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GAME MANUAL

NEMESIS



GAME BY:
ADAM KWAPIŃSKI

AWAKEN REALMS
rebel

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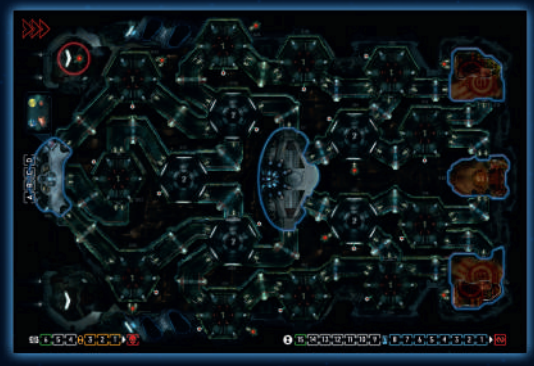


1 Two-sided Board



6 Character boards



11 Room tiles "1"



9 Room tiles "2"



1 Scanner



1 Intruder board



1 Intruder bag



2 d6 Attack dice and **2** d10 Noise dice

MINIATURES:



6 Characters
(Captain, Pilot, Scientist, Scout, Soldier, Mechanic)



6 Larvae



3 Creepers



8 Adult Intruders (4 different sculpts)



2 Breeders



1 Queen



5 Plastic card holders
(Inventories)



6 Colored plastic rings

‹‹‹ GAME ELEMENTS ›››



2 Room sheets

MARKERS AND TOKENS:



18 Status markers



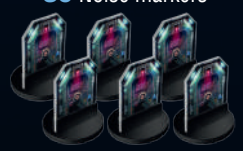
50 Ammo/Injury markers



30 Noise markers



8 Fire markers



12 Doors



8 Malfunction markers



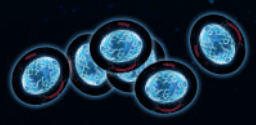
6 Engine tokens (**3** Working, **3** Damaged)



2 Five Injury tokens



4 Escape Pods



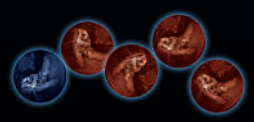
8 Intruder Egg tokens



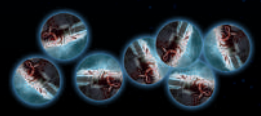
20 Exploration tokens



27 Intruder tokens
(**8** Larvae, **12** Adult Intruders,
3 Creeper, **2** Breeder,
1 Queen, **1** Blank)



1 Blue Character Corpse token
5 Red Character Corpse tokens



8 Intruder Carcass tokens



1 First Player token

1 Airlock Procedure token

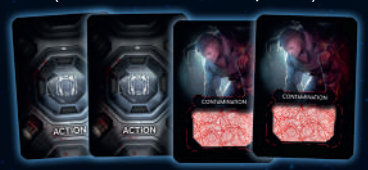
CARDS:



60 Action cards (**10** per Character)



18 Objective cards
(**9** Personal and **9** Corporate)



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



20 Intruder Attack cards



16 Serious Wound cards



20 Event cards



5 Help cards



8 Intruder Weakness cards



8 Coordinates cards



30 Green (medical) Item cards



30 Yellow (technical) Item cards



30 Red (military) Item cards



12 Blue (Crafted) Item cards



6 Character Starting Item cards (Weapon)



12 Character Quest Item cards



6 Character Draft cards

ADVANCED MODE COMPONENTS:



7 Solo/Coop Objective cards
This component is not used in the basic game!



10 Intruder Action cards
This component is not used in the basic game!

OTHER COMPONENTS:



1 Cardboard box holder
This component is not used in the game.



10 Promo cards
This component is not used in the game.



GAME OVERVIEW

Nemesis is a semi-cooperative game where you and your crewmates must survive on a ship infested with hostile organisms.

To win the game, you will have to complete one of the two objectives dealt to you at the start of the game and get back to Earth in one piece. You will find many obstacles on your way: swarms of Intruders (the name given to the alien organisms by the ship AI), the poor physical condition of the ship, the other players that will have their own agendas and, sometimes, just cruel fate.

The gameplay of ***Nemesis*** is designed to be full of climatic moments which, hopefully, you will find rewarding even when your best plans are ruined and your character meets a terrible fate.

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Special thanks to all Kickstarter backers who helped us make this game a reality.
Thank you to all people who tested this game during the long years of its making, and to all of the people who joined us for blind tests in ArBar and played the game on Tabletop Simulator.
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A WORD FROM THE AUTHOR

Five years. Five years have passed since the winter of 2013, when I built my first ***Nemesis*** prototype. The game you are holding in your hands barely looks like its original version. In the years that followed, the project evolved and changed on a regular basis – sometimes going back to its roots, only to drastically alter them some time later. The one thing that remained constant was the core concept: recreating the experience of the claustrophobic, paranoid horror Sci-fi classics as closely as possible.

Even though only my name appears on the box, the full list of people who contributed to this game at the various stages of its production would likely take several pages – the team of my old publishing company, the people at Rebel Publishing that took over the project, and finally, the team at Awaken Realms that finished the development of the game and handled its crowdfunding.

Regardless of his position at Awaken Realms, I would also like to personally thank Marcin Świerkot, not only as a publisher or for his skills at handling impressive Kickstarter campaigns. For me, it is obvious that ***Nemesis*** owes Marcin a great part of its incredible success, and I also wanted to thank him from his constant feedback and for convincing me to adopt several new concepts (which, believe me, wasn't easy).

Nemesis also had a humongous group of testers. At the start, I only played it with a few close friends, but, with each iteration of the project, the team grew until it reached truly epic proportions – especially after the game had been ported to the Tabletop Simulator (thanks to the efforts of Ken Cunningham, Steven Becker, David Werner, Stefano Trivellato, Adam Grinder and Luca Cornaggia). I didn't have the chance to meet every one of our many testers in person, but I wanted them to know that it was their feedback that helped me through the stages of this project, and allowed me to keep my enthusiasm intact throughout these five long years of development.

I also owe some special thanks to Michał Oracz, whom I met during the ***Nemesis*** project. The depth of his involvement in all aspects of this game is simply amazing, and I can only say how lucky I was to meet a person with such skills and experience.

To wrap things up, I'd like to thank Iga, who is probably the only person to remember the true beginning of this project, as she was the one who inspired me to create it five years ago, on a cold winter's evening.

My final thanks go to everyone who supported this game on Kickstarter, trusting both me and Awaken Realms. I hope ***Nemesis*** will repay you with many thrills and unforgettable hours spent over the board. And I hope that – at least every now and then – your journey will end with a safe trip back to Earth…

NEMESIS – GAME INTRODUCTION

Welcome aboard! This introductory story is designed to familiarize you with the flow of a standard game and to give you an overview of the essential ***Nemesis*** rules. All game terms, items, characters and board locations are written in **bold** to make them more distinguishable. We hope that this story will make reading these rules easier and more enjoyable.

We hope that, after some games of ***Nemesis***, you will have your own stories to tell!

It started like countless times before – waking up in a cold fog within the **Hibernatorium**, at the very center of the ship. As usual, we were suffering from temporary amnesia due to FTL travel and hibernation. We knew our names and we had some basic memories, but we didn't remember clearly where we were or what we were supposed to do. The layout of the ship felt unfamiliar. We knew that somewhere at the stern, there were three **Engines** and somewhere in the bow section, there was a **Bridge**. We were also conditioned to remember the location of the two **Escape Pods**, just in case something went REALLY wrong. The rest was blurry. But this time, amnesia was not our only problem – one of our comrades was lying in his pod with a gaping hole in his chest. Emergency lights were flashing all over the place.

As the **Captain**, I knew we had to avoid panic, follow the procedures, inspect the ship, and check if the engines were operational, as we needed at **least 2 of them** to continue our trip. We also had to check the **coordinates** to make sure the ship was still heading to Earth.

We had all watched enough horror movies to know we needed some **weapons**. Luckily, our lockers were right there, with some basic gear and **Items** we needed to perform our assigned jobs (although not all of them were functional). Between my **6-shooter** and other personal items, I also found something else – a letter containing special orders from my employer. Some time ago, our ship's **Mechanic** had dug up some dirt on the corporation and claimed he would testify once he got back to Earth. The company made it clear they didn't want him to come back. At any cost.

I knew many of my crew members had their own secret agendas and their own **Corporate Objectives**. I couldn't trust them. We split into two groups – the **Pilot** and I were to check the bridge, while the Mechanic and the Scientist went to the aft section, where the **Engine Rooms** were located.

I moved forward, navigating the **Corridor** carefully. When I entered the next room, I heard a very strange **Noise** coming from the bow of the ship. Then, the **Door** slammed right behind me. System malfunction! So much for staying together…

I looked around – I was in a section containing the crew's **Cabins**. I decided to search this place for any useful items, finding a **Fire Extinguisher** and a **Med Kit**. I immediately felt a bit safer. There was nothing more here, so I decided to move forward. This is when things went from bad to worse. First, I stepped into some green **Slime** that covered my legs and wouldn't come off. Then, I heard that noise again.

Suddenly, a monstrous **Larva** jumped right at me from the dark. By the look of its claws and mandibles, I was quite certain that this thing would do something horrible to me if I didn't act fast. So, I kept on shooting at the the thing until it stopped twitching, spending most of my **Ammo** in the process.

At this point, I knew something crazy was going on. I had to decide if I wanted to fulfill the task the company had given me or if I should follow my **Personal Objective**. I realized that it wasn't the best moment to bring down a crewmate – the future of mankind could be at hand! Instead of killing the Mechanic, I decided I should send a **Signal** using our **Communications Room** to warn Earth of the situation. Then, I would **examine** one of the creatures in the **Lab**, trying to get as much information as possible, before leaving this doomed ship.

I was taking a short Rest to settle my nerves when I heard those creepy noises again. Nothing came at me this time, though. Moving to the next room, I entered the **Generator**, where I reunited with our Pilot. It was the only place where we could activate the ship's **Self-Destruct** sequence. Considering what I had just seen, it didn't sound like a bad idea… Unfortunately, the room was **Damaged**, and we would need to fix it first. We decided the Mechanic was best suited for this task.

I had a conversation with the pilot, who confirmed what I had been fearing all along – there was more than a single Larva. On her way here, she ran into an **Adult** specimen that managed to hit her. Fortunately, it was just a **Light Wound**, but I secretly feared that she might have been **Infected**. And, since this **Intruder** was now lurking behind us, we could not go back to the Hibernatorium.

We spent the next few minutes moving cautiously from one room to another, trying to salvage what we could – I managed to **Craft** a makeshift **Flamethrower,** using some **Chemicals** and **Tools**. Every step of the way, we heard more and more noises converging in our direction.

Several of the rooms we checked had been damaged, and one was on **Fire**. Things weren't looking good. I knew the ship could only take so much stress before it would **exploded**. With that in mind, we spent some time fixing the **Hatch Control System** to **unlock** our two **Escape Pods** – we were one step closer from escaping this death trap.

At this point, we spread out. The Pilot went to the Bridge, and I went to send my Signal. I entered my login into the comms console and began my transmission when an explosion threw me against the opposite wall. Even stunned by the blast, I understood that someone had just tried to kill me. I did not have to wait long for the culprit – a few seconds later, the Mechanic stormed into the room, a burning **Molotov Cocktail** in his greasy hand.

He couldn't shoot me or harm me directly – thanks to anti-aggression **implants** all space crews had in their brains to prevent violence or mutiny. However, indirect weapons were one of the ways to cheat the implant. There was just one thing he didn't know. As a Captain, I could use the same implant to **force him** to follow a single order.

I ordered the Mechanic to scout one of the connected rooms. Soon I heard the sound I had been hoping for. One of the Intruders came out of the Technical Corridors and jumped at the poor fool. Just to be sure neither of them would come out of it alive, I threw a **Grenade** in the corridor.

I inspected my **Wounds** – my leg was badly hurt. I **Dressed** it, and was able to move again, but I also knew this was a temporary measure, intending to **Heal** the damage at the first opportunity.

Despite the pain, I managed to reach the Bridge, **Destroying** a **Locked Door** along the way. There, I found the Pilot and told her about the Mechanic's attack. She was in too much of a hurry to care. She had just set the jump coordinates for Earth. We didn't know if enough engines were working, but she was willing to take the risk. This left us little time to get back to the Hibernatorium. There were only a few minutes left before the **Jump**, and everyone outside of a stasis pod at that moment would be atomized by the extreme acceleration.

I told her to lead the way, hoping I'd get the chance to swing by the Lab and complete my own objective. But something didn't feel right... Maybe it was the way she acted or talked? I could not tell, but as the Captain, I had learned not to ignore my hunch.

Fortunately, I had a **Log Key** that could give me full access to one crew member's account – I chose to check the Pilot's correspondence. What I found was shocking. She intended to take the ship to some secret base on **Mars**, where an organization I'd never heard of before was planning to use the Intruders for some unknown dark purpose.

What followed was pure hell. Wounded, surrounded by hostile life forms and without allies, I had to use every trick in my book to stay alive. When an **Adult Intruder** stood in my way, I used up all the fuel in my flamethrower trying to take him down, but it wasn't enough. He managed to sink his slobbering mandibles in my shoulder. I took out the revolver and the last bullet I was saving for myself, I blew his head off.

I was about to lose consciousness from the **Bleeding**, when our Scientist stumbled upon me. He was coming from the Lab, where he had analyzed one of the **Intruder Carcasses**, and discovered a **Weakness** of their species. Turns out we shared a common objective!

He helped me up, and we decided to make a run for it together. Unfortunately, he didn't make it very far. I had to leave him behind when he was caught by an enormous **Breeder**. It was a hard call, but someone had to warn Earth after all!

Finally, I reached the **Evacuation Hatch** – but the way was blocked. There she was, waiting for me. A terrifying beast, the biggest of her kind. The Queen. I had only one thing left: a small fire extinguisher I had been carrying all along. In desperation, I fired it upon her.

To my utter amazement, it worked! She retreated, giving me just enough time to enter the **Escape Pod** and launch it in a hurry.

I was OUT. I SURVIVED.

Or at least I thought I had… I can feel something moving inside me. I don't know how much time I have left. I am leaving this message in case someone finds this forsaken pod.

Destroy my body. Do not examine these creatures. Do not try to harness them in any way.

If you want humanity to survive – leave them and never come back.

GAME SETUP: STEPS 1-13, BOARD SETUP

1] Place the **board** on the table. Use the basic side of the board as shown in the picture.



Note: The basic side of the board is marked by a red arrow icon in its upper left corner.

2] Shuffle all **Room tiles "2"** without looking at their fronts and randomly place (face down) one Room tile "2" on each of the Room slots marked with a "2" on the board.

Put all remaining Room tiles "2" back in the box.

Note: You will not use all available Room tiles "2" each game, as there are more tiles than slots on the board. Players never know exactly which Rooms are on the ship.

Note: When putting any components back in the box, avoid looking at their contents.

3] Then, use the same method to place all **Room tiles "1"** on the Room slots marked with a "1".

4] Take the **Exploration tokens**, shuffle them (without looking at their fronts) and place one token at random (face down) on each Room tile.

Put all remaining Exploration tokens back in the box.

5] Take the **Coordinates cards** and place one randomly (face down) on its space next to the Cockpit.

Put all remaining Coordinates cards back in the box.

6] Place 1 Status marker on the "B" space on the Destination Track. This is the **Destination marker**.

7] Take the corresponding number of randomly chosen **Escape Pod tokens**:

– **1-2 players:** 2 Escape Pods.
– **3-4 players:** 3 Escape Pods.
– **5 players:** 4 Escape Pods.

Place the lowest-numbered Escape Pod in Section "A", then place the next (in numerical order) Escape Pod in Section "B". Place the other Escape Pods, alternating between "A" and "B".

Escape Pod tokens should be placed with their "Locked" side face up.

Put all remaining Escape Pods back in the box.

8] Take both **Engine tokens** marked with the number "1" (1 Damaged and 1 Working) and shuffle them face down. Place them on the corresponding Engine "1" slot on the board, one atop the other, and face down. The top Engine token indicates the true status of the Engine.

Repeat this step for Engine tokens "2" and "3".

Important: Make sure that the players do not see the fronts of the tokens, so that they will not know if the Engines are working or not.

9] Take the **Intruder board**, put it next to the board and place in the corresponding slots:

– 5 **Egg tokens**
– 3 random **Weakness cards**. They are placed face down, so that players will not know what Weaknesses they can discover during a given game.

Put all remaining Weakness cards back in the box.

10] Take the **Intruder bag** and put the following **Intruder tokens** inside: 1 Blank, 4 Larvae, 1 Creeper, 1 Queen, 3 Adults.

Then, add 1 additional Adult Intruder token for each player taking part in the game.

The rest of the Intruder tokens are placed next to the board – they will be used during play.

Place the **Intruder Carcass tokens** next to the board as well – they will mark killed Intruders.

11] Shuffle and place the following decks face down next to the board: 3 **Items** [each with its own color], **Event**, **Intruder Attack**, **Contamination** and **Serious Wound** decks.

Place the **Craft Item** deck next to the 3 Item decks.

Place the **Scanner** next to the Contamination deck.

Put all Intruder Player Action cards and all Solo / Coop Objective cards back in the box – these two decks are only used in advanced game modes – see Game Modes, page 27.

12] Place the other markers, tokens and dice next to the board:

– **Fire markers**
– **Malfunction markers**
– **Noise markers**
– **Ammo / Injury markers**
– **Status markers** (used as Light Wounds / Slime / Signal / Self-Destruct / Time / Destination markers)
– **Door tokens**
– **Red Character Corpse tokens**
– 2 **Combat dice**
– 2 **Noise dice**
– **First Player token**

13] Place 1 Status marker on the **green space** of the Time Track. This is the **Time marker**.

The board setup is now complete! Now proceed to the crew setup, detailed on page 8.

INTRUDER SYMBOLS:



LARVA



CREEPER



ADULT



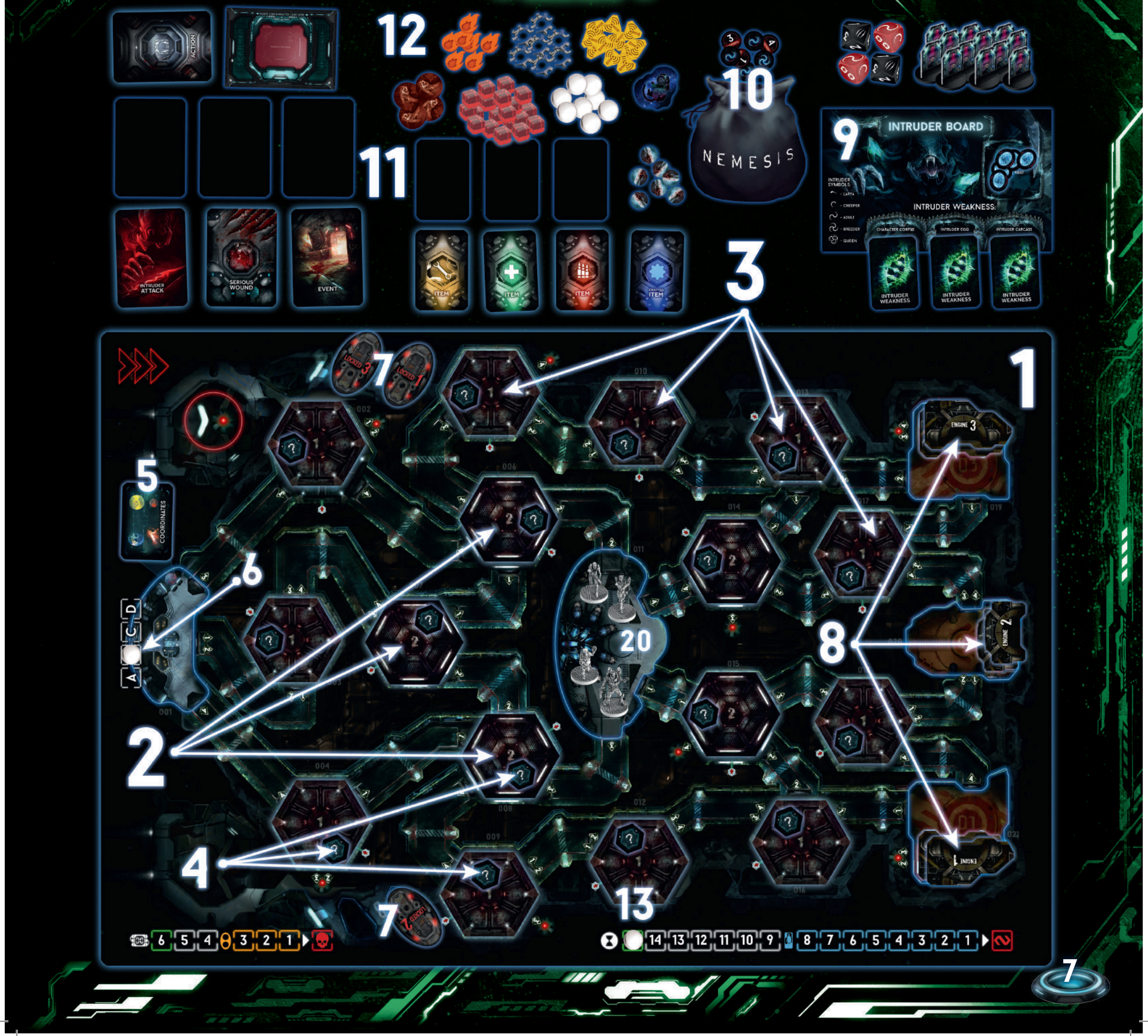
BREEDER



QUEEN



‹‹‹ GAME SETUP ›››


ACTION
12
10
NEMESIS
11
INTRUDER ATTACK
SERIOUS WOUND
EVENT
ITEM
ITEM
ITEM
CRAFTED ITEM
9
INTRUDER BOARD
INTRUDER SYMBOLS
- LARVA
- CREEPER
- ADULT
- BREEDER
- QUEEN
INTRUDER WEAKNESS:
CHARACTER CORPSE
INTRUDER EGG
INTRUDER CARCASS
INTRUDER WEAKNESS
INTRUDER WEAKNESS
INTRUDER WEAKNESS
3
1
LOCKED 3
7
LOCKED 1
ENGINE 3
5
COORDINATES
A
C
D
6
20
8
ENGINE 2
2
4
ENGINE 1
7
LOCKED 7
13
6 5 4 3 2 1
14 13 12 11 10 9 8 7 6 5 4 3 2 1

GAME SETUP: STEPS 14-20, CREW SETUP

14] Take as many **Help Cards** as there are players and deal one to each player at random. These cards determine the order of choosing Characters (Step 17). If there are 3 players, take the cards with the number 1-3, if there are 4 players, take cards 1-4 etc.

The number shown on the Help Card and Inventory is the Player Number – it's not only important for choosing Character, but also for some Objectives.

Put all remaining Help cards back in the box.

More on Objectives – see 12.

15] Each player gets 1 plastic **Inventory Card holder** with the same number as their Help card. It is used to keep your Item cards hidden during the game.

This is your Inventory, the place where you store all your non-Heavy Items, so you know what you have, while the other players may only guess.

16] Remove from both **Objective Decks (Corporate and Personal)** all cards showing a number of players higher than the number of players taking part in the game.

Shuffle these two decks individually and deal each player 1 card from the Corporate Objectives deck and 1 card from the Personal Objectives deck. Each player must keep the contents of their Objective cards hidden from the other players!

Put all remaining Objective cards back in the box.

When any of the Characters encounters an Intruder for the first time, you will have to choose one of the two Objectives you want to complete during the game.

More on First Encounter, see page 12.

Hint: There's a good reason why the players receive their Objectives before Character drafts! Knowing your Objective, you can pick a Character that has the best chance to fulfill it.

17] Shuffle all the **Character draft cards**. The players choose their Characters in the following order: Player 1 takes 2 random Character draft cards, reveals them, chooses 1 and shuffles the other back into the Character draft deck. Next, Player 2 chooses their Character the same way, then Player 3, etc.

A player may only control the Character whose card they have chosen during the draft.

After the draft, put all remaining Character draft cards back in the box, as they will no longer be used.

18] Each player takes the following components:

A) The **Character board** of the Character chosen during the draft.

B) The **miniature** of their Character and places it in the Hibernatorium.

Place your Character miniature in a colored plastic ring.

C) The **Action cards deck** of their Character, shuffles it and places it on the left side of their Character board, face down.

D) The **Starting Item card (Weapon)** of their Character and places it in one of the two Hand slots on their Character board. Afterwards, place a number of **Ammo markers** equal to that Weapon's Ammo capacity on the Weapon card.

E) The **2 Quest Items** of their Character and places them, **horizontal** side up, next to their Character board. Those items are NOT active at the start of the game, but players can perform mini-quests to unlock them during the game.

Take all remaining Character boards and put them back in the box. They will not be used during this game.

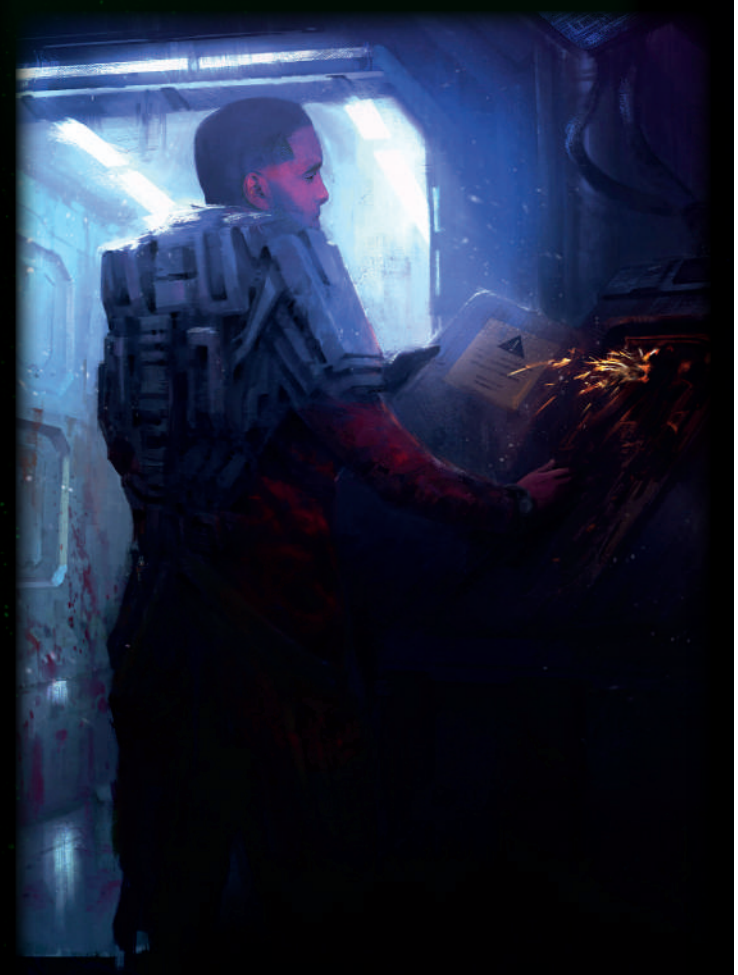
F) Leave this spot for the Action discard pile – this is where your used Action cards (and Contamination cards) will go.

19] Player 1 gets the **First Player token**.

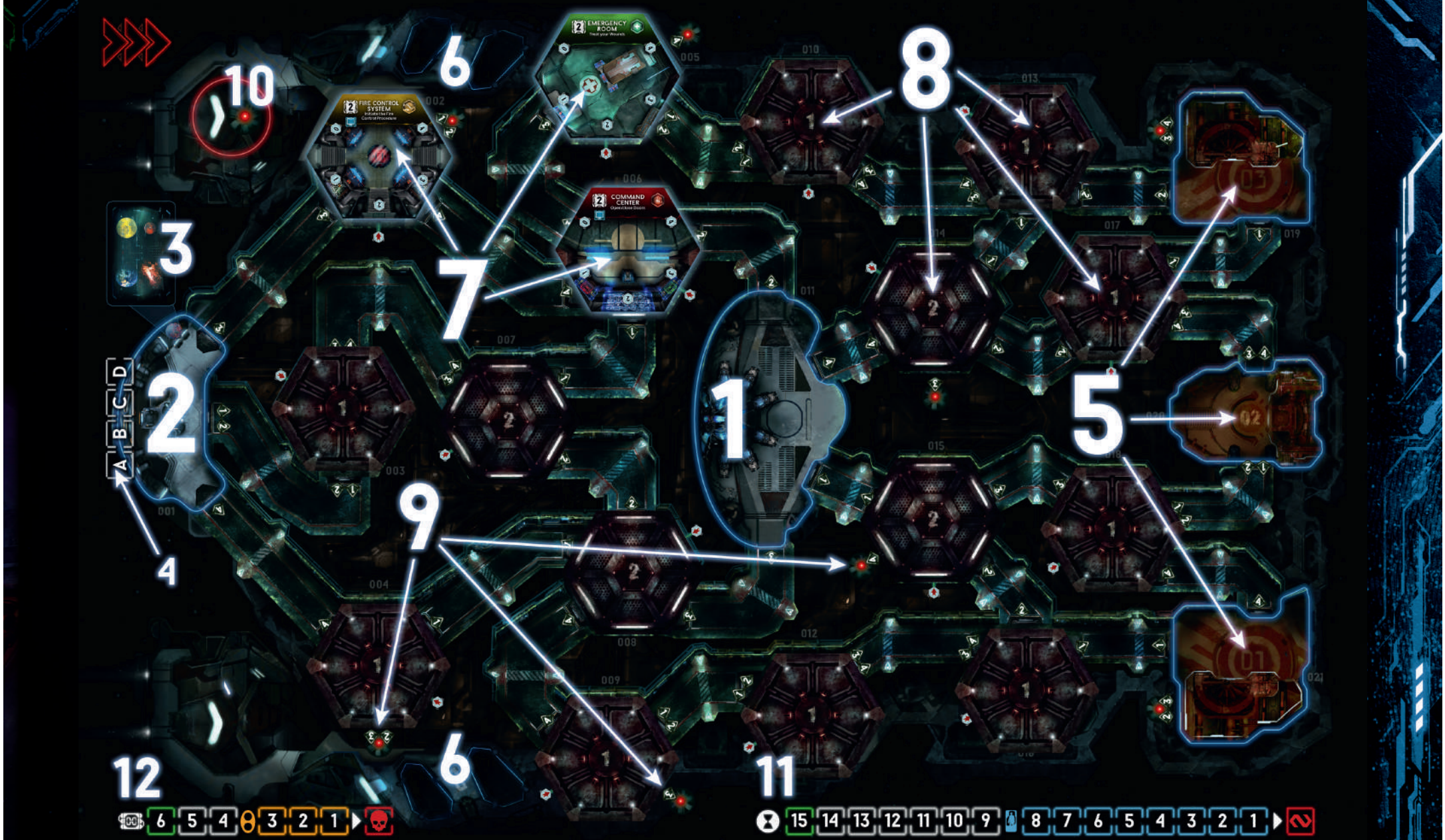
20] Place the **blue Character Corpse token** in the Hibernatorium. It represents the body of a poor sod lying in a pool of blood.

During the game, 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.*







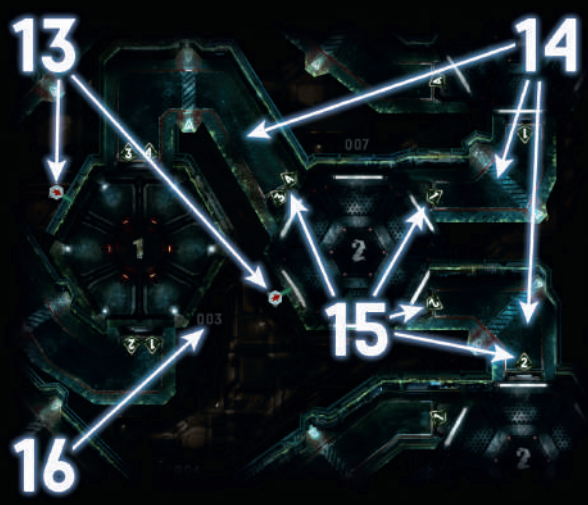
DISCARD PILES

Leave an empty space for a discard pile next to each of the following decks: Items, Event, Intruder Attack and Serious Wounds.

Note: There's a special spot for the Action discard pile, marked on each of the Character boards. Contamination cards go the the player's Action discard pile until they are removed from the game.

All the above cards are discarded face up.

All **markers** are discarded to the appropriate pile.



BOARD DESCRIPTION

1 – Hibernatorium (Special Room)
2 – Cockpit (Special Room)
3 – Coordinates card space
4 – Destination Track
5 – Engine 01, Engine 02, Engine 03 (Special Rooms)
Important: During Movement, Special Rooms are treated as already explored Rooms.
6 – Escape Pod spaces
7 – Example of explored Rooms
8 – Example of unexplored Rooms
9 – Example of Technical Corridors Entrances
10 – Technical Corridors space
11 – Time Track
12 – Self-Destruct Track
13 – Examples of Item Counters
14 – Examples of Corridors
15 – Examples of Corridor Numbers
16 – Example of Room Number

FLOW OF THE GAME

The game is played over a series of consecutive **turns**, and ends when any of the end game conditions are met.
More on Players Goals and End of the Game – see page 11.

TURN ORDER

Each turn is split into two consecutive Phases:
I: Player Phase,
II: Event Phase.

I: PLAYER PHASE

Resolve the following steps:



1: DRAW ACTION CARDS

At the start of each Player Phase, all players draw cards from their Action deck until they have a hand size of 5 cards.

If the game (at any time) requires you to draw a card and add it to your hand, and your Action deck is empty, shuffle all the cards in your discard pile – these will form your new Action deck. Then, draw the required number of cards.



2: FIRST PLAYER TOKEN

After all the Players have drawn their Action cards, the player with the First Player token passes it to the player on their left.

Note: In the first turn of the game, do not pass the First Player token.

Each time players are required to do anything in **order**, start with the player with the First Player token, and then continue with each player in clockwise order.



3: PLAYER ROUNDS

Starting with the first player and going clockwise, each player performs a round of 2 Actions.

When each player has performed their round of 2 Actions (or passed their round), the next series of rounds takes place. **Each player in order performs 2 Actions (or passes) – this takes place as long as there is at least one player who has not passed.** When all players have passed, move to the Event Phase.

If a player cannot perform any Actions, or chooses to take no Actions in their round, they must pass.

If a player performs only 1 Action instead of the required two, they must pass.

Any player who already passed cannot perform ANY Actions later during that Phase.

When a player passes, they may discard any number of cards from their hand to their Discard.

When you pass, flip your Help card to the "Pass" side to indicate this.

*Note: When a Character ends their **round** in a Room with a Fire marker, they always suffer 1 Light Wound – see Fire marker, page 17.*

The available Actions are described in detail later – see Actions, page 12.

II: EVENT PHASE

Resolve the following steps:

4: TIME TRACK

Move the Time marker on the Time Track by 1 space to the right.

If the Self-Destruct Sequence is active, also move its marker by 1 space to the right on its Track.

5: INTRUDER ATTACK

Each Intruder in Combat with a Character attacks them.

More on Intruder Attack – see Combat, page 18.

6: FIRE DAMAGE

Each Intruder in the same Room as a Fire marker suffers 1 Injury.

More on Intruder Injuries – see Combat, pages 18-20.
More on Fire – see page 17.

7: RESOLVE EVENT CARD

Draw and resolve 1 Event card:

INTRUDER MOVEMENT – All Intruders sharing the **Intruder Symbol** shown on the Event card (and that are NOT in a Room with any Characters) **move** to a neighboring Room through the Corridor showing the number on the Event card.

More on Corridors and Rooms – see page 14.

EXAMPLE OF AN EVENT CARD



***1, 2) Intruder symbols** and **direction number** – only the Intruders whose symbol appears on the card (and that are not in Combat) are moved through the corridor displaying the same direction number as the card.*

In this example, during the Intruder movement step, all Adult Intruders, Breeders and the Queen will move through the Corridor number 1.

***3) Event effect** – this effect is triggered after the Intruder movement step has been performed.*

In this example, check if a Malfunction marker is present in the Generator Room to trigger the effect. Then, REMOVE this Event from the game (back to the box) and reshuffle the Event deck and discard pile.

If the number indicates a Technical Corridor, remove that Intruder miniature from the board and put its corresponding Intruder token in the Intruder bag.

More on Technical Corridors – see page 16.

EVENT EFFECT – After the Intruder movement step, resolve the effect described on the Event card.

After resolving the Event card, discard it in the Event discard pile (unless the text on the card says differently). If the Event deck runs out of cards (this, however, happens very rarely), shuffle the discarded Event cards – they become the new Event deck.

8: INTRUDER BAG DEVELOPMENT

Draw 1 Intruder token from the Intruder bag.

The effect depends on the drawn token:



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



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



ADULT – All players roll for Noise in order.

If a player's Character is in Combat with an Intruder, this player does not perform a **Noise roll**.

Return the Adult Intruder token to the Intruder bag.



BREEDER – All players roll for Noise in order.

If a player's Character is in Combat with an Intruder, this player does not perform a **Noise roll**.

Return the Breeder Intruder token to the Intruder bag.



QUEEN – If there are any Characters in the Nest Room, place the Queen miniature in that Room and resolve an Encounter.

More on Encounters – see page 18.

If there are no Characters in the Nest (or its location has not been discovered yet), add an additional Egg token on the Intruder board.

Return the Queen Intruder token to the Intruder bag.



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

Return the Blank token to the Intruder bag.

More on Noise roll – page 15.

9: END OF THE TURN

Start a new turn.

The turn ends after the Intruder bag development step has been fully resolved. It means that all Encounters, Surprise Attacks etc. must have been played out. After that, a new turn starts with the Player Phase and all players draw their Action cards.

PLAYERS GOALS AND END OF THE GAME

PLAYERS GOALS

A game of ***Nemesis*** may result in multiple winners, but it is not a cooperative game – while the players can (and should, to some degree) cooperate, each player has their own Objective to fulfill. Other players achieving their goals are irrelevant to your own victory.

To consider a player a winner, they must meet 2 conditions:

1) **FULFILL THEIR OBJECTIVE**, detailed on the Objective card chosen by the player.

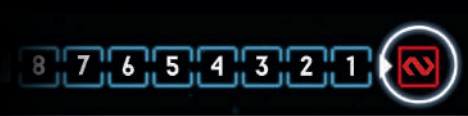
2) **SURVIVE** – meaning one of these two options: [1] hibernate their Character in the Hibernatorium with the ship still functioning and jumping to Earth OR [2] use one of the Escape Pods to evacuate the ship.

Important: Some Objective cards may ask a Character to change the ship's destination – for instance, the ship must be redirected to Mars instead of going back to Earth.

More on Hibernatorium – see Room sheet, page 26.
More on Escape Pods – see Room sheet, page 26.
More on Coordinates – see Cockpit, Room sheet, page 26.

END OF THE GAME

The game ends when one of the following conditions is met:



The Time marker moves on the final red space of the Time Track – the ship jumps into hyperspace immediately. All characters on board who are not in hibernation die from the massive g-force.

Important: Instant death due to hyperjump does not apply to the Intruders, so if your Objective was to kill the Queen, a Breeder or to destroy the Nest, your target is unharmed, and you fail your mission.



The Self-Destruct marker moves on to the final red space of the Self-Destruct Track (the one with "skull" icon) OR you are instructed to place a 9th Fire marker or a 9th Malfunction marker – the ship explodes/loses hull integrity and all the Characters on board (both awake and hibernated) die.

Everything else on board the ship also dies, including Intruders (this may be important for some Objectives).

More on Self-Destruct – see Generator Room on the Room sheet.

The last alive, not hibernating Character on board the ship dies, hibernates or uses an Escape Pod – meaning there is nothing more to do on the ship.

If the Self-Destruct sequence was active, move its marker to the final red space of the Self-Destruct Track. If not, move the Time marker to the final red space of the Time Track. In both cases 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, its Engines are checked. Reveal all the **top** Engine tokens of the three Engines.

If 2 or 3 of the top Engine tokens have a Damaged status, the ship explodes and all the hibernating Characters die.

Everything else on board also dies, including all the Intruders (this may be important for some Objectives).

Note: A Malfunction marker in the Engine Room only disables that Room Action. If the Engine has a Working status, it does not count as Damaged, regardless of the mentioned Malfunction marker.

More on Engines – see Room sheet, page 26.



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 **Quarantine** Objective, which requires another destination for the jump (Mars), is the only exception to this rule. Any Character with this Objective does not die if they are asleep in the Hibernatorium and the ship's destination is Mars.*

*Important: Instant death due to a destination other than Earth **does not** apply to the Intruders!*

Note: In this case, although the Characters die, the ship is not destroyed.

More on Coordinates – see Cockpit, Room sheet, page 26.





3) CONTAMINATION CHECK:

Each alive Character (either asleep in the Hibernatorium or evacuated in an Escape Pod) checks their Contamination cards.

A) The player Scans all the Contamination cards in their Action deck, discard pile and hand.

B) If there is at least 1 "INFECTED" card, that player shuffles all their cards (both Action and Contamination) to create a new Action deck, then draws the 4 top cards. If there is at least 1 Contamination card (Infected or not), the Character dies. If there are none, they are lucky to survive.

If there is a Larva on the Character's Board, the player skips step A and resolves step B.

More on Scanning Contamination cards – see page 20.



4) OBJECTIVE CHECK:

If there are any Characters alive up to this step, you only have to check if you accomplished your chosen Objective.

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

ENDING THE GAME BEFORE THE OTHER PLAYERS

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

The Player whose Character is the first to die may continue the game as an Intruder – see Game Modes, Playing as an Intruder, page 27.

CRITICAL GAMEPLAY MOMENTS

During the game, there are two critical moments that are not tied to any specific turn, but are triggered under certain conditions:

- **The First Encounter with an Intruder.**
- **The first Character that dies.**

FIRST ENCOUNTER

The first time a crew member encounters an Intruder, every one has to make a choice - either follow corporate directives or fulfill their personal objectives.

When the first Intruder **miniature** (of any type) appears on the board, the situation changes drastically. **Each player immediately chooses 1 of their 2 Objective cards. The one that wasn't chosen is removed from the game face down** (without showing it to the other players). Then, the encounter that triggered this procedure is resolved and the game continues normally.

From now on, each player has only 1 Objective left and they must work toward its completion (it must still be kept secret from the other players).

Note: Players cannot look at the removed Objective cards of the other players!

Note: Eggs are not Intruders.

More on Encounters – see Encounter and Combat, page 18.



FIRST DEAD CHARACTER

The first time a Character (of any player) dies, the ship's AI immediately starts emergency procedures:

All Escape Pods are automatically unlocked (flip their tokens to the Unlocked side).

For the rest of the game they may be locked (and unlocked) normally (for example using the Hatch Control System Room Action).

More on Escape Pods and Hatch Control System Room – see Room sheet, page 26 and 25.

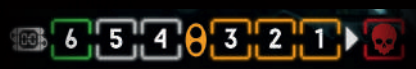
In addition, the first dead Character may play as the Intruder - see page 27.

SELF-DESTRUCT AND HIBERNATION:

There are also 2 additional important moments that sometimes happen in the game:



- **HIBERNATION CHAMBERS OPEN:** When the Time Track reaches any **blue** space, the Hibernation chambers open. Characters CANNOT enter them before that moment.



- **SELF-DESTRUCT IS CRITICAL:** 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.

OBJECTIVES

Since completing most of the Objectives requires some knowledge of the game (for example Room actions, rules for destroying the ship, Escape Pods functionality, etc.), you'll find some tips below that may help beginner players to find the appropriate sections in the Manual.

Important! No matter which Objective you choose, your Character must survive the game! That means, they must either get into an Escape Pod and launch it or hibernate.

PLAYER X'S CHARACTER CANNOT SURVIVE

This means that the Character of the indicated player cannot be alive at the end of the game (they cannot hibernate or escape using an Escape Pod). You do not need to kill them with any of your Actions – they simply must be dead. You might want to trap this Character in a Room on Fire or with an Intruder. Maybe you could seek another player's help?

You can also escape the ship by using the Escape Pods, abandoning the rest of the crew on board with Fire, Malfunctions, Damaged Engines, Self-Destruct procedure or Coordinates leading to nowhere and hope that everybody dies or that the ship explodes.

More on Hibernatorium – see Room sheet, page 26.

More on Escape Pods – see Room sheet, page 26.

More on Fire, Malfunction, damaged Engines and Self-Destruct – see End of the game, page 11.

More on Fire markers – see page 17.

More on Malfunction markers – see page 17.

More on Engines – see Room sheet, page 26.

More on Self-Destruct – see Generator, Room sheet, page 24.

YOUR CHARACTER IS THE ONLY SURVIVOR

No Character but yours may survive the game.

SENDING THE SIGNAL

Send the Signal means you need to locate the Comms Room and perform its Room Action. There is always a Comms Room on board – look for the Rooms with the number "1" on their back.

More on Comms Room – see Room sheet, page 24.

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 two of its three Engines are still functional (Working status).

More on Coordinates and Cockpit – see Room sheet, page 26.

More on damaged Engines – see End of the game, page 11.

More on Engines – see Room sheet, page 26.

DISCOVER A WEAKNESS

Weaknesses can be discovered by bringing an Object to the Laboratory and by performing the Laboratory Room Action there. It doesn't matter if you're not the one who did the research, as long as the Weakness has been discovered at the end of the game.

Intruders' Eggs may be found in the Nest. The Nest is always on the board – look for the Rooms with the number "1" on their back.

The Laboratory is always on the board – look for the Rooms with the number "1" on their back.

More on Intruder Weakness cards – see page 21.

More on Objects – see page 22.

More on Laboratory – see Room sheet, page 24.

More on Nest – see Room sheet, page 25.

DESTROY THE NEST

The Nest is destroyed when there are no Intruder Eggs left in it. To destroy Eggs, check the Nest description on the Room sheet.

The Nest is always on the board – look for the Rooms with the number "1" on their back.

More on Nest – see Room sheet, page 25.

ACTIONS

During each of their rounds, players can perform various Actions. There are 4 groups of Actions in the game:

- **Basic Actions**
- **Actions from Action cards**
- **Actions from Item cards**
- **Actions from Room tiles**

More on Player Phase – see page 10.



Action icons

ACTION COST

Each Action displays an Action icon. The number in any given Action icon indicates the Cost of performing the given Action. In order to pay the Cost, the player must discard the exact number of any chosen Action cards from their hand. Discarded cards are placed face up in the discard pile.

Important: Even though they're included in the Action deck, Contamination cards are not Action cards. They cannot be discarded from your hand to pay any Action Cost. Contamination cards represent the exhaustion of your Character – and sometimes something even worse.

More on Contamination cards – see page 20.



IN COMBAT ONLY / OUT OF COMBAT ONLY

Some of the Actions and Items specify when they may be used:



– **IN COMBAT ONLY** – The Character may perform this Action only in Combat.

A Character is considered to be in Combat if there is an Intruder in their Room. Eggs do not count as Intruders.



– **OUT OF COMBAT ONLY** – The Character may perform this Action only when they are NOT in Combat.

If a given Action is not marked by any of the symbols above, that means this Action may be performed both in Combat and out of it.

BASIC ACTIONS

Each Character has the same set of Basic Actions. These Actions are always available for each Character, as long as they meet their conditions.

A detailed description of these Actions is given below.

1 MOVEMENT – move your Character miniature to the neighboring Room, applying all the Movement basic rules.

More on Movement – see page 14.

2 CAREFUL MOVEMENT – works exactly like Movement, 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 you want to move to, you cannot perform a Careful Movement.

You cannot perform Careful Movement if you are in Combat.

Any given Corridor may never hold more than 1 Noise marker.

More on Movement, Noise rolls and Noise markers – see page 14-15.

1 SHOOT – attack an Intruder with a Weapon placed in your Character's Hand, discarding an Ammo marker from that Weapon's card. You can only Shoot Intruders in the same Room as your Character.

More on Shooting – see Encounter and Combat, page 18.

More on Items in Character's Hand – see Items, page 22.

1 MELEE ATTACK – attack an Intruder with your bare hands (or anything you can improvise). You can only attack Intruders in the same Room as your Character.

More on Melee Attack – see Encounter and Combat, page 19.

1 PICK UP HEAVY OBJECT – pick up 1 Heavy Object present in the Room you are in. It can be a Character Corpse, an Intruder Carcass or an Intruder Egg.

*Note: When you Search and find Heavy **Items**, you are not required to use this Action. This Action applies only to **Objects**.*

More on Heavy Objects – see page 22.

1 TRADE – start a trade with all Characters in the same Room as your Character.

Players may now show each other any Item cards and Objects they want to trade. If both involved players agree on the transaction, they exchange the items. Even though several players may take part in the Trade, the only player that performs the Action is the one that started it.

A player can choose to give an Item card or Object without asking anything in return.

Note: Characters cannot exchange Ammo.

1 CRAFT ITEM – discard 2 Item cards showing the appropriate blue Craft icons to gain a Crafted Item card with the same Craft icons (but in gray color) as the Items you have discarded.

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

More on Crafting Items – see page 23.

ACTIONS FROM ACTION CARDS



Each Character has its own, partially unique set of 10 Action cards representing the Actions which can be performed by this Character.

The description of each Action is detailed on the corresponding Action card.

To perform an Action from an Action card, discard this card from your hand (face up) **and** pay its Cost.

*Important: in this case, the Cost of an Action is the number of Action cards you must discard from your hand, **in addition** to the Action card with the performed Action.*

If an Action card contains two sections separated by [OR], the player chooses the one they want to perform.

EXAMPLE OF AN ACTION CARD:



Here, we have a Captain Action card – Basic Repairs.

***1)** It shows an "**Out of Combat Only**" icon. This means that this Action cannot be performed in Combat.*

***2) Action Cost**. In this case, to perform Basic Repairs, the player must discard 2 additional Action cards from their hand.*

***3) Action Effect**.*

***4)** Shows that this Action can be performed in one of two ways:*

– either to discard the Malfunction marker from a Room

– OR to Repair / Break one of the Engines.

ACTIONS FROM ITEM CARDS



Some Item cards allow a Character to perform specific Actions.

Their description is provided on the Item cards.

More on Items – see page 22.

ACTIONS FROM ROOM TILES



Most of the Rooms allow a Character to perform a specific Action.

The description of each Room Action is provided on the Room sheet (see page 24).



MOVEMENT AND EXPLORATION TOKENS

Moving around the ship is one of the basic activities of the Characters during the game. Characters will roam through the ship to discover additional rooms, find items that are useful or vital to their survival, complete their objectives, repair dangerous and malfunctioning gear or put out fires, to find – in the end – a way out of this mess.

ROOMS AND CORRIDORS



Character miniatures may be placed and perform Actions only in **ROOMS** (keep in mind that Special Rooms, such as the Hibernatorium, Engines or Cockpit are treated as normal Rooms).

Escape Pod tokens are the only exception to the rule above – see Escape Pods, Room sheet, page 26.

Intruder miniatures may also only be placed in Rooms.

CORRIDORS connect the Rooms, and are used to move between Rooms, though neither Characters nor Intruders can ever stop in them for any reason.

The effects of moving through any given Corridor are resolved AFTER moving into the Room.

MOVEMENT ACTION

The most common Action used to move around the ship is **MOVEMENT.**

More on Movement Action – see Actions, page 13-14.

Performing a Movement Action means moving the miniature of your Character to a **neighboring** Room.

Two Rooms are treated as neighboring when they are directly connected to each other by 1 **Corridor**. Closed Doors block the "neighboring" status for the players' Movement.

More on Closed Doors – see page 17.

After entering a Room, always resolve the following steps:

1) If this Room tile was **unexplored** (face down), turn it over (face up).

After doing that reveal the **EXPLORATION TOKEN** lying on that Room tile.

More on Exploration tokens – see page 14.

2) If the Character enters an empty Room (explored or unexplored, with neither Characters nor Intruders), perform a **NOISE ROLL**.

More on Noise rolls – see page 15.

If there is anyone (either a Character or an Intruder) in the Room the Character is entering, do **not** perform a **NOISE ROLL**.

Hint: Aside from the advantage of moving around the ship in groups (entering Rooms that already contain Characters), such tactics may generate an additional risk. Some events in the game instruct all Characters to perform a Noise roll – in such a case, bigger groups sharing a common Room might be in trouble.

OTHER MOVEMENT ACTIONS

Some of the Actions allow a Character to perform Movement, but modify its rules in some way – like **Careful Movement** and **Reconnaissance**.

More on Careful Movement – see Basic Actions, page 13.

More on Reconnaissance – see Scout Actions cards.

Important: To perform a Movement Action to leave a Room containing an Intruder, you must use the Escape rule – see Encounter and Combat, page 18-19.

EXAMPLE OF MOVING INTO AN OCCUPIED ROOM



*In this example, the Scout is moving into a Room already occupied by the Captain. As there is someone in the target Room, there is **NO NOISE ROLL**.*

*The same rule would apply if the Scout was moving into a Room containing an Intruder. **NO NOISE ROLL** would be required.*

EXAMPLE OF MOVING INTO AN EMPTY ROOM



*Here, we can see the Scout moving into the Canteen. The player discards an Action card, the miniature is moved and a **NOISE ROLL** is made.*

The result is 2, so a Noise marker (blue glow), is placed in the Corridor connected to the Canteen showing the result's number, "2" (red glow).

If the Corridor "2" already contains a Noise marker, an Encounter would take place. Luckily for the Scout, everything is fine... for now.

EXPLORATION TOKENS



The front side of each Exploration token displays:

1) a number indicating **the amount of Items** in a given Room

2) a **special effect** symbol

They are resolved in the following way:

1) SET UP THE AMOUNT OF ITEMS IN A ROOM

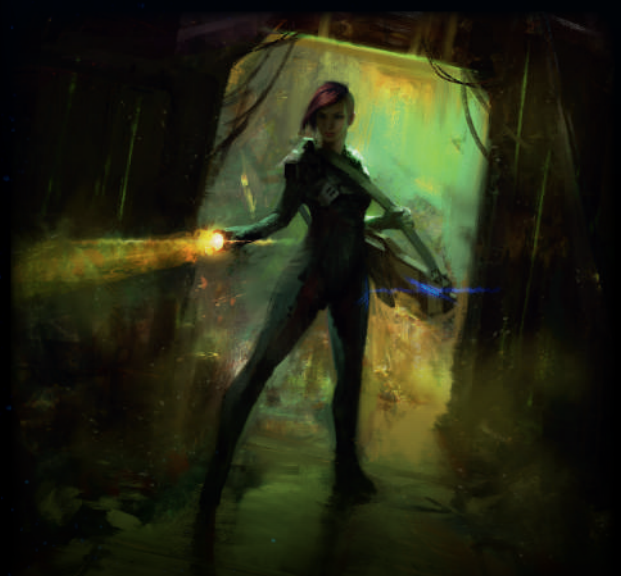
After revealing the Exploration token, rotate the Room tile until the number shown on the token faces the Item Counter symbol printed on the board, next to the Room tile slot. This is the exact amount of Items that can be obtained from this Room.

*You do not set the amount of Items in a **Nest** or in a **Room Covered In Slime**.*

More on searching Items – see Search Action card and see Items, page 23.



Item Counter set to 2 Items



2) RESOLVE SPECIAL EFFECT

An Exploration token may generate the following effects:

SILENCE:

Nothing happens.

Do not perform a Noise roll for this Movement.

If the Character has a Slime marker on their Character board, then resolve "**Danger**" instead.

DANGER:

Do not perform a Noise roll for this Movement.

If there is an Intruder in the neighboring Room (and it is not in Combat with any Character), move it to this Room. If there is more than one Intruder eligible, 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 that Room without a Noise marker already placed (counting Technical Corridors if there is an Entrance in the Room).

More on Noise markers – see page 17.
More on Technical Corridors – see page 16.
More on Combat – see page 18.

SLIME:

Place a **Status marker** in the indicated slot of your Character board to indicate they have been covered with slime.

More on Slime markers – see page 17.

FIRE:

Place a **Fire marker** in this Room.

More on Fire markers – see page 17.

MALFUNCTION:

Place a **Malfunction marker** in this Room.

More on Malfunction markers – see page 17.

DOORS:

Place a **Door token** in the Corridor by which you have entered that Room.

More on Door tokens – see page 17.

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

Exploration tokens are placed on unexplored Rooms, so they are only resolved once, when their Room is entered for the first time in the game.

NOISE ROLL

Noises echo throughout the Nemesis decks... sometimes from the ship's machinery, but sometimes from Intruders.

REMEMBER: If you are moving into a Room with either another Character or an Intruder – you do NOT perform a Noise roll.

Roll a Noise die and resolve the result:

1 2 3 4

RESULT OF 1, 2, 3 OR 4:

Place a **Noise marker** in a Corridor with a number corresponding to the result of your Noise roll, and connected to the Room you have entered (counting Technical Corridors, if there is an Entrance in the Room).

More on Technical Corridors – see page 16.

Any given Corridor may never hold more than 1 Noise marker. If you are instructed to place a Noise marker in a Corridor that already contains one, resolve an **Encounter** instead.

More on Encounters – see page 18.
More on Technical Corridors – see page 16.
More on Noise markers – see page 17.

DANGER:

If there is an Intruder in the neighboring Room (and it is not in Combat with any Character), move it to this Room. If there is more than one Intruder eligible, 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 that Room that does not already have a Noise marker (counting Technical Corridors, if there is an Entrance in the Room).

More on Noise markers – see page 17.
More on Technical Corridors – see page 16.
More on Combat – see page 18.

SILENCE:

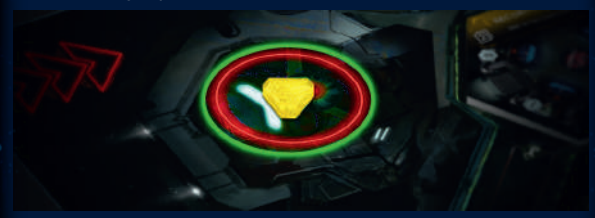
Nothing happens. No Noise marker is placed.

If the Character has a **Slime marker** on their Character board, then resolve "**Danger**" instead.

EXAMPLE OF NOISE ROLL



Even if the Noise marker (blue glow) is in the Corridor with the Closed Door, it affects the WHOLE Corridor. Noise markers NEVER affect only a part of the Corridor "on one side of the Door".



When there is a Noise marker in the Technical Corridors space (green glow), it is treated as if it was in each Technical Corridors Entrance on the whole board.

In this example, there are two Noise markers in Corridors connected to the Canteen: one in the Corridor number 3, with the Closed Door (blue glow), and the other in the Technical Corridors (green glow).

ADDITIONAL NOTES ABOUT INTRUDER MOVEMENT

Intruders move at different times of the game (for example when resolving an Event card during the Event Phase). Whenever a rule makes you move one or more Intruders, it explains in detail how to do it.

Important: If an Intruder ends its movement in an unexplored Room, do not remove it and don't reveal the Room (or its Exploration token).

If you are instructed to place an Adult Intruder on the board, but all 8 models are already on board – the Adult Intruders retreat. Remove all Adult Intruder models that are 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 Encounter occured.

EXAMPLE OF MOVING INTO AN UNEXPLORED ROOM



Here, we can see the Scout moving from the Hibernatorium to an unexplored Room. The player has already discarded an Action card to perform this movement.

Before the moving the miniature, the player flips both the Exploration token (yellow) and the Room tile (white) face-up.



The Scout discovers the Canteen, her favorite Room! As indicated by the Exploration token, the Room is Malfunctioning, so an appropriate token is placed on its tile. Luckily, there are 3 items to be found. The Room tile is rotated so its Item Counter points toward number 3.

Afterwards, our brave Scout must perform a Noise roll since she has entered an empty Room.





TECHNICAL CORRIDORS

The technical corridor network of the Nemesis allows the crew to repair its various systems. Unfortunately, it is also a great way for the Intruders to move around the ship. Normal characters can't use technical corridors - the thought of getting lost or meeting an Intruder is enough to discourage them.

Both the Technical Corridors Entrances (present in some Rooms) and the special space of Technical Corridors are not accessible to the Characters.

The Technical Corridors Action card from the Mechanic Action deck and the Technical Corridor Plans Item card are the only exceptions to this rule.

If (for example as the result of a Noise roll) a Noise marker should be placed and the number leads to the Technical Corridor Entrance, this Noise marker should be placed on the Technical Corridors space.

Any given Corridor may never hold more than 1 Noise marker. If you are instructed to place a Noise marker in a Corridor that already contains one, resolve an Encounter instead.

More on Encounters – see page 18.

Door tokens can never be placed in Technical Corridors.

If an Intruder moves to the Technical Corridors Entrance, then it disappears in the ducts: discard all its Injury markers, return its token to the Intruder bag, and remove its miniature from the board. If there was a Noise marker on the Technical Corridors space, do not remove it.



1) Technical Corridors space
2) Examples of Technical Corridors Entrances

NOISE MARKER

The only function of the Noise markers is to mark Corridors for the purpose of the Noise roll rule.

More on Noise rolls – see page 15.

SLIME MARKER

As long as the Character has a Slime marker on their Character board, each "Silence" result of a Noise roll (and each "Silence" exploration token) should instead be considered as "**Danger**".

More on Noise rolls – see page 15.

A Character may only have 1 Slime marker at a time. If they are instructed to get another while they have one, nothing happens.

Note: A Character may get a Slime marker due to many reasons, not only when resolving an Exploration token.

*A Character may get rid of the Slime marker by using the **Clothes** Item card (see Item cards) or taking a **Shower** Room Action (see Room sheet).*

The Slime marker is an universal Status marker, placed in the Slime slot of the Character board.

FIRE MARKER

Fire markers have three functions – 1) they wound Characters staying in Rooms on fire, 2) they deal Injuries to Intruders and 3) they may cause the explosion of the whole ship.

1) Every time a Character ends their round (each round!) in a Room with a Fire marker, this Character suffers 1 Light Wound.

Remember that 1 round is 2 Actions of 1 Character (or 1 Action and pass, or simply pass).

Important: Characters suffer Wounds from Fire only after they finished their round. If the Character passes, they suffer 1 Light Wound from Fire at the end of their round, but they won't suffer any more Wounds from Fire this turn, even if other Characters play their round after them.

More on Light Wounds – see Wounds, page 21.

More on Action rounds – see Player Phase, page 10.

2) During each Event Phase, during the Fire Damage step, each Intruder present in a Room with a Fire marker suffers 1 Injury.

More on Intruder Injuries – see Combat, page 18.

3) There are 8 Fire markers in the game. If you are intructed to place a Fire marker and there are no more markers in the pool, the ship explodes and the game ends.

Note: Some Event cards may cause the Fire to spread to neighboring Rooms or cause Malfunctions in Rooms already on fire, so be careful!

See more – End of the game, page 11.

Any given Room may never hold more than 1 Fire marker. If you are instructed to place another one, nothing happens.

Any discarded Fire marker goes back to the Fire marker pool.

You can still use a Room Action when there is a Fire marker in the Room.

You can still use a Search Action when there is a Fire marker in the Room.

MALFUNCTION MARKER

Malfunction markers have two purposes – 1) they prevent you from using this Room's Actions and 2) may cause loss of integrity of the ship's hull – meaning that everything on board dies.

1) If there is a Malfunction marker in a Room, that Room's Action is no longer available.

The **Search** Action works normally, though.

Various Action cards (like **Repair** Action cards) and Items (like the **Tools** Item card) may be used to discard a Malfunction marker.

Important: A Malfunction marker can never be placed in the Nest or in the Room Covered In Slime.

Note: A Malfunction marker may be placed in a Room due to many reasons, other than resolving an Exploration token (like some Events or Actions). They disable even Special Rooms (such as the Hibernatorium, Cockpit, Engines).

Note: A Malfunction marker in the Hibernatorium has no effect on already Hibernated Characters.

The status of the Engines (Damaged/Working) is never affected by Malfunction markers placed in their Room.

More on Engines – see Room sheet, page 26.

2) There are 8 Malfunction markers in game. If you are instructed to place a Malfunction marker and there are no more markers in the pool, the ship loses hull integrity and the game ends.

See more – End of the game, page 11.

Any given Room may never hold more than 1 Malfunction marker. If you are instructed to place another one, nothing happens.

Any discarded Malfunction marker goes back to the Malfunction marker pool.

If there is a **Malfunction** marker in a Room with a Computer, the Computer is unavailable – as if there was no Computer Icon.

More on Computers – see Room sheet, page 24.



DOOR TOKEN

Door tokens are only placed in Corridors. Each Corridor may never hold more than 1 Door token.

Doors tokens do not affect Noise markers.

Doors in each Corridor can have three different status: Open, Closed or Destroyed. Many things can change their status (like Intruder movement, Events, Actions etc.).



CLOSED DOORS are marked with a standing Door token in a Corridor.

A Closed Door prevents Characters and Intruders moving through this Corridor (Grenade throwing is also affected).

More on Throw – see the Grenade Item card.

When an Intruder tries to move through a Corridor with a Closed Door token, the Intruder does not move, but destroys this Door instead.

More on Intruder movement – see page 15.



DESTROYED DOORS are marked with a lying Door token. Movement is allowed through this Corridor.

A Destroyed Door can never be Closed again.

*The only exception to this rule is the **Plasma Torch** Item (see the Mechanic's Item cards).*



OPEN DOORS – to mark that the Door is Open, simply remove the Door token from the Corridor. At the beginning of the game, all Corridors have Open Doors.

If there are no Door tokens left in the pool when you are instructed to place a Door, take any Door token on the board and place it in the required Corridor.

If several Intruders are moving from the same Room, their movement is considered simultaneous: they destroy the Door and all stay in the starting Room.

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

ENCOUNTER AND COMBAT

ENCOUNTER

An Encounter is any instance of an Intruder appearing on board in a Room where a Character is present (after drawing an Intruder token from the Intruder bag).

See more – Noise roll, page 15.

*An Encounter may also be triggered by the effects of some Event cards (like **Hatching**) or some of the Intruder Attack cards.*

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

To resolve an Encounter, follow the steps listed below:

1) Discard all Noise markers from all the Corridors connected to this Room (including Technical Corridors, if there is a Technical Corridors Entrance).

2) Draw 1 Intruder token from the Intruder bag.

Each Intruder token has an Intruder Symbol on one side, and a number on the opposite side.

3) Place an Intruder miniature in the Room. The Intruder type must correspond to the Intruder Symbol shown on the token. For a description of each Intruder symbol, see the Intruder board.

4) Compare the number on the Intruder token with the number of cards in the player's hand (Action and Contamination cards are counted).

If the number of Action cards in the player's hand is lower than the number in the Intruder token, a **Surprise Attack** occurs.

If the number of Action cards is equal to or higher, nothing happens.

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 the Intruder Movement).

SURPRISE ATTACK:

The Surprise Attack is an Intruder Attack which only occurs during an Encounter. If the player has fewer cards in their hand than the the number printed on the drawn Intruder token, a Surprise Attack takes place.

More on Intruder Attack – see Event Phase, page 10 and page 20.

BLANK TOKEN

If a player draws the Blank token, place a Noise marker in each Corridor connected to the Room in which this Encounter took place.

If the Blank token was the last token in the Intruder bag:

Add 1 Adult Intruder token to the Intruder bag.

If there are no Adult Intruder tokens available, nothing happens.

Return the Blank token to the Intruder bag.

This Encounter ends.

ENTERING A ROOM WITH AN INTRUDER

Each time a Character enters a Room occupied by an Intruder, do not resolve an Encounter. The Intruder and the Character are immediately considered to be in Combat.

ENCOUNTER EXAMPLE



Our Scout is moving from the Hibernatorium to the neighboring Room. There are 2 Noise markers in the Corridors connected to that Room.

As always when entering an empty Room, the Scout's player must perform a Noise roll. The result is 2 and, since there is already a Noise marker, an Encounter takes place.



The player removes all the Noise markers from the Corridors connected to that Room and draws an Intruder token from the Intruder bag. It is an Adult Intruder token showing the number "4" on its back side. This number is compared with number of cards in the player's hand (including any Contamination cards) – only three cards in this case.

As the player does not have enough cards, a Surprise Attack takes place and an Intruder Attack card is drawn and resolved.



COMBAT

Whenever both a Character and an Intruder are in the same Room, they are considered to be in Combat.

In Combat, a Character may **attack** an Intruder or **Escape** during their Action round. **Intruders attack** Characters during the Event Phase.

Some Actions cannot be used during Combat – see "Out of Combat Only" icon, page 12.

More on rounds – see Player Phase, page 10.

More on Intruder Attack – see Event Phase, page 10 and page 20.

CHARACTER ATTACKS INTRUDER

The Character may attack an Intruder in the same Room using a **Shoot** Action or a **Melee Attack** Action during their round.

More on rounds – see page 10, more on Actions – see page 12.

SHOOT ACTION – if a Character is in a Room with an Intruder and has a Weapon with at least 1 Ammo, they may perform a **Shoot** Basic Action against that Intruder:

1) Choose a Weapon and 1 Intruder you want to shoot.
2) Discard 1 Ammo from that Weapon's card.
3) Roll the Combat die.

Combat die results:

– 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).

Important, some Weapons have special rules that may modify the Shooting Action.

More on Weapons – see Items, page 22.

More on Intruder Injuries and death – see page 20.

MELEE ATTACK ACTION – if a Character is in a Room with an Intruder, they may perform a Basic **Melee Attack** Action against that Intruder:

1) Draw 1 Contamination card and add it to your Action discard pile.
2) Choose 1 Intruder you want to attack.
3) Roll the Combat die.
Combat die results:

– 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).

More on Intruder Injuries and death – see page 20.
More on Serious Wounds – see page 21.

COMBAT EXAMPLE



Here, our Scout tries to shoot an Intruder with her Scientist's Pistol. After spending 1 Action card, she also discards 1 Ammo from the Weapon card and rolls the Attack die.

The result is 2 Hits, but the Scientist's Pistol card states that rolls of 2 Hits are treated as 1 Hit. Only 1 Injury marker is placed on the Intruder miniature.

After placing the Injury marker, the Injury effect is checked (representing the Intruder's endurance). 1 Intruder card is drawn and only the number in the "blood" icon is considered and compared to the number of Injury markers on the Intruder. As it is higher, the Intruder is fine.

CHARACTER ESCAPE

A Character may also try to Escape from Combat by performing a **Movement** Action to go to a neighboring Room (explored or unexplored). Before you move your miniature, resolve an **Intruder Attack**.

More on Intruder Attack – see Event Phase, page 10 and page 20.

If there is more than 1 Intruder in the Room you are trying to Escape from, resolve a separate Intruder Attack for each Intruder.

If your Character survives, you end your Movement in the neighboring Room.

If there is no one in that Room, perform a Noise roll. If it was an unexplored Room, Explore it according to the standard rules.

If you die, your Character Corpse stays in the Room you tried to Escape from.

Important: Some Actions, other than the Basic Movement Action, allow a Character to Escape, but additionally modify this rule – for example Suppressive Fire, Covering Fire (see the Action cards).

Note: If the Character Escapes to a Room without any other Characters or Intruders, perform a Noise roll just like after a standard move.

ESCAPE EXAMPLE



After dealing an Injury to the Intruder, the Scout decides to Escape. The player spends an Action card (Movement Cost), and decides to move to the Hibernatorium.

As Intruders attack any Character trying to Escape, an Intruder Attack card is drawn. It is a Bite card, with the Adult Intruder symbol: the attack hits the Scout, dealing her a Serious Wound. Bitten and seriously wounded, the Scout moves to the Hibernatorium.

Desperate times call for desperate measures. A metal pipe, a heavy tool, a rifle butt, anything can become an improvised weapon in a hopeless situation. Close combat works like shooting, but the risks are far greater. If the attack fails to hit, then the character immediately suffers a Serious Wound, in addition of the risk of being contaminated.



INTRUDER INJURIES AND DEATH



"Blood" icon



Intruder Carcass token

When any Intruder suffers Injuries (for example as a result of a successful Character attack or from Fire), place the corresponding number of Injury markers on its base.

Then, **check the Injury Effect**:

- **Larva** and **Egg** – 1 Injury is enough to kill them. Remove their miniature from the board.
- **Creeper** or **Adult** Intruder – draw 1 Intruder Attack card, ignore everything on this card except the "blood" icon in the upper left corner of the card.

If the number in the "blood" icon of the card is **equal to or lower** than the current number of Injury markers on this Intruder, it is **killed** – remove its miniature and place 1 Intruder Carcass token in the Room where it was slain (indicating from now on an **Intruder Carcass** Object).

If the number in the "blood" icon is higher, the Intruder is still alive.

- **Breeder** or **Queen** – draw **2** Intruder Attack cards, add the value of their "blood" icons, and compare the total to the current number of Injury markers of this Intruder. Resolve the result using the same method as above for the Creeper and the Adult Intruder.

Note: The "blood" icon represents the current "endurance" of the Intruder. This value may vary for a given individual, depending on the cards drawn after each successful attack.

*There are also two "**Five Injuries" tokens** provided, which may help you with tracking Injuries on bigger Intruders – such as Queen or Breeders.*



Retreat icon

INTRUDER RETREAT

Intruders might seem savage, but they are not mindless. They can run away if they suffer too many wounds, or if someone is lucky enough to damage one of their vulnerable parts.

During the Injury Effect check, if there is a **Retreat** arrow in the "blood" icon of any of the drawn Intruder Attack cards, then this Intruder flees:

Draw an Event card and move the Intruder through the Corridor whose number appears in the Intruder movement section of the card. Then, discard that Event card.

More on Event cards – see page 10.

The Queen and the Breeders will retreat if any of the 2 Intruder Attack cards drawn displays the Retreat symbol.

INTRUDER ATTACK

Intruder Attacks happen in three cases:

- **Surprise Attack**

More on Surprise Attack – see Encounter, page 18.

- **Intruder Attack step in the Event Phase**

See more – Event Phase: Intruder Attack, page 10.

- **Character's Escape**

More on Escape – see page 19.

Each Intruder Attack follows the steps below:

1) Choose the Character who is the target of this Intruder Attack. The Intruder may only attack a Character in the same Room.

If there is **more than one Character in the Room**, Intruders always attack the Character whose player has the fewest Action cards in their hand. In the event of a draw, the Character with the First Player token (or the next player in turn order) is attacked.

In case of a **Surprise Attack**, the Character targeted is the one who triggered the Encounter.

In case of an **Escape**, the Character targeted is the one who is performing the Escape Action.

2) Draw and resolve 1 Intruder Attack card:

- If the card displays an Intruder Symbol corresponding to the attacking Intruder, resolve the effect described on the card.
- If not, the attack misses.

Explanation of Intruder Symbols – see the Intruder board.

Important: During an Intruder Attack, ignore the "blood" icon in the upper left corner of the Intruder Attack card.

After resolving an Intruder Attack card, it is placed in the Intruder discard pile.

If you run out of cards in the Intruder Attack deck, take its discard pile and reshuffle it. It becomes the new Intruder Attack deck.

EXAMPLE OF AN INTRUDER ATTACK CARD



***1) Intruder endurance**. Only used when checking if an Intruder dies after receiving one or more Injury tokens.*

***2) Intruder symbols**. They show all different types of Intruders that can use this Attack. When a card is drawn during any Intruder Attack (either during an Encounter or the Event Phase), if one of its symbols matches the attacking Intruder type, then the Attack Effect of the card is resolved.*

***3) Intruder Attack Effect**. In this example, the targeted Character gets a Slime marker and 1 Contamination card.*

INFEST

If the Intruder Attack is performed by a Larva, do not draw any Intruder Attack cards. Apply the following instead:

- remove the Larva miniature from the board and place it on the Character board of the target of this attack, on the miniature picture.
- the targeted player gets 1 Contamination Card.

More on Contamination cards – see below.



CONTAMINATION CARDS



In addition to Wounds, Characters may get Contamination cards (for example as the result of some Intruder Attacks).

When a Character gets a Contamination card (regardless of the source), draw it from the Contamination deck **and place it on top of their Action discard pile**.

Contamination cards are a disadvantage for the player, because they are kept in hand like a normal Action card, but they do not provide any additional Actions and **you cannot spend them to pay the Costs of the other Actions**.

Each Contamination card contains hidden information: the Character may be INFECTED or not. This information is hidden by colorful patterns in the text field. Unless the card is "Scanned", this information remains unknown to the player until the end of the game.

If the Character does not Scan their Contamination cards before the end of the game, then at the end of the game, they may lose the game because of these cards.

More on Victory Check – see Player's Goals and End of the Game, page 11.

Note: Some Event cards may force the player to Scan their Contamination cards.

SCANNING AND REMOVING CONTAMINATION CARDS



A Character may try to get rid of their Contamination cards through several different ways (like the **Rest** Action card, a **Canteen**, **Shower** or **Surgery Room** Action and the **Antidote** Item Action).

Each card/Room description details the procedure to follow. Whatever the procedure, it requires a **Scan** of the Contamination cards. A Scan is performed in the following way:

Take the **Scanner** and place its red foil part over the coded field of the Contamination card you're Scanning. In one of the lines of text, the word INFECTED may appear. If not, the card is NOT INFECTED.

Note: Look closely at the cards, because some of the coded words may be seemingly similar to INFECTED.

In both of these cases, any additional Scanning effect is explained in the description of the given Action card, Room Action or Item Action.

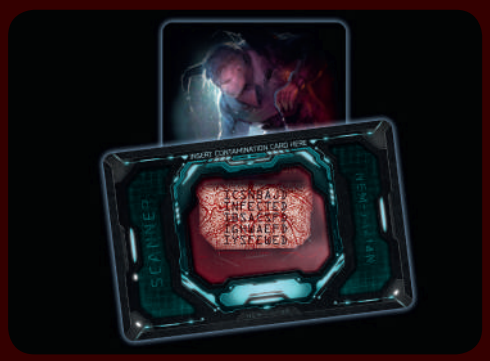
More on Room Actions – see Room sheet, page 24.

If you're 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 – additionally, place 1 Creeper in the Room where you died.

If any rule asks you to **remove** a Contamination card, remove this card from the game.

SCANNING CONTAMINATION CARDS EXAMPLE



The Captain decides to perform a Rest Action, which requires him to Scan his Contamination card.

He places the Scanner on his Contamination card and discovers that he is INFECTED!

He takes the Contamination card back into his hand, and a Larva miniature is placed on his Character board, indicating that the Captain has been infected by an Intruder at some point during the game.



The Captain's player must quickly find a way to get rid of this parasite. The best ways would be a Surgery Room Action or an Antidote Item.

As the old saying goes, if it bleeds, we can kill it. But what if we can't be sure whether the fluid coming out of the alien wretch is, in fact, blood? Either way, it's helpful to know that shooting the Intruders hurts them. The problem is, you can never be sure how bad their condition is and if you can kill them before ammo runs out...

The crew has no past experience with Intruders, and so players cannot be sure how much damage is needed to kill one!

CHARACTER WOUNDS AND DEATH

During the game, Characters may suffer two types of Wounds: Light and Serious.



LIGHT WOUNDS

When a Character suffers a Light Wound, place a Wound marker in the upper space of the Light Wound Track on their Character board.

If a Wound marker is already there, move it to the **lower space**. A marker on the lower space of the Light Wounds Track means 2 Light Wounds.

If there is already a Wound marker on the lower space, discard it from the Light Wound Track and the Character suffers a Serious Wound.

SERIOUS WOUND

When a Character suffers a Serious Wound, draw 1 Serious Wound card and place it next to the Character board. From now on, the player is affected by the effect described on that card.

Each type of Serious Wound has a different effect, described on its card.

When a Character with 3 Serious Wounds suffers any additional Wound (Light or Serious), they are instantly killed.

When a Character dies, remove their miniature from the board and place a **Character Corpse token** in the Room where they died – from now on, it is considered as a **Character Corpse** Object.

When a Character dies, they drop all their Heavy Objects in the Room they died in.

Important: If a Character has several copies of identical Serious Wounds cards, their effects are not cumulative. It will be more difficult to get rid of their effects, though.

Mode: Play as an Intruder – see Game Modes, page 27.
More on Heavy Items and Objects – see page 22.



DRESSING AND HEALING WOUNDS

During the game, a player may Dress and Heal their Wounds in many ways (using **Clothes**, **Bandages**, **Medkit** Item cards or the **Emergency Room** Action).

Each relevant Item card or Room Action details the Wound treatment. It can be either Dress or Heal.

DRESS SERIOUS WOUND – flip a Serious Wound card affecting the Character on its backside. From now on, its effect is ignored, but it still counts against the limit of 3 Serious Wounds.

HEAL – either remove (in case of a Light Wound) or discard (in case of a Dressed Serious Wound card) the Wound mentioned in the Action effect.

More on Item cards – see Objects and Items, page 22.



INTRUDER WEAKNESS CARDS

During game setup, you placed 3 random Weakness cards (face down) on the 3 Intruder Weakness slots on the Intruder board. During the game you will have the possibility to discover these 3 Weaknesses. They represent the crew gaining gradual knowledge on the lifeform that infests the ship.

Each of the 3 Weakness cards is placed in a space corresponding to a different Object: **1) Character Corpse, 2) Intruder Egg, 3) Intruder Carcass.**



To discover a given Weakness card, any Character must research the corresponding Object in the **Laboratory** Room.

More on research in the Laboratory – see Room sheet, page 24.
More on Objects – see Items and Objects, page 22.

Object tokens:



Intruder Egg *Intruder Carcass* *Character Corpse*

After researching an Object, reveal the corresponding Weakness card – flip it face up and leave it on the Intruder board.

Discovered Weakness cards modify the basic rules of the Intruders, giving all players a small advantage against them.

OBJECTS AND ITEMS

Having appropriate Items will often make the difference between life and death for a Character. Items may be obtained in a few different ways:

- Each Character starts the game with 1 dedicated Item card (Weapon).
- Each Character starts the game with 2 Quest Items. These 2 cards are placed face down on their horinzontal side. Once their requirements are fulfilled, the cards are flipped face up on their vertical side and become normal Item cards.
- During the game, a Character may also find various Items in the Rooms, using the **Search** Action card.

More on Search Action – see page 23.

- During the game, a Character may also create special Crafted Items by assembling other Items in their possession using the **Craft** Basic action.

More on Craft Action – see page 23.

- The Characters may also discover Heavy Objects during the game (Character Corpse, Intruder Carcass and Eggs), which are not represented by cards but by special tokens or miniatures. They can be carried around by the Characters. These Objects don't have their own rules and they are used at specific times – when an Action card, Room Action or Event calls for it (for example, the **Laboratory** Room Action).

Important: Some Items are marked as One Use Only: after using such an Item, its card is discarded.

EXAMPLE OF AN ITEM CARD:



***1) Blue Component icon** – means that this card can be used during a Craft Action as a component for the Molotov Cocktail.*
***2) "Out of Combat Only" icon** – this icon indicates if this item can only be used in Combat, out of Combat or anytime (in the latter case, there is no icon in the upper right corner of the card).*
***3) One Use Only** – as indicated by the yellow text, Bandages are discarded after use. After performing the Bandages Item Action, the card is discarded in the appropriate discard pile.*
***4) Action Cost** – You must discard 1 Action card to perform this Action.*
***5) Action effect** – Describes the different effects of the Action. Bandages can be used to either dress 1 Serious Wound or to Heal all Light Wounds.*
***6) OR** – Indicates that you must choose between the two possible effects of the Action.*

CHARACTER HANDS AND INVENTORY

There are two types of Item cards: Heavy Items (kept in the Character's Hands) and normal Items (kept in the Inventory). Characters may also carry Heavy Objects tokens.

INVENTORY

All **normal Items** may be kept secret from the other players – put them in your **Inventory** (plastic card holder), so the other players can only see the card backs. The other players can see the color of the Items in your Inventory, but they do not know exactly what you have there. However, when any Item card is used, it must be shown to all the other players.

There is no limit to the number of Items that can be placed in your Inventory.

HAND ICON AND HEAVY ITEMS AND OBJECTS

Heavy Items (as Weapons) are indicated by the Hand icon. They can never be kept secret from the other players and cannot be put in the Inventory.

When you find/gain a Heavy Item (or pick up a Heavy Object) you want to keep, **it must be placed in one of the two Hand slots** of the Character, meaning that a Character may carry up to 2 Heavy Items/Objects.

More on Hand slots – see Character boards.

If both of the Character's Hand slots are already taken and you want to take another Heavy Item / Object, you must Drop 1 of the carried Heavy Items/Objects.

More on Drop – see below.

Each Weapon acquired by Searching comes into play loaded with 1 AMMO token. A Weapon can never exceed its Ammo capacity, shown on the Weapon card.

*Sometimes, you can **Add** an Item card to another Item card (like the **Extended Magazine** or the **Autoloader**). It means that the added item is placed next to the indicated Item card. From now on, both cards are treated as one.*

*Important: 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!*

Important: A Weapon can never exceed its Ammo capacity, shown on the Weapon card.

***Heavy Items** are Item cards showing the Hand icon.*

***Heavy Objects** are tokens: **Intruder Eggs** (they are most often found in the Nest Room), **Character Corpse** (the Character Corpse token, representing either a dead Character or the body found in the Hibernatorium at the start of the game), **Intruder Carcass** (a Carcass token is placed after the death of any Intruder – with the exception of Larvae).*



DROP

A Character may freely Drop any Item / Object from their Hands / Inventory any time during their turn without using an Action.

Objects remain in the Room where they are dropped.
Items are lost – discard their card.

This ship is full of useful stuff. Sometimes you just have to look around the room for a few moments. This Fire Extinguisher might come in handy, those Chemicals with a Zippo will do as a Flamethrower.



SEARCHING

Apart from the Character-dedicated Items (1 Weapon and 2 Quest Items), there are 4 colors of Items in the game:

- **Red** (Military),
- **Yellow** (Technical),
- **Green** (Medical),
- **Blue** (Crafted).

Three of these decks (Red, Yellow, Green) contain Items which can be found in Rooms when using a **Search** Action.

More on Search Action – see Search Action card in the Action decks.

The color of any Item found during a **Search** Action should match the color of the searched Room (yellow Items in yellow Room etc.).

A Room's color is 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, the Item Counter of that Room is reduced by 1. When the Item Counter reaches 0, the Room has been emptied and cannot be searched anymore.

There are some exceptions to this rule, like the Scout's Scavenging Action.

More on rotate Room tile – see page 14.

SEARCH EXAMPLE



The Scout performs a Search Action in the Cabins. She discards a Search Action card and decreases the Item Counter by one.

As the Cabins are a white Room, the Scout can draw 2 Item cards from any one Item deck. She decides to look for weapons and ammunition and draws from the Red Item deck.

The player decides (in secret from the other players) to keep the Energy Charge and discards (face-down) the Grenade back into the Red Item deck. The Energy Charge is placed into the Scout's Inventory, showing only the back of the card to the other players.



CRAFTING

The fourth (Blue) deck of Item cards contains Crafted Items. These Items cannot be found by searching the Rooms. They can be assembled with a **Craft Item** Basic Action, using other Items in your possession.

You may look through the Crafting deck at any moment of the game. Cards from it are never drawn during the game, instead, when Crafting an Item, look for corresponding Crafted Item card and take it.

More on the Craft Item Action – see Basic Actions, page 13.

Crafted Item cards display **2 grey Component icons** representing the Components required to build this Item.



The Item cards that can be used as components for Crafted Items display a **blue Component icon**, representing a specific **Component** that can be used (by discarding the card) to build a Crafted Item.



To build a Crafted Item, you must perform a **Craft Item** Basic Action and discard two Item cards showing the **blue Component icons** corresponding to the **grey Components icons** of the Crafted Item you want to build (the first Item card corresponding to the first required Component icon, and the second Item card corresponding to the second required Component icon).

You can build four different Crafted Items during the game:

- + = **ANTIDOTE**
- + = **TASER**
- + = **FLAMETHROWER**
- + = **MOLOTOV COCKTAIL**

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

More on these 4 Items – see Item cards.

QUEST ITEMS

Quest Items are NOT available for you to use from the start. Each of them has a special condition you must meet to unlock this Item during the game (specified on the horizontal side of their cards).



When you manage to activate a Quest item, you can flip it and treat it as a standard Item (it can occupy a Hand slot, might be discarded, given away, etc.)





ATTACKING PLAYERS

Years of accumulated knowledge of space travels suggest that placing a small group of people in a cramped metal can flying through the unknown for an extended period generates undesirable tensions. To prevent serious conflict among ship crews, space corporations spend billions of dollars equipping their crews with implants which create a strong psychic barrier and inhibit direct violence against Homo sapiens. This is why crew members cannot directly attack one another.

Characters cannot directly attack other Characters, but they may (accidentally or intentionally) harm other Characters as a side effect of their actions. Cutting someone off in a room on fire, activating self-destruct with people still on board, throwing a grenade at an Intruder in a room with other crew members are just a few of the many possibilities…

ROOM SHEET

To perform any Room Action, a Character must be in the corresponding Room (unless they possesses a special ability clearly saying otherwise).

You cannot perform a Room Action when you are in Combat. You cannot perform a Room Action in a Room with a Malfunction marker.

ROOMS WITH A COMPUTER



Some Rooms have a **Computer** icon, meaning that there is a Computer in that Room. A Computer icon has no significance except when some rule refers to it (some Action cards, Item cards or Event cards).

If there is a **Malfunction** marker in the Room, the Computer is unavailable – as if there was no Computer Icon.

BASIC ROOMS "1"

All the 11 Basic Rooms, indicated by the number "1" on their back, are present in each game.



ARMORY

RECHARGE YOUR ENERGY WEAPON:

Add 2 Ammo tokens to 1 of your Energy Weapons.

Note: This Room Action does not reload Classic Weapons.

Note: A Weapon can never exceed its Ammo capacity, shown on the Weapon card.



COMMS ROOM

SEND A SIGNAL:

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

Sending a Signal is a requirement for some Objectives and has no other game use than that.



EMERGENCY ROOM

TREAT YOUR WOUNDS:

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

More on Dressing and Healing Wounds – see page 21.

Intruders run away from fire extinguishers like crazy. We have no idea why, but as they say "if it's stupid, but it works, it ain't stupid".



EVACUATION SECTION A

TRY TO ENTER AN ESCAPE POD:

You may perform this Action 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.

After resolving your Noise roll, if no Intruder has reached the Room, place your Character in one of the Unlocked Escape Pods of Section A, if there's any free space (each Pod has two places and may accommodate up to 2 Characters).

See the Escape Pods section at the end of this Room sheet to determine what happens once the Character has entered a Pod.

You cannot enter an Escape Pod if any Intruder is present in its corresponding Evacuation Section Room.

More on Noise rolls – see page 15.



EVACUATION SECTION B

As above, but applies to Section B.



FIRE CONTROL SYSTEM

INITIATE THE FIRE CONTROL PROCEDURE:

Choose any 1 Room.

Discard a Fire marker from that Room (if there is one).

All the Intruders in that Room run away (in a random direction, determined by drawing an Event card – 1 Event card for each Intruder).

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

More on Intruder movement – see Event Phase, page 10 and 15.



GENERATOR

INITIATE / STOP SELF-DESTRUCT SEQUENCE:

SELF-DESTRUCT SEQUENCE:

Place 1 Status marker on the first, **green** space of the Self-Destruct Track.

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

When any Character stops the Self-Destruct sequence, remove the marker (it will be placed again on the green space if a new sequence starts).

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

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

Note: You cannot start the Self-Destruct when any of the Characters are already hibernating.

See more – End of the Game, page 11.

If a hyperspace jump happens while the Self-Destruct Sequence is active, the ship is still considered destroyed.

See more – Event Phase, page 10.

More on Escape Pods – see Room sheet, page 26.



LABORATORY

ANALYSE 1 OBJECT:

This Action may only be performed if one of the following Objects is in the Room (for example carried by the Character): Characters Corpse, Intruder Carcass or Egg.

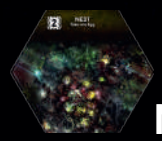
Discover 1 corresponding Intruder Weakness card.

The Object is not discarded after Research. You may Drop it for free, though.

More on Intruder Weakness cards – see page 21.

More on Objects – see page 22.





NEST

TAKE ONE EGG:
Take 1 Egg token from the Intruder Board. After that, perform a **Noise roll**.

The Egg tokens placed on the Intruder board represent the Eggs in the Nest. When you take (or destroy) Eggs from the Nest, take them from the Intruder board.

When there are no more Eggs in the Nest (they have all been carried away or destroyed), the Nest is considered destroyed – place 1 Injury marker in the Nest to represent this.

If there is a Fire marker in a Room containing uncarried Eggs, destroy 1 uncarried Egg during the Fire Damage step of the Event Phase.

See more – Event Phase, page 10.

Note: Remember that an Egg is a Heavy Object (see Items and Objects, page 22).

Note: You cannot perform any Search Action in this Room.

DESTROYING EGGS:

Whenever your Character is in a Room with any uncarried Eggs (not carried by any Character), you can try to destroy these Eggs.

Resolve this Action as a **Shoot** Action or **Melee Attack** Action. Each Injury (of any type) destroys 1 Egg.

In the case of a **Melee Attack** Action, the Character does not draw a Contamination card or suffer Wounds if they miss.

You can also throw grenades into a Room with uncarried Eggs as if an Intruder were there. A **Grenade** destroys 2 Eggs, a **Molotov Cocktail** destroys 1 Egg.

After every single attempt to destroy an Egg, you must perform a **Noise roll**.

More on Noise roll – see Noise rolls, page 15.



STORAGE

SEARCH FOR AN ITEM:
Draw 2 cards from the Item deck of a chosen color (Red, Yellow or Green). Pick 1 card and put the other at the bottom of the deck.



SURGERY

PERFORM A SURGERY PROCEDURE:
Scan all Contamination cards (from your Action deck, hand and Discard). Remove all Infected cards.

If you have a Larva on your Character board, remove it.

After Scanning, your Character suffers 1 Light Wound and you **automatically pass**. Shuffle all your Action cards (including those in your hand) and place them in your Action deck.

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

More on Scanning Contamination cards – see page 20.

ADDITIONAL ROOMS "2"

Each game, only 5 randomly chosen Additional Rooms are used, out of the 9 available. These Rooms are indicated by the number "2" on their back.



AIRLOCK CONTROL

START EMERGENCY AIRLOCK PROCEDURE:
Choose any 1 other Yellow Room. The Corridors connected to the Room you choose must not contain any Destroyed Doors. Automatically close the Door in each Corridor connected to this Room.

Place the Airlock Procedure token in this Room to represent the active Emergency Airlock Procedure. If any of the Doors in Corridors connected to this Room are opened before the current Player Phase ends, remove this token.

If all Doors in each Corridor connected to this Room are Closed at the end of the current Player Phase (after all players have passed), everything in that Room dies immediately (both Characters and Intruders). Then, remove this token.

If there was a Fire marker in this Room, remove it.

Yellow Room means a Room with a yellow background on the Action part.



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).

The passive feature of this Room does not work if there is a Malfunction token in the Room.



CANTEEN

HAVE A SNACK...
Heal 1 Light Wound.

Additionally, you may choose to Scan all Contamination cards in your hand and to remove all Non Infected cards.

If at least one of those cards is Infected, place a Larva miniature on your Character board (and do not remove this Contamination card!). If there is already a Larva on your Character board, your Character dies – additionally, place 1 Creeper in the Room where you died.

More on Scanning Contamination cards – see page 20.



COMMAND CENTER

OPEN/CLOSE DOORS:
You can choose any 1 Room and Close/Open any Doors in Corridors connected to that Room.

You may choose which Doors to Close and which to Open. You do not have to Open or Close them all.



ENGINE CONTROL ROOM

CHECK ENGINES STATUS:
You can Check the Status of the 3 Engines.

You can check the status of the Engines even if there is a Malfunction marker in the Engine Room.

*In the Engine Control Room you **cannot** change the Engines status.*

More on checking Engine status – see Engines, Room sheet, page 26.



HATCH CONTROL SYSTEM

LOCK/UNLOCK 1 ESCAPE POD:
Flip 1 Escape Pod token to its Locked or Unlocked side.

More on Evacuation Sections – see Room sheet, page 24.

More on Escape Pods – see Room sheet, page 26.

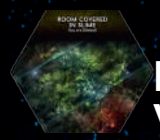


MONITORING ROOM

CHECK 1 ROOM AND EXPLORATION TOKEN:
Secretly look at any 1 unexplored Room tile and at its Exploration token.

After looking at them, place them back on the board. You don't have to tell the truth about what you saw.

More on Exploration tokens – see page 14.



ROOM COVERED WITH SLIME

YOU ARE SLIMED!
When you enter this Room, you automatically get a Slime marker.

More on Slime markers – see page 17.

Note: You cannot perform any Search Action in this Room.



SHOWER ROOM

TAKE A SHOWER:
If you have a Slime marker on your Character board, discard it.

Additionally, you may choose to Scan all Contamination cards in your hand and to remove all Non Infected cards.

If at least one of those cards is Infected, place a Larva miniature on your Character board (and do not remove this Contamination card!). If there is already a Larva on your Character board, your Character dies – additionally, place 1 Creeper in the Room where you died.

More on Slime markers – see page 17.

More on Scanning Contamination cards – see page 20.

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

SPECIAL ROOMS

The 5 Special Rooms always occupy the same place on the board – these Rooms have their own specific shapes and are printed on the board. All are treated as explored at the start of the game.

Special Rooms are treated as normal Rooms, except that they are explored at the beginning of the game and that Characters cannot perform any Search Action in these Rooms. 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. After looking at it, place it back on the board. You don't need to tell the truth about what you saw.

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

Note: You cannot change the Destination when any of the Characters are already hibernating.

The player should remember the Coordinates they've checked.

You may never Set Destination if there is an Intruder in the Cockpit.

Note: At the end of the game, if the ship was not destroyed earlier, the Coordinates card is revealed. The position of the Destination marker indicates the destination of the ship among the four available on the Coordinates card.

See more – Coordinates Check at the End of the Game, page 11.

Note: You cannot perform a Search Action in this Room.



ENGINE #1

2 **CHECK THE ENGINE:**
Check the Engine status in this Engine Room – secretly look at the top Engine token.

You don't need to tell the truth about what you saw.

The top Engine token indicates the current state of the Engine!

REPAIR (OR BREAK) ENGINE:

Your Character can perform a Repair / Break Engine Action in this Room (using a **Repairs** Action or a **Tools** Item card): take both Engine tokens, secretly check their contents and place 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 tell if you have changed the order of the tokens.

You can Repair / Break Engine even if there is a Malfunction marker in the Room and even if you have not checked the status of the Engines.

Note: The ship has 3 Engines, two of which must be functional to safely journey back to Earth. At the start of the game, the players don't know which Engine is functional or not. Players may check the Status of a given Engine during the game – for example in its corresponding Engine Room. At the end of the game, if the ship was not destroyed earlier, all the top Engine tokens are revealed to determine if the ship explodes or not during its attempt at a hyperspace jump.

See more – Engines Check at the End of the Game, page 11.

Note: You cannot perform any Search Action in this Room.



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 shows up in this Room, your attempt at entering the hibernation chamber has failed.

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

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.

See more – End of the Game, page 11.

More on Noise rolls – see Noise roll, page 15.

Note: You cannot perform any Search Action in this Room.

Note: The ship's AI is programmed to protect crew members in hibernation and prevents any maneuver that put their lives at risk.

ESCAPE PODS

At the beginning 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.

More on manual unlock of Escape Pods – see Hatch Control System, Room sheet, page 25.

More on automatic unlock of Escape Pods – see Critical Gameplay Moments, page 12.

More on Self-Destruct – see Generator, Room sheet, page 24.

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.

More on Evacuation Sections – see Room sheet, page 24.

AFTER ENTERING AN ESCAPE POD place the miniature of your Character on one of the two spaces of that Escape Pod token.

Afterwards, decide if you want to launch an Escape Pod immediately or wait (maybe for another Character who might want to enter the same Pod and take the second space in it).

IF YOU LAUNCH IMMEDIATELY (or if you launch in one of the following turns) – remove the miniature of your Character and the Escape Pod token from the game. From now on, you do not take part in the game any longer. Will you end this game with a victory or not? You'll find out during the Objectives Check at the End of the Game.

Any Character in a launched Escape Pod is always treated as if they have arrived on Earth.

See more – End of the Game, page 11.

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, just place your Character 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.

Note : Heavy objects do not occupy any Character space in an Escape Pod.



Empty Escape Pods slots



Locked Escape Pods



Unlocked Escape Pods

GAME MODES

SOLO & COOPERATIVE MODE



SOLO MODE

This additional game mode was unlocked during the crowdfunding campaign. While ***Nemesis*** shines as a standard, semi-cooperative game, you can also try to survive alone.

This mode has its own special Objectives deck – solo/coop Objectives. At the start of the game, draw two cards from this deck, instead of the regular Objective cards.

Note: Once the first Encounter occurs, you must choose one of these two Objective cards.

Important: In this mode, the number of items available in each room is reduced by half, rounding up (if the Exploration Tokens shows 1-2 items – set the Item Counter to 1, if 3-4 – set the Item Counter to 2).

To win, you must fulfill your objective and survive.

FULLY COOPERATIVE MODE

This additional game mode was unlocked during the crowdfunding campaign. It is intended for players who want to experience a fully cooperative version of the game, without having to fear betrayal from their companions.

This mode has its own special Objectives deck – solo/coop Objectives. At the start of the game, draw one 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.

Note: If there is one card requiring you to send the Signal – only one Character must do it. If there are two or more such requirements – that many Characters must send the Signal!

REVIVE: In this fully cooperative mode, the Emergency Room is equipped with a specialized AutoDoc device, allowing the crew to revive any near-death person.

Whenever one of the Characters dies, another Character might 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 turn. All their Light Wounds are discarded, and all their Serious Wounds are Dressed.

Important: the Emergency Room does not work if there's an Intruder or a Malfunction token in it.



PLAYING AS AN INTRUDER



This mode is intended to allow the first eliminated player to keep on playing the game by controlling the Intruders. It also slightly increases the difficulty level for all the remaining players. Note that this mode is optional.

The player whose Character dies first gets to control the Intruders infesting the ship and can hunt down the other players.

IMPORTANT: Only one player takes over the Intruders – the first one to lose their Character. If two Characters die simultaneously, the player with the lower player number gets to control them.

SET UP: The player controlling the Intruders removes all their former Character's components from the game. They shuffle the special Intruder Player Action deck and place it in front of them.

Then, 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 keep 1 card from their hand and discard the rest.

During their round, the Intruder Player can play an Intruder Action card in one of the three following ways:

1) MOVE – Move any Intruder through a Corridor with a number matching the one printed on the Intruder Action card.

Note: If the Intruder moves to a Technical Corridor, proceed according to the standard rules.

2) ATTACK – Choose any Intruder in the same Room as a Character. The Intruder attacks that Character, following the standard 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 described 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.

TIME TRACK: Just like in the standard rules, move the Time marker and Self-Destruct marker (if active) 1 space to the right.

FIRE DAMAGE: Just like in the standard rules, every Intruder in a Room with a Fire marker suffers 1 Injury.

Note: All the other steps do not apply in this mode! Specifically:

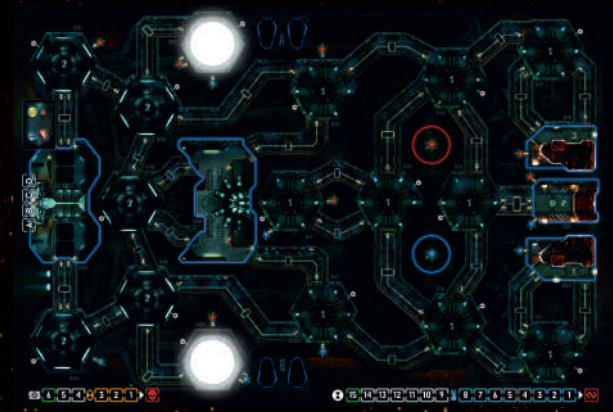
– Intruders do not attack at the end of the Turn (but they still make Surprise Attacks during Encounters or when Characters Escape from Rooms with Intruders).

– 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 fully win the game. Their goal is to ensure that no other players wins. After all, if you have already lost, you better make sure all the other players get the same treatment!

ALTERNATIVE SIDE OF THE BOARD



This additional ship layout was unlocked during the crowdfunding campaign.

It is printed on the back side of the board. While working as a normal ship board, it is primarily designed for campaign play. You can use it in any game mode, but keep in mind that it is more difficult to survive on it.

One of the features of this ship layout is the double set of Technical Corridors. They 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).

Another feature is that 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 Game Setup, place the Evacuation sections A and B face up on the highlighted spot on the above map. Place an Exploration token face down on each section (when a Character enters these Rooms for the first time, proceed with the standard Exploration procedure).



RULES SUMMARY

TURN SEQUENCE

I: PLAYER PHASE:

1) **Draw** up to **5 Action cards**.
2) The **First Player token** is passed to the player on the left.
3) **Player rounds.** Each player plays in clockwise order:
– **2 Actions**,
– OR 1 Action and pass,
– OR pass.
Repeat until all players pass.
After passing, a player does not take part in any subsequent round this turn.

II: EVENT PHASE:

4) Move the **Time marker** on the Time Track.
Move the **Self-Destruct** marker on the Self-Destruct Track, if active.
5) **Intruder Attack**.
6) **Intruder Fire Damage**.
7) Resolve 1 **Event Card**:
- **Intruder Movement**.
- **Event Effect**.

8) **Intruder bag development**: draw 1 token and resolve its effect.

GAME FLOW & CRITICAL MOMENTS

FIRST ENCOUNTER

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

FIRST DEAD CHARACTER

After the first Character's death (of any player) all Escape Pods are automatically Unlocked.
Optionally, the first dead Character may play as the Intruder.

TIME TRACK

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

SELF DESTRUCT

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

EXPLORATION

When entering an unexplored (face down) Room:
1) Turn over its Room tile (face up).
2) Reveal its **Exploration token** and resolve its effect. Some of the effects may cancel step 3.
3) If there is no one in the Room, perform a **Noise roll**.



ACTIONS

You cannot discard any of your Contamination cards to pay for the Cost of an Action.

BASIC ACTIONS

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

ACTION CARDS

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

ROOM ACTIONS

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

ITEM ACTIONS

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

ITEMS AND OBJECTS

ITEMS

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

QUEST ITEMS

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

HEAVY ITEMS

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

OBJECTS

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

COMBAT

You are in Combat every time you are in a Room with an Intruder.

SHOOTING (COST 1):

1) Choose a **Weapon** and a **target**.
2) Discard an **Ammo** token from the chosen Weapon.
3) **Roll a Combat die**.
- If you **hit**, apply any Injury token, then draw an **Intruder Attack card** and **check the Injury Effect**.

MELEE ATTACK (COST 1):

1) Draw 1 Contamination card.
2) Choose a **target**.
3) **Roll a Combat die** (rolls of 2 Hits are treated as 1 Hit).
- If you **hit**, apply any Injury token, then draw an **Intruder Attack card** and **check the Injury Effect**.
- If you **miss**, the Intruder deals you **1 Serious Wound**.

ESCAPE (SPECIAL MOVE ACTION, COST 1):

1) **Choose a neighboring Room** you wish to go to.
2) Draw an **Intruder Attack card** and resolve it:
- If you **die**, place a **Character Corpse token** in the Room you were in.
- If you **survive**, you **move**. Resolve this move as usual (Explore a new Room, perform a Noise roll and so on).

INTRUDER ATTACK

1) **Choose the targeted Character** (the one with the fewest cards in their hand).
2) Draw an **Intruder Attack card** and resolve it:
- If any **Intruder symbol** corresponds to the attacking Intruder type, the Attack is successful. Resolve the Effect of the card.
- If there is no corresponding symbol on the card, the Attack misses.

INTRUDER SYMBOLS:

 – LARVA

 – CREEPER

 – ADULT

 – BREEDER

 – QUEEN