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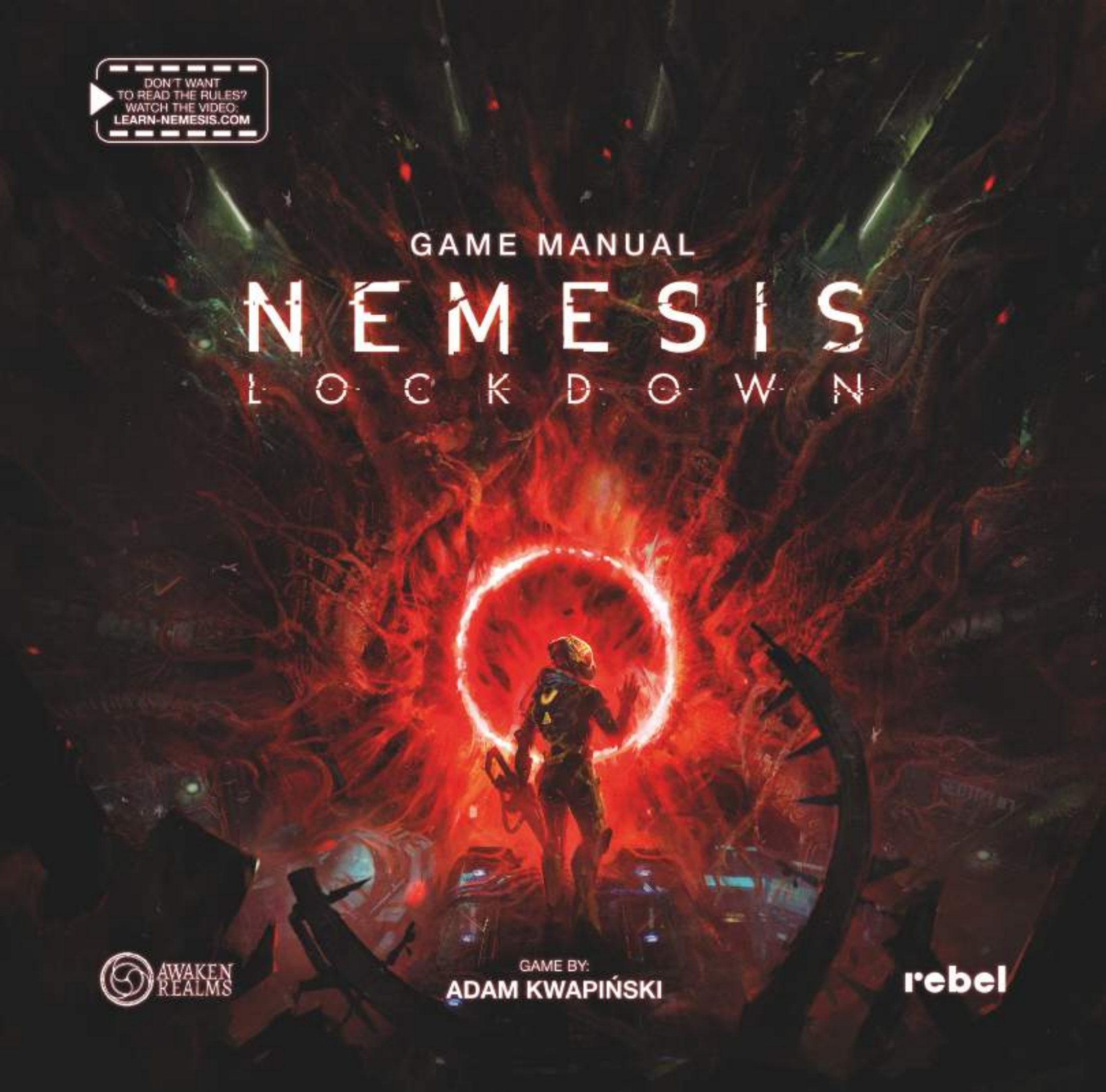
GAME MANUAL

NEMESIS

LOCKDOWN



GAME BY:
ADAM KWAPIŃSKI

AWAKEN REALMS

rebel

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GAME OVERVIEW

Nemesis: Lockdown is a semi-cooperative game where you and other players must survive in a Martian facility 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 safely wait until the rescue party arrives. There will be many obstacles in your way: swarms of hostile alien Night Stalkers, the rapidly depleting power supply, other players with conflicting agendas and sometimes just cruel misfortune.

The gameplay of ***Nemesis: Lockdown*** 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 Ken Cunningham and Jordan Luminais.
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 and played the game on Tabletop Simulator.

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A WORD FROM THE AUTHOR

Creating a new installment of a game as successfull as Nemesis is never easy. However, doing this in the challenging pandemic landscape is another thing entirely. That is why I am very grateful I did not have to walk this path alone. The Awaken Realms team, as usual, rose to the challenge and – despite the turmoil around us – gave everything they had so that we could deliver a game that hopefully matches all your expectations.

I would especially like to thank Marcin Świerkot. He managed to pull off a perfect balancing act: as my publisher, he was kind enough to give me the final decision as to whether Nemesis: Lockdown should become a reality. On the other hand, as my friend, he helped me overcome my doubts and fears regarding this project and convinced me to see it through. To be honest, I think very few people could act this way and navigate both roles as gracefully as he did.

Finally, I would like to thank all the players who spent countless hours aboard Nemesis. Your joy, shared online, is the fuel that drives me as a creator, and the innumerable deaths of your in-game characters warm my heart. I hope there will be plenty of both these things in Nemesis: Lockdown as well, and I wish them to you – and to myself.

Adam Kwapiński

If you have played the original Nemesis game, you can ignore parts marked with this line when reading this manual.
This line marks the UNCHANGED rules from the original Nemesis game.

When using Night Stalkers, consider terms Intruder and Night Stalker as being equivalent.

NEMESIS: LOCKDOWN – GAME INTRODUCTION

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: Lockdown rules. We hope that this story will help you understand how a typical game of Nemesis: Lockdown progresses and that – after some games – you will have your own stories to tell!

The moment she awoke, *choking on the fluids of her hibernation chamber, she woke finding herself being nervously lifted by three silhouettes in full hazmat gear. The hesitant moves of her saviours and the fear in their eyes – barely visible behind foggy visors – confirmed what she already knew.*

Before she drifted off again, her eyes flickered to another container next to her. Inside was one of the creatures who had destroyed her ship...

Too exhausted to even scream, darkness took her.

These screams of anguish and fear would come later when she found herself trapped in a dark holding cell, in the depths of a BSL-4 Facility somewhere on Mars. She realized then that there would be no return home. No chance to mourn friends who had died on her ship. No opportunity to overcome her nightmares – full of fangs and viscera.

For the first week, she still harbored a slim hope that this was a routine quarantine – that one day, she would be released back to the light and life of the outside world. As more time passed, the truth of her situation began to crawl into her thoughts like a cold parasitic worm. To the outside world, she was already dead – one of six victims of some made-up industrial accident, covered up by corporations who only saw her value as an experiment.

Now, she'd become that alien threat. They treated her just like the creatures brought from her ship – with the same caution and the same lack of remorse. The experiments and biopsies didn't hurt her half as much as the knowledge that, in their eyes, she was no longer a human – just a vector of a dangerous pathogen they did not understand.

Soon, she began to prepare a crude shiv out of a metal flatbar, grinding it against the bed frame each night, while pretending to sleep. She also began to memorize footsteps outside of her cell and eavesdropped on small bits of conversation, slowly building a mental map of the lab.

Somewhere in the other holding cells, the creatures also did the same. Except they were just a little bit faster. One day, the facility thundered with sirens. There was gunfire. Screams. A repeating, automated message confirmed her worst fears: the base was now under Lockdown.

Being a Survivor was easier the second time around. With the help of her shiv, she dismantled the door panel and fled the cell. The other humans on this level were dead, yet she wasn't alone. The chittering in the dark and gruesome sounds of feeding were all too familiar. The Power in the Facility was waning – someone – or something – had damaged the generators. The dim warning lights imbued the scenes of carnage with a surreal quality.

She smiled.

Unlike the facility staff, she had practical Knowledge of the creatures. Her moves were quiet, careful, and she often paused to listen to any Noises in the corridors and rooms around her. That was the only way to know where a creature was lurking. Bitter experience taught her that once you'd seen one, it was already too late.

Soon, she reached the Elevator Room. It had no power, but this was not an issue for someone who had served eight years on a dilapidated mining ship. She rerouted the emergency circuit to the elevator. The entire Section behind her was instantly plunged into pitch-black Darkness. A lone scream sounded in the distance. She knew better than to care.

On the upper floor, there was still power. The looped automated message now warned about the imminent Autodestruction. She carefully turned the corner of a Transmitter Control Room – and froze. Someone was crouching behind a console in front of her. She made a step forward, raising her improvised weapon. While trapped in the cell, she often fantasized about painful things she'd do to her captors. But this was just one older man, scared out of his mind. And – judging from his coveralls – he was just a Janitor.

They decided to stick together – a prisoner and a floor sweeper. She knew how to survive. He knew how to get out. He told her about the Cargo Sending System – a launch facility used to send and receive cargo containers that they could use to flee this place. He nodded and agreed to lead her there.

The creatures were more numerous on this level, despite the light they seemed to hate. With the clumsy man at her side, she found it much harder to avoid attention. The beasts almost seemed drawn to him, as if his scent tipped them off. However, she could feel nothing out of the ordinary.

Two times they had to flee, running for their lives from something that spotted them. Once, they had to fight, pumping one of the creatures full of nails, before it slowed down enough for her to plunge a shiv deep into its skull. She did not stop to retrieve the blade, even though she already named it. She had a new companion now. It was good to have someone at your back, even as clumsy as the Janitor. She almost began to like him. They were both survivors, after all.

Together, they reached the door to the CSS module – a hunk of armored steel, already scratched with razor-sharp talons – with plenty of Time to spare.

"The door's out of juice," her friend said, pushing the button. "Can you do something about it?"

Without a word, she began to dismantle the panel. One look at the green lights on the circuit board was enough to send her heart racing. She jumped back – a second too slow. A heavy coat hanger grazed her head and sent her to the floor. Her companion used this time to open the door with the correct button, go through, and lock it shut.

"I'm sorry," he shouted through the armored glass. "You see, I know the Contingency plan. I've seen one of the managers send code Gray to the HQ. There is a kill team coming. They have an order to wipe out the facility and save one person. A person carrying a sample they need."

He took something from under his coveralls. With her eyes still hazy from the blow, it took her a while to recognize the object. An Egg of one of these creatures, still covered with Slime! So that's why the creatures were drawn to him!

Walking away from the door, she smiled. She knew the corporation used the same Contingency codes throughout all its ships and facilities. The codes were secret, and very few people knew more than one or two that they have personally experienced. However, she did know that when the HQ wanted to eliminate everyone but their secret agent, they used Code Purple. That's what her former captain sent on her ship, before he tried to flee with an alien larva.

There was no telling what Code Gray meant. It was better to prepare for the worst. For a moment, she felt tempted to return back, to the Isolation Room – with its thick walls and doors it could become an Intruder-proof shelter. But there was also another way. From the talks between the guards, she knew there were other buildings in the facility, reached only by a Rover parked at the Exit Room.

To reach the gate faster, she crawled down one of the Technical Corridors, trying not to think what would happen if she met one of the creatures in a confined space.

Fortunately, the Rover was there, waiting. She began to load any supplies she could onto its flimsy frame when a sudden burst of gunfire caused her to jump behind a cover. A lone Sentry was limping her way, shooting down the corridor with an assault rifle so overheated it almost glowed white. She noticed at least two or three lightning-fast shapes closing the distance. The Sentry managed to reach the vehicle and jumped into the driver's seat, leaving blood smears on white panels. For a moment, she felt tempted to jump out of the shadows and join him. One look at the deep gashes on his back and sides was enough to stop her. With so many Wounds, he was bound to be Contaminated. Sticking around him was too risky.

The wheels spun. The Rover drove off in the direction of a Bunker that loomed in the red Martian sand storm.

To make matters worse, instead of skittering away, the creatures began to sniff around. They knew she was close. She grabbed a heavy Wrench, prepared to go down fighting.

No!

She chased away the wave of despair. She was a Survivor once, and she knew she could make it again. She immediately brought up her mental map of the entire top Section. With some of the hazmat gear strewn around here, a roll of duct tape, and additional oxygen tanks, she could Craft an Environmental Suit that would allow her to leave his place on foot.

She was about to take a step forward when a sudden movement of air behind her back alarmed her. She turned. In the dark corner of the room, an immense shape slowly dropped to the floor, its bat-shaped head almost three times the size of hers.

With a shiver, she realized that on the Nemesis, these creatures never reached their final form – one that she could now see in front of her.

Was it as fast as it looked?

She was about to find out.

GAME ELEMENTS



1 Two-sided board



6 Character boards



1 Night Stalker board



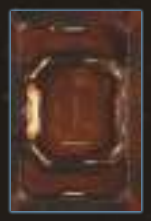
2 Room sheets



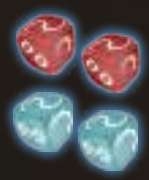
2 D10 Noise dice



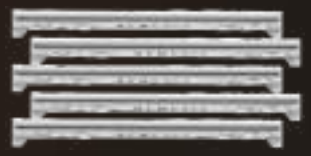
1 Intruder bag



1 Scanner



4 D6 dice
(2 Combat dice
and 2 Advantage dice)



5 Plastic card holders
(Inventories)



6 Colored plastic rings



3 Special Room tiles



10 Room tiles “I”



9 Room tiles “II”

MARKERS AND TOKENS:



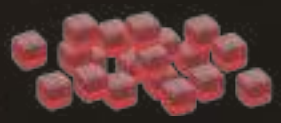
1 First Player token



1 Rover token



18 Status markers



30 Ammo/Injury markers



30 Noise markers



12 Fire markers



20 Underground Exploration
tokens



4 Power tokens



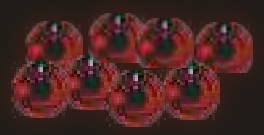
7 CSS tokens



6 Knowledge tokens



8 Carcass tokens



10 Small Injury counters (1–8)



3 Large Injury counters (1–12)



8 Night Stalker Egg tokens



11 Doors



7 Contingency tokens



5 Character Corpse tokens



27 Night Stalker tokens
(8 Larva, 3 Creeper,
12 Adult, 2 Breeder,
1 Queen, 1 Blank)



1 Time token



1 Alert Procedure token



1 Venting token



1 Autodestruction token



10 Malfunction markers



1 Main Gate

MINIATURES:



6 Characters
(Survivor, Hacker, Xenobiologist, Sentry, Janitor, Lab Rat)



6 Larvae



3 Creepers



8 Adults



2 Breeders



1 Queen

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.



25 Serious Wound cards



20 Night Stalker Attack cards



22 Night Stalker Event cards



6 Night Stalker Weakness cards



6 Character Quest Item cards



6 Character Draft cards



6 Computer Actions cards



5 Help cards



5 Contingency Reference cards



5 Night Stalker Reference cards



30 Red (military) Item cards



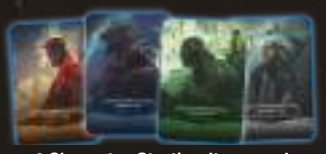
30 Yellow (technical) Item cards



30 Green (medical) Item cards



15 Blue (crafted) Item cards



4 Character Starting Item cards

ADVANCED MODES COMPONENTS:



10 Solo / Coop Objective cards

This component is not used in the basic game!



8 Mars Surface cards

This component is not used in the basic game!



1 D12 Surface die

This component is not used in the basic game!



10 Pilot Compatibilty Action cards



6 Nemesis Compatibility Item cards



20 Intruder Event cards



10 Surface Exploration tokens

GAME SETUP: STEPS 1-14, BOARD SETUP

INTRUDER SYMBOLS:



LARVA

CREEPER

ADULT

BREEDER

QUEEN

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 symbol in its upper left corner.

2] Place **the following Room tiles** on the appropriate Room slots as shown in the picture.

A) **Isolation Room** (place it with the side without a Room Action up)
B) **Repository**
C) **Backup Power Supply**

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

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

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

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

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

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

Put all remaining Exploration tokens back in the box.

Note: In Nemesis: Lockdown, there are two kinds of Exploration tokens: Underground and Surface. Surface Exploration tokens are used only with the alternative side of the board.

More on the alternative board side – see Game modes, page 30.

6] Place the **Elevator**, **Main Gate** and **Rover** on the board as shown in the picture.



7] Shuffle and place randomly **Power tokens** – 3 in the Sections slots and 1 on the Elevator token. Tokens numbered 1 and 2 should be placed blue side up, tokens numbered 3 and 4 red side up. The blue side of a Power token means that the corresponding Facility Section is powered.

More on Power – see Power, page 24.

8] Take the **CSS tokens**, shuffle them (without looking at their fronts) and place one token at random (face down) on each slot on the Time track.

Put the remaining token back in the box.

9] Place the **Night Stalkers Laboratory board** next to the board and place the following components in the corresponding slots:

– 5 **Egg tokens** in the Nest slot
– 3 random **Night Stalker Weakness cards**. Reveal the leftmost card, and place the others face down

Put all remaining Weakness cards back in the box.

CHANGE: In contrast to Nemesis, the first Weakness card is revealed from the start of the game. However, it cannot be used until players Research an Object or are playing a Nemesis Survivor.

More on Weaknesses – see Knowledge and Weaknesses, page 23.

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), **Night Stalker Event**, **Night Stalker Attack**, **Contamination**, **Serious Wound** decks.

Shuffle the **Computer Action** deck and place it in the corresponding slot on the board. Reveal the top card of the Computer Action deck. If "Lock-down" was revealed, reveal next card and shuffle "Lock-down" back into the deck.

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

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

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 Wound / Slime / Signal markers)
– **Door tokens**
– **Character Corpse tokens**
– 2 **Combat dice**
– 2 **Noise dice**
– 2 **Advantage dice**
– **First Player token**

13] Place the **Alert Procedure token**, **Autodestruction token** and the **Venting token** next to the board. They may be used during the game.

14] Place the **Time token**, inactive (red) side up, on the 15th, green space of the Time track.

The board setup is now complete! Now proceed to the crew setup.

CHANGE: If you have played the original Nemesis, you might remember that a Status marker was used for the purpose of tracking Rounds. In Nemesis: Lockdown there is a separate component for that purpose, a Time token.



ACTION
12
9
LABORATORY
RESEARCH OBJECT: NIGHT STALKERS
LARVA
CREEPER
ADULT
BREEDER
QUEEN
NEST
20G
1
2
3
4
5
6
7
8
ANALYZED OBJECT
ANALYZED OBJECT
WEAKNESS
WEAKNESS
WEAKNESS
WARY OF SHADOWS
NIGHT STALKER WEAKNESS
NIGHT STALKER WEAKNESS
10
11
ITEM
ITEM
ITEM
CRAFTED ITEM
NIGHT STALKER ATTACK
SERIOUS WOUND
EVENT
NEMESIS
13
6
7
3
14
2C
5
3
18
2B
6
4
8
2A
18

GAME SETUP: STEPS 15–21, CREW SETUP

15] Take as many **Help, Contingency and Night Stalker Reference cards** as there are players and deal one to each player at random. Help cards determine the order of choosing Characters (Step 19). If there are 3 players, take the cards with 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 important for choosing Characters and some Objectives.

Put all remaining Help cards back in the box.

More on Objectives – see page 10.

16] 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.

17] 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.



Player count symbol

Shuffle these two decks individually and deal each player 1 card from each deck. Keep the contents of these cards hidden from other players at all times.

Put all remaining Objective cards back in the box.

When any of the Characters encounters an Intruder for the first time, all players will choose one of their Objectives and discard the other.

More on First Encounter – see page 10.

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

18] Shuffle the **Contingency tokens** and deal 1 to each player. Each player must keep the contents of their Contingency tokens hidden from the other players!

If you are playing a 2-player game, deal each player 2 Contingency tokens. Place 1 Contingency token face-down on the Active Contingency slot. This is the Active Contingency and its contents will remain secret until the end of the game.

The remaining Contigency tokens should be placed in an indicated slot next to the Alert Room – this is the Neutral Pool.

More on Contingency – see page 11.

19] Shuffle all **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.

20] 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 appropriate Room. Nemesis Survivors start in the Isolation Room, Facility Workers start in the Repository Room.

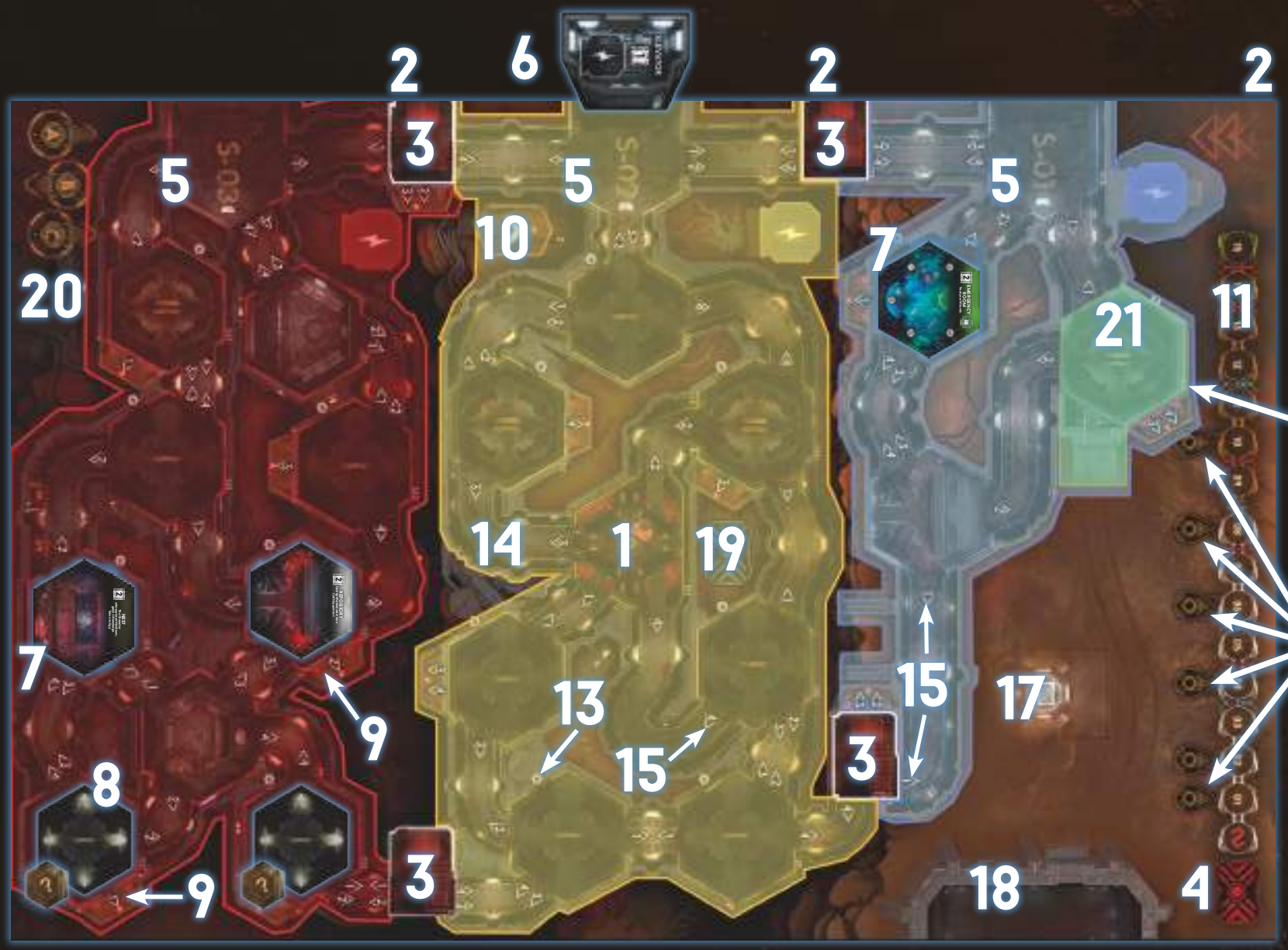
  Survivor, Lab Rat and all Characters from the Nemesis and the Aftermath expansion are considered Nemesis Survivors. Any others are considered Facility Workers.
- **C)** The **Action cards deck** of their Character, shuffles it and places it on the left side of their Character board, face down.
- **D)** The **Starting Item card** of their Character, if available, and places it face up in one of the two Hand slots on their Character board (except Xenobiologist). Afterwards, places a number of **Ammo markers** equal to that Item's Ammo capacity on the Item card. Some of the Characters (eg. Lab Rat and Survivor) start without any Items!
- **E)** The **Quest Item** of their Character and places it, 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 their other components 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.
- **G)** Place your **Knowledge token**, inactive (with an empty flask) side up, on the Laboratory board. If your Character is a Facility Worker, place it on slot 1 on the Knowledge track. Otherwise, place it on slot 3.

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







DISCARD PILES

Leave an empty space for a discard pile next to each of the following decks: Items, Event, 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) Alert Room (Special Room)
2) Sections
3) Emergency Staircases
4) Active Contingency slot
5) Elevator Rooms (Special Rooms)

   Important: During Movement, Special Rooms are treated as already explored Rooms.
6) Elevator
7) Example of explored Room
8) Examples of unexplored Rooms
9) Examples of Technical Corridors Entrances
10) Technical Corridors space
11) Time track
12) CSS token slots
13) Example of Item Counter
14) Example of Corridor
15) Example of Corridor Number
16) Example of Room Number
17) Computer Action card slot
18) Bunker
19) Neutral Pool
20) CSS Pod space
21) Exit Room. Room 001 is an Exit Room on this board.

PLAYER GOALS AND END OF THE GAME

PLAYER GOALS

A game of Nemesis may result in multiple winners, but it is not a cooperative game – while 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 three options: [1] lock their Character in the Isolation Room with the Facility not destroyed, OR [2] use one of the Cargo Sending System Pods to evacuate the Facility, OR [3] reach the Bunker.

More on Isolation Room – see Room sheet, page 29.

More on Bunker and Cargo Sending System – see Leaving the Facility, page 11.

OBJECTIVES

Since completing most of the Objectives requires some knowledge of the game (for example, Room actions, rules for destroying the base, CSS 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 a CSS Pod and escape, run away to the Bunker or seal themselves up in the Isolation Room.

PLAYER X'S CHARACTER CANNOT SURVIVE

The Character of the indicated player cannot be classified as alive at the end of the game. 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 from the Facility using the CSS Pod or flee to the Bunker, abandoning the rest of the Characters with Fire, Malfunctions, or the Autodestruction sequence in progress and hope that everybody dies or the Facility collapses on their heads.

More on Isolation Room – see Room sheet, page 29.
More on CSS Pods – see Leaving the Facility, page 11.
More on Fire and Malfunction markers – see page 19.
More on Autodestruction – see page 10.

YOUR CHARACTER IS THE ONLY SURVIVOR

No Character but yours may survive the game.

NO NEMESIS SURVIVOR CAN SURVIVE

Nemesis Survivor Characters are: Lab Rat, Survivor and all original Characters from the Nemesis and Nemesis: Aftermath.

More on using Characters from Nemesis and Nemesis: Aftermath – see page 30.

SENDING THE SIGNAL

You need to locate the Transmitter Control Room and perform its Room Action. This Room is always on the board – it will be one of the Rooms with the number "I" on its back.

More on Transmitter Control Room – see Room sheet, page 28.

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.

Objects are: Intruder Eggs, Character Corpses and Intruder Carcasses.

Intruder Eggs may be found in the Nest. The Nest is always on the board – it will be one of the Rooms with the number "I" on its back.

Character Corpses are the remains of the other Characters, placed in the Room of their demise.

Intruder Carcasses are remains of the slain Intruders, placed in the Room of their demise.

The Laboratory is always on the board – it will be one of the Rooms with the number "I" on their back.

More on Intruder Weakness cards – see page 23.
More on Objects – see Objects and Items, page 25.
More on Laboratory and Nest – see Room sheet, page 27.

DESTROY THE NEST

The Nest is destroyed when there are no Intruder Eggs left in it. To destroy an Egg, inflict at least 1 damage to it and remove its token from the board.

The Nest is always on the board – it will be one of the Rooms with the number "I" on its back.

More on Nest – see Room sheet, page 27.

FINISH THE GAME WITH AT LEAST KNOWLEDGE X

At the end of the game, your Character must have Knowledge X or more.

More on Knowledge – see page 23.

ACTIVATE YOUR KNOWLEDGE TOKEN

Locate the Archive and perform its Room Action to activate your Knowledge token.

The Archive is always on the board – it will be one of the Rooms with the number "I" on its back.

More on Knowledge token – see Knowledge and Weaknesses, page 23.

ALL ROOMS IN SECTIONS X AND Y MUST BE EXPLORED

The Facility is divided into 3 Sections. Going from the top of the board, those are Sections S-01, S-02 and S-03. When fulfilling this objective, all Rooms in the both Sections mentioned on the Objective card must be explored at the end of the game.

More on Sections – see Facility and Sections, page 16.

CRITICAL GAMEPLAY MOMENTS

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

- **The First Encounter with an Intruder.**
- **The first Character that dies.**
- **The Isolation Room opens.**
- **The Autodestruction token is flipped to the red side and the Autodestruction sequence cannot be stopped.**

FIRST INTRUDER ENCOUNTER

When the first Intruder **miniature** (of any type) appears on the board, **each player discards one of their Objective cards face down, removing it from the game.** 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 other players!
Note: Eggs are not Intruders.
More on Encounters – see Encounter and Combat, page 20.

FIRST DEAD CHARACTER

The first time a Character (of any player) dies, the Facility's AI immediately opens the Main Gate to let the other workers escape.

The Main Gate is opened (remove its token from the board).

More on Main Gate and Bunker – see Leaving the Facility, page 11.

ISOLATION ROOM

When the Time token reaches a white (number 8) slot on the Time track, the Isolation Room becomes usable. Characters CANNOT lock themselves there before that moment.

Note: Activating the Alert Procedure allows Characters to lock themselves earlier.

More on Alert Procedure – see page 11.

AUTODESTRUCTION SEQUENCE

The Autodestruction sequence is initiated by performing the Cooling System Room Action. If any Character has done this, take the Autodestruction token and place it 3 slots forward on the Time track (there should be 2 empty slots between the Time token and the Autodestruction token). Place it with the yellow side up.

Note: As long as the yellow side of the Autodestruction token is visible, players may turn off the sequence in the Power Generator Room.

More on Cooling System and Power Generator Rooms – see Room sheet, page 27.

During the Event Phase of the round marked by the yellow Autodestruction token, the token is moved by another 3 slots forward and flipped to the Red side.

When the Time token is on a slot with the Autodestruction token on the yellow side and has to move further, the Main Gate is automatically opened **(remove its token from the board)** and the Characters can no longer stop the Autodestruction sequence.

Note: The Autodestruction token moves just after the Time token, so after resolving this step, there should be 1 empty slot between these two tokens.

Note: The Main Gate should also be opened at this moment.

During the Event Phase of the round marked by the red Autodestruction token, the Facility is destroyed. All Characters (and Intruders) currently in the Facility die.

Note: If the token would go over the Time track, simply place it on the last slot. It will be resolved during the game end check.

IMPORTANT: The sequence can still be initiated, even when any Character has already locked themselves in the Isolation Room!

More on initiating Autodestruction sequence – see Room sheet, page 27.

LEAVING THE FACILITY CARGO SENDING SYSTEM (CSS)

In the case of an emergency, Characters may use the Cargo Sending System (CSS) to escape from the Facility.

ENTERING A CSS POD

Characters may enter a CSS Pod using a Cargo Sending System Room Action. They have to be in the appropriate Room and the Time token has to be on the slot marked with a CSS token. Only 1 Character may be present in a given CSS Pod at the same time.

After entering a CSS Pod, discard all your cards and pass the turn (resolving all appropriate effects). Then, place your Character's miniature in the corresponding CSS Pod space. At the Event Phase, your Character will try to evacuate using this CSS Pod.

Characters in CSS Pods are unaffected by any game effects unless specified otherwise.

LAUNCHING CSS PODS

CSS Pods are launched automatically during the Event Phase in the Round marked by a CSS token. At the "Launch CSS Pods" step, reveal the CSS token and resolve the corresponding effect:



– Character in the corresponding CSS Pod space Evacuates. When your Character Evacuates, remove your Character's miniature from the game.

Characters who didn't Evacuate are returned to the corresponding Cargo Sending System Rooms and suffer 1 Serious Wound.



– All Characters present in a CSS Pod space Evacuate. When your Character Evacuates, remove your Character's miniature from the game.



– No Characters Evacuate. They are returned to the corresponding Cargo Sending System Rooms and suffer 1 Serious Wound.

THE MAIN GATE AND THE BUNKER



THE BUNKER AND WAYS TO EXIT

The Bunker is one of the safe places the Characters may try to Escape to from the Facility. In order to Escape to the Bunker, Characters must fulfill the following conditions:

- The Character must be in the Exit Room.
  Exit Room is the Room 002 on the basic side of the board.
- The Main Gate must be Open.
- The Rover is in the Facility OR the Character has an Enviro-Suit.
- There is no Intruder in the Room with the Character.
  In such cases, the Character may use the Escape the Facility Action.

2 ESCAPE THE FACILITY ACTION

1] If there is a Rover in the Exit Room – Simply move the Rover with your Character to the Bunker. You managed to Escape safely. Place your Character in the Bunker to mark this. Only 1 Character may occupy the Rover.

2] If you have an Enviro-Suit – Perform a Noise roll. If any Intruder shows up in this Room, your attempt at Escaping the Facility fails. If no Intruder appears, you may Escape the Facility and move your Character to the Bunker. Place your Character in the Bunker. You managed to Escape safely.

3] Otherwise – You are unable to perform this Action. If you have Escaped, you do not take part in the game any longer. You will find out if you have won during the Victory Check at the end of the game.

THE MAIN GATE

At the beginning of the game, the Main Gate, located next to the Bunker, is closed. As long as it is closed, it is impossible to enter the Bunker using any means.

The Main Gate opens during the game in one of the following cases:
- When the first Character dies.
- By using certain Items/Actions in the Exit Room.
- The Autodestruction token is flipped to the Red side.

It is important to note that, once open, the Main Gate cannot be closed again.

Actions that Open Doors do not affect the Main Gate in any way!

THE ROVER

The Rover used to be a way for the Facility Crew to get around the surface. Now it can be used to Escape the Facility safely.

The Rover, at the start of the game, is placed next to the Exit Room. It can be used during the Escape the Facility Action explained earlier.

If the Rover was already used, it can be moved remotely back to the Facility using a Computer Action. It can also be moved away from the Facility.

To all Research Facility Directors,

After the latest incident, when an elevator maintenance notification triggered a purge of an entire laboratory, we decided to adopt a standardized Incident Response Codes list. The following codes are classified – do not share them with your staff!

CODE GREEN – Use it only if you wish to save the ENTIRE personnel of your facility. The Response Team's directive will be to evacuate everyone safely. You will be held responsible for any information leaks caused by improper use of this code.

CODE YELLOW – Use it to limit the spread of incriminating details. The Response Team will identify and eliminate personnel with too much sensitive information.

CODE BLUE – Use it to save only the most dedicated personnel. The Response Team will eliminate everyone, except for those who filed proper Incident Report Forms in the required time.

CODE GRAY – Use it to prevent the spread of contamination to other facilities. Orbital lasers will destroy all CSS containers traveling from this facility to any outbound destinations.

CODE RED – Use it after a total loss of your facility. A nuclear payload will obliterate the facility, vaporizing any samples and contaminants. Your sacrifice will be remembered.

CONTINGENCY

Contingencies are the result of how the Corporation deals with the Characters after the events in the Facility. As the first step of the Victory Check, the Active Contingency will be resolved for all players with the possibility of killing some of them.

It is in the players' best interests to find out how best to protect themselves from the Contigency Procedure throughout the course of the game. To do this one has to figure out the Contingencies held by the other players and those present in the Neutral Pool, and by a process of elimination, deduce what the Active Contingency is.

Information about Contingencies can be traded, given, and lied about.

Important: The Active Contingency will stay secret until the end of the game and its contents may not be checked until then!

TOKENS

The information on each player's individual Contingency token can be secretly examined by that player at any time but must NEVER be shown to other players (just like Objectives). You may trade this information verbally or otherwise – Contingency Reference cards can be used to facilitate this secretly between two players.

Note: Various game effects – e.g. using the Archive Room Action – may also allow you to peek at other players' Contingency tokens.

Hint: We recommend using Help cards to trade the information about Contingencies. This way this information may be traded in secret between the selected group of players.

More on checking Contingencies – see Acquiring Information below.

ACQUIRING INFORMATION

Contingencies other than the Active Contingency can be peeked at using various game effects.

You can find these effects among Item Actions, Computer Actions and the Archive Room Action.

More on Archive and Computer Actions – see Room sheet, page 27.
More on Items – see Objects and Items, page 25.

Using a Computer Action, you can peek at all Contingencies of any other player in the same Section as you are in.

Using the Archive and Alert Room Actions, you can peek at 1 Contingency token from the Neutral Pool and obtain this Contingency token.

This way, by a process of elimination, players can make an informed guess about the Active Contigency.

More on Sections – see Facility and Sections, page 16.

DYING CHARACTERS

When a Character dies, all of their Contingency tokens are returned to the Neutral Pool.

ALERT PROCEDURE

Divide the number on which the Time token is placed by 2 (rounding down). Place the Alert Procedure token on this slot of the Time track. The game ends instantly when the Time token leaves the slot containing the Alert Procedure token.

After activating the Alert Room, the Isolation Room opens immediately; flip its tile to the side with a Room Action up. From now on, Characters may lock themselves there, even if the Time token is not on any white slot of the Time track.

More on Isolation Room – see Room sheet, page 27.

END OF THE GAME

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



- **The Time token reaches the final "S" (red) slot of the Time track** – the Facility is purged by the Corporation's forces, regardless of the Active Contingency. All Characters in the Facility who are not in the Isolation Room die.

  Important: The Intruders survive. If your Objective was to kill the Queen or destroy the Nest, you fail.



- **The Time token is on the same slot as the red Autodestruction token and has to advance further OR you are instructed to place a 13th Fire marker or a 11th Malfunction marker** – the Facility explodes and all Characters in the Facility die, including those who have used the Isolation Room. Intruders also die and their Queen is killed (this may be important for some Objectives).

  More on Autodestruction sequence – see page 10.

- **The last living Character in the Facility (excluding those who have used the Isolation Room earlier) dies, uses the Isolation Room, flees to the Bunker or uses a CSS Pod** – there is nothing more to do in the Facility.

  If the Autodestruction sequence was active, move the Time token to the slot with the Autodestruction token. If not, move the Time token to the final red slot of the Time track. In both cases, resolve the effects of these tokens as described above.

  If the Alert Procedure was active, move the Time token to the slot with the Alert Procedure token. If not, move the Time token to the final red slot of the Time track. In both cases, resolve the effects of those tokens as described above.

  In the unlikely case when both Alert Procedure and Autodestruction sequence were active, they both count as the way of ending the game.

If one of the conditions above is met and at least 1 Character survived (either locked in the Isolation Room, safe in the Bunker or evacuated in a CSS Pod), go to the Victory Check step.

VICTORY CHECK



1) CONTINGENCY CHECK

Reveal the Active Contingency token and apply its effect to all living Characters.

Contingencies are the result of how the Corporation deals with the Characters after the events in the Facility, including the possibility of forcibly terminating some of them.

During the game, the players' objective is to find the necessary information to protect themselves from the Contingency Procedure.

More on Contingencies – see Leaving the Facility, page 11.



2) CONTAMINATION CHECK:

Each living Character (either locked in the Isolation Room, safe in the Bunker or evacuated in a CSS Pod) checks their Contamination cards.

A) The player uses the Scanner to check all the Contamination cards in their Action deck, discard pile and hand. If there is at least 1 "INFECTED" card, they resolve Step B. If a player has a Larva on their Character board, they skip this step and resolve Step B immediately.

B) Infected players shuffle all their cards (both Action and Contamination) to create a new Action deck and then draw the top 4 cards. If there is at least 1 Contamination card (Infected or not), the Character dies. If not, they luckily survive.

More on Scanning Contamination cards – see page 22.



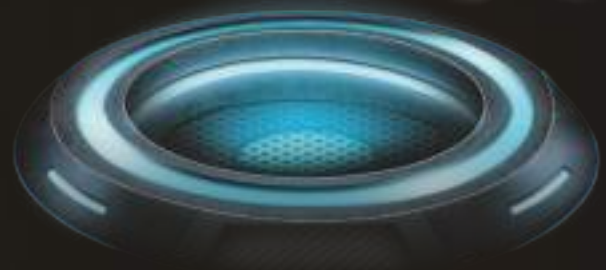
3) OBJECTIVE CHECK:

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 the requirements.

If you have completed your Objective and have failed neither the Contingency nor Contamination check, you are the winner. There can be more than one winner in a game of Nemesis: Lockdown.

ENDING THE GAME BEFORE THE OTHER PLAYERS

If any Character uses a CSS Pod, isolates 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.



FLOW OF THE GAME

The game is played over a series of consecutive **rounds**, and ends when any of the end game conditions are met.

More on Player Goals and End of the Game – see page 10.

ROUND ORDER

Each round 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 at any time you are required to draw a card and your deck is empty, first shuffle the cards in your discard pile to form a new Action deck. Then, draw the required number of cards.

2: FIRST PLAYER TOKEN

After all 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 round 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 in clockwise order.

3: PLAYER TURNS

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

If a player cannot or chooses not to take any Actions on their turn, they must pass. If they perform only 1 Action instead of the required 2, their second Action is to Pass. Once a player passes, they cannot perform ANY action for the remainder of the Phase.

When a player passes, they may discard any number of cards from their hand. Then they flip their Help card to the Pass side.

Passing counts as taking an Action in the player turn.

Note: When a Character ends their turn in a Room with a Fire marker, they suffer 1 Light Wound but won't suffer any more Wounds from Fire this round, even if other Characters play their turn after them.

More on Fire – see page 19.

More on available Actions – see Actions, page 14.

II: EVENT PHASE

4: LAUNCH CSS

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

More on Cargo Sending System – Leaving the Facility, page 11.

5: TIME TRACK

Move the Time token on the Time track by 1 slot to the right and resolve the following steps:

- **A)** Check if you have to resolve Autodestruction sequence and Alert Procedure,
- **B)** On Power Thresholds – Check if the Power has to be reduced.

More on Autodestruction – see Room Sheet, page 27.

More on Contingency – see page 11.

More on Power – see page 24.

6: NOISE REMOVAL

In Sections with Power: remove all Noise markers in the Corridors not connected to the Rooms with Characters.

Do NOT remove Noise markers from the Technical Corridors space!

7: INTRUDER ATTACKS

Each Intruder in the same Room as a Character performs an Attack.

More on Intruder Attack – see Encounter And Combat, page 22.

8: INTRUDER FIRE DAMAGE

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

More on Intruder Injuries – see Encounter And Combat, page 21.

More on Fire – see page 19.

9: RESOLVE EVENT CARD

Draw and resolve 1 Event card:

- **A) Intruder movement** – All Intruders sharing the Intruder Symbol shown on the Event card (that are NOT in a Room with any Characters) move to a neighboring Room through the Corridor matching the number on the Event card. If there are two numbers on the Event card, move appropriate Intruder types through the Corridor sharing the first number, then through the Corridor sharing the second number.

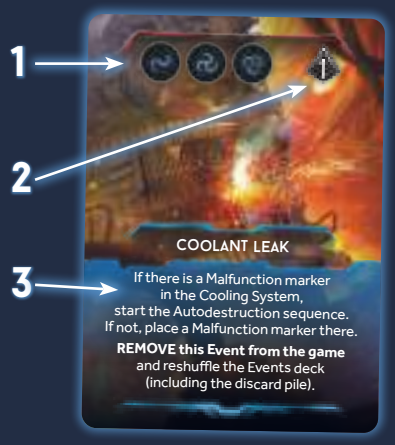
  If an Intruder ends up in a Room with a Character after the first move, do not move it further.

  More on Rooms and Corridors – see page 16.

If the number indicates a Technical Corridor, remove that Intruder miniature from the board and put its corresponding Intruder token in the Intruder bag. If the number indicates a Corridor with a Door, the Intruder does not move. The Door is destroyed.

More on Technical Corridors – see page 18.

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 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 Cooling System to trigger the effect. Then, REMOVE this Event from the game (back to the box) and reshuffle the Event deck and discard pile.*

- **B) Event effect** – **After the Intruder movement step**, resolve the effect described on the Event card.



Some Event cards have an additional effect resolved only in Sections without Power. In most cases, these effects are marked with a special Darkness layout shown above. An effect marked with this layout is applied in addition to the regular Event effect.

More on Darkness – see Power, page 24.

After resolving the Event card, discard it to the Event discard pile (unless stated otherwise). In the rare case the Event deck runs out of cards, shuffle the discarded Event cards – they become the new Event deck.

10: 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.

Put the removed token aside the board.



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



ADULT – Return the Adult Intruder token to the Intruder bag. All players perform a Noise roll in order. If a player's Character is in Combat with an Intruder, they do not perform a **Noise roll**.

More on Noise roll – see page 17.



BREEDER – Return the Breeder Intruder token to the Intruder bag. All players perform a Noise roll in order. If a player's Character is in Combat with an Intruder, they do not perform a **Noise roll**.



QUEEN – Return the Queen Intruder token to the Intruder bag. If there are any Characters in the Nest, place the Queen miniature there and resolve an Encounter.

More on Encounters – see page 20.

Otherwise, or if the Nest is undiscovered, add an additional Egg token on the Laboratory board.



BLANK – Return the Blank token to the Intruder bag. Add 1 Adult Intruder token to the Intruder bag. If there are none available, nothing happens.

11: END OF ROUND

Start a new round.

The round ends after the Intruder bag development step has been fully resolved, including any Encounters, Surprise Attacks, etc. Then, a new round starts with the Player Phase and all players draw their Action cards.

ACTIONS

During each of their turns, 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 13.



Action symbols

ACTION COST

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

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

More on Contamination cards – see page 22.

Note: The player must pay an Action Cost even if the Action was interrupted by another player. If an One Use Only Item Action is canceled with an Interruption Action, discard this Item.

More on Interuption - see Action cards.
More on One Use Only - see Objects and Items, page 25.

COMBAT SYMBOL

Some 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 the Room they are in. 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, this Action may be performed in both situations.

More on Combat – see page 20.

BASIC ACTIONS

Each Character has the same set of Basic Actions:

REGARDLESS OF COMBAT



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

Note: When performing a Movement in Combat, you must Escape instead.

More on Movement – see page 16.
More on Escape – see page 21.

OUT OF COMBAT



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 pages 16, 17 and 19.



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 25.



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

Players may, with mutual consent, reveal and exchange with each other any Item cards and Objects they want to trade. Even though several players may take part in the Trade (with or without the active player), the only player that performs the Action is the one that started it.

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

Note: Characters cannot exchange Ammo.



CRAFT ITEM – Discard 2 Item cards showing the appropriate blue Component symbols to gain a Crafted Item card with the same Component symbols (but in grey 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 26.

IN COMBAT



SHOOT – Attack an Intruder with an Energy/Classic Weapon 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.

You may also shoot Uncarried Eggs outside of Combat – see Destroying Eggs, page 27.

More on Shooting – see Encounter and Combat, page 20.
More on Items in a Character's Hand – see Objects and Items, page 25.

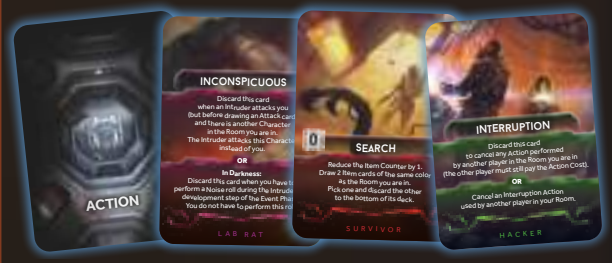


MELEE ATTACK – Attack an Intruder with your bare hands (or anything you can improvise). You can only Attack Intruders in the same Room as your Character.

You may also Attack Uncarried Eggs outside of combat – see Destroying Eggs, page 27.

More on Melee Attack – see Encounter and Combat, page 21.

ACTIONS FROM ACTION CARDS



Each Character has their 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 chosen Action card.

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

EXAMPLE OF AN ACTION CARD:



Here, we have a Janitor Action card – Clean up.

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

2) *Action Cost. In this case, to perform Clean up, the player doesn't have to discard additional Action cards from their hand as the Action Cost is 0.*

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 discard the Fire marker from a Room.

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 25.

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 pages 27–29.*

COMPUTER ACTIONS

The Computer Actions deck starts the game with 1 card revealed. Each Character that is in a Section with Power and in a Room with a Computer may use a **Computer Action** to perform one of the 3 actions listed on the revealed Computer card. Place this card at the bottom of the deck afterwards and reveal the next card from the top of the deck.

Whenever a Lockdown card is revealed from this deck, immediately resolve it.

Note: If there is a Malfunction marker in a Room with a Computer, the Computer is unavailable – as if there was no Computer symbol.

More on Computers – see Room sheet, page 27.
More on Sections – see Facility and Sections, page 16.
More on Power – see page 24.

MOVEMENT AND EXPLORATION TOKENS

Moving around the Facility is one of the basic activities for Characters during the game. Characters will roam through the Facility to discover additional Rooms, find Items that are useful or vital to their survival, complete objectives, repair dangerous and Malfunctioning gear and extinguish Fires in order to survive.

ROOMS AND CORRIDORS



ROOMS are connected by CORRIDORS that allow both Character and Intruder miniatures to move between them. Neither Characters nor Intruders can ever stop in Corridors for any reason (i.e. miniatures can only be placed in ROOMS) and the effects of moving through any given Corridor are resolved AFTER moving into the Room.

Character Actions can only be performed in ROOMS.

Special Rooms (like Alert Room, Elevator Rooms or Emergency Staircases) are treated as normal Rooms. The only difference being they have no Item Counters (i.e. Search cannot be used while in one) and are printed on the board.

CSS Pods and Bunker are the only exceptions to the rule above – see Leaving the Facility, page 11.

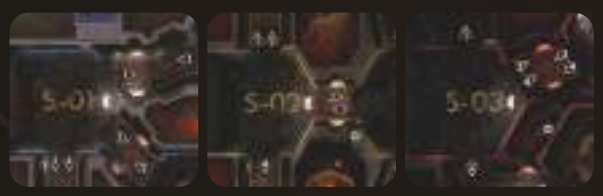
FACILITY AND SECTIONS

SECTIONS

The Facility is divided into 3 Sections. Each Section has its own Power Source. Sections are described as "S-01", "S-02" and "S-03" according to their position on the board. Each Section is marked with a different color outline that matches the color of its Corridors and Rooms. On the basic side of the board, Sections are separated by the Emergency Staircases.

When the game mentions a Section in an effect modifying Power, treat an Elevator Power token as a separate 4th Section.

More on Power – see page 24.



MOVEMENT ACTION

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

More on Movement Action – see Actions, page 14.

A Movement Action allows a Character to move to a neighboring Room. Two Rooms are considered neighboring when they are directly connected by a Corridor. Closed Doors can block the "neighboring" status for the purpose of players' Movement.

More on Closed Doors – see Markers and Tokens, page 19.

After entering a Room, always resolve the following steps:

1) If this Room tile was unexplored (face down), turn it face up. Then, reveal and resolve the EXPLORATION TOKEN lying on that Room tile.

   More on Exploration tokens – see page 17.

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

   More on Noise rolls – see page 17.

If another Character or Intruder is already in the Room the Character is entering, do not perform a NOISE ROLL.

Hint: Beware that whilst there is an advantage to moving in groups (entering Rooms that already contain Characters), such tactics may generate additional risks. Some events in the game instruct all Characters to perform a Noise roll – in such a case, bigger groups sharing a common Room might find themselves 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, Facility Tour and Vents.

Important: To perform a Movement Action to leave a Room containing an Intruder, you must use the Escape rule – see Encounter and Combat, page 21.

More on Careful Movement – see Basic Actions, page 14.
More on Facility Tour – see Sentry Action cards.
More on Vents – see Survivor Action cards.

EXAMPLE OF MOVING INTO AN UNEXPLORED ROOM

Here, we can see the Survivor moving from the Elevator Room to an unexplored Room. The player has already discarded an Action card to perform this Movement.

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



The Survivor discovers the Archive. 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 Survivor must perform a Noise roll since she has entered an empty Room.



EXAMPLE OF MOVING INTO AN EMPTY ROOM



Here, we can see the Survivor moving into the Archive. The player discards an Action card, the miniature is moved and a NOISE ROLL is performed.

The result is 2, so a Noise marker (green glow) is placed in the Corridor connected to the Archive showing the result's number, "2" (red glow). If the Corridor "2" already contains a Noise marker, an Encounter takes place. Luckily for the Survivor, everything is fine… for now.

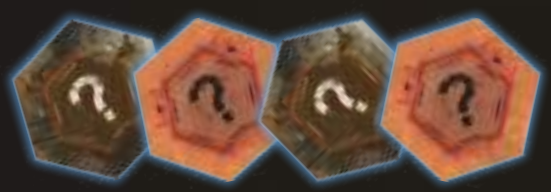
EXAMPLE OF MOVING INTO AN OCCUPIED ROOM



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

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

EXPLORATION TOKENS



In Nemesis: Lockdown, there are two types of Exploration tokens: Underground and Surface. Surface Exploration tokens are used only with the alternative side of the board.

More on the alternative board side – see Game modes, page 30.

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.

Exception: Do not set the amount of Items when the Nest Room is revealed.

More on Searching Items – see Objects and Items, page 26 and Search Action card.



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.

If this token was revealed due to a Careful Movement, you still place a Noise marker.

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.

Keep in mind that an Intruder trying to move through a Corridor with Closed Doors will destroy them instead of moving!

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 this Room without a Noise marker already present (including Technical Corridors if there is an Entrance in the Room).

If this token was revealed due to a Careful Movement, you still resolve the Danger effect.

More on Noise markers – see page 19.
More on Technical Corridors – see page 18.
More on Combat – see page 20.

SLIME:

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

More on Slime markers – see page 19.

FIRE:

Place a Fire marker in this Room.

More on Fire markers – see page 19.

MALFUNCTION:

Place a Malfunction marker in this Room.

More on Malfunction markers – see page 19.

DOOR:

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

More on Door tokens – see page 19.

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

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

NOISE ROLL

Noises echo throughout the Facility... Sometimes it's the machinery, sometimes it's the Intruders.

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

When you enter a Room, roll a Noise die and resolve the result:

1 2 3 4

RESULT OF 1, 2, 3 OR 4:

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

More on Technical Corridors – see page 18.

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 20.
More on Technical Corridors – see page 18.
More on Noise markers – see page 19.

DANGER:

If there is an Intruder in a 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.

Keep in mind that an Intruder trying to move through a Corridor with Closed Doors will destroy them instead of moving!

More on Door tokens – see page 19.

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 this Room that does not already have a Noise marker (including Technical Corridors, if there is an Entrance in the Room).

More on Noise markers – see page 19.
More on Technical Corridors – see page 18
More on Combat – see page 20.

SILENCE:

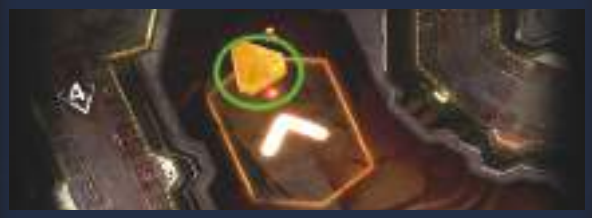
Nothing happens. No Noise marker is placed.

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

NOISE CLARIFICATIONS



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 ring), it is treated as if it was in each Technical Corridor Entrance on the whole board. In this example, there are two Noise markers in Corridors connected to the Guard Room: one in the Corridor number 4, with the Closed Door (blue glow), and the other in the Technical Corridors (green ring).

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 miniatures are already present – the Adult Intruders Retreat. Remove all Adult Intruder miniatures that are not in Combat and put the same number of Intruder tokens back in the Intruder bag (if possible).

Then, place an Adult Intruder miniature in the Room where the Encounter occurred.

TECHNICAL CORRIDORS

Technical Corridors sprawl underneath the base, using natural caves and tunnels as ducts. The ingenious idea that cut the cost of constructing them in half now bears other, rotting fruits - as the caves are connected to almost every room in the facility, unspeakable horrors can appear anywhere, anytime.



1) Technical Corridors space
2) Example of Technical Corridors Entrance

Both the Technical Corridors Entrances (present in some Rooms) and the special Technical Corridors space are not accessible to the Characters. Outside these movement restrictions, Technical Corridors function like normal Corridors in all other ways.

The Vents Action card from the Survivor Action deck, Cave Entrance Room Action and the Cave 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 a 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 20.

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.

EMERGENCY STAIRCASES



All Rooms between Sections are Emergency Staircases. They are always considered to be in Darkness and should be treated as black Rooms with no Action.

Moving between Sections without any source of light (like a Glowstick or a Flashlight) is a dangerous endeavor.

More on Darkness – see Power, page 24
More on Glow Stick and Flashlight – see Item cards.

They can contain a Malfunction marker, which has no other Effect than lowering the number of Malfunction markers in the pool.

Note: Emptying the Malfunction marker pool leads to the destruction of the whole Facility.

More on Malfunction – see page 19.

Emergency Staircases are not treated as a part of any Section. (Thus, they are always in a different Section for e.g. Event effects).



MARKERS AND TOKENS

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 17.

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 17.

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

A Character may only have 1 Slime marker at a time and if they are instructed to get another, 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 a Slime marker by using the Clothes Item card (see Item cards) or taking a Decon Room Action (see Room sheet).

FIRE MARKER

Fire markers have three functions: 1) they wound Characters ending their turns in Rooms on Fire, 2) they deal Injuries to Intruders and 3) they may cause the whole Facility to explode.

1) Every time a Character ends their turn in a Room with a Fire marker, this Character suffers 1 Light Wound.

Remember that a Character's turn consists of 2 Actions (or 1 Action and pass, or simply pass).

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

More on Light Wounds – see Character Wounds and Death, page 23.

More on Actions – see Player Phase, page 13.

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 Intruder Injuries and Death, page 21.

3) There are 12 Fire markers in the game. If you are instructed to place a Fire marker and there are no more markers in the pool, the Facility explodes and the game ends.

Note: Some Event cards may cause the Fire to spread to neighboring Rooms, so be careful!

More on End of the Game – see page 12.

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

A Fire marker may be placed in an Unexplored Room (i.e. due to an Event card effect).

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

You can still use a Room Action and/or 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) they may cause the Facility's destruction – meaning everything on the 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 Toolbelt Item card) may be used to discard a Malfunction marker.

Important: A Malfunction marker can never be placed in the Nest or in the Contaminated Room.

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 may even disable Special Rooms (such as the Repository, Isolation Room, Alert Room or Elevator Rooms).

Note: A Malfunction marker in the Isolation Room has no Effect on already locked Characters.

2) There are 10 Malfunction markers in the game. If you are instructed to place a Malfunction marker and there are no more markers in the pool, the base is destroyed and the game ends.

More on End of the Game – see page 12.

Any given Room may never hold more than 1 Malfunction marker. If you are instructed to place another one, nothing happens. A Malfunction marker cannot be placed in an Unexplored Room (i.e. due to an Event card effect).

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 – treat that Room as if there was no Computer symbol.

More on Computers – see Room sheet, page 27.

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 statuses: 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 the Granade – see Item cards.

When one or more Intruders try to move through a Corridor with a Closed Door token, the Intruders do not move, but destroy this Door instead. This includes Intruders attempting to move due to the Danger result of a Noise roll.

More on Intruder Movement – see page 18; Event Phase, page 13 and Intruder Retreat, page 21.



DESTROYED DOORS are marked with a lying Door token. Movement is allowed through this Corridor. A Destroyed Door can never be Closed again.



OPEN DOORS – to mark that a 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 non-Destroyed Door token from 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. Doors do not affect Noise markers and resolving Encounters in any way.



ENCOUNTER AND COMBAT

ENCOUNTER

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

First Encounter is a critical gameplay moment because the players have to choose one of their Objectives and discard the other.

More on Noise rolls – see page 17.

An Encounter may also be triggered by the Effects of some Event cards or 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 one or two numbers on the opposite side. One is used if you are in the Section with Power, other if you are in the Section without Power.

   More on Night Stalker tokens – see below.
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 corresponding 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 on 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 be returned to the bag if an Intruder of that type hides (eg. by entering the Technical Corridors during the Intruder Movement).

NIGHT STALKER TOKENS

In Nemesis: Lockdown, Intruder tokens now feature 2 numbers on their back. These are Night Stalker tokens. Night Stalkers are much more deadly in the dark and it will be much harder to protect yourself from Surprise Attacks in such situations.They are treated as regular Intruder tokens for all other intents and purposes.



When you compare the number of Action cards in hand with the number on the Intruder token, compare:

The first, lower number if the Character is **not** in Darkness.

The second, higher number if the Character **is** in Darkness.

SURPRISE ATTACK:

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

More on Intruder Attack – see Encounter And Combat, page 22.
More on Night Stalker token – see page 20.



BLANK TOKEN

If a player draws a 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.

Note: The Blank token rules are slightly different during the Intruder bag development step of the Event Phase.

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



The Survivor is moving from the Elevator Room to the neighboring Room. There are 2 Noise markers in the Corridors connected to that Room. As always, when entering an empty Room, the Survivor's player must perform a Noise roll. The result is 2 and, since there is already a Noise marker there, an Encounter takes place. The player removes all 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 numbers "2" and "3" on its back. Power in this Section is on, so the lower number is compared with the number of cards in the player's hand (including any Contamination cards) – only one card 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 turn. Intruders Attack Characters during the Event Phase.

Some Actions cannot be used during Combat – see Combat symbol, page 14.
More on turns – see Player Phase, page 13.
More on Intruder Attack – see Encounter And Combat, page 22.



CHARACTER ATTACKS INTRUDER

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

More on turns – see page 13; more on Actions – see page 14.

SHOOT ACTION – If a Character is in a Room with an Intruder and has an Energy/Classic 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 Objects and Items, page 25.
More on Intruder Injuries and Death – see page 21.

ADVANTAGE DIE

Advantage die is a special type of a Combat die. All effects (eg. Combat die rerolls) which mention a Combat die are applicable to the Advantage die. When Shooting in a Section with Power, players **must** use the Advantage die instead of a normal one. This die introduces two new results:

 – Discard an Action card to deal 1 **Injury** to your target.

 – Deal 1 **Injury** to your target. Discard an Action card to deal 2 **Injuries** instead.

The  result does not count as either or  for any purposes, regardless if a card was discarded or not.

Important: The Advantage die cannot be used while performing a Melee Attack.

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 21.
More on Serious Wounds – see page 23.

COMBAT EXAMPLE



The Survivor tries to shoot an Intruder with her Assault Rifle. After spending 1 Action card, she discards 1 Ammo from the Weapon card and rolls the Combat die. The result is 2 Hits, but the Assault Rifle card states that every time you deal at least 1 Injury, deal 1 additional Injury. Overall, 3 Injury markers are placed on the Intruder miniature.

After placing the Injury markers, the Injury Effect is checked (representing the Intruder's endurance). 1 Night Stalker Attack card is drawn and only the number in the "blood" symbol 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 **Basic 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 page 22.

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 it was an unexplored Room, Explore it according to the standard rules.

If you die, place a Character Corpse token in the Room you tried to Escape from.

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

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

ESCAPE EXAMPLE



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

As Intruders Attack any Character trying to Escape, an Intruder Attack card is drawn. It is a Blood Chase card, with the Creeper symbol: the Attack hits the Survivor, dealing her a Serious Wound. Bitten and seriously wounded, the Survivor moves to the Elevator Room.

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 to the risk of being contaminated.

INTRUDER INJURIES AND DEATH



"Blood" symbol



Intruder Carcass token

When an 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" symbol in the upper left corner of the card.

If the number in the "blood" symbol 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 an **Intruder Carcass** Object).

Otherwise, the Intruder is still alive.

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

Note: The "blood" symbol represents the current endurance of the Intruder. This value may vary for a given individual, depending on the cards drawn after each successful Attack. A new card is drawn after each successful Attack, not just once per turn.



Retreat symbol

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" symbol 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.

Any Injury markers assigned to the retreating Intruder remain with that Intruder. However, should an Intruder Retreat to a Technical Corridor, remove those Wounds when you remove the miniature.

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

More on Event cards – see page 13.
More on Technical Corridors – see page 18.

INTRUDER ATTACK

Intruder Attacks happen in three cases:

- Surprise Attack

More on Surprise Attack – see Encounter, page 20.

- Intruder Attack step in the Event Phase

More on Intruder Attack step – see Event Phase, page 13.

- Character's Escape

More on Escape – see page 21.

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 tie, 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 matching the Attacking Intruder, resolve the Effect described on the card.

  Some Intruder Attack cards have an additional effect resolved only in Sections without Power. These effects are marked with a special Darkness layout. The Intruder symbol still has to match though.

- If the card does not display an Intruder symbol matching the Attacking Intruder, the attack misses.

Explanation of Intruder symbols – see the Laboratory board.

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

More on Darkness – see Power, page 24.

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 the different types of Intruders that can use this Attack. When a card is drawn during an 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 suffers 1 Light Wound and gets 1 Contamination card. If in Darkness, the Character suffers 1 additional Light Wound.*

More on Darkness – see Power, page 24.

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. Then, if the Character being Attacked doesn't have a Larva on their Character board, place one there.
- 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**. They may still be discarded when passing.

Each Contamination card contains hidden information: the Character who possesses them 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, the player may lose the game due to a surprise infection.

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

More on Victory Check – see Player Goals and End of the Game, pages 10 and 12.

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, the Decon Room, the Surgery Room Action and the Antiseptic Item Action).

Each card / Room description details the procedure to follow. Most of the procedures require a Scan of the Contamination cards. 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 are 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 look 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, pages 27–29..

If you are 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, place this card on the bottom of the Contamination deck.

SCANNING CONTAMINATION CARDS EXAMPLE



The Janitor 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 Janitor has been infected by an Intruder at some point during the game.



The Janitor's player must quickly find a way to get rid of this parasite. The best ways would be a Surgery Room Action or a Neutralizer 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 your Ammo runs out...

Despite the Nemesis crew members' past experience with Intruders, 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

Wounds are recorded using the Light Wound track on a player's Character board.

When a Character suffers a Light Wound, if there isn't a Status marker on their Wound track, place one in the **upper slot**.

Should the Character take another Light Wound, move the marker down the track. If the marker reaches the third position, discard the marker and the Character suffers a Serious Wound.

Light Wounds are dealt and resolved one-by-one.

SERIOUS WOUND

When a Character suffers a Serious Wound, draw 1 Serious Wound card and place it face up 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.

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

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 a **Character Corpse** Object.

When a Character dies, they drop all their Heavy Objects in the Room where they died. All other Items are removed from the game.

More on Heavy Items and Objects – see page 25.



DRESSING AND HEALING WOUND

During the game, a player may Dress and Heal their Wounds in many ways (using Clothes, Medical Stapler, Medkit Item cards or the Emergency Room Action). Each relevant Item card or Room Action details the Wound treatment.

DRESS SERIOUS WOUND – Flip a Serious Wound card affecting the Character to 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 25.

KNOWLEDGE AND WEAKNESSES

KNOWLEDGE

Gaining Knowledge represents that Characters discover more about the new Intruder species and how best to fight them. Certain Knowledge levels give Characters access to broader options from the Action cards or Items – for example, the Pheromones Action card or Reagent Item card.

Characters gain Knowledge when performing the following Actions:

- Analysing a Weakness in the Laboratory Room or using the Analyze Toolset – the Character gains 3 Knowledge. Discard the object used. Knowledge is gained regardless if a Weakness was discovered by using a Room, or an Item.
- Using a specific Computer Action – the Character gains 1 Knowledge.
- Discovering the Nest – the Character gains 1 Knowledge.
- Using the Archive Room Action – the Character Activates their Knowledge token and gains 2 Knowledge.
- Using some specific Items or Actions – the Character gains Knowledge described on the given effect.

More on Action cards – see Actions, page 14.
More on Items – see Objects and Items, page 25.

KNOWLEDGE TOKEN ACTIVATION

Characters in the Archive can use its Room Action to Activate their Knowledge token and gain 2 Knowledge. Activating a Knowledge token is marked by flipping it to the other side.

An Active Knowledge token means that the Character is unable to use the Archive Room Action again. It is also required by some Objectives in the game.



Inactive Knowledge token *Active Knowledge token*

More on Archive – see Room sheet, page 27.

WEAKNESS

During game setup, 3 random Weakness cards were placed on the Intruder Weakness slots on the Intruder board. During the game, you will have the possibility to discover and exploit these 3 Weaknesses. This represents the crew gradually gaining insight into the lifeform that infests the Facility.

The first Weakness card starts the game already discovered.

To discover a Weakness card, any Character must research one of the available Objects (Character Corpse, Intruder Carcass or Egg) in the Laboratory Room.

More on Research in the Laboratory – see Room sheet, page 27.
More on Objects – see Objects and Items, page 25.

After researching an Object, place the researched Object in the first empty slot on the Intruder board and reveal the Weakness card below it.

Discovered Weakness cards modify the basic rules of the Intruders, giving a small advantage against them, but only for Characters with certain Knowledge levels (3, 5 and 8). Unless a Character possesses these levels, Weaknesses cannot be exploited by that Character.

Note: Two Characters (Lab Rat and Survivor) start the game possessing 3 Knowledge, so they can use the effect of the first Weakness card from the beginning of the game.

Even though Characters cannot discover Weaknesses using the same type of Object multiple times, they still can Analyze the same type of Object any number of times to gain Knowledge.

Important: In Nemesis: Lockdown, Heavy Objects are used up when researched. They should be discarded immediately, regardless of the source of the effect.

DISCOVERING WEAKNESS EXAMPLE



The Survivor used the Laboratory Room Action to discover a Weakness using an Intruder Egg. This means that the last Weakness can only be discovered by using an Intruder Carcass or a Character Corpse Object.

POWER



Inactive Time token

Active Time token

Most parts of the Facility starts the game Powered, but the Power is depleting rapidly – this is represented by the red side of the Time token indicating that the Backup Power is not working yet.



Section without Power



Section with Power

A Facility Section is considered to have Power when its Power token is on the blue side. Sections with Power have 4 additional rules:

1) Players must use the Advantage Combat die when performing a Shoot Action.
2) Players may use the special Computer Actions in the Rooms with a Computer symbol.
3) Characters in the given Section are considered to be not in Darkness for any game effects.
4) Noise markers in that Section will be removed during the Event Phase.

More on Advantage die – see page 20.
More on Computer Actions – see Actions, page 15.
More on Darkness – see below.

DARKNESS

As long as Characters stay in Sections without Power, they are considered to be in Darkness. It means that all game effects which happen in Darkness affect them.

Darkness effects may be found on Event cards (like Lurking), Intruder Attack cards (like Cut), Intruder tokens, etc.

Note: When the game allows you to ignore the Darkness effect, you may ignore any of the effects menioned above related to Darkness.



NIGHT STALKER TOKENS

During an Encounter, Characters in Darkness always resolve the higher value of the drawn Intruder token.

More on Night Stalkers tokens – see page 24.

RESTORING POWER

In the S-03 Section, there is a Backup Power Supply Room, which can be used to restore Power to the Facility. It won't hold for long, but it may be just enough to complete one's Objectives and successfully Evacuate.

The Backup Power Supply Room has three functions: 1) it brings Power to some Facility Sections, 2) it allows Power tokens to be rearranged in the Facility and 3) it slows down the process of the Facility going completely dark.

Additional Power can be added using the Power Generator Room.

More on Backup Power Supply and Power Generator Rooms – see Room sheet, pages 27 and 29.

POWER THRESHOLDS

Power Thresholds are printed on the board, on the Time track. They denote the moments when the Power capacity of the Facility is going to drop.

There are two types of Power Thresholds:

- Red Thresholds reduce the Power only if the Backup Power is not activated (the Time token is on the red side).
- Blue Thresholds always reduce the Power.

Note: Blue Thresholds work independently from the Backup Power state. That means the Power capacity drops significantly slower when the Backup Power is active.





Each time the Time token crosses any Threshold, check if the Threshold activates. This token, when on the red side, activates when it crosses any Threshold. When it is on the blue side, it activates only when it crosses a Threshold with two Time token symbols – i.e. if the Time token is on the blue side and crosses a red Threshold, it does not activate.

If it does activate, the Power in the Facility depletes – flip the active Power token with the highest number to its inactive (red) side.

Note: Some effects of Action cards (like Bypass) or Event cards (like Power Surge) may turn on or off additional Power and even flip the Time token!

DARKNESS EFFECT EXAMPLE



The Survivor resolves an Encounter and draws an Intruder token in the Section without Power. She may use a Flashlight Item to resolve the lower value on the token.

More on Night Stalker tokens – see page 24.



OBJECTS AND ITEMS

Using the appropriate Items at the right time can mean the difference between life and death. Items can be obtained in a few different ways:

- Most Characters start the game with 1 dedicated Item card.
- Each Character starts the game with 1 Quest Item card. This card is placed face down on its horizontal side. Once its requirements are fulfilled, the card is flipped face up on its vertical side and becomes a normal Item card.
- A Character may also find various Items in Rooms, using the Search Action card.

More on Search Action – see Searching, page 26.

- A Character may also create special Crafted Items by assembling other Items in their possession using the Craft Basic Action.

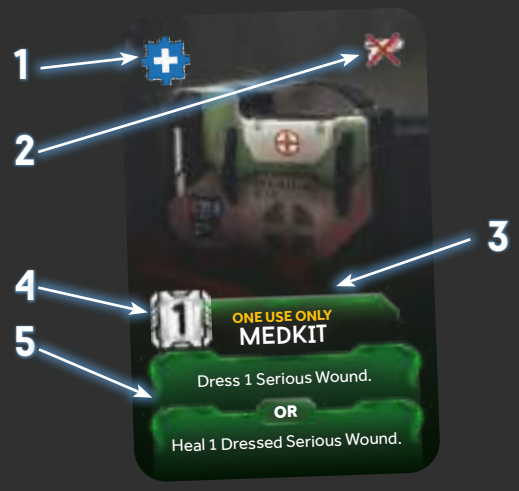
More on Craft Action – see Crafting, page 26.

- 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 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.

Whenever an Item card is discarded after use, place it in a face-up discard pile. When an Item card is discarded without being used (such as with the Search Action), place it face down at the bottom of its deck.

EXAMPLE OF AN ITEM CARD



1) *Blue Component symbol. This means that this card can be used during a Craft Action as a Component for the Neutralizer.*

2) *Combat symbol. This symbol indicates that Medkit cannot be used during Combat.*

3) *One Use Only. As indicated by the yellow text, Medkit is discarded after use. After performing the Medkit Item Action, the card is discarded to the appropriate discard pile.*

4) *Action Cost. You must discard 1 Action card to perform this Action, in addition to the card itself.*

5) *Action Effect. This describes the different outcomes of the Action. Some Actions will have you choose between two different outcomes (provided their conditions are met). Medkit can be used to either dress 1 Serious Wound OR Heal 1 Dressed Serious Wound.*

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 Object tokens. All Object tokens are Heavy Objects.

INVENTORY

All normal Items may be kept secret from the other players – put them in your Inventory (plastic card holder), so other players can only see the card backs and their colors. However, when any Item card is used, it must be revealed to all the other players. There is no limit to the number of Items that can be placed in your Inventory.

HAND SYMBOL AND HEAVY ITEMS AND OBJECTS

Heavy Items (as Weapons) are indicated by the Hand symbol. They can never be kept secret from the other players and cannot be put in 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. 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 filled 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 during the game comes into play loaded with an exact amount of Ammo tokens. Two numbers determine any Weapon's Ammo capacity – the first number indicates the starting value and the second – its maximum Ammo capacity.

Sometimes, you can Add an Item card to another Item card. 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 symbol.
Heavy Objects are tokens: Intruder Eggs (most often found in the Nest Room), Character Corpse (the Character Corpse token, representing a dead Character), 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 – return them to the bottom of their deck.

This facility is full of useful stuff. Sometimes you just have to look around the Room for a few moments. This lightstick might come in handy, those Reagents with a Zippo will do as a Flamethrower.



SEARCHING

Apart from the Character-dedicated 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 1 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.

More on Item Counter – see Exploration tokens, page 17.

SEARCH EXAMPLE



The Survivor performs a Search Action in the Archive. She discards a Search Action card and decreases the Item Counter by one. As the Archive is a White Room, the Survivor 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 Weapon Battery and discards (face-down) the Glowstick to the bottom of the Red Item deck. The Weapon Battery is placed into the Survivor'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 Crafted Item deck at any moment of the game. Cards from it are never drawn during the game. Instead, when Crafting an Item, look for the corresponding Crafted Item card and take it.

More on the Craft Item Action – see Basic Actions, page 14.

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



The Item cards that can be used as Components for Crafted Items display a **blue Component symbol**, 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 symbols** corresponding to the **grey Components symbols** of the Crafted Item you want to build (the first Item card corresponding to the first required Component symbol, and the second Item card corresponding to the second required Component symbol). You can build five different Crafted Items during the game:



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

More on these 5 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 subjugation suggest that placing a small group of people placed in a hostile underground environment for an extended period generates undesirable tensions. To prevent serious conflict among facility workers, 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 neither facility workers nor crew members can 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. Trapping someone in a Room on fire, activating the Autodestruction sequence3 with people still on board, throwing a Thermite Charge at an Intruder in a Room with other Characters, 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 possess 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 symbol, meaning that there is a Computer in that Room. A Computer symbol enables you to perform a Computer Action.

If there is a Malfunction marker in the Room, the Computer is unavailable – as if there were no Computer symbol.

More on Computer Actions – see page 15.

BASIC ROOMS "I"

All the 10 Basic Rooms, indicated by the number "I" on their back, are present in each game.



ARCHIVE

2 EXAMINE THE ARCHIVES:

You may perform this Action only if your Knowledge token is inactive.

Gain 2 Knowledge and flip your Knowledge token to the active side.

Then, peek at any Contingency token (even outside of your Section).

Important: Remember you can never peek at the Active Contingency token.

More on Knowledge tokens – see Knowledge, page 23.
More on Contingency peek – see Acquiring Information, page 11.



CAVE ENTRANCE

2 MOVE THROUGH TECHNICAL CORRIDORS:

You may move to a chosen explored Room with a Technical Corridors Entrance. Draw and resolve an Attack card (treat it as an Attack from an Adult Intruder in Darkness).



COOLING SYSTEM

2 INITIATE AUTODESTRUCTION SEQUENCE:

Take the Autodestruction token and place it 3 slots forward on the Time track (there should be 2 empty slots between the Time token and Autodestruction token). Place it with the yellow side up.

Note: As long as the yellow side of the Autodestruction token is visible, players may stop the sequence in the Power Generator.

More on Autodestruction – see page 10.



DECON ROOM

2 PERFORM DECONTAMINATION PROCEDURE:

Scan all Contamination cards in your hand. Remove all INFECTED cards. If you have a Larva on your Character board, remove it.

If you have a Slime marker on your Character Board, discard it.

More on Scanning Contamination cards – see page 22.
More on Slime – see page 19.



EMERGENCY ROOM

2 TREAT YOUR WOUNDS:

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

More on Dressing and Healing Wounds – see page 23.



LABORATORY

2 ANALYZE 1 OBJECT:

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

Gain 3 Knowledge.

The Object is placed in the first empty slot on the Laboratory board after Research. Then, the Intruder Weakness card below the Object is discovered.

If the Object was previously used to discover a Weakness, discard it instead of placing it on the Laboratory board.

More on Objects and Intruder Weakness cards – see Weakness, page 23.



CARGO SENDING SYSTEM A

2 ENTER CSS POD:

You may only use this Action if the Time token is in the same slot as any of the CSS tokens, and the CSS Pod space "A" is empty.

After Entering, you discard all cards and automatically pass. Place your Character in the corresponding CSS Pod space on the board. In the Event phase, your Character will have a chance to escape using this CSS Pod.

Characters in the CSS Pod space are unaffected by any game effects unless specified otherwise.

If your Character does not manage to escape using the CSS Pod, they suffer 1 Serious Wound.

More on Cargo Sending System and CSS Pods – see Leaving the Facility, page 11.



NEST

The Character who explored this Room, gains 1 Knowledge. This is a one-time effect.

2 TAKE ONE EGG:

Take 1 Egg token from the Intruder board. After that, perform a Noise roll.

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

A Malfunction marker can never be placed in the Nest.

More on Fire – see page 19.

Note: Remember that an Egg is a Heavy Object – see Objects and Items, page 25.

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 just as a Shoot Action or Melee Attack Action. Each Injury (of any type) destroys 1 Egg. You do not have to meet the requirement of a Character being "in Combat" for these Actions.

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

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

More on Noise roll – see page 17.



POWER GENERATOR

2 STOP AUTODESTRUCTION SEQUENCE:

If there is the Autodestruction token with yellow side up on the Time track, discard it.

More on Autodestruction – see page 10.

OR

2 POWER A SECTION:

Flip the Power token of the Section you are in. This can be used to get more Power even if the Power was not restored (i.e. the Time token is on the inactive side).

More on Power – see page 24.



TRANSMITTER CONTROL ROOM

2 SEND A SIGNAL:
Place a Status marker on the Signal space on your Character board.

Note: Sending a Signal is a requirement for some Objectives, as well as a requirement for one of the Contingencies.

OR

2 CHECK AN OBJECTIVE:
Choose a Character with a Status marker on the Signal space on their Character board. They have to show you their Objective in secret.

Note: If the chosen player has more than one Objective, they need to show you all of them.

ADDITIONAL ROOMS "II"

Each game, only 6 randomly chosen Additional Rooms are used, out of the 9 available. These Rooms are indicated by the number "II" on their back.



CARGO SENDING SYSTEM B

As stated in Cargo Sending System A, but applies to the CSS B.



CARGO SENDING SYSTEM C

As stated in Cargo Sending System A, but applies to the CSS C.



CSS CONTROL SYSTEM

2 SCHEDULE CSS
Peek at a chosen CSS token. You may move it one slot in any direction on the Time track (even if there is no CSS token slot there).

You cannot move a CSS token that is on the same slot as the Time token.

You cannot move a CSS token into a slot with another CSS token.



DEFENSE CONTROL ROOM

2 EXTERMINATE THE THREAT:
Reduce the Item Counter by 1 or place a Malfunction marker in this Room. Choose a Room without a Malfunction marker and with an Intruder. Place a Malfunction marker in that Room. All Intruders in that Room suffer 1 Injury and each Character in that Room suffers 1 Serious Wound.



GUARD ROOM

2 TAKE EQUIPMENT:
Reduce the Item Counter by 1 and take the Taser Crafted Item or Enviro-Suit Crafted Item.



CONTAMINATED ROOM

GAIN SLIME WHEN SEARCHING:
Whenever you use a Search Action in this Room, get a Slime marker.

A Malfunction marker can never be placed in the Contaminated Room.

More on Slime – see page 19.



SURGERY

2 PERFORM A SURGICAL 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 discard pile) and place them in your Action deck.

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

More on Scanning Contamination cards – see page 22.



TESTING LAB

2 KNOWLEDGE 4: TAKE NEUTRALIZER:
If your Character has at least 4 Knowledge, take the Neutralizer Crafted Item.



VENT CONTROL ROOM

2 VENT OUT:
Choose a Room with a Technical Corridors Entrance. The Corridors connected to the Room you choose must not contain any Destroyed Doors. Close the Doors in each Corridor connected to the chosen Room. Remove a Fire marker from that Room (if there is any) and place the Venting token there to represent the active emergency Venting out.

If any of the Doors in Corridors connected to that Room are Opened or Destroyed before the current Player Phase ends, remove this token immediately.

If the token remains in the Room at the end of the current Player Phase (after all players have passed), everything in that Room dies immediately (both Characters and Intruders). Then, discard this token.



SPECIAL ROOMS

Special Rooms always occupy the same place on the board. These Rooms have their own rules – some of them have specific shapes and are printed on the board.

Special Rooms are treated as normal Rooms, except that they are explored at the beginning of the game and Characters cannot perform any Search Action in these Rooms. They can receive Fire or Malfunction markers normally.



ALERT ROOM

2 START THE ALERT PROCEDURE:

Divide the number on which the Time token is on by 2 (rounding down). Place the Alert Procedure token on this slot of the Time track. The game ends instantly when the Time token leaves the slot containing the Alert Procedure token.

After activating the Alert Room, the Isolation Room opens immediately; from now on, Characters may lock themselves there, even if the Time token is not on any white slot of the Time track.

More on Isolation Room – see below.

OR

2 PEEK AT CONTINGENCY:

Peek at 1 Contingency token from the Neutral Pool and obtain this token.

More on Contingency peek – see Acquiring Information, page 11.



BACKUP POWER SUPPLY

2 RESTORE POWER:

When a Character restores Power to the Facility, resolve all of the following:

1. Reset the Power – Do not perform this step if 3 or more Power tokens are on the active side. The 2 lowest-numbered Power tokens must be flipped to the blue side. All the other Power tokens are flipped to the red side.

2. Rearrange Power tokens – Simply take all Power tokens and place them in chosen Sections as you wish. Do not flip them.

Additionally, if the Time token is inactive:

3. Flip over the Time token to its active side, showing that the Power has been restored.

More on Time token and Thresholds – see Event Phase, page 13 and Power, page 24.



ELEVATOR ROOM S-01

If the Elevator has Power and the Character is not in Combat, they may:

1 CALL THE ELEVATOR:

Take the Elevator token and place it next to the Elevator Room in your Section.

OR

If the Elevator has Power, there is an Elevator token next to this Room and Character is not in Combat, they may:

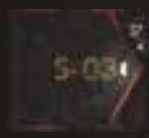
1 USE THE ELEVATOR:

Take your Character and the Elevator token. Place them next to the Elevator Room in another Section. You may choose to take any other Characters from the Room you are in with you, only if they agree. Do NOT perform a Noise roll afterwards.



ELEVATOR ROOM S-02

As above, but applies to the Elevator Room S-02.



ELEVATOR ROOM S-03

As above, but applies to the Elevator Room S-03.



EMERGENCY STAIRCASES

They are not in any of the Sections. They are always considered to be in Darkness and should be treated as Black Rooms with no Action.



REPOSITORY

2 CRAFT EQUIPMENT:

Characters in this Room may perform the Craft Item Basic Action. If they do, they may discard one fewer Item card to build an Item.

Only one of two Items with a matching Component symbol is needed.



ISOLATION ROOM

When your Character is in this Room at the start of a new round, 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.

Note: This effect takes place even at the start of the game.

2 LOCK YOURSELF IN:

You may perform this Action only if the Isolation Room is open – the token on the Time track is on any white slot OR the Alert Procedure token is on the Time track.

Perform a Noise roll. If any Intruder appears in this Room, your attempt at locking yourself in the Isolation Room fails.

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

CHANGE: Other Players still can initiate the Autodestruction sequence when a Character is already locked in the Isolation Room.

GAME MODES

SOLO & COOPERATIVE MODE

SOLO MODE

While Nemesis shines as a 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. After placing the Active Contingency, draw two tokens from the Neutral pool instead of one.

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 token 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 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, place 1 Contingency token in the Active Contingency slot. The remaining tokens are placed in the Neutral Pool. Draw one of these tokens, revealing it to all players. The rest will be revealed during the game. Place them next to the first revealed token.

At the start of the game, draw one Solo / Coop card per player, instead of the regular Objective cards. These cards are public information.

To win the game, ALL these Objectives must be fulfilled and at least 1 Character must survive. This means that, e.g. if an Objective is to gain 8 Knowledge, the Character fulfilling this Objective must be alive after the Victory Check.

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 Character.

Whenever a Character 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 next round. All their Light Wounds are discarded, 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 WITH CHARACTERS FROM ORIGINAL NEMESIS

If you have the original Nemesis game, you can use the Characters from this game in Nemesis: Lockdown, pitting well-known Characters against new threats in a new environment of the Martian Facility. Keep in mind that playing with these Nemesis Survivors might be more difficult and a team composed of Nemesis Characters only might face a real challenge.

CHOOSING A CHARACTER

When players choose their Characters, the Character Draft card they select allows them to pick either the Lockdown, the base game, or the Aftermath Character of a chosen color as described on the Character Draft card.

For example, the red Nemesis Character (the Soldier) can replace the red Lockdown Character (the Survivor).

After choosing their Character, each player keeps their selected Draft card, preventing any other player from choosing another Character of the same color.

The two red Characters (the Survivor and the Soldier) can never be in the same game together.

Nemesis Characters are counted as Nemesis Survivors. They always begin with 3 Knowledge in the Isolation Room. More about their differences – see the details below.

PILOT

Use the Pilot Action deck provided with Nemesis: Lockdown.

The Pilot starts without a Starting Item card.

Use the Pilot Quest Item card provided with Nemesis: Lockdown.

OTHERS

Other Characters (Captain, Scientist, Scout, Soldier and Mechanic) use their Action decks provided with the original Nemesis game.

These Characters start without a Starting Item card.

These Characters use their Quest Item cards provided with the Nemesis: Lockdown.

Aftermath Characters are explained in the Stretch Goal Rulebook.

ALTERNATIVE SIDE OF THE BOARD

This alternative board layout may be used in any game mode, but keep in mind that it may be more difficult to survive and complete some of the Objectives.

OVERVIEW

The main feature of this board side is that it depicts the Facility complex consisting of an underground base partially built into a cliff face and a couple of buildings on the Mars surface.

While the underground base follows the basic Nemesis rules concerning Movement, Noises, etc. the Mars Surface part of the board, Rooms in the Buildings on it and Areas follow their own rules.

SETUP

During setup, follow the standard rules but use the other side of the board and place Surface Exploration tokens for all Crossroads and Rooms in the Buildings.

Place the Mars Surface deck next to the board. It is used only in this game mode.

SURFACE EXPLORATION TOKENS

There are a few new effects on these tokens:


– Draw 1 card from the red Item deck.


– Draw 1 card from the yellow Item deck.


– Draw 1 card from the green Item deck.


– Draw and resolve 1 card from the Mars Surface deck. After resolving the card effect, you still perform a Noise roll (or place a Noise marker) as normal.

When you have to resolve a Malfunction Exploration token effect on a Crossroads, nothing happens.

MARS SURFACE


The upper part of the board shows a new type of environment in the Nemesis games – the surface of the planet Mars. It works a bit differently than the rest of the Facility.

Whenever you are on the surface part of the Facility and you perform a Noise roll, use the Mars Surface die (d12).

CROSSROADS & AREAS

Crossroads are a special type of a Room which cannot have a Malfunction or a Fire marker. They are connected through Paths. Paths are a special type of a number-less Corridor. Intruders may use a Path to move from one Crossroads to another due to e.g. a Danger effect. Characters can use Paths to move between neighboring Crossroads. Noise markers will never be placed on Paths.

Two Crossroads (or a Crossroads and an Exit Room) are connected when there is a Path directly between them.

All Crossroads on the Mars Surface are treated as connected to all Areas. This means that when you perform a Noise roll on a Crossroads, you have to place a Noise marker on the Area with the corresponding number, as you would in a Technical Corridor space.

Areas are the parts of the Mars Surface that surround particular Buildings. These are treated as a special type of Technical Corridors which are connected only to their particular Building. Area number 3 is not connected to any Buildings. Any effects which mention Technical Corridors (e.g. Vents Action card or Cave Entrance Room Action) cannot be applied to Areas.

MOVING ON THE MARS SURFACE

There are two ways of moving on the Mars Surface: Rover or on foot, using the Movement Action. Characters do not need any additional equipment to move on foot on the surface of Mars, as they are assumed to have rudimentary protection already. Nonetheless, the Enviro-Suit might prove useful, as it provides more protection in case things go wrong.

USING THE ROVER TO MOVE AROUND THE MARS SURFACE

If the Rover is in any of the Exit Rooms, a Character in this Exit Room may use it (provided they are not in Combat) to move to any other Exit Room in the Facility OR to Escape the Facility.

2 Move your Character and the Rover to any other Exit Room. When you use the Rover, you do not perform a Noise roll.

ESCAPING THE FACILITY USING ROVER

2 If the Rover is in the Exit Room you are in, simply move the Rover with your Character to the Bunker. You managed to Escape the Facility safely. Place your Character miniature in the Bunker to mark this.

USING THE MOVEMENT ACTION TO MOVE AROUND THE MARS SURFACE

Characters can use the Movement Action to move from an Exit Room to a connected Crossroads or between connected Crossroads.

Two Crossroads (or a Crossroads and an Exit Room) are connected when there is a Path directly between them.

After placing your Character on a Crossroads, perform the standard steps as you would in a normal Movement Action, i.e. reveal a Surface Exploration token (if there is one lying on the Crossroads) and resolve it. After that perform a NOISE ROLL. If there is an Intruder or other Character on the Crossroads, do not perform a NOISE ROLL.

Remember to use the Mars Surface die when you perform a Noise roll on the Mars Surface.



NOISE ROLL IN A BUILDING EXAMPLE



The Survivor moved to the Surgery Room. The Surgery Room is on the surface part of the Facility, so the NOISE ROLL is performed with the Mars Surface die. The result is 1, so a Noise marker (green glow) is placed on the Area with the number "1".

If the Area "1" already contains a Noise marker, an Encounter would take place. Luckily for the Survivor, everything is fine… for now.

THE NOISE ROLL ON A CROSSROADS EXAMPLE



This time the Survivor moves on a Crossroads. The result on the Mars Surface die is 3, so a Noise marker (green glow) is placed on the corresponding Area.

ALTERNATIVE SIDE OF THE BOARD DESCRIPTION

1) Mars Surface
2) Buildings
3) Areas
4) Base Exit Rooms
5) Cargo Sending System A
6) Underground Base
7) Repository
8) Isolation Room
9) Backup Power Supply
10) Rover
11) Elevator
12) Computer Action
13) Main Gate
14) Neutral Pool

BUILDINGS



Buildings are clusters of Rooms. They work like other Rooms in the Facility, with a few exceptions:

- They provide some protection against the effects of Mars Surface cards, as indicated by the Enviro-Suit symbol.
- Buildings can be accessed through a Room connected by a Path to a Crossroads. This Room is called the Exit Room.
- You can move between Buildings either on foot or using a Rover.

Whenever you have to perform a Noise roll on the Mars Surface and you are in a Building, and the result corresponds to this Building's Area, place a Noise marker on that Area as you would in a Corridor.

ESCAPE THE FACILITY ACTION

In order to Escape the Facility to the Bunker, a Character must be on a Crossroads connected by a Path to the Bunker, have an Enviro-Suit Item and perform a Noise roll. If any Intruder shows up in this Room, your attempt to Escape the Facility fails. If no Intruder appears, you may Escape the Facility and move your Character to that Bunker. You managed to Escape safely.

MARS SURFACE DIE & DECK



The Mars Surface die is a special, 12-sided Noise die, used only on some parts of the alternative side of the board. All of the places, i.e. Crossroads and Corridors in the Buildings, requiring the use of this die in Noise rolls are marked appropriately.

Results of 1–4 and Silence are resolved as per normal rules.

Results of Danger, when rolled in a Building, are resolved as per normal rules. Keep in mind that the Area surrounding the Building is treated as a Technical Corridor connected to all Rooms in that Building.

When rolled on a Crossroads, move all Intruders on the Mars Surface (except those in Buildings or in Combat) to the Crossroads with the Character who rolled this result. If there are no Intruders eligible to be moved, place a Noise marker in each Area that does not have a Noise marker.

There is one new symbol on the Mars Surface die. When you roll this result, draw and resolve a Mars Surface card.

The Mars Surface deck is a new deck of cards which describes various occurrences which can happen to the Characters when roaming about the hostile surface of Mars.

Each card is divided into two parts. The upper part is applied either to all Characters currently on the Mars Surface or to the Character who drew the card, depending on the text, unless the Character has an Enviro-Suit Item or is in a Building. Those Characters apply the bottom part of the card.

EXAMPLE OF A MARS SURFACE CARD



1) Title

2) General effect of a Mars Surface card

3) Enviro-Suit effect of a Mars Surface card

USING THE INTRUDERS IN GAMES OF NEMESIS: LOCKDOWN

PLAYING WITH INTRUDERS

Nemesis: Lockdown allows you to use the Intruders – the race provided with the original Nemesis game. Intruders mainly follow basic rules found in Nemesis: Lockdown Game Manual with a few changes listed below.

To play with them you need Intruder components provided with the original Nemesis game and Nemesis: Lockdown cards and tokens provided in this box. Remove from the game Vulnerability to Fire and Susceptibility to Phosphates Intruder Weakness cards.

SETUP

9] Place the **Intruders Laboratory board** (it's on the other side of the **Night Stalkers Laboratory board**) next to the board and place the following components in the corresponding slots:

- 5 **Egg tokens** in the Nest slot,
- 3 random **Intruders Weakness cards**, placed face down.

Put all remaining Weakness cards back in the box.

10] Change **Night Stalker tokens** with **Intruder tokens**.

11] Place the **Lockdown Intruders Event** deck (instead of the basic Intruders Event deck) and **Intruders Attack** deck next to the board. Resolve the rest of this step as stated in the basic rules.

DISCOVERING INTRUDER WEAKNESS

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

Note: In comparison to Night Stalker Weaknesses, the first Intruder Weakness card is not discovered. Characters may discover it following the basic Nemesis: Lockdown rules.