



GREAT GAMING CONTENT FOR
10 YEARS!

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!



FOLLOW EOG UPDATES ON ALL THESE PLATFORMS

All the links are at www.orderofgamers.com



DONATE

orderofgamers.com/shop/singleoffering



PATREON

patreon.com/esotericorder

v2.5

Sep 2022

Game:	NEMESIS
Publisher:	Awaken Realms (2018)
Page 1:	Rules summary page 1
Page 2:	Rules summary page 2
Page 3:	Rules summary page 3
Page 4:	Play reference front x2
Page 5:	Play reference back x2
Page 6:	Rooms reference front x2
Page 7:	Rooms reference back x2
Page 8:	<i>Carnomorph</i> rules summary
Page 9:	<i>Void Seeders</i> rules summary
Page 10:	<i>Aftermath</i> rules summary
Page 11:	<i>Aftermath</i> reference x2

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

These sheets are intended only for the personal use of existing owners of the game for additional reference. Universal Head makes no claim whatsoever to the rights of the publisher and copyright holder, and does not benefit financially from these player aids. Artwork from the original game is copyrighted by the publisher and used without permission. This PDF may not be re-posted online, sold or used in any way except for personal use.

NEMESIS

SETUP

Use the basic side of the **board** (red arrows icon). Shuffle all #2 **room tiles** and randomly place 1 tile facedown on each of the #2 room slots, then return the remaining #2 tiles to the box. In the same way, place all #1 room tiles on the #1 room slots.

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

Place 1 random **coordinates card** facedown on the space next to the cockpit. Return the rest to the box.

Place 1 status marker on the B space on the **destination track**: this is now the **destination marker**.

Place 1 status marker on the green space of the **time track**: this is now the **time marker**.

Take this number of randomly chosen **escape pod tokens**: 2 (1-2 players); 3 (3-4 players); or 4 (5 players). Return the rest to the box. Place the lowest-numbered pod in section A, then the next highest numbered pod in Section B. Place the other pods in increasing numerical order, alternating between A and B. Place escape pod tokens with their **locked** side faceup.

Shuffle both #1 **engine tokens** facedown and place them on the **engine 1** slot on the board, one atop the other, facedown. The top engine token indicates the true status of the engine. Repeat this procedure for engine tokens #2 and #3 on the 2 and 3 slots.

Place the **intruder board** next to the board and place 5 **egg tokens** and 3 random facedown **weakness cards** in the appropriate slots (character corpse, intruder egg, and intruder carcass). Return the remaining weakness cards to the box.

Place these **intruder tokens** in the **intruder bag**: 1 **blank**, 4 **larvae**, 1 **creeper**, 3 **adults**, and 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), **event**, **intruder attack**, **contamination** and **serious wound**. Place the **crafted item** deck next to the 3 item decks, and the **scanner** next to the contamination deck.

Return all **intruder player action cards** and all **solo / coop objective cards** to the box.

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

Take as many **help cards** (use the lowest numbers, up to the number of players) 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 **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 **hibernatorium**. 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.

Take your character's **starting item card**, if available, and place it in one of the 2 hand slots on your character board.

Place a number of **ammo markers** equal to that item's ammo capacity on the item card.

Place your character's **quest items**, horizontal side up and inactive, next to your character board.

Player 1 takes the **first player token**.

Place the **blue character corpse token** in the **hibernatorium** (treat this token as a character corpse object). The blue character corpse token is always assigned to the first dead body found on the ship.

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 ROUNDS

Starting with the first player and going clockwise, **each player performs a round of 2 actions**. Continue performing rounds 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 phase.

A character who ends their round in a room with a **fire marker** suffers 1 light wound but won't suffer any more wounds from fire this round, even if other characters play their turn after them.

II: EVENT PHASE

1: TIME TRACK

Move the time marker on the time track 1 space to the right. If the self-destruct sequence is active, also move its marker 1 space to the right.

2: INTRUDER ATTACK

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

3: FIRE DAMAGE

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

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

2. Event effect: Resolve the effect on the card, then discard it (unless specified otherwise).

5: 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.



Creep: 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, add an egg token to the intruder board. Return the 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 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**, all escape pods are automatically **unlocked** (flipped to their unlocked side). They may subsequently be locked (and unlocked) normally.

SELF-DESTRUCT AND HIBERNATION: When the **time track reaches any blue space**, the hibernation chambers open. Characters cannot enter them before this happens.

When the self-destruct track reaches any yellow space, all escape pods are automatically unlocked and the characters can no longer stop the self-destruct sequence.

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 the 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.

If an action does not have either of the following symbols, it may be performed both in and out of combat:



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**.

1 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.

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 SHOOT: Attack an intruder with a 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



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



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



1 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.



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

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: Some item cards and most rooms allow you to perform specific actions.

MOVEMENT & EXPLORATION

Characters and intruders may be placed and perform actions only in **rooms** (escape pod tokens are the exception). They may *never* stop in corridors; the effects of moving through a corridor are resolved after moving into the room.

Characters may not access technical corridor entrances or the technical corridors space, except with the use of certain cards.

After entering a room:

- If the room was unexplored (facedown), turn it faceup. Then reveal and resolve the **exploration token** on that room tile.
- 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** or in the **room covered in slime**.

2. RESOLVE SPECIAL EFFECT

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



SILENCE: Nothing happens. Do not perform a noise roll for this movement. 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.



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).



DANGER: 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).



SILENCE: Nothing happens; do not place a noise marker. If you have a **slime marker** on your character board, resolve **DANGER** instead.

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 noise marker must be placed and the number leads to a technical corridor 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 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 intruders 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 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 ship 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 or special room, that room's action is unavailable (you may still search).

A malfunction marker can never be placed in the **nest** or in the **room covered in slime**. A malfunction marker in the **hibernatorium** has no effect on already hibernated characters. The status of the **engines** is never affected by a malfunction marker. 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 ship loses hull integrity 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 **shower 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.
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 a 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 (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 (see reference sheet).

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 whomever triggered the encounter.
Escape: The target is whomever 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). 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 and egg: Remove the miniature from the board.

Creeper or adult intruder: Draw 1 intruder attack card. Ignore everything on it 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 draw 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, remove it from the game. 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.

INTRUDER WEAKNESS CARDS

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, flip the corresponding weakness card faceup and leave it on the intruder board.

Discovered weakness cards modify the basic rules of the intruders, giving all players a small advantage.

OBJECTS AND ITEMS

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 1 **ammo token**. A weapon can never exceed its ammo capacity, shown on the card.

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 (discard the card).

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

PLAYER GOALS AND GAME END

To win, you must **fulfill the objective** on your objective card *and survive* by either hibernating with the ship still functioning and jumping to Earth or using an escape pod to evacuate the ship.

If you use an escape pod, hibernate or die, you can no longer participate in the game (however if you were the first to die you may continue the game as an intruder). 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 marker reaches the red space of the time track.** The ship jumps into hyperspace: all characters on board who are not in hibernation die. The intruders survive.
- b. **The self-destruct marker reaches the red space of the self-destruct track or you must place a 9th fire marker or a 9th malfunction marker.** The ship explodes: all characters on board (awake and in hibernation) and all intruders die.
- c. **The last alive, non-hibernating character on the ship dies, hibernates or uses an escape pod.** If the self-destruct sequence was active, move its marker to the red space. If not, move the time marker to the red space. Resolve the effects of those markers as described above.

If one of the conditions above is met and at least 1 character survived (either asleep in the hibernatorium or evacuated in an escape pod), go to the **victory check** step.

VICTORY CHECK

1. ENGINES CHECK

If the ship survived up to this moment, **reveal the top engine tokens** of each of the 3 engines.

If 2 or 3 of the top engine tokens have a *damaged* status, the ship explodes and all the hibernating characters and all intruders die.

A malfunction marker in the engine room only disables the room action. A *working* engine is not damaged even if there is a malfunction marker there.

2. COORDINATES CHECK

If the ship survived up to this moment, **reveal the coordinates card** and check the current space of the destination marker. If the ship is not headed toward Earth, all characters asleep in the hibernatorium die. The intruders survive.

The *Quarantine* objective requires another jump destination (Mars) and is the exception: any character with this objective does not die if they are asleep in the hibernatorium and the ship's destination is Mars.

In any case, the ship is not destroyed.

3. CONTAMINATION CHECK

Each alive character (either asleep in the hibernatorium or evacuated in an escape 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.
- b. If there is at least 1 **INFECTED** card, 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, they survive.

4. 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.

OBJECTIVES

PLAYER X'S CHARACTER CANNOT SURVIVE: Your character cannot be alive at the end of the game (they cannot hibernate or escape using an escape pod).

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

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

THE SHIP MUST REACH EARTH/MARS: The ship will reach its destination if the right coordinates have been set in the **cockpit** and if at least 2 of its 3 engines are still *working*.

DISCOVER A WEAKNESS: Weaknesses can be discovered by bringing an object 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 & COOPERATIVE MODE

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.

The number of items available in each room is reduced by half, rounding up.

To win, you must fulfill your objective and survive.

FULLY COOPERATIVE MODE

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). 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.

PLAYING AS AN INTRUDER

This optional mode allows the first player whose character dies to continue playing the game by controlling the intruders (and slightly increases the difficulty level for the rest of the players).

If 2 characters die simultaneously, the player with the lower player number gets to control them.

The player controlling the intruders removes all their former character's components from the game, then shuffles the **intruder player action deck** and place it in front of them.

Finish the current turn according to the standard rules. Any changes are applied only at the start of the next player phase.

TURN SEQUENCE

PLAYER PHASE

- 1. **DRAW ACTION CARDS:** The intruder player draws 3 cards (their hand limit is 4 cards).
- 2. **FIRST PLAYER TOKEN:** The intruder player is omitted during this phase (they never take the first player token).
- 3. **PLAYER ROUNDS:** The intruder player follows the standard order of play for playing their rounds, but they can only take 1 action (by playing a card from their hand) or pass. When passing, the intruder player may choose to keep 1 card from their hand and discard the rest.

During their round, the intruder player can play an intruder action card in 1 of these 3 ways:

- 1. **MOVE:** Move any intruder through a corridor with a number matching the one printed on the intruder action card. If the intruder moves to a technical corridor, proceed according to the normal rules.
- 2. **ATTACK:** Choose any intruder in the same room as a character. The intruder attacks that character, following the normal rules, with one exception: the intruder player draws a number of intruder attack cards equal to the number displayed on the player intruder card played this round. Then, they choose 1 of these cards to be resolved and put all the others at the bottom of the intruder attack deck.
- 3. **EFFECT:** Resolve the effect on the intruder action card.

EVENT PHASE

Almost all of the entire event phase is omitted, with the exception of the **time track** and **fire damage**.

All the other steps do not apply in this mode:

Intruders do not attack at the end of the turn (but they still make surprise attacks during encounters or when characters escape from rooms with intruders).

Event cards are not used unless as a result of intruder player action card effects.

There is no intruder bag development step.

VICTORY CONDITION

The player controlling the intruders cannot win the game; their goal is to ensure that no other players win.

NEMESIS

I: PLAYER PHASE

1: DRAW ACTION CARDS

All players draw cards from their action deck until they have a hand of 5 cards.

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.

3: PLAYER ROUNDS

Starting with the first player and going clockwise, **each player performs a round of 2 actions**. Continue performing rounds 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 ends their round in a room with a **fire marker** suffers 1 light wound.

II: EVENT PHASE

1: TIME TRACK

Move the time marker on its track 1 space. Move the self-destruct marker on its track 1 space if the sequence is active.

2: INTRUDER ATTACK

Each intruder in combat with a character attacks the character.

3: FIRE DAMAGE

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

4: RESOLVE EVENT CARD

Draw and resolve 1 event card.

- 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. If the number indicates a technical corridor, remove the intruder miniature from the board and put its corresponding intruder token in the intruder bag.
- Event effect:** Resolve the effect on the card, then discard it.

5: 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 intruder bag.
- Creeper:** Remove this token from the intruder bag and add 1 breeder token to the intruder 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 adult token to the intruder 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 breeder token to the intruder 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, add an egg token to the intruder board. Return the queen token to the intruder bag.
- Blank:** Add 1 adult token to the intruder bag. If there are none available, nothing happens. Return the blank token to the intruder bag.






COMBAT

CHARACTER ATTACKS INTRUDER

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






SHOOT ACTION:

- Choose a weapon and 1 intruder to shoot.
- Discard 1 ammo from the weapon's card.
- Roll the combat die:

-  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).

MELEE ATTACK ACTION:

- Draw 1 contamination card; add it to your action discard pile.
- Choose 1 intruder to attack.
- Roll the combat die:

-  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

During your action round, **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 trying to escape from. If you survive, end your movement in the neighboring room. If there is no one in there, perform a noise roll; if it is unexplored, explore it as normal.

INTRUDER ATTACK

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

- Choose a character in the same room as the target. If there is more than 1, 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 who triggered the encounter.

Escape: The target is who performed the escape action.

- 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, place the larva miniature on the target's character board. The targeted player takes 1 contamination card.

NEMESIS

I: PLAYER PHASE

1: DRAW ACTION CARDS

All players draw cards from their action deck until they have a hand of 5 cards.

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.

3: PLAYER ROUNDS

Starting with the first player and going clockwise, **each player performs a round of 2 actions**. Continue performing rounds 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 ends their round in a room with a **fire marker** suffers 1 light wound.

II: EVENT PHASE

1: TIME TRACK

Move the time marker on its track 1 space. Move the self-destruct marker on its track 1 space if the sequence is active.

2: INTRUDER ATTACK

Each intruder in combat with a character attacks the character.

3: FIRE DAMAGE

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

4: RESOLVE EVENT CARD

Draw and resolve 1 event card.

- 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. If the number indicates a technical corridor, remove the intruder miniature from the board and put its corresponding intruder token in the intruder bag.
- Event effect:** Resolve the effect on the card, then discard it.

5: 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 intruder bag.
- Creeper:** Remove this token from the intruder bag and add 1 breeder token to the intruder 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 adult token to the intruder 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 breeder token to the intruder 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, add an egg token to the intruder board. Return the queen token to the intruder bag.
- Blank:** Add 1 adult token to the intruder bag. If there are none available, nothing happens. Return the blank token to the intruder bag.






COMBAT

CHARACTER ATTACKS INTRUDER

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






SHOOT ACTION:

- Choose a weapon and 1 intruder to shoot.
- Discard 1 ammo from the weapon's card.
- Roll the combat die:

-  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).

MELEE ATTACK ACTION:

- Draw 1 contamination card; add it to your action discard pile.
- Choose 1 intruder to attack.
- Roll the combat die:

-  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

During your action round, **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 trying to escape from. If you survive, end your movement in the neighboring room. If there is no one in there, perform a noise roll; if it is unexplored, explore it as normal.

INTRUDER ATTACK

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

- Choose a character in the same room as the target. If there is more than 1, 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 who triggered the encounter.

Escape: The target is who performed the escape action.

- 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, place the larva miniature on the target's character board. The targeted player takes 1 contamination card.

CRITICAL MOMENTS

FIRST ENCOUNTER: When the first intruder miniature of any type appears on the board, everyone immediately chooses 1 of their objective cards and removes the other from the game.

FIRST DEAD CHARACTER: The first time any character dies, all escape pods are automatically **unlocked**.

SELF-DSTRUCT AND HIBERNATION: When the time track reaches any blue space, the hibernation chambers open.

When the self-destruct track reaches any yellow space, all escape pods are automatically unlocked and the characters can no longer stop the self-destruct sequence.

ACTIONS



In combat only: You may only perform this action in combat (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

1 MOVEMENT: Move to a neighboring room (connected to your room by a corridor). Closed doors block movement.

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

1 SHOOT: Attack an intruder with a weapon in your hand, discarding an ammo marker from its card. You can only shoot intruders in the same room.

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

1 PICK UP HEAVY OBJECT: Pick up 1 heavy object in the same room (character corpse, intruder carcass or intruder egg). When you search and find heavy items, you do not need to use this action.

1 TRADE: Start a trade with all characters in the same room. If both involved players agree, they exchange the items. 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 craft icons to gain a crafted item card with the same gray icons.

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

ACTIONS FROM ITEM CARDS AND ROOM TILES.

MOVEMENT & EXPLORATION

After entering a room:

- If the room was unexplored (facedown), turn it over. Then reveal the **exploration token** on that room tile.
- 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 printed on the board next to the room tile: this is the number of items that available in the room.

Do not do this in the **nest** or the **room covered in slime**.

2. RESOLVE SPECIAL EFFECT

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



SILENCE: Do not perform a noise roll. If you have a **slime marker**, resolve **DANGER** instead.



DANGER: Do not perform a noise roll. 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, 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 in the room.



MALFUNCTION: Place a malfunction marker in the room.



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

NOISE ROLL

Roll a **noise die**:

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



DANGER: 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, if there is an entrance in the room).



SILENCE: Nothing happens; do not place a noise marker. If you have a **slime marker** on your character board, resolve **DANGER** instead.

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 noise marker must be placed and the number leads to the technical corridor 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 exploration token.

If an intruder moves to the 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 intruders 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.

CRITICAL MOMENTS

FIRST ENCOUNTER: When the first intruder miniature of any type appears on the board, everyone immediately chooses 1 of their objective cards and removes the other from the game.

FIRST DEAD CHARACTER: The first time any character dies, all escape pods are automatically **unlocked**.

SELF-DSTRUCT AND HIBERNATION: When the time track reaches any blue space, the hibernation chambers open.

When the self-destruct track reaches any yellow space, all escape pods are automatically unlocked and the characters can no longer stop the self-destruct sequence.

ACTIONS



In combat only: You may only perform this action in combat (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

1 MOVEMENT: Move to a neighboring room (connected to your room by a corridor). Closed doors block movement.

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

1 SHOOT: Attack an intruder with a weapon in your hand, discarding an ammo marker from its card. You can only shoot intruders in the same room.

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

1 PICK UP HEAVY OBJECT: Pick up 1 heavy object in the same room (character corpse, intruder carcass or intruder egg). When you search and find heavy items, you do not need to use this action.

1 TRADE: Start a trade with all characters in the same room. If both involved players agree, they exchange the items. 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 craft icons to gain a crafted item card with the same gray icons.

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

ACTIONS FROM ITEM CARDS AND ROOM TILES.

MOVEMENT & EXPLORATION

After entering a room:

- If the room was unexplored (facedown), turn it over. Then reveal the **exploration token** on that room tile.
- 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 printed on the board next to the room tile: this is the number of items that available in the room.

Do not do this in the **nest** or the **room covered in slime**.

2. RESOLVE SPECIAL EFFECT

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



SILENCE: Do not perform a noise roll. If you have a **slime marker**, resolve **DANGER** instead.



DANGER: Do not perform a noise roll. 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, 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 in the room.



MALFUNCTION: Place a malfunction marker in the room.



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

NOISE ROLL

Roll a **noise die**:

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



DANGER: 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, if there is an entrance in the room).



SILENCE: Nothing happens; do not place a noise marker. If you have a **slime marker** on your character board, resolve **DANGER** instead.

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 noise marker must be placed and the number leads to the technical corridor 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 exploration token.

If an intruder moves to the 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 intruders 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.

NEMESIS

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 (1)

ARMORY

2 RECHARGE YOUR ENERGY WEAPON: Add 2 ammo tokens to 1 of your energy weapons (this action does not reload classic weapons). A weapon can never exceed its ammo capacity (as shown on its weapon card).

COMMS ROOM

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

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.

EVACUATION SECTION A

2 TRY TO ENTER AN ESCAPE POD: Only if any escape pod in section A is unlocked and has at least 1 empty space. Make a noise roll. If any intruder appears in this room, your attempt to enter an escape pod fails.

If no intruder has appeared, place your character in 1 of section A's unlocked escape pods if there is any free space. You cannot enter an escape pod if any intruder is present in the corresponding evacuation section room.

EVACUATION SECTION B

As above, but applies to section B.

FIRE CONTROL SYSTEM

2 INITIATE THE FIRE CONTROL PROCEDURE: Choose any 1 room and discard a fire marker in it. All the intruders in that room run in a random direction determined by drawing an event card (draw 1 event card for each intruder). You can use the fire control procedure to make intruders run away even if there is no fire marker in the room.

GENERATOR

2 INITIATE / STOP SELF-DESTRUCT SEQUENCE: You cannot start the self-destruct sequence if any characters are already hibernating. Place 1 status marker on the first (green) space of the self-destruct track. Each time you move the time marker, also move the marker on the self-destruct track by 1 space.

When any character stops the self-destruct sequence, remove the marker.

When the marker reaches any yellow space on the self-destruct track, the self-destruct sequence cannot be aborted anymore and all escape pods are unlocked (but can be locked again).

When the marker reaches the last space (skull icon), the ship explodes. If a hyperspace jump happens while the self-destruct sequence is active, the ship is still destroyed.

LABORATORY

2 ANALYSE 1 OBJECT: You may only perform this action if a character corpse, intruder carcass or egg is in the room (for example carried by the character). Discover 1 corresponding intruder weakness card. The object is not discarded afterwards, though you may drop it for free.

NEST

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 to represent this.

If there is a fire marker in a room containing uncarried eggs, destroy 1 uncarried egg during the fire damage step of the event phase.

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

You can also throw grenades into a room with uncarried eggs as if an intruder were there. A grenade destroys 2 eggs and a molotov cocktail destroys 1 egg.

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

STORAGE

2 SEARCH FOR AN ITEM: Draw 2 cards from the item deck of a chosen color (red, yellow or green). Choose 1 card and put the other at the bottom of the deck.

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.

ADDITIONAL ROOMS (2)

AIRLOCK CONTROL

2 START EMERGENCY AIRLOCK PROCEDURE: Choose any 1 other yellow room (a yellow background on the action part). The corridors connected to that room must not contain any destroyed doors.

Automatically close the door in each corridor connected to the room, and place the **airlock procedure token** in the room. If any of the doors in corridors connected to this room are opened before the current player phase ends, remove the token.

If all doors in each corridor connected to this room are closed at the end of the current player phase (after all players have passed), everything in that room dies immediately (both characters and intruders). Then remove the token.

If there was a fire marker in the room, also remove it.

CABINS

CATCH A BREATH: When your character is in this room at the start of a new turn and there are no intruders there, draw 1 additional action card (up to 6 instead of 5).

This room's feature does not work if there is a malfunction token in it.

CANTEEN

2 HAVE A SNACK: Heal 1 light wound. Additionally, you may scan all contamination cards in your hand and remove all non-infected cards.

If at least 1 of your cards is infected, place a larva miniature on your character board (and do not remove this contamination card). If there is already a larva on your character board, your character dies and you place 1 creeper in the room.

NEMESIS

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 (1)

ARMORY

2 RECHARGE YOUR ENERGY WEAPON: Add 2 ammo tokens to 1 of your energy weapons (this action does not reload classic weapons). A weapon can never exceed its ammo capacity (as shown on its weapon card).

COMMS ROOM

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

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.

EVACUATION SECTION A

2 TRY TO ENTER AN ESCAPE POD: Only if any escape pod in section A is unlocked and has at least 1 empty space. Make a noise roll. If any intruder appears in this room, your attempt to enter an escape pod fails.

If no intruder has appeared, place your character in 1 of section A's unlocked escape pods if there is any free space. You cannot enter an escape pod if any intruder is present in the corresponding evacuation section room.

EVACUATION SECTION B

As above, but applies to section B.

FIRE CONTROL SYSTEM

2 INITIATE THE FIRE CONTROL PROCEDURE: Choose any 1 room and discard a fire marker in it. All the intruders in that room run in a random direction determined by drawing an event card (draw 1 event card for each intruder). You can use the fire control procedure to make intruders run away even if there is no fire marker in the room.

GENERATOR

2 INITIATE / STOP SELF-DESTRUCT SEQUENCE: You cannot start the self-destruct sequence if any characters are already hibernating. Place 1 status marker on the first (green) space of the self-destruct track. Each time you move the time marker, also move the marker on the self-destruct track by 1 space.

When any character stops the self-destruct sequence, remove the marker.

When the marker reaches any yellow space on the self-destruct track, the self-destruct sequence cannot be aborted anymore and all escape pods are unlocked (but can be locked again).

When the marker reaches the last space (skull icon), the ship explodes. If a hyperspace jump happens while the self-destruct sequence is active, the ship is still destroyed.

LABORATORY

2 ANALYSE 1 OBJECT: You may only perform this action if a character corpse, intruder carcass or egg is in the room (for example carried by the character). Discover 1 corresponding intruder weakness card. The object is not discarded afterwards, though you may drop it for free.

NEST

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 to represent this.

If there is a fire marker in a room containing uncarried eggs, destroy 1 uncarried egg during the fire damage step of the event phase.

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

You can also throw grenades into a room with uncarried eggs as if an intruder were there. A grenade destroys 2 eggs and a molotov cocktail destroys 1 egg.

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

STORAGE

2 SEARCH FOR AN ITEM: Draw 2 cards from the item deck of a chosen color (red, yellow or green). Choose 1 card and put the other at the bottom of the deck.

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.

ADDITIONAL ROOMS (2)

AIRLOCK CONTROL

2 START EMERGENCY AIRLOCK PROCEDURE: Choose any 1 other yellow room (a yellow background on the action part). The corridors connected to that room must not contain any destroyed doors.

Automatically close the door in each corridor connected to the room, and place the **airlock procedure token** in the room. If any of the doors in corridors connected to this room are opened before the current player phase ends, remove the token.

If all doors in each corridor connected to this room are closed at the end of the current player phase (after all players have passed), everything in that room dies immediately (both characters and intruders). Then remove the token.

If there was a fire marker in the room, also remove it.

CABINS

CATCH A BREATH: When your character is in this room at the start of a new turn and there are no intruders there, draw 1 additional action card (up to 6 instead of 5).

This room's feature does not work if there is a malfunction token in it.

CANTEEN

2 HAVE A SNACK: Heal 1 light wound. Additionally, you may scan all contamination cards in your hand and remove all non-infected cards.

If at least 1 of your cards is infected, place a larva miniature on your character board (and do not remove this contamination card). If there is already a larva on your character board, your character dies and you place 1 creeper in the room.

COMMAND CENTER

2 OPEN/CLOSE DOORS: You may choose any 1 room and close/open any doors in corridors connected to it. You may choose which doors to close and which to open, and you do not have to open or close them all.

ENGINE CONTROL ROOM

2 CHECK ENGINE STATUS: You may check the status of the 3 engines (even if there is a malfunction marker in the engine room). You cannot change the engine status.

HATCH CONTROL SYSTEM

2 LOCK/UNLOCK 1 ESCAPE POD: Flip 1 escape pod token to its locked or unlocked side.

MONITORING ROOM

2 CHECK 1 ROOM AND EXPLORATION TOKEN: Secretly look at any 1 unexplored room tile and its exploration token, then place them back on the board. You don't have to tell the truth about what you saw.

ROOM COVERED WITH SLIME

YOU ARE SLIMED! Automatically get a slime marker. You cannot perform any search action in this room.

SHOWER ROOM

2 TAKE A SHOWER: If you have a slime marker, discard it. You may also scan all contamination cards in your hand and remove all non infected cards. If at least 1 of your cards is infected, place a larva miniature on your character board (and do not remove this contamination card). If there is already a larva on your character board, your character dies and you place 1 creeper in the room where you died.

A fire marker can be placed in the shower room in the normal way. The **TAKE A SHOWER** action does not discard a fire marker from the shower room.

SPECIAL ROOMS

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.

COCKPIT

2 FLIGHT CONTROLS: CHECK COORDINATES or SET DESTINATION.

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

SET DESTINATION: Move the destination marker to any space of the destination track. You cannot change the destination when any characters are already hibernating. You may never **SET DESTINATION** if there is an intruder in the cockpit.

ENGINE #1

2 CHECK THE ENGINE: Check the current engine status in this engine room by secretly looking at the top engine token. You don't need to tell the truth about what you saw.

REPAIR (OR BREAK) ENGINE: You may perform this action in this room (using a **REPAIRS** action or a *Tools* item card) by taking both engine tokens, secretly checking them, and placing them back in the order of your choice.

You do not have to tell the truth if you have repaired the engine or not, but you must say if you have changed the order of the tokens. You can make this action even if there is a malfunction marker in the room and even if you have not checked the engine status.

ENGINE #2

As above, but applies to engine #2.

ENGINE #3

As above, but applies to engine #3.

HIBERNATORIUM

2 TRY TO HIBERNATE: You may perform this action only if the hibernation chambers are open (the token on the time track is on any blue space).

Perform a noise roll. If any intruder appears, your attempt at entering the hibernation chamber has failed.

If no intruder appears, remove your miniature from the game: you managed to hibernate safely and you no longer take part in the game. Whether your character survives or dies along with the ship is determined at the end of the game.

You cannot change the destination or start the self-destruct when any of the characters are already hibernating.

You may never enter a hibernation chamber if there is any intruder in the hibernatorium.

ESCAPE PODS

At the start of the game, all escape pods are locked.

During play, players may unlock them manually (by using some of the item cards or room actions), or the pods will unlock automatically when any character dies during the game or when the self-destruct marker reaches any yellow space of the self-destruct track.

If a given escape pod is unlocked, a character may enter it (performing a noise roll first) through the corresponding evacuation section room, as long as there are no intruders and no malfunction token in the room.

After entering an escape pod place the miniature of your character on 1 of the 2 spaces of that escape pod token. Afterwards, decide if you want to launch an escape pod immediately or wait.

If you launch immediately (or if you launch in one of the following turns), remove your miniature and the escape pod token from the game. You no longer take part in the game. Any character in a launched escape pod is always treated as if they have arrived on earth.

If you wait, you can decide to launch the escape pod at the start of your first round during each player phase. You can also, if you wish, exit the escape pod voluntarily, without performing any action; during your round, place your miniature back in the escape hatch corresponding to the pod you are leaving. However, if you do not launch the escape pod in your round, it means that you automatically pass this turn.

If (while you wait in the escape pod) **an intruder appears in this evacuation section room, then all characters in escape pods are automatically returned to that evacuation section room.**

Once another character enters the same escape pod as you, they can decide to launch the escape pod immediately.

Heavy objects do not occupy any character space in an escape pod.

ALTERNATIVE SIDE OF THE BOARD

This additional ship layout is primarily for campaign play. It can be used in any game mode, but it is more difficult to survive on it.

The double set of technical corridors work as usual, but each one is not connected to the other (any noise marker in the red technical corridors is separate from the blue technical corridors).

Some of the rooms are connected to another room through a pair of corridors. They are separate from each other, so any closed doors in one corridor do not affect the other.

During setup, place the evacuation sections A and B faceup on the highlighted spots on the map. Place an exploration token facedown on each section (when a character enters these rooms for the first time, explore as normal).

COMMAND CENTER

2 OPEN/CLOSE DOORS: You may choose any 1 room and close/open any doors in corridors connected to it. You may choose which doors to close and which to open, and you do not have to open or close them all.

ENGINE CONTROL ROOM

2 CHECK ENGINE STATUS: You may check the status of the 3 engines (even if there is a malfunction marker in the engine room). You cannot change the engine status.

HATCH CONTROL SYSTEM

2 LOCK/UNLOCK 1 ESCAPE POD: Flip 1 escape pod token to its locked or unlocked side.

MONITORING ROOM

2 CHECK 1 ROOM AND EXPLORATION TOKEN: Secretly look at any 1 unexplored room tile and its exploration token, then place them back on the board. You don't have to tell the truth about what you saw.

ROOM COVERED WITH SLIME

YOU ARE SLIMED! Automatically get a slime marker. You cannot perform any search action in this room.

SHOWER ROOM

2 TAKE A SHOWER: If you have a slime marker, discard it. You may also scan all contamination cards in your hand and remove all non infected cards. If at least 1 of your cards is infected, place a larva miniature on your character board (and do not remove this contamination card). If there is already a larva on your character board, your character dies and you place 1 creeper in the room where you died.

A fire marker can be placed in the shower room in the normal way. The **TAKE A SHOWER** action does not discard a fire marker from the shower room.

SPECIAL ROOMS

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.

COCKPIT

2 FLIGHT CONTROLS: CHECK COORDINATES or SET DESTINATION.

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

SET DESTINATION: Move the destination marker to any space of the destination track. You cannot change the destination when any characters are already hibernating. You may never **SET DESTINATION** if there is an intruder in the cockpit.

ENGINE #1

2 CHECK THE ENGINE: Check the current engine status in this engine room by secretly looking at the top engine token. You don't need to tell the truth about what you saw.

REPAIR (OR BREAK) ENGINE: You may perform this action in this room (using a **REPAIRS** action or a *Tools* item card) by taking both engine tokens, secretly checking them, and placing them back in the order of your choice.

You do not have to tell the truth if you have repaired the engine or not, but you must say if you have changed the order of the tokens. You can make this action even if there is a malfunction marker in the room and even if you have not checked the engine status.

ENGINE #2

As above, but applies to engine #2.

ENGINE #3

As above, but applies to engine #3.

HIBERNATORIUM

2 TRY TO HIBERNATE: You may perform this action only if the hibernation chambers are open (the token on the time track is on any blue space).

Perform a noise roll. If any intruder appears, your attempt at entering the hibernation chamber has failed.

If no intruder appears, remove your miniature from the game: you managed to hibernate safely and you no longer take part in the game. Whether your character survives or dies along with the ship is determined at the end of the game.

You cannot change the destination or start the self-destruct when any of the characters are already hibernating.

You may never enter a hibernation chamber if there is any intruder in the hibernatorium.

ESCAPE PODS

At the start of the game, all escape pods are locked.

During play, players may unlock them manually (by using some of the item cards or room actions), or the pods will unlock automatically when any character dies during the game or when the self-destruct marker reaches any yellow space of the self-destruct track.

If a given escape pod is unlocked, a character may enter it (performing a noise roll first) through the corresponding evacuation section room, as long as there are no intruders and no malfunction token in the room.

After entering an escape pod place the miniature of your character on 1 of the 2 spaces of that escape pod token. Afterwards, decide if you want to launch an escape pod immediately or wait.

If you launch immediately (or if you launch in one of the following turns), remove your miniature and the escape pod token from the game. You no longer take part in the game. Any character in a launched escape pod is always treated as if they have arrived on earth.

If you wait, you can decide to launch the escape pod at the start of your first round during each player phase. You can also, if you wish, exit the escape pod voluntarily, without performing any action; during your round, place your miniature back in the escape hatch corresponding to the pod you are leaving. However, if you do not launch the escape pod in your round, it means that you automatically pass this turn.

If (while you wait in the escape pod) **an intruder appears in this evacuation section room, then all characters in escape pods are automatically returned to that evacuation section room.**

Once another character enters the same escape pod as you, they can decide to launch the escape pod immediately.

Heavy objects do not occupy any character space in an escape pod.

ALTERNATIVE SIDE OF THE BOARD

This additional ship layout is primarily for campaign play. It can be used in any game mode, but it is more difficult to survive on it.

The double set of technical corridors work as usual, but each one is not connected to the other (any noise marker in the red technical corridors is separate from the blue technical corridors).

Some of the rooms are connected to another room through a pair of corridors. They are separate from each other, so any closed doors in one corridor do not affect the other.

During setup, place the evacuation sections A and B faceup on the highlighted spots on the map. Place an exploration token facedown on each section (when a character enters these rooms for the first time, explore as normal).

NEMESIS

CARNOMORPHS

SETUP

Set up the game as normal using the basic side of the **board** (red arrows icon).

Instead of the intruder board, place the **carnomorph board** next to the main board and place 8 **egg tokens** and 3 random facedown **carnomorph adaptation cards** in the appropriate slots.

Take 1 shambler, 1 fleshbeast and 1 butcher miniature and place them on their corresponding adaptations.

Place these intruder tokens in the intruder bag: 1 blank, 2 blue metagorgers, and 2 red metagorgers. Then, add 1 additional red metagorger token for each player in the game.

Use the **carnomorph event** and **carnomorph attack** decks instead of the corresponding intruder decks. Shuffle and place the **character mutation** deck facedown with the other decks.

When using this expansion, consider the terms **intruder** and **carnomorph** as being equivalent.

EVENT PHASE

1: TIME TRACK

Move the time marker on the time track 1 space to the right. If the self-destruct sequence is active, also move its marker 1 space to the right.

2: INTRUDER ATTACK - FEEDING

Each carnomorph in combat with a character attacks that character. If the **voracious** adaptation has been revealed, carnomorphs **feed** before they attack.

When not in combat, a carnomorph **feeds** whenever it is in the same room as any heavy object (character corpse/intruder carcass/intruder egg) and/or a metagorger.

If there is more than 1 carnomorph in the same room, resolve feeding in this priority order: **butcher** > **fleshbeast** > **shambler** > **metagorger**

Resolve feeding by following these steps:

1. **Heal:** Remove all injury markers from the feeding carnomorph.
2. **Evolve:** Replace its miniature with a carnomorph miniature of the next level:
 - A metagorger becomes a shambler;
 - A shambler becomes a fleshbeast;
 - A fleshbeast becomes a butcher.

The butcher cannot evolve anymore: if it feeds, just remove all its injury markers. A killed butcher can never come back into play: in such a case, when a fleshbeast feeds, just remove all its injury markers.

3. **Eat:** Remove the heavy object/metagorger miniature from the room. If necessary, remove in this priority order: **red character corpse** > **intruder egg** > **intruder carcass** > **metagorger** > **blue character corpse**.

When a carnomorph feeds, if there are no miniatures of the next level available, it cannot evolve. Just remove all its injury markers and the heavy object/metagorger from the room.

If there are still eggs on the carnomorph board, each carnomorph in the **nest room** will consume 1 of them during the intruder attack step.

All other rules that apply during the intruder attack step are unchanged.

3: FIRE DAMAGE

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

4: RESOLVE EVENT CARD

Draw and resolve 1 event card.

5: INTRUDER BAG DEVELOPMENT

Draw 1 intruder token from the intruder bag.

When asked to add metagorger tokens to the intruder bag, always add red metagorger tokens instead of blue if they are available.



Blue metagorger: All players, in order, perform a **noise roll**, except if their character is in combat with an intruder. Remove this token from the intruder bag and add 1 metagorger token.



Red metagorger: Place a metagorger miniature in each room already containing a metagorger (even in combat) and/or a heavy object (even if the object is in a character's hands). If the nest is explored and not destroyed, also place 1 metagorger there. Return the red metagorger token to the bag.



Shambler: All players, in order, perform a **noise roll**, except if their character is in combat with an intruder. Return the shambler token to the intruder bag.



Fleshbeast: All players, in order, perform a **noise roll**, except if their character is in combat with an intruder. Return the fleshbeast token to the intruder bag.



Butcher: Place the butcher miniature in a room containing a character with a slime marker and resolve an encounter. Remove the butcher token from the bag.

If there is more than 1 character with a slime marker, the one with the fewest cards in hand is affected. On a tie, use the character order. If there is no character with a slime marker, the butcher appears in the room **with the first player**.

The butcher cannot fit into any technical corridors entrance. If it should move into technical corridors, it stays in the room instead.



Blank: Remove from the board all shamblers which are not in a room with any character. Put their respective tokens into the intruder bag. Add 1 metagorger to the intruder bag. Then all players perform a **noise roll** in order, except if their character is already in combat with an intruder. Return the blank token to the bag.

CARNOMORPH ADAPTATIONS

Carnomorph adaptation cards replace intruder weaknesses.

Each time a new carnomorph type appears on the board, take the corresponding carnomorph miniature from the carnomorph board and reveal the appropriate adaptation card.

Characters may use the laboratory to analyze objects (character corpse/intruder carcass/intruder eggs) and discard carnomorph adaptations from the game, provided that the corresponding adaptation is revealed and its miniature was removed from the card.

ENCOUNTERS

When there is an encounter and you draw the blank token, place a **noise marker** in each corridor connected to the room in which the encounter took place.

If the blank token was the last token in the intruder bag, add 1 **metagorger token** to the intruder bag.

When adding metagorger tokens, always add red metagorger tokens (if they are available) instead of blue ones.

FIRST ENCOUNTER

Remember that a metagorger which successfully performs a surprise attack is treated as an encounter (even though it disappears from the board instantly), so players normally then have to choose the objective they keep.

MUTATIONS

MUTATION CARDS

Any time you are instructed to draw a mutation card, draw 2 cards, pick 1 and reshuffle the other one back into the deck.

Place the mutation card facedown next to your character board.

You can never have more than 1 mutation card: if you are instructed to draw another one, nothing happens.

MUTATION MARKERS

Anytime you are instructed to get a mutation marker, if you don't have a mutation card, you get one instead of the marker.

If you do have a mutation card, place a mutation marker on your character board in the space reserved for a larva.

When you get a 4th mutation marker, your character dies immediately. Put a shambler miniature and a character corpse in the room you died in.

There is no way of removing mutation markers during the game, but you can get rid of the mutation card using surgery or the antidote item. Mutation markers remain on your character board until the end of the game, even you manage to remove their mutation card.

MUTATION ACTION

To execute a **mutation action**, scan a chosen contamination card from your hand and, regardless of the result, place 1 **mutation marker** (use ammo/injury markers) on your character board.

If the contamination card is **INFECTED**, it goes to the action discard pile and you perform the **INFECTED** action effect.

If the contamination card is **NOT INFECTED**, discard it from your deck, draw a new contamination card and put it on top of your action discard pile. Then, perform the **NOT INFECTED** action effect.

The first time a mutation action is executed, flip the character mutation card faceup so it is visible to everyone.

When a player gets an **INFECTED** result when scanning a contamination card as a result of performing **rest** or **shower room/canteen** actions, they get a mutation marker instead of a larva miniature (remember if they don't have a mutation card yet, they draw one instead of getting the marker).

All other rules concerning contamination cards are unchanged.

METAGORGER ATTACK

Instead of drawing an attack card and checking its results, a character attacked by a metagorger gets a character mutation card, a contamination card, and suffers 1 light wound.

Add a shambler token to the intruder bag, and then remove the metagorger miniature from the board.

If a character already has a mutation card, they only get a contamination card and 1 light wound (the shambler token is still added to the intruder bag).

All other rules concerning intruder attacks are unchanged.

CARNOMORPH INJURIES AND DEATH

When injuring any carnomorph, draw 1 intruder attack card and check the injury effect. There are 2 numbers, one for metagorgers and one for every other carnomorph type, as indicated by the intruder symbols. If the number in the corresponding icon is equal to or lower than the current number of injury markers on the carnomorph, it is killed.

Metagorger and shambler: Remove its miniature and place an intruder carcass token in the room.

Fleshbeast: Remove its miniature and place an intruder carcass token and a shambler miniature in the room.

Butcher: Remove its miniature and place 2 shambler miniatures in the room. Once the butcher is killed, it can never return to the game in any way; return the miniature to the box.

Shamblers placed this way are not drawn from the intruder bag; the number of tokens in intruder bag stays the same.

OBJECTIVES

Extreme Field Biology: At least 2 carnomorph adaptations must be discarded.

The Great Hunt: Send the signal *and* the butcher must be killed.

Ab ovo: Intruder egg adaptation must be discarded.

Necroscopy: Send the signal *and* intruder carcass adaptation must be discarded.

The blue character corpse can disappear, making 1 objective impossible to fulfill.

CONTAMINATION CHECK

At the end of the game, each alive character (either asleep in the hibernatorium or evacuated in an escape pod) checks their contamination cards.

If there is a mutation card next to the character's board, the player skips step A and resolves step B.

A. The player scans all the contamination cards in their action deck, discard pile and hand. If there is at least 1 **INFECTED** card, the player gets a mutation card.

B. If the player has a mutation card next to their character's board, they shuffle all their cards (both action and contamination) to create a new action deck, then draw the 4 top cards. For each contamination card drawn this way, the character gets 1 mutation marker. If a character has 4 mutation markers, they die.

NEMESIS

VOID SEEDERS

SETUP

Set up the game as normal using the basic side of the **board** (red arrows icon).

Before shuffling the #2 room tiles, remove the *Room Covered in Slime* tile. Before shuffling the **exploration tokens**, remove 2 slime and 2 silence tokens, add the 3 **lair** tokens.

Instead of the intruder board, place the **void seeder board** next to the main board and place 5 **egg tokens** and 3 random facedown **void seeder weakness cards** in the appropriate slots.

Place these intruder tokens in the intruder bag: 1 blank and 2 random void seeder tokens. Then, add 1 additional random void seeder token for each player in the game.

Use the **void seeder event** and **void seeder attack** decks instead of the corresponding intruder decks.

After choosing characters, add 1 **insanity token** of the corresponding player color for each player taking part in the game to the intruder bag. Place 1 **insanity track card** on each character board (overlapping the miniature picture and slime space), and put a status marker on space 1 of the track.

When using this expansion, consider the terms **intruder** and **carnomorph** as being equivalent.

When using this expansion, players never put any intruder miniature on their character board, or any status marker on the slime space. Ignore all rules concerning slime markers.

EVENT PHASE

1: TIME TRACK

Move the time marker on the time track 1 space to the right. If the self-destruct sequence is active, also move its marker 1 space to the right.

2: INTRUDER ATTACK - FEEDING

Each void seeder in combat with a character attacks that character.

3: FIRE DAMAGE

Each void seeder and lair in the same room as a fire marker suffers 1 injury.

4: RESOLVE EVENT CARD

Draw and resolve 1 event card.

5: LURKING

- Find rooms that contain any void seeder not in combat and with no character in any of the neighboring rooms (remember that void seeders ignore closed doors).
- Place a noise marker in each corridor connected to these rooms (unless there is already one).
- Remove all void seeders in these rooms from the board and add 1 random void seeder token to the intruder bag for each void seeder removed this way.

6: INTRUDER BAG DEVELOPMENT

Draw 1 **void seeder token** from the intruder bag.



Void seeder: All players, in order, perform a **noise roll**, except if their character is in combat with a void seeder or a lair. Return the void seeder token to the bag.



Character insanity: The player of the corresponding color character resolves a **panic card**. Return the insanity token to the bag.



Blank: Add a random void seeder token to the bag. If there are no void seeder tokens available, nothing happens. Return the blank token to the bag.

VOID SEEDER MOVEMENT

Void seeders ignore closed doors during their movement. When moving any void seeder, treat all closed doors in any corridor in their path as open doors.

ENCOUNTERS

Discard all noise markers from all the corridors connected to this room (including technical corridors), then draw 1 void seeder token from the intruder bag:



Void seeder: Check the insanity level of the character who just triggered the encounter. Take a void seeder miniature of the type indicated by the symbol on the insanity track and place it in the room. Put the drawn void seeder token aside.

If the player has fewer cards in hand than the number appearing on the void seeder token, a **surprise attack** occurs (see below).



Character insanity: Place a noise marker in each corridor connected to the room where the encounter took place. The player whose character triggered the encounter resolves a **panic card**. Return the insanity token to the bag.



Blank: Place a noise marker in each corridor connected to the room where encounter took place. Return the blank token to the bag.

If they are no miniatures of the required type left when an game effect or encounter asks you to place a void seeder miniature on the board, place a void seeder miniature of the immediately lower type instead.

SURPRISE ATTACK

All void seeder types have the same surprise attack. Any character targeted by a void seeder surprise attack gets 1 contamination card and resolves a panic card instead of drawing an intruder attack card.

ENTERING A ROOM WITH A VOID SEEDER

Each time a character enters a room occupied by a void seeder, do not resolve an encounter. The void seeder and the character are immediately considered to be in combat.

INSANITY

Track insanity levels following the arrows on the insanity card. A character cannot go below level 3 once they reach level 3.

Any character with an insanity level of 5 dies instantly if asked to increase their insanity level again.

PANIC CARDS

When drawing a panic card, if the character's insanity level is lower than the value next to the panic icon on the card, or if the effect cannot be resolved, the character increases their insanity level by 1. Otherwise, resolve the panic card effect.

Interruption cards have an additional effect: when a character is about to resolve a panic card effect, any other character in the same room may play an interruption card to cancel that effect, and the player who drew the panic card does not increase their insanity level.

LAIRS



Lairs count as intruders for the purpose of using any actions (eg. grenade). When you reveal a **lair exploration token**, do not perform a noise roll for this movement. Place a **lair miniature** in the room. Lairs cannot move and they are not moved by event cards, retreat or danger effects.

Characters in the same room as a lair are in combat.

Each time a character ends their round in a room with a lair, they perform a noise roll (even though they are in combat). This is the only way you can roll for noise when in combat.

LAIR INJURIES AND DEATH

To hit a lair with a shoot or melee attack action, a player needs to roll at least

When a lair suffers injuries, draw 2 intruder attack cards and compare the total number of injuries with the highest number in the blood icons of either of these cards. If the blood icon value is equal or lower than the number of injuries, the lair is destroyed. If any of the cards bears a retreat icon, the lair is not destroyed, no matter the blood icon values.

Lairs may be also destroyed by the emergency airlock procedure.

When a lair is destroyed it leaves an **intruder carcass token**. Place the lair miniature on a destroyed lair space on the void seeders board.

When all 3 lairs are destroyed, the despoiler miniature is removed from the game; it can no longer appear in the game.

VOID SEEDER INJURIES AND DEATH

Void seeders don't die nor leave any carcass tokens. When a void seeder is defeated, remove its miniature and add a random void seeder token to the intruder bag.



Lurker: Draw 2 void seeder attack cards and choose the lower number to check the injury effect. If any of the drawn cards has the retreat icon, the lurker retreats.



Whisperer: Draw 1 void seeder attack card and check its injury effect.



Stalker: Draw 2 void seeder attack cards and choose the higher number to check the injury effect. If any of the drawn cards has the retreat icon, the stalker retreats.



Despoiler: The despoiler cannot be destroyed by conventional methods. It can never receive any injury marker in any way. The only way to kill it is to destroy all lairs in play. When the despoiler should suffer an injury, draw 1 void seeder attack card. Any number in the blood icon is ignored, but the despoiler may retreat as the result of the attack.

LOCATIONS

Rest, canteen and shower room: When performing **rest** or **shower room/canteen** actions, you may reduce your insanity level by 1 (you cannot reduce your insanity level from 3 to 2) and/or scan contamination cards from your hand.

If you get the **INFECTED** result while scanning your contamination cards, your insanity level jumps to 5, even if you used the rest/shower room/canteen action to reduce your insanity level. If your insanity level is already 5 and you get an **INFECTED** result, nothing happens (you still cannot reduce your insanity level however).

Laboratory: Instead of analyzing a character corpse object, you can now analyze a character insanity level. To do so, at least 1 living character with an insanity level of 3 or more must be present in the laboratory. All other rules concerning the laboratory are unchanged.

Surgery: When you perform the surgery procedure action, reduce your insanity level to 3 instead of removing a larva from your character board. All other rules concerning surgery are unchanged.

ITEMS

Antidote: When a character performs the antidote's item action, they reduce their insanity level to 3, instead of removing a larva from their character board. All other rules concerning the antidote item are unchanged.

Clothes: There is no slime, so ignore the rule concerning the slime markers. Characters may still use clothes to dress their serious wounds, however.

CONTAMINATION CHECK

At the end of the game, each alive character (either asleep in the hibernatorium or evacuated in an escape pod) checks their contamination cards.

- For each contamination card, they raise their insanity level by 1. The insanity level of any character cannot exceed level 5 during this step (they cannot die).
- Each player whose character has an insanity level of 5 shuffles all their cards to create a new action deck and draws the 4 top cards. If there is at least 1 contamination card (infected or not), this character dies.

Characters with an insanity level of 5 skip step 1 and resolve step 2 directly.

NEMESIS

EPILOGUE MODE

SETUP

First play a full regular *Nemesis* game. If you used any *Aftermath* characters during that game, they will not be available in the *Epilogue* game. If the ship was destroyed, the epilogue mode cannot be played.

Remove all intruders from the board and put the corresponding **intruder tokens** in the intruder bag. Then, add:

2 or 3 player game: 1 larva token and 2 adult intruder tokens.

4 player game: 2 larva tokens and 4 adult intruder tokens.

5 player game: 3 larva tokens and 6 adult intruder tokens.

If you run out of intruder tokens do not add any more tokens.

Remove all **fire** and **noise markers** from the board, and discard any **items** that the players found or crafted.

Leave **malfunction markers**, **door tokens** and **escape pods** where they were at the end of the regular game. Leave revealed and unrevealed **intruder weakness cards**. Place status markers on the revealed weaknesses: they are inactive until someone rediscovers them. Rediscovering a weakness uses the same rules as discovering a weakness.

Shuffle and place these decks facedown, next to the board: **intruder attack**, **aftermath event**, **contamination** and **serious wounds**. Shuffle the **engine tokens** and **coordinates cards**, and place them on the board as in normal setup.

Turn over all unexplored rooms and reveal their exploration tokens to set up the number of items in these rooms. Ignore any special effects of the exploration tokens.

Shuffle the *Aftermath* exploration tokens and place 1 random token facedown on each room tile and 1 each in the **hibernatorium**, **cockpit** and **engines**.

Place the **shuttle board** next to the main board.

Shuffle all remaining additional room tiles (#2), without looking at their fronts, and randomly place a faceup tile on each of the room slots marked with a 2 on the shuttle board. If there is **room covered in slime**, remove it and take another additional #2 room tile.

Exchange basic **help cards** for *Aftermath* help cards. Take as many help cards as there are players and deal 1 to each player at random. These determine the order of choosing characters. Each player takes the plastic **inventory card holder** with the same number as their help card.

Shuffle all **character draft cards** and deal 2 to each player. Each player picks 1 character and shuffles other card back into the character draft cards.

Each player takes these components: **character board**, **miniature**, **action cards deck**, **starting item card(s)**, **quest items** and **trait card**.

The first player takes the **first player token**.

Each player, in the order determined by their number, places their miniature in the main room.

Shuffle all **personal requirement cards** and deal 1 card to each player.

Shuffle the **alert cards** deck and place it next to the board, facedown. Reveal the first alert card.

Place the *Lucrative Offer* card faceup next to the board.

Place the time marker on the green space of the shuttle time track.

INTRUDER BAG DEVELOPMENT

This step doesn't occur in the *Epilogue* mode.

EVENT PHASE

1: TIME TRACK

Move the time marker on the shuttle time track 1 space to the right.

If the self-destruct sequence is active, also move its marker 1 space to the right.

2: ALERT CHECK (TURNS 3 AND 5 ONLY)

Check to see if you have fulfilled the current alert's requirements. If you have, remove that alert card. If you have not, the game ends with a defeat for all characters.

Afterward, if it is turn 3, reveal the second alert card.

3: INTRUDER ATTACK

Each intruder in combat with a character attacks them.

4: FIRE DAMAGE

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

5: RESOLVE EVENT CARD

Draw and resolve 1 event card:

1. **Intruder movement.**

2. **Event effect.**

3. **Perform a noise roll** if the card has an alert icon.

6: END OF THE TURN

VICTORY CHECK

After turn 5, the shuttle leaves the *Nemesis* and goes back to the mothership regardless of the characters on the shuttle board.

To win the game in this mode, a player must fulfill the following requirements:

1. The players must have revealed all the *Aftermath* exploration tokens on the *Nemesis*. In a 2 player game, up to 3 exploration tokens may remain unrevealed.

If this condition is not met, the players lose.

2. The player must fulfill their **personal requirement**.

3. The player's character must be on the shuttle board when the shuttle goes back to the mothership (or the character must leave the ship in an escape pod).

4. The players must resolve their contamination check (as in the base game).

Alternatively, if a player doesn't want to help their teammates, they can take the *Lucrative Offer* card at any time and discard their personal requirement. Fulfilling the lucrative offer's requirements will give that player an automatic victory if they survive the contamination check.

ADDING AFTERMATH COMPONENTS

When playing a regular *Nemesis* game, players can substitute any basic character (and their cards) for the corresponding *Aftermath* character (and their cards) with the same color.

The 4 new *Aftermath* #2 room tiles, the 3 turret exploration tokens, and trait cards can be added to the base game.

The Epilogue mode can be played after a research mission game (or after a regular game using *Aftermath* characters), though you cannot keep the same characters from one game to the other.

RESEARCH MISSION MODE

SETUP

This mode is a standalone *Nemesis* game using the *Aftermath* elements. Set up the game as normal using the basic side of the **board** (red arrows icon), with the **shuttle board** next to it.

Shuffle all #2 **room tiles** without looking at them and randomly place 1 tile facedown on each of the #2 room slots on the 2 boards. In the same way, place all #1 room tiles on the #1 room slots.

Reveal the room tiles on the shuttle. If you reveal a **room covered in slime**, switch it with another random #2 room tile.

Remove the doors and danger tokens from the exploration tokens, add the turret tokens, shuffle them and place 1 token facedown on each unexplored room tile.

Shuffle the *Aftermath* exploration tokens and place 1 token facedown on each room of the *Nemesis* (cockpit, hibernatorium and engines included). All room tiles will then have 1 exploration token from the base game and 1 from *Aftermath*.

Place 1 random **coordinates card** facedown on the space next to the cockpit.

Take this number of randomly chosen **escape pod tokens**: 1 (1-2 players); 2 (3-4 players); or 3 (5 players).

Shuffle both #1 **engine tokens** facedown and place them on the **engine 1** slot on the board, one atop the other, facedown. The top engine token indicates the true status of the engine. Repeat this procedure for engine tokens #2 and #3 on the 2 and 3 slots.

Place the **intruder board** next to the board and place 5 **egg tokens** and 3 random facedown **weakness cards** in the appropriate slots.

Place these **intruder tokens** in the **intruder bag**: 1 **blank**, 4 **larvae**, 2 **creepers**, 3 **adults**, 1 **breeder**, and 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**.

Choose these events from the basic event deck: *Lurking*, *Short Circuit*, *Hunt* (Intruder Move direction: 3), *Scent of Prey*, *Damage*, *Life Support Failure*, *Ecllosion*, *Damaging Fire*, and shuffle them with the *Aftermath* event deck to create the **research mission event deck**.

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), **research mission event**, **intruder attack**, **contamination**, **alert**, and **serious wound**. Place the **craft item** deck next to the 3 item decks, and the **scanner** next to the contamination deck.

Place the rest of the markers, tokens and dice next to the board. Place 1 status marker on the green space of the **time track**: this is now the **time marker**.

Players receive their **help cards**, **inventory card holder**, **objective cards** and **character draft cards** as normal. However, a player controlling the **android** discards their personal objective facedown and draws a second corporate objective.

Each player takes their chosen character's **character board** and places their character's **miniature** (in a colored ring) in the main room of the **shuttle**.

Take your character's **action card deck**, shuffle it, and place it facedown to the left of your character board.

Take your character's **starting item card** (weapon) and place it in one of the 2 hand slots on your character board. Place a number of **ammo markers** equal to your weapon's ammo capacity on the weapon card.

Take your character's 2 **quest items** and place them, horizontal side up and inactive, next to your character board. Place your **trait card**, horizontal side up, nearby.

Player 1 takes the **first player token**.

Place the **blue character corpse token** in the hibernatorium.

EVENTS & ALERTS

Each time you draw an event card bearing the **alert icon**, instead of making a noise roll as in the *Epilogue* mode, draw 1 alert card and set the shuttle time track on space 5 (ignore this icon if there is already an alert already going on). You have 5 turns to complete each alert.

Whenever the shuttle time track reaches the final red space, check if you fulfilled all the alert's requirements. If not, the game ends and all characters on board die.

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

INTRUDER BAG DEVELOPMENT

Resolve this step normally.

EVENT PHASE

1: TIME TRACK

Move the time marker on the time track, and (if present) the shuttle time track, 1 space to the right.

If the self-destruct sequence is active, also move its marker 1 space to the right.

2: ALERT CHECK

Check the requirements for completing the alert.

3: INTRUDER ATTACK

Each intruder in combat with a character attacks them.

4: FIRE DAMAGE

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

5: RESOLVE EVENT CARD

Draw and resolve 1 event card:

1. **Intruder movement.**

2. **Event effect.**

6: INTRUDER BAG DEVELOPMENT

7: END OF THE TURN

PLAYERS GOALS AND GAME END

Resolve these rules normally.

THE HOURGLASS

To add another layer of tension, use the **hourglass**.

Turn the hourglass over at the beginning of every game turn.

When any player notices that it is empty, they *may* pick it up, and can then pick 1 room on the board and roll the noise die, applying the usual rules. If an encounter takes place, a surprise attack will target the player with the lowest number of cards in hand (if there is no character in the chosen room, there is no surprise attack).

After resolving this noise roll, place the hourglass to one side. It will be turned over at the beginning of the next game turn.

If any player objects against using the hourglass, it can be removed after performing a noise roll.

NEMESIS

AFTERMATH

ALERT CARDS

Alerts are short miniquests that the crew must complete. If an alert is not completed in the assigned time, the game ends with a defeat for all characters on board.

When alert requires you to place a **sample** in a specified room, use the special objective tokens from *Untold Stories #1*. Samples are heavy objects.

If an alert is divided in 2 stages, you must successfully fulfill the first stage before fulfilling the second (and final) stage, thus completing the alert.

When fulfilling the first stage of an alert, mark it by placing any marker on the **green stage icon** of the alert card.

1 ACTIVATION: Some alerts require performing the new **activation** action. This new basic action may only be performed in the room specified by the alert. It may be performed both in and out of combat. The activation action has no other effect other than fulfilling the task described on the given alert card.

NEW ROOMS (2)

Along with the 4 new rooms, the expansion introduces 3 new crafted item cards tied to one of the 4 new rooms: the *Laser Pointer*, *Combat Drone*, and *Enviro-Suit*. These items cannot be crafted outside of the crafting room, and require different components than the ones needed to craft the items in the base game.

CRAFTING ROOM

1 CRAFT SPECIAL ITEM: When any character in this room performs the **craft item** basic action, they may exchange one of the following items for one of the new crafted items:

Energy Charge = *Laser Pointer*
Tools = *Combat Drone*
Clothes = *Enviro-Suit*

The feature of this room does not work if there is a malfunction marker in the room.

SERVER ROOM

1 USE ANOTHER COMPUTER: Use the room action of any discovered, working room with a computer.

ALARM ROOM

1 MAKE NOISE: Choose any 1 other room without any character in it. Perform a noise roll there. It may trigger an encounter, though there will be no surprise attack.

TURRET ROOM

1 CONTROL TURRETS: Choose any 1 **turret token** on the board and change its status. The changed status is placed facedown on top of the status' pile.

TURRETS



Place a turret miniature in the room in which its **exploration token** was revealed. Turrets cannot be placed in the nest or in a room covered with slime.

Their starting status is selected at random by shuffling the 3 status tokens and stacking them facedown next to the turret. The topmost token is the current status of the turret. Turret status is revealed when entering the room for the first time.

Turrets can be destroyed with a **demolition** action. Any destroyed turret is removed from the board.

During the fire damage step, intruders always destroy any active turret in their room. This is simultaneous with turret shooting, so an intruder may destroy a turret while being killed in the process.

Ignoring **fire damage step** does not apply to turrets.

TURRET STATUS:



INACTIVE

The turret is inactive and it cannot be destroyed.



TARGET: ALL

The turret shoots at everything that enters the room this turn (any intruder spawning in the room counts as entering it). Turret shooting is resolved during the **FIRE DAMAGE** step. Characters receive 1 light wound, intruders receive 1 injury.



TARGET: INTRUDERS

As **TARGET: ALL**, but only works on intruders.

If you want to use turrets in the base game, add the 3 new exploration tokens with a turret to your exploration token pool and place the turret miniatures and their status tokens, next to the board.

SHUTTLE BOARD

The shuttle consists of 4 rooms: the main room is printed on the board; for the other 3, use randomly chosen additional #2 room tiles. The shuttle rooms do not have any item counter, so no item may be found with the search action here.

The main room doesn't have its own room action, though it is referenced in some of the alerts

SHUTTLE MOVEMENT

When in the main room of the shuttle, a player may move to any room of the *Nemesis* ship with a technical corridors entrance.

When in a room of the *Nemesis* with a technical corridors entrance, a player may move to any additional #2 room of the shuttle.

The *Nemesis* and the shuttle are considered 1 ship for the purpose of any remote action or rule (affecting another room, the engines, etc.).

AFTERMATH EXPLORATION TOKENS



LOCKDOWN: Close all doors in corridors connected to this room, except for the corridor you just used to enter. If you used the technical corridors to enter, close all doors in the corridors connected to this room.



DANGER: As noise roll result.



EGG: Place an intruder egg heavy object in this room.



SLIMED ROOM: Leave this token on the room. Each time you enter this room, you automatically get a slime marker.



LARVA: Place a larva miniature in this room. This does not trigger an encounter and you do not perform a noise roll.



FIRE: Place a fire marker in the room.



CARCASS: Place an intruder carcass heavy object in the room.



CORPSE: Place a character corpse heavy object marker in the room.

After resolving an aftermath exploration token, discard it (except for the slimed room token).

NEMESIS

AFTERMATH

ALERT CARDS

Alerts are short miniquests that the crew must complete. If an alert is not completed in the assigned time, the game ends with a defeat for all characters on board.

When alert requires you to place a **sample** in a specified room, use the special objective tokens from *Untold Stories #1*. Samples are heavy objects.

If an alert is divided in 2 stages, you must successfully fulfill the first stage before fulfilling the second (and final) stage, thus completing the alert.

When fulfilling the first stage of an alert, mark it by placing any marker on the **green stage icon** of the alert card.

1 ACTIVATION: Some alerts require performing the new **activation** action. This new basic action may only be performed in the room specified by the alert. It may be performed both in and out of combat. The activation action has no other effect other than fulfilling the task described on the given alert card.

NEW ROOMS (2)

Along with the 4 new rooms, the expansion introduces 3 new crafted item cards tied to one of the 4 new rooms: the *Laser Pointer*, *Combat Drone*, and *Enviro-Suit*. These items cannot be crafted outside of the crafting room, and require different components than the ones needed to craft the items in the base game.

CRAFTING ROOM

1 CRAFT SPECIAL ITEM: When any character in this room performs the **craft item** basic action, they may exchange one of the following items for one of the new crafted items:

Energy Charge = *Laser Pointer*
Tools = *Combat Drone*
Clothes = *Enviro-Suit*

The feature of this room does not work if there is a malfunction marker in the room.

SERVER ROOM

1 USE ANOTHER COMPUTER: Use the room action of any discovered, working room with a computer.

ALARM ROOM

1 MAKE NOISE: Choose any 1 other room without any character in it. Perform a noise roll there. It may trigger an encounter, though there will be no surprise attack.

TURRET ROOM

1 CONTROL TURRETS: Choose any 1 **turret token** on the board and change its status. The changed status is placed facedown on top of the status' pile.

TURRETS



Place a turret miniature in the room in which its **exploration token** was revealed. Turrets cannot be placed in the nest or in a room covered with slime.

Their starting status is selected at random by shuffling the 3 status tokens and stacking them facedown next to the turret. The topmost token is the current status of the turret. Turret status is revealed when entering the room for the first time.

Turrets can be destroyed with a **demolition** action. Any destroyed turret is removed from the board.

During the fire damage step, intruders always destroy any active turret in their room. This is simultaneous with turret shooting, so an intruder may destroy a turret while being killed in the process.

Ignoring **fire damage step** does not apply to turrets.

TURRET STATUS:



INACTIVE

The turret is inactive and it cannot be destroyed.



TARGET: ALL

The turret shoots at everything that enters the room this turn (any intruder spawning in the room counts as entering it). Turret shooting is resolved during the **FIRE DAMAGE** step. Characters receive 1 light wound, intruders receive 1 injury.



TARGET: INTRUDERS

As **TARGET: ALL**, but only works on intruders.

If you want to use turrets in the base game, add the 3 new exploration tokens with a turret to your exploration token pool and place the turret miniatures and their status tokens, next to the board.

SHUTTLE BOARD

The shuttle consists of 4 rooms: the main room is printed on the board; for the other 3, use randomly chosen additional #2 room tiles. The shuttle rooms do not have any item counter, so no item may be found with the search action here.

The main room doesn't have its own room action, though it is referenced in some of the alerts

SHUTTLE MOVEMENT

When in the main room of the shuttle, a player may move to any room of the *Nemesis* ship with a technical corridors entrance.

When in a room of the *Nemesis* with a technical corridors entrance, a player may move to any additional #2 room of the shuttle.

The *Nemesis* and the shuttle are considered 1 ship for the purpose of any remote action or rule (affecting another room, the engines, etc.).

AFTERMATH EXPLORATION TOKENS



LOCKDOWN: Close all doors in corridors connected to this room, except for the corridor you just used to enter. If you used the technical corridors to enter, close all doors in the corridors connected to this room.



DANGER: As noise roll result.



EGG: Place an intruder egg heavy object in this room.



SLIMED ROOM: Leave this token on the room. Each time you enter this room, you automatically get a slime marker.



LARVA: Place a larva miniature in this room. This does not trigger an encounter and you do not perform a noise roll.



FIRE: Place a fire marker in the room.



CARCASS: Place an intruder carcass heavy object in the room.



CORPSE: Place a character corpse heavy object marker in the room.

After resolving an aftermath exploration token, discard it (except for the slimed room token).