading to an already discovered room or to an undiscovered room.

LANDING ZONE
Gain any number of tactical gear tokens from the connected slots. All gained tokens must be placed in empty tactical gear slots. You may discard any number of your tactical gear tokens once, before or during this action.

OR

Make a noise roll to get into the Lander if the lander token is already in this room. If there is an intruder in your room after the noise roll, this action fails.

LIFE SUPPORT CONTROL
Activate or deactivate the Life Support System (flip 🔋/🔋) in section A *OR* discard a 🔥 **from any room** in the facility.

SURGERY ROOM
Discard all action cards to remove a Larva from your character board and scan all contaminations in your deck and discard pile. Remove the infected ones from the game.

You can't perform this action if you don't have a larva on your character board, but don't need any contamination cards. Afterwards, place the remaining scanned contaminations back in your deck and then reshuffle the deck.

OR discard 1 serious wound.

SECTION B ROOMS

COOLING SYSTEM
Activate the autodestruction procedure.

HIBERNATORIUM
Make a noise roll to hibernate. You can only perform this effect if the Hibernatorium is active (🔋). It can be turned active in the Life Support Control C room.

If there is an intruder in your room after the noise roll, this action fails.

LIFE SUPPORT CONTROL B
Activate or deactivate the Life Support System (flip 🔋/🔋) in section B.

OR

Look at both anti-aircraft tokens and place them in any order (the top token indicates the status of the Anti-Aircraft system). You do not need to share the token status, or if you have swapped them or not.

SERVER ROOM
Use any discovered computer room in the facility. You may not use a room with ⚙ *OR* gain a data token (if you don't have one).

SECTION C ROOMS

ESCAPE SHUTTLE
Make a noise roll to get into the Escape Shuttle. If there is an intruder in your room after the noise roll, this action fails.

When a character escapes using the Escape Shuttle, the Escape Shuttle cannot be used again that game.

LIFE SUPPORT CONTROL C
**Activate or deactivate the Life Support System** (flip 🔋/🔋) in section C.

OR

Activate the Hibernatorium (flip 🔋 to 🔋). You cannot deactivate the Hibernatorium this way.

NEST
Take/destroy 1 intruder egg from the Nest space on the section C border and make a noise roll. Eggs are **HEAVY** items.

REACTOR
Remove all 🔋/🔋, **the autodestruction token** ☣, and both anti-aircraft tokens from the game.

Then treat all sections as 🔋. Treat the Anti-Aircraft System as inactive. Remove the ☣ token even if it is already on the round track. 🔋, Anti-Aircraft and ☣ cannot be turned on again.

OTHER ROOMS

ALARM ROOM
Resolve or discard ⚠ **from a chosen corridor** in the facility.

ARMORY
Gain any number of 🟥 **and** 🟦. All gained tactical gear tokens must be placed in empty tactical gear slots. You may discard any number of your tactical gear tokens once, before or during this action.

DECONTAMINATION ROOM
Discard all action cards and spend 2 oxygen to remove all contaminations from your deck and discard pile without scanning. You may not perform this room action if you have 1 oxygen or fewer.

DOOR CONTROL ROOM
Open and/or close any number of doors in a chosen section. Doors may be closed only on door slots.

EMERGENCY ROOM
Restore 2 ⚕ **OR discard 1 serious wound.**

EXPERIMENTAL MILITARY LAB
Gain any number of 🟥. All gained tactical gear tokens must be placed in empty tactical gear slots. You may discard any number of your tactical gear tokens once, before or during this action.

OR

Draw 2 random support equipment cards. You may keep 1 and discard the other.

GUNNERY ROOM
Choose a corridor adjacent to a room with a 🔴 **and without a** ⚙. Roll a burst die and deal hits equal to the result in that corridor. This does not require spending ammo.

PRESSURE CONTROL
Move 👾 **anywhere in the facility.** The intruder may be moved in any direction (room to a corridor or a corridor to a room).

SECURITY ROBOT ROOM
Place 🛡 **in the room with the** 🤖 *OR* reinforce an empty corridor adjacent to the room with the 🤖.

SHELTER
If you are not infected with a Larva, remove all contaminations in your hand from the game without scanning.

SPRINKLERS CONTROL
Discard all 🔥 **from a chosen section.**

SUPPLY ROOM
Draw 1 green, 1 red, and 1 yellow item. Keep 2 of them and discard the rest.

TECHNICAL CORRIDOR ENTRANCE
Move to any room in the facility. Resolve an Adult intruder attack (draw a card from the intruder attack deck and resolve the effect assigned to the Adult. Don't place an intruder on the map). Secure tokens are not taken into account because no intruders entered the room at the moment of this attack.

Finally, make a noise roll as normal.

INSIDER EXPANSION

SETUP

This expansion can only be used with the standard game (additional characters can be used however). Place the **story deck**, unshuffled, with the side showing room names faceup.

STORY CARDS

When a character draws an **exploration card** with the **insider symbol** in the bottom right-hand corner for the first time:

1. Finish resolving the exploration card.
2. Take the story deck and find all cards corresponding to the newly discovered room. Place them nearby with the lowest-numbered card faceup, and return the rest of the story cards to the box (they won't be used in this game).
3. Resolve the starting story card (the one faceup with a square around the number).

Subsequent story cards are resolved when an effect instructs you to *'go to #XYZ'*, in which case take the corresonding story card and resolve it.

When resolving a story card, read the narrative introduction on the front of the card, then resolve the back:

a. **Instant:** This one-time effect on the lighter background is always resolved as soon as the card is flipped.

b. **Ongoing:** An effect that is active as long as it is visible.

c. **New action:** These new actions follow the standard rules and cost a certain number of action cards that must be discarded to be performed.

d. **Exploration:** Resolve these effects after an exploration card with the insider symbol is revealed and resolved.

After resolving non-starting story cards, place them on top of the previous story card. Only 1 story card should be visible and active at once. However, if a card has a **dotted line**, when the next story card is resolved place it on top of the dotted card and covering everything above the line, and leave the rest of the card active. After resolving the dotted story card all effects and actions that remain visible are active and available.

THE INSIDER

Many story cards will instruct you to place an Insider on the map and/ or set up the Insider card. Or, a story card may instruct you to only place an Insider, but not the Insider card.

The Insider card is double-sided, showing a **friendly** or a **hostile** Insider, and introduces basic Insider rules.

If the Insider is placed on the map but the Insider card is *not*, the Insider is currently completely non-interactive in any way, both for characters and the game (unless a story card specifies otherwise).

The Insider is placed only in rooms and may only move through empty corridors. She may never move through unexplored corridors and may not discover new rooms.

The Insider does not interact with any of the game mechanics (including **fire** 🔥), unless specified otherwise by story cards and/or the Insider card.

REMOVE THE INSIDER FROM THE GAME

This sentence always means *'remove the Insider model, Insider card and all story cards from the game.'*

FRIENDLY INSIDER

A friendly Insider card means the Insider is your ally during the current story. When this card is set up place a universal marker on the left-most slot of its health track.

The friendly Insider follows additional rules:

- Each character in the same room as the Insider draws 1 more action card after the Drawing Action Cards step.
- Characters in the same or neighboring room may perform the action described on the Insider card to move her.
- Intruders in the same room as the Insider treat her as a character last in turn order (so intruders will always prioritize attacking other characters if possible).
- Intruders always move toward characters if possible, not the Insider (regardless of distance and situation).
- Larvae never attack the Insider.
- Other intruders may attack the Insider. When this occurs, draw an Intruder Attack card as normal and apply the effect, losing Insider's health indicated by the card.
- Gaining contamination cards is completely ignored.
- Instead of gaining serious wounds, the Insider loses 2 ⚕.
- If the universal marker reaches the skull icon, the Insider dies.

HOSTILE INSIDER

A hostile Insider card means the Insider is your enemy during the current story.

The hostile Insider follows additional rules:

- Intruders and the Insider completely ignore each other.
- Characters treat the Insider as an intruder: they may shoot at the insider using the standard rules and kill the insider the same way as an Adult intruder. Hits should be kept on the Insider card.

INSIDER DEATH

When the Insider dies, remove her model and the Insider card from the game, but leave story cards intact (unless specified otherwise on the current story card).

CONTRACTORS

SETUP

This expansion allows characters from previous *Nemesis* games to be used in *Nemesis: Retaliation*. It may be used with any other expansion.

When playing as a contractor use the appropriate model from the previous games, or the base contractor model from *Nemesis: Retaliation*.

During setup, shuffle all 12 contractor draft cards and place 2 of them in the middle of the table.

When picking a character, players may choose from these 2 cards in addition to their drawn character draft cards.

When a contractor is picked (from this expansion of the contractor from the base game), no other player can pick a contractor. Discard the contractor draft cards and the base contractor character draft card.

If you choose a contractor from this expansion, take the contractor action deck and find 5 cards with the **Contractor: Consultant** name on the bottom of the card. Replace them with 5 corresponding to the drafted contractor. This 10 card deck is your contractor action deck.

Instead of taking the standard character item cards from the base game, use the character item cards corresponding to the chosen contractor from this expansion.

The contractor does not take part in the suppport equipment draft.

NEMESIS
RETALIATION

XYRIANS EXPANSION
SETUP

After main setup but before player setup, shuffle all 3 **Xyrian exploration cards** into the exploration deck and 1 random **Xyrian event card** into the event deck. Ensure that no Xyrian card is at the top of those decks and return the remaining Xyrian event cards to the box.

Xyrian cards' backs differ from standard cards, and can be recognized in the deck; but trying to predict when such a card will be drawn when it isn't at the top of a deck should be avoided.

Place the **Xyrian phase card** faceup next to the event deck and the **Xyrian help card** within reach.

Shuffle the **Xyrian activation deck** and place it facedown next to the intruder attack deck.

Shuffle the **Xyrian item deck** and place it facedown next to the item decks.

Shuffle the **Xyrian status deck** and place it facedown next to the serious wound deck.

Place the **allegiance card** *available* side up nearby. Both sides of the card can be read at any point.

Place 3 **trace tokens**, 3 **injury tokens**, and 3 **Xyrian models** next to the map.

Place the **Xyrian token** next to the intruder bag.

GAME ROUND

A Xyrian phase is added in the Event phase. It is resolved before drawing the event card and only if any Xyrian models are on the map. Otherwise, skip this new phase.

XYRIAN PHASE

If any Xyrian is on the map:

- Resolve 1 Xyrian activation.
- Add the **Xyrian token** to the bag.
- If there is more than 1 Xyrian in any room, replace the least injured one with a **trace token** ().

XYRIANS

Intruders completely ignore Xyrians (unless stated otherwise).

Xyrians never attack other Xyrians.

Characters treat Xyrians as intruders (eg, to shoot or repel), but they are *not* considered in combat when in the same room. Effects that target 'all intruders in a room' also affect Xyrians the room.

Secure tokens () cannot be placed in a room with a Xyrian.

Game effects do *not* treat Xyrians as intruders.

Xyrians appearing in the Landing Zone don't cause characters to leave the Lander.

You can have a maximum of 3 Xyrians in the game. Any time one dies, remove its model from the game; it can never return. Ignore any further effects that would result in a 4th Xyrian being placed.

EVENT CARDS

When drawn, a Xyrian event card always modifies another card in the game, and then another event card is resolved. There can never be a round without resolving an event card.

EXPLORATION CARDS

Before the first Xyrian exploration or event card is drawn, Xyrians do not functionally exist in the game. When a Xyrian exploration card is drawn, it places trace tokens in some rooms and adds the Xyrian token to the intruder bag.

Once resolved, Xyrian exploration cards are removed from the game and can never return.

TRACE TOKENS

 Trace tokens show where Xyrians are placed when the Xyrian token is drawn from the bag. Characters cannot interact with them in any way.

XYRIAN TOKEN

When the **Xyrian token** is drawn, resolve these steps in order:

1. If there are any Xyrians on the board, draw and resolve 1 Xyrian activation card.
2. Replace each trace token with a Xyrian model.
3. Discard the Xyrian token.

XYRIAN ACTIVATIONS

Xyrians move and act by drawing and resolving Xyrian activation cards. This is done:

- During the Xyrian phase if at least 1 Xyrian is already on the map.
- Whenever the Xyrian token is drawn from the bag and at least 1 Xyrian is already on the map.

Otherwise, Xyrians do not act in any way.

When a Xyrian activation card is resolved, each Xyrian without an injured Xyrian token follows the activation card effects. Xyrians in rooms with at least 1 character follow the upper part of the card, and all other Xyrians follow the bottom part of the card.

Xyrians with an injured Xyrian token discard the token instead.

After resolving the card, place it on bottom of the activation deck.

XYRIAN MOVEMENT

Xyrians are placed only in rooms and move by from room to room. They are never placed in a corridor, even as a result of non-movement effects. They completely ignore doors and intruders during movement, so can walk through them unobstructed and without any effects.

XYRIAN COMBAT

Whenever a Xyrian moves through a corridor containing intruders, it deals to the largest intruder there.

If Xyrians attacking the Queen leads to drawing a Queen Health card, only resolve the top part of the card (discarding other Queen Health cards); do *not* resolve the bottom effect.

Characters may also **shoot** at Xyrians and/or use any other effects that would be able to deal hits/target intruders, but they cannot **burst** at them as Xyrians are never in corridors.

After each action in which your character deals at least 1 hit/ to a Xyrian, you must make a noise roll (regardless if the Xyrian survives that action or not).

XYRIAN DEATH

When a Xyrian would die for the first time, discard all hits from that Xyrian and place an **injury token** below their model on the injured Xyrian side.

When a Xyrian with an injury token dies, remove its model from the game; it cannot return in any way. Then, flip its injury token. It represents a **Xyrian item** which can be picked up by characters.

XYRIAN ITEMS

Xyrian Items are cumbersome and are worn as **armor**.

To pick up an Item, your character must be in the same room as a Xyrian item token, not be in combat, and perform an action by discarding 2 action cards. Remove the token from the game and:

1. Discard 1 serious wound and restore 3 (noted on the item card). Do this before equipping the item.
2. Gain 1 random Xyrian item card.

If your character already carries an **armor**, decide which to keep. You must actually equip the item to gain the healing benefits.

When gained, Xyrian items are treated as normal **armor** items.

STATUS CARDS

Xyrians, when fighting, may apply statuses to characters. Status cards are not serious wounds.

Whenever a character gains a status, draw a random status card and place it faceup near their character board. From now on, its effect applies to that character.

A status card may be discarded by following its instructions; after doing so, shuffle it back into the status deck.

A character may have only 1 status at a time. Whenever a character would gain a status card, and they already have one, or if there are none remaining, they **gain 1 serious wound** instead.

XYRIAN ALLEGIANCE

The **allegiance card** can be gained by one of the characters, and allows that character to avoid some Xyrian attacks or even to convince them to act.

During the game, 1 character may decide to **pledge allegiance** to the Xyrians. To do so, they must be in a room with the **available allegiance token** and perform an action by discarding 1 action card and the allegiance token from the room.

They gain the **allegiance card** and place it with the **GAINED** side faceup next to their character board. From now on its effects are active for that character.

Only 1 allegiance card is available in any given game, and once gained, it is never available again. It is removed from the game with the character's death.

XYRIANS LEAVING THE MAP

Xyrians may leave the map in other ways than being killed. In any such case, return their model to the available pool. Their hit markers and any injured Xyrian token are also discarded.

NEOFLESH CULT EXPANSION CLARIFICATIONS

Xyrians can kill Cultists. Do not make any noise rolls as a result. When that happens, deactivate the last skill in order.

When a Xyrian kills an Ironclad in a room and the Ironclad's skill is still active, repel the Ironclad to the corridor with the lowest ID number.

SANGREVORES EXPANSION
SETUP

When using this expansion, the terms **intruder** and **Sangrevore** are considered equivalent.

Replace the base game intruder setup with the following:

Shuffle the **Sangrevore exploration deck** and place it facedown, with space for a discard pile.

Separate all **Sangrevore intruder tokens** into piles by intruder type. Shuffle each pile separately and place it model icon side up.

Place these tokens in the intruder bag: 1 blank token, 2 Blood Specter tokens, 3 random Ghoul tokens, and 1 additional random Ghoul token for each character in the game. Place the bag by the intruder token piles.

Place all **Sangrevore models** nearby.

Separately shuffle the **Sangrevore attack deck** and the **Sangrevore event deck** and place them facedown, with space for their discard piles.

Shuffle the **Sangrevore King Health deck** and place it 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.

Place the **Sangrevore help sheet** (*The King is Alive* side faceup) near the intruder bag.

Shuffle the **shadow deck** and place it facedown near the exploration deck, with space for a discard pile.

Shuffle the **infection deck** and place it on the right side of the facility instead of a contamination deck (it replaces the contamination deck).

Shuffle the **tainted blood deck** and place it near the serious wound deck.

MOVEMENT

SHADOW MARKERS

Noise markers in Sangrevores are called **shadow markers** (use the same component). Any effects that interact with can apply to shadow markers.

- There may only be up to 3 shadow markers in any corridor. If you would ever place a 4th (and any further) shadow marker in a corridor, instead replace them all with 1 Blood Spectre.
- Shadow markers and intruders may exist in the same corridor. Shadow markers (regardless of their number) take up 1 space in the corridor, leaving 5 spaces for intruders.

A character may interact with shadow markers in 3 ways:

- They may move through them (and therefore resolve them).
- They may move cautiously through them (without resolving them). Shadow markers are then left in the corridor without any effect.
- They may **burst** at them (and/or apply hits to them in other ways), which removes them from the map with no consequences (but wastes ammo).

MOVEMENT SEQUENCE

Each hit in a corridor may be applied to any shadow marker, removing it in the process.

If you are moving to an already discovered room:

– Move there.
– If moving cautiously place a **secure token** there.
– Do *not* make a noise roll. Instead place 1 shadow marker in each corridor adjacent to your new room, except the corridor you have just moved through.

If you have moved through any number of shadow markers and did not move cautiously, draw 1 random **shadow card** and resolve it according to the number of shadow markers you have moved through, discarding the markers in the process. Then, discard the shadow card to its own discard pile (unless otherwise instructed).

If a shadow card must be drawn and the deck is empty, reshuffle the discards to form a new deck, and draw the card.

EXPLORATION SEQUENCE

Exploration cards are resolved as normal, but feature shadow markers in corridors instead of noise markers. Whenever an exploration card shows a number of markers in the corridor, place that many shadow markers there; but never place shadow markers in the corridor you have just moved through.

INTRUDERS

The Sangrevores follow the same hierarchy as standard intruders, but do not feature Larvae.

Ghouls are Adult Sangrevores, Blood Spectres are Drones, and the King is the Queen equivalent.

INFECTIONS

When gained, infection cards are always shuffled into your action deck. The discard pile is not shuffled into the deck at this point.

Infections count as contaminations cards for effects that allow you to remove or discard contamination cards from the deck/hand.

During the game you may:

- Play infections for their bottom effect in order to remove them from their deck (this counts as an action).
- Discard infections onto your discard pile when passing, losing 1⚕ in the process (regardless of the number of infections discarded).

Infections *cannot* be discarded from your hand in other ways, and cannot be discarded to pay a cost of another action.

REST action cards may be played to discard any number of infection cards from your hand into the discard pile without any additional cost.

TAINTED BLOOD

Whenever your character gains a **tainted blood card**, place it faceup near your character board as the **active tainted blood**.

If you had at least 1 tainted blood card already, choose between the 2 which to keep as the active one. The active tainted blood is kept faceup, while the inactive tainted blood is placed on the bottom of the active one.

Tainted blood cards feature additional abilities that may be used once per round. They always have a cost and count as an action.

Non-active tainted blood cards cannot be used for their ability, but may be discarded as a result of Sangrevore attacks. When instructed to discard a tainted blood card, always discard the bottom tainted blood card (which may be the active one).

END OF THE GAME

At the end of the game characters who are still alive and have escaped/hibernated perform this sequence in order:

1. **Each character with any infection cards** (in the deck, hand, or discard pile) performs the eclosion procedure, treating infection cards as contamination cards. A character dies if they draw an infection card during that eclosion procedure.
2. **Each character who is still alive** reveals their objective. If a character has not chosen an objective until that point, they do so now (before other players reveal their objectives).
3. Each remaining character who succeeded in completing their objective wins the game.

NEOFLESH CULT EXPANSION
SETUP

Replace the base game intruder setup with the following:

Shuffle the **Neoflesh Cult exploration deck** and place it facedown, with space for a discard pile.

Separate all **Neoflesh Cult intruder tokens** into piles by intruder type. Mix all 4 Adult types together. Shuffle each other pile separately and place it model icon side up.

Place these tokens in the intruder bag: 1 blank token, 2 Twitching tokens, 3 random Adult tokens, and 1 additional random Adult token for each character in the game. Place the bag by the intruder token piles. Place all **Neoflesh models** nearby.

Separately shuffle the **Neoflesh Cult attack deck** and the **Neoflesh Cult event decks** nd place them facedown with space for their discard piles.

Shuffle the **Neoflesh Cult Queen Health deck** and place it 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.

Place the **Neoflesh Cult help sheet** (*The Queen is Off the Map* side faceup) near the intruder bag.

Place the **Neoflesh Cult skill cards** beside each other with their colored side up, in a descending order using the numbers in their top right. The expansion uses the standard tie-breakers from the base game, but if an additional tiebreaker rule is required, follow the order on the skill cards.

Take the **Absorbed Bodies tile** and place it above the section B border piece, so that it connects to the Queen's Hits track. Take the **Dead Neoflesh Cultists tile** and place it above the section B border piece, so that it connects to the left side of the Absorbed Bodies tile.

Place 1 **Motherbrain token** on each slot of the Absorbed Bodies tile. Take 3 **body tokens** and place them, illustration side up, on the round track on the 8th, the 11th and the 14th slots.

Replace the standard help cards with the **Neoflesh Cult help cards**.

INTRUDER PHASE

Change the Intruder phase as follows:

1. INTRUDERS BURNING
Skip this step: Neoflesh machines do not suffer from simple fire, and eggs are not destroyed.

2. INTRUDER ATTACKS
Twitchlings have a modified attack: characters attacked gain 1 contamination. Cultists never attack.

3. TWITCHLING ACTIVATIONS
Activate each Twitchling on the map. When a Twitchling is activated it moves toward the closest unexplored corridor. While moving it still follows the standard attacking rules (whenever an intruder enters a room with characters, it attacks).

If an activated Twitchling is already in an unexplored corridor, it leaves the map instead. Place the Twitchling back in the pool and shift all body tokens on the round track 1 space up.

EVENT PHASE

Twitchlings *never* activate during the first step of event card resolution (as they have already done so). Cultists also never move.

Adult Intruders (and the Motherbrain) still use the base movement rules, but event cards show intruders of a specific type.

All intruders of that type and all intruders in the same corridor as the shown type move.

Event card effects may specify an effect based on the number of Neoflesh Cultists still alive in the facility. Count the number of visible (not covered by dead Cultist models) icons on the Dead Neoflesh Cultists tile. If there are at least that many icons visible, the effect is resolved; otherwise it is skipped.

BODY TOKENS

Whenever the round marker and a body token are on the same space, immediately resolve the **absorbing bodies sequence**:

1. Add the rightmost Motherbrain token from the Absorbed Bodies tile to the bag. This is the only way these tokens can be added to the bag.
2. Take the body token from the space with the round marker, flip it, and place it on the newly revealed slot on the Absorbed Bodies tile, expanding the Queen's Hits track.

Each absorbed body places 1 Motherbrain token in the intruder bag, creating (and then increasing) the chance of the Motherbrain appearing. A Motherbrain token, once added into the bag, never leaves the bag, as long as the Queen is alive.

INTRUDER TYPES AND SKILLS

TWITCHLINGS
Twitchlings are the Larvae equivalent but follow special rules. In the Event phase all Twitchlings are activated, but they never move as a result of event cards.

Whenever they attack, the attacked character gains 1 contamination. They are not placed on characters' boards when attacking; they stay on the map.

As long as the Twitchling skill is active, Twitchlings follow Adult health rules, instead of being killed with only 1 hit. If the skill is deactivated while any Twitchlings have hits already applied to them, they immediately die.

CULTISTS
Cultists are placed on the map by exploration cards and do not move, attack, or interact with characters or any other components in any way, unless otherwise specified. Characters in the same room as Cultists (and no other intruders) are *not* in combat.

However, characters can attempt to destroy Cultists. Any action that can target intruders can also target a Cultist. Cultists follow Adult health rules. When you destroy a Cultist, place its model on the Dead Neoflesh Cultists tile and choose 1 of the active skills to deactivate (flip over).

If, for any reason, a Cultist is destroyed but not by a character, the last skill in the order is deactivated. If no other skill has been deactivated so far, the Cultist's skill should be deactivated.

As long as the Cultist skill is active, after dealing any hits/💀 to a Cultist, a character must make a noise roll. This applies even if the Cultist dies as a result of the action.

Deactivating a skill is done before making a noise roll; so no roll may be needed (since the Cultist skill has been deactivated).

ADULTS
The 4 types of Adults follow normal Adult intruder rules but each has a special skill.

Slashers: When this skill is active, when a slasher attacks, if it makes the character gain a serious wound and/or lose any ⚕, it attacks a second time (but never a third time).

Resolving an attack card that does not deal any hits means the slasher *does not* attack a second time.

If a character dies as a result of the first attack and there is another character in the room, the slasher resolves the second attack against that character (if there are multiple characters the attack is resolved against the one first in turn order).

Crawlmines: When this skill is active, when a Crawlmine is killed in a room, draw 3 intruder attacks. If at least 1 *Boom!* card is drawn, resolve it. Then, shuffle the 3 drawn cards back into the deck.

Firespitters: As long as this skill is active, when a character **bursts** at a corridor containing Firespitters, that character first loses 1⚕ for each Firespitter there. Then the burst is resolved.

If the character dies in the process, they do not finish resolving their action.

Ironclads: When this skill is active, Ironclads have 2 skills described on the card.

1. An Ironclad must always be the first target of an action out of intruders in a room/corridor. Therefore, when an action is performed, and it can target an Ironclad, it must do so.

   When **bursting**, a character may decide to burst at a corridor not containing an Ironclad, even if another adjacent corridor contains Ironclads.

   When **shooting** in a room/**bursting** at a corridor with multiple Ironclads, you may target any ironclads there, but you must target them before any other intruders.

   These rules also apply to other actions that target intruders (eg, repelling).

2. An Ironclad in a corridor requires 2 hits to be killed, and when an Ironclad would be killed in a room, it is *repelled* instead.

   To kill an Ironclad in a corridor, a character must apply both hits at once. So a burst that deals only 1 hit cannot be applied to any intruder in that corridor and practically does nothing.

INTRUDER ATTACK CARDS

When resolving an attack card:

1. Check to see if the attacking intruder is of the same type as the icon in the first row and resolve that effect.
2. If the attacking Intruder is the Motherbrain, and the required number of bodies have been absorbed, resolve the effect in the second row.

   💀💀💀 These icons show how many bodies must be absorbed for the effect to be resolved.

3. Otherwise, resolve the effect in the third row.

The top effect is resolved even if the skill of an associated Adult is deactivated.

INTRUDER TOKENS

When intruder tokens are placed in the bag it should be done in such a way as to not see what type of token is placed in the bag (eg, dropping tokens from the bottom of a held token stack).

Intruder tokens follow the normal rules, but when intruders are placed in a corridor as a result of drawing an intruder token, the token shows specifically which intruders are placed.

If there is not enough space in the corridor to fit the required number of intruders, place as many as you can according to the intruder/Neoflesh Cult order and ignore the rest.

EGGS
Eggs and the Nest are the same as in the base game.

ICONS

🐛 Cultist	🔷 Ironclad
🐞 Twitchling	⚙ Crawlmine
✛ Firespitter	𝔖 Slasher
👾 Motherbrain	