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NEMESIS
L O C K D O W N

SETUP

Use the basic side of the **board** (red arrows icon). Place these **room tiles** on their slots: **isolation room** (the side without a room action faceup), **repository**, and **backup power supply**.

Place the **elevator**, **main gate**, and **rover** on their places on and off the board.

Shuffle all room tiles II, randomly place 1 tile facedown on each of the II room slots, then return the remaining II tiles to the box. In the same way, place all I room tiles on the room slots.

Shuffle the **underground exploration tokens** facedown, and place 1 facedown on each unrevealed room tile. Return the rest to the box.

Shuffle and randomly place **power tokens** (3 in the sections slots and 1 on the elevator token). Place tokens numbered 1 and 2 blue side up (which means the corresponding section is powered), and tokens numbered 3 and 4 red side up.

Shuffle the **CSS tokens** facedown, and place 1 token facedown on each CSS slot on the **time track**. Return the last token to the box.

Place the **night stalkers laboratory board** next to the board and place 5 **egg tokens** in the nest slot, and 3 random **night stalker weakness card**s facedown at the board's bottom edge. Reveal the leftmost card. Return the remaining weakness cards to the box.

Place these **intruder tokens** in the **intruder bag**: 1 **blank**, 4 **larvæ**, 1 **creeper**, 3 **adults**, 1 **queen**. Then add 1 additional adult intruder token for each player. Place the rest of the intruder tokens next to the board along with the **intruder carcass tokens**.

Shuffle and place these decks facedown next to the board with space for a faceup discard pile next to each: 3 **items** (each with its own color), **night stalker event**, **night stalker attack**, **contamination**, and **serious wound**.

Shuffle the **computer action** deck and place it facedown on its board slot, then reveal the top card. If *Lock-down* is revealed, reveal the next and shuffle *Lock-down* back into the deck.

Place the **crafted item** deck next to the 3 item decks, and the **scanner** next to the contamination deck.

Place the **time token**, red/inactive side up, on the 15th/green space of the time track.

Place the rest of the markers, tokens and dice next to the board.

Take as many **help** (use the lowest numbers, up to the number of players), **contingency**, and **night stalker reference cards** as there are players and randomly deal 1 to each player. Return the rest to the box. The number shown on your help card is your **player number**. Each player takes the plastic **inventory card holder** with their number to keep their item cards hidden during the game.

Remove all cards showing a number of players higher than the number playing the game from both **objective decks** (**corporate** and **personal**). Shuffle the decks separately and deal each player 1 facedown card from each, then return the rest to the box.

Shuffle the **contingency tokens** and deal 1 to each player (for 2 players, deal 2 tokens each). Place 1 facedown token on the **active contingency** slot. Keep tokens hidden from other players. Place the rest in the slot next to the **alert** room to form the **neutral pool**.

Shuffle the **character draft cards**. Player 1 takes 2 random character draft cards, reveals them, chooses 1 and shuffles the other back into the character draft deck. Then player 2 chooses their character the same way, then player 3, etc.

A player may only control the character whose card they have chosen. After the draft, return the remaining character draft cards to the box.

Each player takes their chosen character's **character board** and places their character's **miniature** (in a colored ring) in the appropriate room. **Nemesis survivors** (*survivor, lab rat,* and all characters from *Nemesis* and the *Aftermath* expansion) start in the **isolation** room. **Facility workers** (all other characters) start in the **repository** room. Return the rest of the character boards to the box.

Take your character's **action card deck**, shuffle it, and place it facedown to the left of your character board. Place your character's **starting item card**, if available, in one of the 2 hand slots on your character board (except *xenobiologist*). Place a number of **ammo markers** equal to the item card's max capacity on the item card. Place your character's **quest item**, horizontal side up and inactive, next to your character board.

Place your **knowledge token**, inactive/empty flask side up, on the laboratory board: on slot 1 if you are a facility worker, and on slot 3 otherwise. Player 1 takes the **first player token**.

GAME SEQUENCE

I: PLAYER PHASE

1: DRAW ACTION CARDS

All players draw cards from their action deck until they have a hand of 5 cards. If your deck is empty, first shuffle the cards in your discard pile to form a new action deck.

2: FIRST PLAYER TOKEN

On every turn *except the first*, the player with the **first player token** passes it to the player on their left. If players need to do anything in order, start with the player with the first player token and continue in clockwise order.

3: PLAYER TURNS

Starting with the first player and going clockwise, **each player performs a turn of 2 actions**. Continue performing turns in order until all players have passed, then go to the event phase.

When you pass, you may discard any number of cards from your hand. Then flip your help card to the *Pass* side. If you cannot or choose not to perform any actions you must pass. If you perform only 1 action instead of the required 2 you must pass. Once you pass you cannot perform any actions later that same turn and round. Passing counts as taking an action in the player turn.

A character who finishes a turn in a room with a **fire marker** suffers 1 light wound. This happens even if they pass, but once they pass they do not suffer any more wounds from fire this round.

II: EVENT PHASE

1: LAUNCH CSS

If there is a CSS token under the time token, reveal it and check which CSS pods are launched this round.

2: TIME TRACK

Move the time token on the time track 1 slot to the right. Check if you have to resolve the autodestruction sequence/alert procedure. On **power thresholds**, check if the power has to be reduced.

3: NOISE REMOVAL

In sections with power, remove all noise markers in the corridors not connected to rooms with characters. Do not remove noise markers from the technical corridors space.

4: INTRUDER ATTACKS

Each intruder in the same room as a character performs an attack.

5: INTRUDER FIRE DAMAGE

Each intruder in the same room as a fire marker suffers 1 injury.

6: RESOLVE EVENT CARD

Draw and resolve 1 event card. If the event deck runs out of cards, shuffle the discard pile to form a new event deck.

1. **Intruder movement:** All intruders with the intruder symbol shown (and not in a room with any characters) move to a neighboring room through the corridor indicated by the number shown. If there are **2 numbers**, move the intruder types through the corridor with the first number, then through the corridor with the second number (if the intruder enters a room occupied by a character, do not move it further).

   If the number indicates a technical corridor, remove the intruder miniature from the board and put its corresponding intruder token in the intruder bag.

   If the number indicates a **corridor with a door**, the intruder does not move and the door is destroyed.

2. **Event effect:** Resolve the effect on the card. Some cards have additional effects only resolved in sections without power.

7: INTRUDER BAG DEVELOPMENT

Draw 1 intruder token from the intruder bag:

Larva: Remove this token from the intruder bag and add 1 adult token to the bag.

Creeper: Remove this token from the intruder bag and add 1 breeder token to the bag.

Adult: All players, in order, perform a **noise roll**. If your character is in combat with an intruder, you do not perform a noise roll. Return the token to the bag.

Breeder: All players, in order, perform a **noise roll**. If your character is in combat with an intruder, you do not perform a noise roll. Return the token to the bag.

Queen: If there are any characters in the **nest**, place the queen there and resolve an encounter. Otherwise, or if the nest is undiscovered, place an additional egg token on the laboratory board. Return the queen token to the bag.

Blank: Add 1 adult token to the intruder bag (nothing happens if there are none available). Return the blank token to the bag.

CRITICAL MOMENTS

FIRST INTRUDER ENCOUNTER: When the first intruder miniature of any type (not eggs) **appears on the board**, each player immediately chooses 1 of their objective cards to remove from the game facedown. The encounter is then resolved.

FIRST DEAD CHARACTER: The first time any character dies, the facility immediately opens the **main gate**. Remove its token.

ISOLATION ROOM: When the time token reaches a white (#8) slot on the time track, the isolation room becomes usable. Characters cannot lock themselves there before this happens.

AUTODESTRUCTION SEQUENCE: If any character performs the cooling system room action, place the autodestruction token 3 slots forward on the time track, yellow side up. While it is yellow side up, players can turn off the sequence in the **power generator** room.

During the event phase of the round marked by the yellow autodestruction token, just after moving the time token, move the token another 3 slots forward and flip it to the red side. When the time token is on a slot with the yellow autodestruction token and has to move further, the main gate opens (remove its token) and characters can no longer stop the autodestruction sequence.

During the event phase of the round marked by the red autodestruction token, the facility is destroyed and all characters and intruders in the facility die.

ACTIONS

The number in an **action symbol** is the cost to perform that action. Discard that exact number of any action cards from your hand faceup to your discard pile. The cost must be paid even if the action is interrupted by another player, and if a *one use only* item action is cancelled, discard the item.

Contamination cards are not action cards and cannot be discarded to pay any action cost.

In combat only: A character may only perform this action in combat (if there is a non-egg intruder in their room).

Out of combat only: A character may only perform this action when they are *not* in combat.

BASIC ACTIONS

Each character has the same set of **basic actions**.

REGARDLESS OF COMBAT

MOVEMENT: Move to a neighboring room directly connected by a corridor (closed doors block movement). When performing a movement in combat, you must **escape** instead.

OUT OF COMBAT

CAREFUL MOVEMENT: Move as normal, but instead of performing a noise roll after moving, place a noise marker in a chosen corridor connected to the room you are entering. If there is a noise marker in all the corridors connected to the room, or you are in combat, you cannot perform this action.

PICK UP HEAVY OBJECT: Pick up 1 heavy object (character corpse, intruder carcass, or egg) in the room you are in. You don't need to use this action if you search and find heavy items.

TRADE: Start a trade with all characters in the same room. Players may reveal and exchange any item cards and objects they want to trade. Even though several players may take part in the trade (with or without the active player), the only player that performs the action is the one that started it. You may choose to give an item card or object without asking anything in return. Characters cannot exchange ammo.

CRAFT ITEM: Discard 2 item cards showing blue component symbols to gain a crafted item with the same gray symbols.

IN COMBAT

SHOOT: Attack an intruder with an energy/classic weapon from your hand, discarding an ammo marker from that weapon's card. You can only shoot intruders in the same room. You may also shoot uncarried eggs outside of combat.

MELEE ATTACK: Attack an intruder in the same room with bare hands or an improvised weapon.

ACTIONS FROM ACTION CARDS: You have a set of 10 action cards you may perform. Discard the card from your hand faceup and pay its cost (*in addition* to the action card with the performed action). If an action card contains 2 sections separated by [OR], choose the one you want to perform.

ACTIONS FROM ITEM CARDS AND ROOM TILES.

COMPUTER ACTIONS: Each character in a section with power and in a room with a computer may use a **computer action** to perform one of the 3 actions on the revealed computer card. Afterwards, place the card on the bottom of the deck and reveal the next one. Whenever a *Lock-down* card is revealed, immediately resolve it.

MOVEMENT & EXPLORATION

Characters and intruders may be placed and perform actions only in **rooms** (CSS pods and the bunker are the exceptions). They can *never* stop in corridors; the effects of moving through a corridor are resolved *after* moving into the room. Characters may not access **technical corridors** entrances or the technical corridors space, except with the use of certain cards.

The facility is divided into 3 **sections**, each with its own power source. The elevator power token is a separate fourth section.

After entering a room:

1. If the room tile was unexplored (facedown), turn it faceup. Then reveal and resolve the **exploration token** on that room tile.

2. If the room is empty (explored or unexplored, but no other characters or intruders), perform a **noise roll**.

EXPLORATION TOKENS

1. SET UP NUMBER OF ITEMS IN A ROOM

After revealing an exploration token, rotate the room tile until the number on the token faces the item counter symbol on the board next to the room tile slot: this is the number of items that can be obtained from the room. Do not set this number in the **nest** room.

2. RESOLVE SPECIAL EFFECT

After resolving the special effect, remove it from the game.

SILENCE: Nothing happens. Do not perform a noise roll for this movement. If this token was revealed due to a careful movement, you still place a noise marker.
If you have a **slime marker** on your character board, resolve **DANGER** instead.

DANGER: Do not perform a noise roll for this movement. If there is an intruder in a neighboring room that is *not* in combat with any character, move it to this room. If there is more than 1 eligible intruder, move them all. If there are no intruders in any of the neighboring rooms (or if they are in combat), place a **noise marker** in each corridor connected to the room without a noise marker in it (including technical corridors).

SLIME: Place a status marker in the indicated slot of your character board: you have been covered with slime.

FIRE: Place a fire marker in the room. A character who finishes a turn in a room with a fire marker suffers 1 light wound. This happens even if they pass, but once they pass they do not suffer any more wounds from fire this round.

MALFUNCTION: Place a malfunction marker in the room.

DOORS: Place a door token in the corridor through which you entered the room. Door tokens can never be placed in technical corridors.

NOISE ROLL

To resolve a noise roll, roll a **noise die**:

1, 2, 3 OR 4: Place a noise marker in a corridor with the matching number that is connected to the room you entered (including technical corridors).

SILENCE: See above under *resolve special effect*.

DANGER: See above under *resolve special effect*.

NOISE MARKERS

A corridor may never have more than 1 noise marker. **If you have to place a noise marker in a corridor that already contains one, resolve an encounter instead**.

If a marker must be placed and the number leads to a technical corridor entrance, place it on the technical corridors space.

INTRUDER MOVEMENT

If an intruder ends its movement in an unexplored room, do not reveal the room or its exploration token.

If an intruder moves to a technical corridors entrance, it disappears in the ducts: discard all its injury markers, return its token to the intruder bag, and remove its miniature from the board. If there was a noise marker on the technical corridors space, do not remove it.

When an intruder tries to move through a corridor with a closed door token, it does not move, but destroys the door instead. If several are moving from the same room, their movement is simultaneous: they destroy the door and all stay in the starting room.

If you must place an adult intruder and all 8 models are already on the board, they **retreat**. Remove all adult intruders not in combat and put the corresponding intruder tokens back in the intruder bag (if possible). Then, place an adult intruder model in the room where the encounter occurred.

MARKERS

DOORS

Door tokens are only placed in corridors and a corridor may never hold more than one. They do not affect noise markers.

Open doors are indicated by removing the door token from the corridor. At the start of the game, all corridors have open doors. If there are no door tokens left when you must place a door, take any non-destroyed door token on the board.

Closed doors (standing door token) prevent characters, intruders, and thrown grenades moving through the corridor. When one or more intruders try to move through a corridor with a closed door (including after a **DANGER** result on a noise roll), they do not move, but destroy the door instead.

Destroyed (door token lying down) allow movement through the corridor. A destroyed door can never be closed again.

FIRE

If you must place a fire marker and there are none left, the facility explodes and the game ends. A room may never hold more than 1 fire marker (if you must place another, nothing happens). They may be placed in an unexplored room. You can still use a room or search action when there is a fire marker in a room.

MALFUNCTION

If there is a malfunction marker in a room, that room's action is unavailable (you may still search). A malfunction marker can never be placed in the **nest** or in the **contaminated** room. If there is a malfunction marker in a room with a **computer**, the computer is unavailable (as if there was no computer symbol).

If you must place a malfunction marker and there are none left, the base is destroyed and the game ends.

A room may never hold more than 1 malfunction marker (if you must place another, nothing happens). They may *not* be placed in an unexplored room.

SLIME

You may never have more than 1 slime marker at a time (if you get another, nothing happens). You may get rid of a slime marker by using the *Clothes* item card or by taking a **decon room** action.

ENCOUNTERS

An **encounter** occurs when, after drawing an intruder token from the intruder bag, an intruder appears in a room where there is a character. They may also be triggered by the effects of some event or intruder attack cards. An intruder moving from one room to another room where there is a character is not an encounter.

If you enter a room occupied by an intruder, do not resolve an encounter: you and the intruder are immediately **in combat**.

To resolve an encounter:

1. Discard all noise markers from all the corridors connected to the room (including technical corridors).
2. Draw 1 intruder token from the intruder bag. There are 2 numbers on the back: use the smaller blue number if you are *not* in darkness, and the larger red number if you are.
3. Place an intruder miniature in the room of a type corresponding to the intruder symbol on the token.
4. If the number of action cards (including contamination cards) in your hand is lower than the number on the intruder token, a **surprise attack** occurs. Otherwise nothing happens.

Put the drawn intruder token aside; it may return to the bag if an intruder of that type **hides** (by entering the technical corridors during intruder movement).

If you draw the **blank token**, place a **noise marker** in each corridor connected to the room in which the encounter took place. If this was the last token in the intruder bag, add 1 adult intruder token to the bag. If there are none available, nothing happens. Return the blank token to the intruder bag and the encounter ends.

COMBAT

A character and an intruder in the same room are **in combat**.

CHARACTER ATTACKS INTRUDER

During your action round, **you may attack an intruder in the same room** using a **shoot** action (if you have an energy/classic weapon with at least 1 ammo) or a **melee attack** action.

SHOOT ACTION:

1. Choose a weapon and 1 intruder to shoot.
2. Discard 1 ammo from the weapon's card.
3. Roll the **combat die** if in a section without power, or the **advantage die** if in a section with power (see reference sheet).

MELEE ATTACK ACTION:

1. Draw 1 contamination card and add it to your action discard pile.
2. Choose 1 intruder to attack.
3. Roll the **combat die** (the advantage die is not used in melee).

CHARACTER ESCAPE

During your action round, **you may try to escape from combat by performing a movement action** to go to a neighboring room (explored or unexplored).

Before moving, resolve a separate intruder attack for each intruder in the room you are escaping from.

If you die, your character corpse stays in the room you tried to escape from. If you survive, end your movement in the neighboring room. If there is no one in that room, perform a noise roll; if it is unexplored, explore it as normal.

INTRUDER ATTACK

Intruder attacks happen during a **surprise attack**, the **intruder attack step** in the event phase, or during a **character escape**. Each intruder attack follows these steps:

1. Choose a character in the same room as the target. If there is more than one, intruders attack the character with the fewest action cards in hand. On a tie, the character with the first player token (or the next player in turn order) is attacked.

   Surprise attack: The target is whoever triggered the encounter.
   Escape: The target is whoever is performing the escape action.

2. Draw and resolve 1 intruder attack card. If the card has an intruder symbol matching the attacking intruder, resolve the card effect (ignore the blood symbol), including any additional effects resolved only in sections without power, if appropriate. If not, the attack misses.

After resolving an intruder attack card, place it on the intruder discard pile. If the intruder attack deck runs out of cards, reshuffle its discard pile to form a new deck.

INFEST: If the intruder attack is performed by a **larva**, do not draw any intruder attack cards. Instead, if the targeted player doesn't have a larva miniature on their character board, remove the larva from the board and place it on their board. The player then takes 1 contamination card.

ATTACKING PLAYERS

Characters cannot directly attack other characters, but may accidentally or intentionally harm them as a side effect of their actions.

CHARACTER WOUNDS AND DEATH

When you suffer a **light wound**, place a **wound marker** in the upper space of your light wound track on your character board. If a marker is already there, move it to the lower space (where it represents 2 light wounds).

If there is already a wound marker on the lower space, discard it and suffer a **serious wound**. Draw 1 serious wound card (identical cards are not cumulative). From now on, you are affected by the effect described on it.

If you have 3 serious wounds and suffer any additional wound (light or serious), you are killed.
Remove your miniature from the board and place a character corpse token and all your heavy objects in the room. Remove your other items from the game.

DRESSING AND HEALING WOUNDS

Dress serious wound: Flip a serious wound card affecting you to its other side. From now on, ignore its effect, but it still counts against the limit of 3 serious wounds.

Heal: Either remove (light wound) or discard (dressed serious wound card) the wound mentioned in the action effect.

INTRUDER INJURIES AND DEATH

When an intruder suffers injuries, place the corresponding number of injury markers on its base. Then check the **injury effect**:

Larva or egg: Remove the miniature from the board.

Creeper or adult intruder: Draw 1 intruder attack card. Ignore everything except the **blood** symbol.

If the number in the symbol is equal to or lower than the current number of injury markers on the intruder, remove its miniature and place 1 **intruder carcass token** in the room. Otherwise, the intruder stays alive.

Breeder or queen: Draw 2 intruder attack cards, add the blood symbol values, and compare the total to the current number of injury markers on the intruder. Resolve as above.

During the injury effect check, if there is a **retreat arrow** in the blood symbol of any of the drawn intruder attack cards, **the intruder flees**.

Draw an event card and move the intruder through the corridor whose number appears in the card's intruder movement section; then discard the card. The queen and breeders will retreat if *any* of the 2 cards drawn has the retreat symbol.

CONTAMINATION CARDS

When you get a contamination card, place it on top of your action discard pile. Contamination cards do not provide any additional actions and cannot be spent to pay action costs.

If any rule asks you to remove a contamination card, place it at the bottom of the deck. Whatever the procedure to get rid of the card, it requires a **scan**. Place the scanner's red part over the coded field of the contamination card. If the word **INFECTED** does not appear, the card is not infected. If it does appear, place a larva miniature on your character board (and do not remove this contamination card). If there is already one on your character board, your character dies, and you place 1 **creeper** in the room where you died.

POWER

A facility section has **power** when its power token is on the blue side. The section then has these additional rules:

1. Use the **advantage combat die** when performing a shoot action.
2. Use **special computer actions** in rooms with a computer symbol.
3. Characters in the section are **not in darkness** for game effects.
4. Remove **noise markers** in the section during the event phase.

Characters in sections without power are **in darkness**. Characters in darkness always resolve the higher value on a drawn intruder token.

Power thresholds are on the time track. Red thresholds reduce the power only if the backup power is not activated (time token on red side). Blue thresholds always reduce the power.

Each time the time token crosses a threshold, check if the threshold activates. If the token is on its red side, it activates when it crosses any threshold. If it is on its blue side, it activates only when it crosses a threshold with 2 time token symbols.

If the threshold activates, flip the active power token with the highest number to its inactive/red side.

KNOWLEDGE

Characters gain knowledge when performing these actions:

- **3 knowledge:** Analyzing a weakness in the **laboratory** room or using the *Analyze Toolset* (regardless of what was discovered). Discard the object used.
- **1 knowledge:** Using a specific computer action.
- **1 knowledge:** Discovering the **nest**.
- **2 knowledge and flipping your knowledge token to its active side:** Using the **archive** room action. If your knowledge token is active, you cannot use the archive room again.
- **# knowledge:** Using some items or actions.

WEAKNESS

To discover a weakness card, any character can research one of the available objects (character corpse, intruder carcass, or egg) in the **laboratory** room.

After researching an object, place it in the first empty slot of the intruder board and reveal the weakness card below it. Heavy objects are discarded when researched.

You cannot discover weaknesses using the same type of object multiple times, but you can still analyze the same type of object any number of times to gain knowledge.

CHARACTER HANDS AND INVENTORY

There are 2 types of item cards: **heavy items** (kept in your hands) and **normal items** (kept in your inventory).

You may also carry **object** tokens, which are all **heavy** (character corpse, intruder carcass, and egg).

All normal items may be kept secret from the other players in your **inventory** (plastic card holder). Other players can only see the color of the items. When any item card is used it must be shown to all other players. There is no limit to the number of items that can be in your inventory.

Heavy items (as weapons) are indicated by the **hand symbol**. They can never be kept secret from the other players and cannot be put in your inventory.

When you gain a heavy item (or pick up a heavy object) you wish to keep, it must be placed in 1 of your 2 hand slots.

If both of the hand slots are already taken and you want to take another heavy item/object, you must drop 1 of the carried heavy items/objects.

Each weapon acquired during the game comes into play loaded with **ammo tokens**. The first number is the starting number of tokens and the second is its maximum ammo capacity. A weapon can never exceed its ammo capacity.

Sometimes, you can add an item card to another item card; place the added item next to the indicated item card. From now on, both cards are treated as one.

The *Duct Tape* item card allows you to combine 2 heavy items, so they take up only 1 hand slot (but it doesn't apply to objects).

Item cards marked as **one use only** must be discarded after use.

DROP

You may drop any item/object from your hands/inventory any time during your turn without using an action. Objects remain in the room where they are dropped. Items are lost (return them to the bottom of their deck).

SEARCHING

Apart from the character-dedicated items, there are 4 colors of items: red (military), yellow (technical), green (medical), blue (crafted).

The red, yellow, and green decks contain items which can be found in rooms when using a **search** action.

The color of any item found during a search action should match the color of the searched room (the background color under its name and rule text).

When searching in a **white** room, the player can choose to draw from any of these 3 decks.

Each time a character performs a search action in a room, reduce the room's item counter by 1. When the item counter reaches 0, the room has been emptied and cannot be searched anymore.

CRAFTING

Blue deck item cards are **crafted items** which can be assembled out of other items you have. You may look through this deck at any time.

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

To build a crafted item, perform a **craft item** basic action and discard 2 item cards showing the blue component symbols corresponding to the grey components symbols of the crafted item you want to build. Then draw the desired crafted item card from the deck.

QUEST ITEMS

Once the requirement of your **quest card** is fulfilled, it is flipped faceup on its vertical side and becomes a normal item card.

To win, you must **fulfill the objective** on your objective card *and survive* by either:

- Locking your character in the isolation room with the facility not destroyed *or*
- Using one of the CSS pods to evacuate the facility *or*
- Reaching the bunker.

If you use a CSS pod, isolate, or die, you can no longer participate in the game.

At the end of the game, only characters that are still alive determine if their objectives have been met and if they have won or not.

The game ends when one of these conditions is met:

a. **The time token reaches the final S space of the time track.** The facility is purged by Corporation forces, regardless of the active contingency token. All characters not in the isolation room die.

b. **The time token is on the same slot as the red autodestruction token and has to advance further or you must place a 13th fire marker or an 11th malfunction marker.** The facility explodes: all characters in the facility (even those who have used the isolation room) and all intruders and their queen die.

c. **The last living character in the facility (excluding those who have used the isolation room) dies, uses the isolation room, flees to the bunker, or uses a CSS pod.**

If the autodestruction sequence is active, move the time token to the slot with the autodestruction token. If not, move the time token to the final red slot of the time track. Resolve the effects of those tokens as described above.

If the alert procedure was active, move the time token to the slot with the alert procedure token. If not, move the time token to the final red slot of the time track. Resolve the effects of those tokens as described above.

If both autodestruction sequence and alert procedure were active, they both count as the way of ending the game.

If one of the conditions above is met and at least 1 character survived (either locked in the isolation room, safe in the bunker, or evacuated in a CSS pod), go to the **victory check** step.

1. CONTINGENCY CHECK

Reveal the active contingency token and apply its effect to all living characters.

2. CONTAMINATION CHECK

Each living character (either locked in the isolation room, safe in the bunker, or evacuated in a CSS pod) scans their **contamination cards**.

a. *If there is a larva on your character board, skip this step.* Scan all the contamination cards in your action deck, discard pile, and hand. If there is at least 1 **INFECTED** card, resolve step b.

b. Shuffle all your cards (both action and contamination) to create a new action deck, then draw the 4 top cards. If you draw at least 1 contamination card (**INFECTED** or not), you die. If there are none, you survive.

3. OBJECTIVE CHECK

If there are any characters still alive, each of them reveals their objective card to the other players and checks to see if they have met all its requirements. There can be more than 1 winner.

PLAYER X'S CHARACTER CANNOT SURVIVE: That player's character cannot be alive at the end of the game.

YOUR CHARACTER IS THE ONLY SURVIVOR: No character but yours may survive the game.

NO NEMESIS CHARACTER CAN SURVIVE: No *survivor, lab rat,* or any character from *Nemesis* or the *Aftermath* expansion can survive the game.

SENDING THE SIGNAL: You must locate the **transmitter control** room and perform its room action.

DISCOVER A WEAKNESS: Weaknesses can be discovered by bringing an object (intruder egg, character corpse, or intruder carcass) to the **laboratory** and performing the laboratory room action. It doesn't matter who does the research, as long as the weakness has been discovered at the end of the game. Intruder eggs may be found in the **nest**.

DESTROY THE NEST: The nest is destroyed when there are no intruder eggs left in it. To destroy eggs, see the **nest** room.

SOLO MODE

This mode has its own **solo/coop objectives deck**. At the start of the game, draw 2 cards from this deck (instead of the regular objective cards). Once the first encounter occurs, you must choose 1 of these 2 objective cards.

To win, you must fulfill your objective and survive.

After placing the active contingency, draw 2 tokens from the neutral pool instead of 1.

Reduce the items available in each room by half, rounding up.

FULLY COOPERATIVE MODE

At the start of the game, place 1 **contingency token** in the active contingency slot, and the rest of the tokens in the neutral pool. Draw 1 of these tokens and reveal it to all players. The rest will be revealed during the game; place them next to the first revealed token.

This mode has its own **solo/coop objectives deck**. At the start of the game, draw 1 card per player (instead of the regular objective cards). These cards are public information. To win the game, all these objectives must be fulfilled and at least 1 character must survive.

If there is 1 card requiring you to send the signal, only 1 character must fulfil it. If there are 2 or more such requirements, that many characters must send the signal.

The emergency room allows the crew to revive any near-death character. When a character dies, another character may pick up their corpse token and carry it to the working emergency room. A player whose corpse is in the emergency room places their character miniature there at the start of the next round. All their light wounds are discarded and all their serious wounds are dressed. The emergency room does not work if there's an intruder or a malfunction token in it.

If including characters from the original game, your character draft card allows you to use the character of that same color from the base game or the *Aftermath* expansion.

Nemesis characters are counted as Nemesis survivors and always begin with 3 knowledge, in the isolation room.

With the exception of the Pilot, who uses the action deck from *Nemesis: Lockdown,* characters use their original action decks. All characters start without a starting item card and use the quest item cards from *Nemesis: Lockdown*.

To use the original intruder miniatures in *Nemesis: Lockdown:*

- Remove the *Vulnerability to Fire* and *Susceptibility to Phosphates* intruder weakness cards from the game.
- Flip the night stalkers laboratory board to the **intruders laboratory** side and place 5 **egg tokens** in the nest slot, and 3 random **intruders weakness card**s facedown at the board's bottom edge. Return the remaining weakness cards to the box.
- Replace the night stalker tokens with intruder tokens.
- Place the *Lockdown* **intruders event deck** (instead of the basic intruders event deck) and **intruders attack deck** next to the board.

Discovering a weakness follows *Nemesis: Lockdown* rules, with the exception that a revealed weakness card is active for all players without the need to reach certain knowledge levels.

NEMESIS
LOCKDOWN

I: PLAYER PHASE

1: DRAW UP TO 5 ACTION CARDS
2: PASS THE FIRST PLAYER TOKEN LEFT
3: PLAYER TURNS

Starting with the first player and going clockwise, **each player performs a turn of 2 actions**. Continue performing turns in order until all players have passed, then go to the event phase. **When you pass, you may discard any number of cards from your hand**.

A character who finishes their turn in a room with a **fire marker** suffers 1 light wound.

II: EVENT PHASE

1: LAUNCH CSS

If there is a CSS token under the time token, reveal it and check which CSS pods are launched this round.

2: MOVE THE TIME TRACK TOKEN 1 SLOT

Check if you have to resolve the autodestruction sequence/alert procedure. On **power thresholds**, check if the power has to be reduced.

3: NOISE REMOVAL

In sections with power, remove all noise markers in corridors not connected to rooms with characters. Do not remove noise markers from the technical corridors space.

4: INTRUDER ATTACKS

Each intruder in the same room as a character attacks.

5: INTRUDER FIRE DAMAGE

Each intruder in the same room as a fire marker suffers 1 injury.

6: DRAW & RESOLVE 1 EVENT CARD

1. **Intruder movement:** All intruders with the intruder symbol shown (and not in a room with any characters) move to a neighboring room through the indicated corridor. If it is a **technical corridor**, remove the intruder miniature from the board and put its corresponding intruder token in the intruder bag. If the number indicates a **corridor with a door**, the intruder does not move and the door is destroyed.

2. **Event effect:** Resolve the effect on the card.

7: DRAW 1 INTRUDER BAG TOKEN

Larva: Remove this token from the intruder bag and add 1 adult token to the bag.

Creeper: Remove this token from the intruder bag and add 1 breeder token to the bag.

Adult: All players, in order, perform a **noise roll**. If your character is in combat with an intruder, you do not perform a noise roll. Return the token to the bag.

Breeder: All players, in order, perform a **noise roll**. If your character is in combat with an intruder, you do not perform a noise roll. Return the token to the bag.

Queen: If there are any characters in the **nest**, place the queen there and resolve an encounter. Otherwise, or if the nest is undiscovered, place an additional egg token on the laboratory. Return the queen token to the bag.

Blank: Add 1 adult token to the intruder bag (nothing happens if there are none available). Return the blank token to the bag.

CRITICAL MOMENTS

FIRST INTRUDER ENCOUNTER: When the first intruder miniature of any type (not eggs) **appears on the board**, each player immediately chooses 1 of their objective cards to keep.

FIRST DEAD CHARACTER: The first time any character dies, the facility AI immediately opens the **main gate**. Remove its token.

ISOLATION ROOM: When the time token reaches a white (#8) **slot on the time track**, the isolation room becomes usable.

AUTODESTRUCTION SEQUENCE: If any character performs the cooling system room action**,** place the autodestruction token 3 slots forward on the time track, yellow side up.

During the event phase of the round marked by the yellow autodestruction token, just after moving the time token, move the token another 3 slots forward and flip it to the red side. When the time token is on a slot with the yellow autodestruction token and has to move further, the main gate opens and characters can no longer stop the autodestruction sequence.

During the event phase of the round marked by the red autodestruction token, the facility is destroyed and all characters and intruders in the facility die.

ACTIONS

In combat only: You may only perform this action in combat (ie, if there is an intruder in your room).

Out of combat only: You may only perform this action when you are *not* in combat.

BASIC ACTIONS
REGARDLESS OF COMBAT

1 MOVEMENT: Move to a neighboring room connected by a corridor (closed doors block movement). When performing a movement in combat, you must **escape** instead.

OUT OF COMBAT

2 CAREFUL MOVEMENT: Move as normal, but instead of performing a noise roll after moving, place a noise marker in a chosen corridor connected to the room you are entering. If there is a noise marker in all the corridors connected to the room, or you are in combat, you cannot perform this action.

1 PICK UP HEAVY OBJECT: Pick up 1 heavy object (character corpse, intruder carcass, or egg) in the room you are in. You don't need this action if you search and find heavy items.

1 TRADE: Players in the same room may reveal and exchange any item cards and objects. Several players may take part (with or without the active player), but the only player that performs the action is the one that started it. Characters cannot exchange ammo.

1 CRAFT ITEM: Discard 2 item cards with blue symbols to gain a crafted item with the same gray symbols.

IN COMBAT

1 SHOOT: Attack an intruder with an energy/classic weapon in your hand, discarding an ammo marker from that weapon's card. You can only shoot intruders in the same room. You may also shoot uncarried eggs outside of combat.

1 MELEE ATTACK: Attack an intruder in the same room with bare hands or an improvised weapon.

ACTIONS FROM ACTION CARDS: Discard the card from your hand faceup and, in addition, pay its cost.

ACTIONS FROM ITEM CARDS AND ROOM TILES.

COMPUTER ACTIONS: Each character in a section with power and in a room with a computer may use a **computer action** to perform one of the 3 actions on the revealed computer card. Then, place the card on the bottom of the deck and reveal the next one. Whenever a *Lockdown* card is revealed, resolve it.

After entering a room:

1. If the room was unexplored (facedown), turn it over. Then reveal and resolve the **exploration token**.
2. If the room is empty (explored or unexplored, but no other characters or intruders), perform a **noise roll**.

EXPLORATION TOKENS

1. SET UP NUMBER OF ITEMS IN A ROOM

Rotate the room tile until the number on the token faces the item counter symbol on the board next to the room tile: this is the number of items available. Do not do this in the **nest** room.

2. RESOLVE SPECIAL EFFECT

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

SILENCE: Do not perform a noise roll. If this token was revealed due to a careful movement, you still place a noise marker. If you have a **slime marker**, resolve **DANGER** instead.

DANGER: Do not perform a noise roll for this movement. If there is an intruder in a neighboring room that is *not* in combat with any character, move it to this room. If there is more than 1 eligible intruder, move them all. If there are no intruders in any of the neighboring rooms (or if they are in combat), place a **noise marker** in each corridor connected to the room without a noise marker in it (including technical corridors).

SLIME: Place a status marker in the indicated slot of your board: you have been covered with slime.

FIRE: Place a fire marker. A character who finishes a turn in a room with a fire marker suffers 1 light wound.

MALFUNCTION: Place a malfunction marker.

DOORS: Place a door token in the non-technical corridor through which you entered the room.

NOISE ROLL

1, 2, 3 OR 4: Place a noise marker in a corridor with the matching number that is connected to the room you entered (including technical corridors).

SILENCE: See above under *resolve special effect.*

DANGER: See above under *resolve special effect.*

A corridor may never have more than 1 noise marker. **If you have to place a noise marker in a corridor that already has one, resolve an encounter instead**. If the noise marker number leads to a technical corridors entrance, place the marker on the technical corridors space.

INTRUDER MOVEMENT

If an intruder ends its movement in an unexplored room, do not reveal the room or its token.

If an intruder moves to a technical corridors entrance, discard all its injury markers, return its token to the intruder bag, and remove its miniature. If there was a noise marker on the technical corridors space, do not remove it.

When an intruder tries to move through a corridor with a closed door, it doesn't move, but destroys the door. If several are moving from the same room, their movement is simultaneous: they destroy the door and all stay in the starting room.

If you must place an adult intruder and all 8 are on the board, they **retreat**. Remove all adult intruders not in combat and put their corresponding intruder tokens back in the bag (if possible). Then, place an adult intruder model in the room where the encounter occurred.

CHARACTER ATTACKS INTRUDER

You may attack an intruder in the same room using a **shoot** (if you have a weapon with ammo) or a **melee attack** action.

SHOOT ACTION:

1. Choose a weapon and 1 intruder to shoot.
2. Discard 1 ammo from the weapon's card.
3a. Roll the **combat die** if in a section without power:

    You miss your target.

    If your target is a **larva** or **creeper**, deal 1 injury to your target. If not, you miss.

    If your target is a **larva**, **creeper** or **adult intruder**, deal 1 injury to your target. If not, you miss.

    Deal 1 injury to your target (regardless of the intruder's type).

    Deal 2 injuries to your target (regardless of the intruder's type).

3b. Roll the **advantage die** instead if in a section with power:

    Discard an action card to deal 1 damage to your target.

    Deal 1 injury to your target. Discard an action card to deal 2 injuries instead.

MELEE ATTACK ACTION:

1. Draw 1 contamination card; add it to your action discard pile.
2. Choose 1 intruder to attack.
3. Roll the **combat die** (the **advantage die** is not used in melee):

    You miss your target and your character suffers 1 serious wound.

    If your target is a **larva** or **creeper**, deal 1 injury to your target. If not, you miss and your character suffers 1 serious wound.

    If your target is a **larva**, **creeper** or **adult intruder**, deal 1 injury to your target. If not, you miss and your character suffers 1 serious wound.

    Deal 1 injury to your target (regardless of the intruder's type).

    Deal 1 injury (yes, only 1) to your target (regardless of the intruder's type).

CHARACTER ESCAPE

You may try to escape from combat by performing a movement action to go to a neighboring room. First resolve a separate intruder attack for each intruder in the room you are escaping from. If you survive, end your move in the neighboring room.

INTRUDER ATTACK

Intruder attacks happen during a **surprise attack**, the **intruder attack step** in the event phase, or during a **character escape**.

1. Choose a character in the same room as the target. If there are several, attack who has the fewest action cards in hand.

    Surprise attack: The target is who triggered the encounter.

    Escape: The target is who performed the escape action.

2. Draw and resolve 1 intruder attack card. If the card has an **intruder symbol** corresponding to the attacking intruder, resolve the effect. If not, the attack misses.

INFEST: If the intruder attack is performed by a **larva**, do not draw any intruder attack cards. Instead, if you don't have a larva on your character board, place the larva on their board. You then take 1 contamination card.

N E M E S I S
L O C K D O W N

ROOMS

You cannot perform a room action if it has a malfunction marker or if you are in combat. **A computer symbol** means the room has a computer. If there is a malfunction marker in the room, treat the room as if there was no computer symbol.

BASIC ROOMS (I)

ARCHIVE

2 EXAMINE THE ARCHIVES: *You may only perform this action if your knowledge token is inactive.* Gain 2 knowledge and flip your knowledge token to the active side. Then peek at any contingency token, even outside your section (but *not* the active contingency token).

CAVE ENTRANCE

2 MOVE THROUGH TECHNICAL CORRIDORS: You may move to a chosen explored room with a technical corridors entrance. Draw and resolve an attack card (treat as an attack from an adult intruder in darkness).

COOLING SYSTEM

2 INITIATE AUTODESTRUCTION SEQUENCE: Place the autodestruction token, yellow side up, 3 slots forward on the time track.

DECON ROOM

2 PERFORM DECONTAMINATION PROCEDURE: Scan all contamination cards in your hand. Remove all **INFECTED** cards. If you have a larva on your character board, remove it. If you have a slime marker on your character board, discard it.

EMERGENCY ROOM

2 TREAT YOUR WOUNDS: Dress all your serious wounds *or* heal 1 of your dressed serious wounds *or* heal all your light wounds.

LABORATORY

2 ANALYZE 1 OBJECT: *You may only perform this action if a character corpse, intruder carcass or egg is in the room* (or carried by the character). Gain 3 knowledge. Place the object in the first empty slot on the laboratory board, then flip the weakness card below the object. If the object was previously used to discover a weakness, discard it instead.

CARGO SENDING SYSTEM A

2 ENTER CSS POD: *You may only perform this action if the time token is in the same slot as a CSS token, and the CSS Pod space A is empty.* After entering, discard all cards and automatically pass. Place your character on the corresponding CSS Pod space. In the event phase, your character may attempt to escape using this pod. If they do not escape, they suffer 1 serious wound. Characters in the CSS Pod space are unaffected by game effects.

NEST

The character who explored this room gains 1 knowledge. You cannot perform any search action in this room.

2 TAKE ONE EGG: Take 1 egg token from the intruder board and perform a noise roll. When there are no more eggs in the nest (they have all been carried away or destroyed), the nest is destroyed (place 1 injury marker in the nest). If there is a fire marker in a room containing uncarried eggs, destroy 1 uncarried egg during the fire damage step of the event phase.

Destroying eggs: If you are in a room with any uncarried eggs, you may try to destroy them with a **SHOOT** or **MELEE ATTACK** action. Each injury (of any type) destroys 1 egg. If melee, do not draw a contamination card or suffer wounds if you miss.

After every single attempt to destroy an egg, you must perform a noise roll.

POWER GENERATOR

2 STOP AUTODESTRUCTION SEQUENCE: If there is an autodestruction token yellow side up on the time track, discard it.

OR

2 POWER A SECTION: Flip the power token of the section you are in (even if the time token is on its inactive side).

TRANSMITTER CONTROL

2 SEND A SIGNAL: Place a status marker on the signal space on your character board.

OR

2 CHECK AN OBJECTIVE: Choose a character with a status marker on the **signal space** on their character board. They must secretly show you their objective(s).

ADDITIONAL ROOMS (II)

CARGO SENDING SYSTEM B

2 ENTER CSS POD: As in Cargo Sending System A, but applies to the CSS Pod space B.

CARGO SENDING SYSTEM C

2 ENTER CSS POD: As in Cargo Sending System A, but applies to the CSS Pod space C.

CSS CONTROL ROOM

2 SCHEDULE CSS: Peek at a chosen CSS token. You may move it 1 slot in any direction on the time track (but not if it is one the same slot as the time token, and not into a slot with another one).

DEFENSE CONTROL ROOM

2 EXTERMINATE THE THREAT: Reduce the item counter by 1 *or* place a malfunction marker in this room. Choose a room without a malfunction marker and with an intruder, and place a malfunction marker there. All intruders there suffer 1 injury, and each character there suffers 1 serious wound.

GUARD ROOM

2 TAKE EQUIPMENT: Reduce the item counter by 1 and take the *Taser* crafted item or the *Enviro-Suit* crafted item.

CONTAMINATED ROOM

GAIN SLIME WHEN SEARCHING: Whenever you perform a search action in this room, get a slime marker. Malfunction markers can never be placed in this room.

SURGERY

2 PERFORM A SURGICAL PROCEDURE: Scan all contamination cards from your action deck, hand and discards, and remove all **INFECTED** cards. If you have a larva on your character board, remove it. Then your character suffers 1 light wound and you automatically pass. Shuffle all your action cards (including those in your hand and discard pile) and place them in your action deck. Then pass your round.

TESTING LAB

2 KNOWLEDGE 4: TAKE NEUTRALIZER: If your character has at least 4 knowledge, take the *Neutralizer* crafted item.

VENT CONTROL ROOM

2 VENT OUT: Choose a room with a technical corridors entrance. The corridors connected to the room must not contain any destroyed doors. Close the doors in each corridor connected to the room. Remove a fire marker from the room (if any) and place the **venting token** there. If any of the connected doors are opened or destroyed before the current player phase ends, remove the token.

If the token remains at the end of the current player phase, everything in that room dies immediately. Discard the token.

SPECIAL ROOMS

Special rooms are explored at the start of the game and **characters cannot perform any search action** in them. They can receive fire or malfunction markers normally.

ALERT ROOM

[2] START THE ALERT PROCEDURE: Divide the number the time token is on by 2 (round down) and place the **alert procedure token** on that slot of the time track. The game ends instantly when the time token leaves the slot containing the alert procedure token.

After activating the alert room, the **isolation** room opens immediately and characters may lock themselves there (even if the time token is not on a white slot of the time track).

OR

[2] PEEK AT CONTINGENCY: Peek at 1 contingency token from the neutral pool and take that token.

BACKUP POWER SUPPLY

[2] RESTORE POWER: When a character restores power:

1. **Reset the power:** Do not perform this step if 3 or more power tokens are on the active side. Flip the 2 lowest numbered power tokens to their blue side. Flip all other power tokens to their red side.
2. **Rearrange power tokens:** Place all the power tokens in chosen sections as you wish (do not flip them).

Additionally, if the time token is inactive:

3. **Flip over the time token to its active/blue side,** showing that the power has been restored.

ELEVATOR ROOM S-01/S-02/S-03

If the elevator has power and your character is not in combat, you may:

[1] CALL THE ELEVATOR: Place the elevator token next to the elevator room in your section.

OR

If the elevator has power, there is an elevator token next to this room, and your character is not in combat, you may:

[1] USE THE ELEVATOR: Place your character and the elevator token next to the elevator room in another section. You may take any other characters in the room you are in, if they agree. Do not perform a noise roll afterwards.

EMERGENCY STAIRCASES

Emergency staircases are black rooms between sections (they are not treated as part of any section); always in darkness and with no action. They can contain a malfunction marker.

REPOSITORY

[2] CRAFT EQUIPMENT: In this room you may perform the **craft item** action. If you do, you may discard 1 fewer item card to build an item.

ISOLATION ROOM

When your character is in this room at the start of a new round, draw 1 additional action card (ie, up to 6).

This passive feature does not work if there is a malfunction token in the room.

[2] LOCK YOURSELF IN: *You may only perform this action if the isolation room is open* (the token on the time track is on any white slot or the alert procedure token is on the time track).

Perform a noise roll. If any intruder appears, your attempt fails. If no intruder appears, remove your miniature from the game; you do not take part any longer.

Other players can still initiate the autodestruction sequence when a character is locked in the isolation room.

ALTERNATIVE SIDE OF THE BOARD

Setup: Place **surface exploration tokens** for all crossroads and rooms in buildings, and the **Mars surface deck** next to the board.

SURFACE EXPLORATION TOKENS

Draw 1 card from the red item deck.

Draw 1 card from the yellow item deck.

Draw 1 card from the green item deck.

Draw and resolve 1 card from the Mars surface deck. Then perform a noise roll (or place a noise marker).

When you have to resolve a malfunction exploration token effect on a crossroads, nothing happens.

MARS SURFACE

Crossroads are special rooms which cannot have a malfunction or fire marker and connected by **paths**. Characters and intruders can use paths to move between crossroads. Noise markers are never placed on paths.

Areas are a special type of technical corridor connected only to their particular building (#3 is not connected to any building). All crossroads on the Mars surface are connected to all areas, so when you perform a noise roll on a crossroads, place a noise maker on an area with the matching number (as you would in a technical corridors space). Any effects that reference technical corridors cannot be applied to areas.

You can move on the Mars surface on foot, or by **Rover**. If the Rover is in any of the exit rooms, a character there may use it if they are not in combat:

[2] Move your character and the Rover to any other exit room. You do not perform a noise roll.

[2] Move your character and the Rover to the **bunker**; you have escaped the facility safely.

You can use a **movement** action to move from an exit room to a connected crossroads, or between connected crossroads. Then perform the normal steps of revealing a token and performing a noise roll (do not perform a noise roll if there is an intruder or another character on the crossroads).

BUILDINGS

Buildings are clusters of rooms. They work like normal rooms, but provide some protection against the effects of Mars surface cards, and can be accessed through an **exit room** (a room connected by a path to a crossroads). You can move between buildings on foot, or using a Rover.

[2] ESCAPE THE FACILITY: You must be on a crossroads connected by a path to the **bunker**, have an *Enviro-Suit* item, and perform a noise roll. If any intruder appears, the attempt fails. If no intruder appears, move your character to the bunker; you have escaped the facility safely.

MARS SURFACE DIE AND DECK

Whenever you are on the surface part of the facility and you perform a noise roll, use the Mars surface die.

1-4 and **SILENCE:** Resolve as normal.

DANGER: When rolled in a building, resolve as normal. The area around the building is treated as a technical corridor connected to all rooms in that building. When rolled on a crossroads, move all intruders on the Mars surface (except those in buildings or in combat) to the crossroads you are on. If there are none eligible, place a noise marker in each area that does not have one.

When you roll this symbol, draw and resolve a **Mars surface card**. The upper part is applied either to all characters on the Mars surface or the character who drew the card (unless the character has an *Enviro-suit* item or is in a building, in which case they apply the bottom part)

N E M E S I S
L O C K D O W N

ROOMS

You cannot perform a room action if it has a malfunction marker or if you are in combat.

A computer symbol means the room has a computer. If there is a malfunction marker in the room, treat the room as if there was no computer symbol.

Special rooms (SPECIAL) are explored at the start of the game and characters cannot perform any search action in them. They can receive fire or malfunction markers normally.

ROOMS

ALERT ROOM (SPECIAL)
START ALERT PROCEDURE: Divide the number the time token is on by 2 (round down) and place the **alert procedure token** on that slot of the time track. The game ends instantly when the time token leaves the slot containing the alert procedure token. After activating the alert room, the **isolation** room opens immediately and characters may lock themselves there (even if the time token is not on a white slot of the track).

OR

PEEK AT CONTINGENCY: Peek at 1 contingency token from the neutral pool and take that token.

ARCHIVE (I)
EXAMINE THE ARCHIVES: *You may only perform this action if your knowledge token is inactive.* Gain 2 knowledge and flip your knowledge token to the active side. Then peek at any contingency token, even outside your section (but *not* the active contingency token).

BACKUP POWER SUPPLY (SPECIAL)
RESTORE POWER:
When a character restores power:

1. **Reset the power:** Do not perform this step if 3 or more power tokens are on the active side. Flip the 2 lowest numbered power tokens to their blue side. Flip all other power tokens to their red side.
2. **Rearrange power tokens:** Place all the power tokens in chosen sections as you wish (do not flip them).

Additionally, if the time token is inactive:

3. **Flip over the time token to its active/blue side,** showing that the power has been restored.

CARGO SENDING SYSTEM A (I)
ENTER CSS POD: *You may only perform this action if the time token is in the same slot as a CSS token, and the CSS Pod space A is empty.* After entering, discard all cards and automatically pass. Place your character on the corresponding CSS Pod space. In the event phase, your character may attempt to escape using this pod. If they do not escape, they suffer 1 serious wound. Characters in the CSS Pod space are unaffected by game effects.

CARGO SENDING SYSTEM B OR C (II)
ENTER CSS POD: As in Cargo Sending System A, but applies to the CSS B or C as appropriate.

CAVE ENTRANCE (I)
MOVE THROUGH TECHNICAL CORRIDORS: You may move to a chosen explored room with a technical corridors entrance. Draw and resolve an attack card (treat as an attack from an adult intruder in darkness).

CONTAMINATED ROOM (II)
GAIN SLIME WHEN SEARCHING: Whenever you perform a search action here, take a slime marker. Malfunction markers can never be placed in this room.

COOLING SYSTEM (I)
INITIATE AUTODESTRUCTION SEQUENCE: Place the **autodestruction token**, yellow side up, 3 slots forward on the time track.

CSS CONTROL ROOM (II)
SCHEDULE CSS: Peek at a chosen CSS token. You may move it 1 slot in any direction on the time track (but not if it is one the same slot as the time token, and not into a slot with another one).

DECON ROOM (I)
PERFORM DECONTAMINATION PROCEDURE: Scan all contamination cards in your hand. Remove all **INFECTED** cards. If you have a larva on your character board, remove it. If you have a slime marker on your character board, discard it.

DEFENSE CONTROL ROOM (II)
EXTERMINATE THE THREAT: Reduce the item counter by 1 *or* place a malfunction marker here. Choose a room without a malfunction marker and with an intruder, and place a malfunction marker there. Intruders there suffer 1 injury, and each character there suffers 1 serious wound.

ELEVATOR ROOM S-01/S-02/S-03 (SPECIAL)
If the elevator has power and your character is not in combat, you may:

CALL THE ELEVATOR: Place the elevator token next to the elevator room in your section.

OR if the elevator has power, there is an elevator token next to this room, and your character is not in combat, you may:

USE THE ELEVATOR: Place your character and the elevator token next to the elevator room in another section. You may take any other characters in the room you are in, if they agree. Do not perform a noise roll afterwards.

EMERGENCY STAIRCASES (SPECIAL)
Emergency staircases are black rooms between sections (they are not treated as part of any section); always in darkness and with no action. They can contain a malfunction marker.

EMERGENCY ROOM (I)
TREAT YOUR WOUNDS: Dress all your serious wounds *or* heal 1 of your dressed serious wounds *or* heal all your light wounds.

GUARD ROOM (II)
TAKE EQUIPMENT: Reduce the item counter by 1 and take the *Taser* crafted item or the *Enviro-Suit* crafted item.

ISOLATION ROOM (SPECIAL)
When your character is in this room at the start of a new round, draw 1 additional action card (ie, up to 6). This passive feature does not work if there is a malfunction token in this room.

LOCK YOURSELF IN: *You may only perform this action if the isolation room is open (the token on the time track is on a white slot or the alert procedure token is on the time track).*

Perform a noise roll. If any intruder appears, your attempt fails. If no intruder appears, remove your miniature from the game; you do not take part any longer.

Other players can still initiate the autodestruction sequence when a character is locked in the isolation room.

LABORATORY (I)

(2) ANALYZE 1 OBJECT: *You may only perform this action if a character corpse, intruder carcass or egg is in the room* (or carried by the character). Gain 3 knowledge. Place the object in the first empty slot on the laboratory board, then flip the weakness card below the object. If the object was previously used to discover a weakness, discard it instead.

NEST (I)

The character who explored this room gains 1 knowledge. You cannot perform any search action in this room.

(2) TAKE ONE EGG: Take 1 egg token from the intruder board and perform a noise roll. When there are no more eggs in the nest (all been carried away or destroyed), the nest is destroyed (place 1 injury marker there). If there is a fire marker in a room containing uncarried eggs, destroy 1 uncarried egg during the fire damage step of the event phase.

Destroying eggs: If you are in a room with any uncarried eggs, you may try to destroy them with a **SHOOT** or **MELEE ATTACK** action. Each injury (of any type) destroys 1 egg. If melee, do not draw a contamination card or suffer wounds if you miss. After every attempt to destroy an egg, you must perform a noise roll.

POWER GENERATOR (I)

(2) STOP AUTODESTRUCTION SEQUENCE: If there is an autodestruction token yellow side up on the time track, discard it.

OR

(2) POWER A SECTION: Flip the power token of the section you are in (even if the time token is on its inactive side).

TESTING LAB (II)

(2) KNOWLEDGE 4: TAKE NEUTRALIZER: If your character has at least 4 knowledge, take the *Neutralizer* crafted item.

TRANSMITTER CONTROL (I)

(2) SEND A SIGNAL: Place a status marker on the signal space on your character board.

OR

(2) CHECK AN OBJECTIVE: Choose a character with a status marker on the signal space on their character board. They must secretly show you their objective(s).

REPOSITORY (SPECIAL)

(2) CRAFT EQUIPMENT: You may perform the **craft item** action, and discard 1 fewer item card to build an item.

SURGERY (II)

(2) PERFORM SURGICAL PROCEDURE: Scan all contamination cards from your action deck, hand and discards, and remove all **INFECTED** cards. If you have a larva on your character board, remove it. Then, your character suffers 1 light wound and you automatically pass. Shuffle all your action cards (also those in your hand and discard pile) and place them in your action deck. Then pass.

VENT CONTROL ROOM (II)

(2) VENT OUT: Choose a room with a technical corridors entrance. The corridors connected to the room must not contain any destroyed doors.

Close the doors in each corridor connected to the room. Remove a fire marker from the room (if any) and place the **venting token** there. If any of the connected doors are opened or destroyed before the current player phase ends, remove the token.

If the token remains at the end of the current player phase, everything in that room dies immediately. Discard the token.