

FAMILY FRIENDLY GAME MANUAL

NEMESIS

NEMESIS

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"Sometimes to create, one must first destroy."



NEMESIS

GAME SETUP SUMMARY

BOARD SETUP

- Choose the basic or alternative side of the game board
- Shuffle and place Room "1" and Room "2" tiles on their respective spots. Randomly place exploration tokens on each room tile
- Randomly place a coordinates card face down next to Cockpit. Place a status marker in the "B" slot of destinations
- Place Escape Pods, starting with "1" in slot A and alternating to B
 - 1-2 players: 2 Escape Pods
 - 3-4 players: 3 Escape Pods
 - 5-6 players: 4 Escape Pods
- Randomly shuffle Engine tokens and place them face down in their spots
- Put the Intruder board next to the game board with 5 Egg tokens, and 3 random Weakness cards face down
- Put Intruder tokens into Intruder bag (1 Blank, 4 Larvae, 1 Creeper, 1 Queen, 3 Adults + an Adult per player)
- Place shuffled decks next to board: (Event, Intruder Attack, Contamination, Serious Wound, and all Items)
- Place a status marker on the Time Track (Time track #15 is default)
- Have all game contents available

GAME MODE & RULES

Determine your Game Mode and any House Rules - [see pages 6 & 7](#)

CREW SETUP

- Assign each player a random player number with the Help/Pass cards
- Give each player an Inventory card holder based on their player number
- Shuffle both Corporate & Personal Objective decks and deal each player one of each card (first, remove objectives for higher numbers of players)
- Give player #1 two random Character draft cards. They choose one. (All players do the same in number order)
- Each player takes the below:
 - Their Character board
 - Their Character miniature
 - Their Action cards deck
 - Their Starting item Weapon+ammo
 - Their 2 Quest Item cards
- Player 1 gets 1st Player token (cat)
- Place all characters in the Hibernatorium and 1 blue Character Corpse



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GOALS & FLOW SUMMARY

GOALS

- To be considered a winner a player must:
 - 1.) FULFILL THEIR OBJECTIVE - based on the players chosen objective card
 - 2.) SURVIVE - by [1] using an Escape Pod to evacuate the ship OR [2] hibernate in the Hibernatorium with the ship still functioning, and headed to Earth

GAMEPLAY MOMENTS

- First Encounter - Choose ONE Objective
- First Death - Escape Pods Unlock
- Time Track #8 - Hibernation Unlocks
- Self-Destruct #3 - Escape Pods Unlock, and the Self-Destruct cannot be stopped

END OF GAME

- The game ends with any of these:
 - The Time marker reaches red
 - The Self-Destruct marker reaches red
 - If the Fire markers = 9
 - If the Malfunction markers = 9
 - All players have exited the game
- Victory Check:
 - At least 2 Engines must be "Working"
 - The ship must be headed to "Earth" or the location on your Objective card
 - Player Objective must be complete
- Final Contamination Check:
 - Scan all of your Contamination cards
 - If you have at least 1 "INFECTED" card you must shuffle ALL Contamination cards back with your action cards and draw the top 4 cards. If any Contamination cards are drawn, you die

FLOW OF GAME

A single round / Time Tracker movement = Player Phase + Event Phase

PLAYER PHASE

- Draw up to 5 total Action cards
- Move First Player token (cat) to the left
- Each player performs 2 Actions starting with the first player going clockwise
- Continue player turns until all 5 Action cards are exhausted, or a player Passes (Players must do 2 actions each turn or they Pass by default)

EVENT PHASE

- Time + Self-Destruct markers move
- Intruder Attack (If in the same room)
- Intruder Fire Damage (If applicable)
- Event Card:
 - Intruder Movement (Intruders matching the top symbols move along the listed corridor number, -Combatants)
 - Event Effect (Follow card details)
- Intruder Bag Development: (draw token)
 - Blank = Add 1 Adult to bag
 - Larva = replace with Adult
 - Creeper = replace with Breeder
 - Adult = All players roll for Noise
 - Breeder = All players roll for Noise
 - Queen = [1] Queen attacks anyone in the Nest Room OR [2] add an egg to the Intruder board

Larva



Creeper



Adult



Breeder



Queen



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ACTIONS & MOVEMENT

ACTIONS

Action Cost - is based on the action symbol shown on Cards & Rooms. Discard any character Action cards based on this cost



BASIC ACTIONS (Out of Combat)



- Movement [cost= 1] (Noise Roll)
- Careful Movement [2]
- Pick up Heavy Object [1]
- Trade [1]
- Craft Item [1]

BASIC ACTIONS (Combat)



- Shoot [1]
- Melee Attack [1]
- Escape [1] (Intruder Attack)

ACTION CARD ACTIONS

- The 10 total character cards you have

ITEM CARD ACTIONS

- Any Item cards that have an action cost

ROOM ACTIONS

- A specific action available in most rooms

CHARACTER MOVEMENT

Movement Action - 1) Move to a neighboring room 2) Turn over the Room Tile & Exploration token (if face down) 3) Perform a Noise Roll **unless** a character or intruder is already present in the room

Careful Movement Action - Same as normal Movement, but place a Noise marker in a corridor of your choice

Character Action Cards - See cards

ROOMS & NOISE

1) Rotate the Room tile number towards the red symbol printed on the board until it matches the number that was revealed on the exploration token. This determines the rooms amount of searchable items
2) Resolve the tokens Special Effect:

- SILENCE (X) - Nothing happens (If a character has slime, do a danger roll)
- DANGER (claw) - Any/all neighboring Intruders move to this room (unless in combat), OR place noise markers in ALL connected corridors that don't have one
- SLIME - Set character slime marker
- FIRE - Add its token to room
- MALFUNCTION - Add its token to room
- DOORS - Place a door behind you



Technical Corridors (TC)

These act as a standard corridor, but are connected to ALL other TC spaces. A 2nd noise token placed in any other TC across the ship will result in an Encounter (Note: If an Intruder moves back into a TC, remove from board and put token in bag)

NOISE ROLLS (occurs each movement)

- NUMBERS 1-4: place a noise marker in the related corridor number
- SILENCE (X) - see above
- DANGER (claw) - see above



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ENCOUNTERS & COMBAT

ENCOUNTER

When an Intruder appears in a room with a character, usually from a Noise roll. Do the following to resolve:

- 1) Discard Noise Markers - only from all corridors connected to this room
- 2) Draw 1 Intruder token from the bag
 - Place an Intruder in the room matching the drawn token symbol
 - Compare the number on the token to the number of cards in hand, if the token number is higher, your character is Surprise Attacked
 - If token is Blank, resolve Encounter. Place Noise markers in all corridors

When a Character enters a room with an Intruder, do NOT resolve an Encounter.

INTRUDER ATTACK

An Intruder Attack happens in 3 cases:

- Surprise Attack from an Encounter
- Intruder Attack step in the Event Phase
- Character Escape Action

Intruder Attack:

- 1) Attacks the character that triggered it.
- 2) Draw & Resolve 1 Intruder Attack card
 - Ignore the number in the top left
 - If the Intruder in the room doesn't match the symbol on the card, then no attack happens
 - Follow the written attack effects

If 2 or more characters are in a room during an Event Phase attack, then attack the character with the least Action cards

CHARACTER WOUNDS+

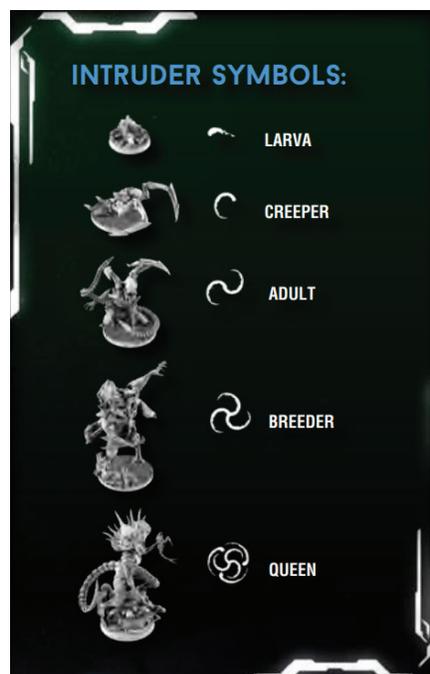
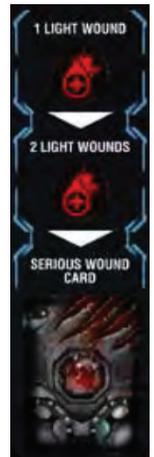
Light Wounds - place a status marker on the character board (3 light = 1 serious)

Serious Wounds - draw 1 serious wound card. Card effect stays active until healed

Death - 3 serious wounds + any additional wound = death. Place a Character Corpse token & drop all Heavy Objects

Dress - Items or Room actions can Dress Serious Wounds, which removes the cards effect, but it still is a Serious Wound

Heal - Items or Room actions can Heal Light or Serious wounds



Intruder Attack



N E M E S I S

ENCOUNTERS & COMBAT

CHARACTER COMBAT

If a Character and Intruder are in the same room, they are in combat and can only do the following Actions:

SHOOT Action - Choose a weapon & discard 1 ammo. Roll the Combat die:

- Blank = You miss
- Intruder Symbols = You deal 1 injury to any Intruder that is less than or equal to that Intruder symbol. If not, You miss
- Target symbol = Deal 1 injury
- 2 Target symbols = Deal 2 injuries

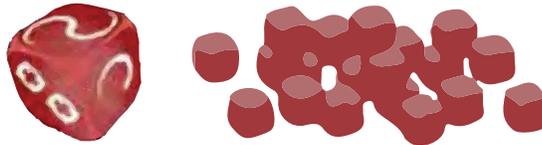
MELEE Action - Same as the Shoot Action except **A)** Draw 1 Contamination card and add it to your Action discard pile **B)** You suffer 1 Serious Wound for ANY miss

ESCAPE Action - Resolve an Intruder Attack card for each Intruder in your room, and move to a neighboring room. You still perform a Noise roll

INTRUDER INJURIES+

When any Intruder suffers an injury, check to see if it lives or dies. The attacked Intruder only dies if its total injuries are greater than or equal to its defense value.

- Larva/Egg - 1 injury kills them
- Creeper/Adult - Draw 1 Intruder Attack card and **ONLY** look at the number in the top left as its defense value
- Breeder/Queen - Draw 2 Intruder Attack cards and combine both values in the top left as its defense value
- Retreat Arrow - ➡ Intruder flees. Perform Event Card Intruder movement



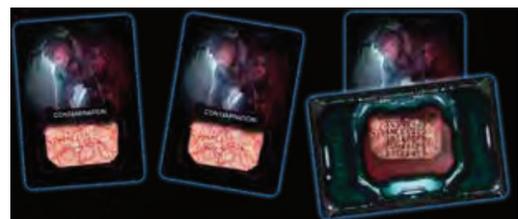
INTRUDER WEAKNESS

To reveal Intruder Weaknesses you must pick up one of the following: 1) Character Corpse 2) Intruder Egg 3) Intruder Carcass and bring it to the Laboratory Room to perform a Research Action



CONTAMINATION CARD

- Whenever you receive a Contamination card, place it on top of Action discard
- You cannot spend them to pay actions
- Contamination cards could be **INFECTED**
- Use various Actions, Items, or Rooms to try and get rid of Contamination cards
- When attempting any procedure, it will require you to scan your Contamination card. If **INFECTED**, place a Larva miniature on your Character
- If placing a 2nd Larva, you die



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GAME MODES & HOUSE RULES

GAME MODES

SOLO & COOP

- SOLO - Draw 2 Solo / Coop Objectives instead of personal & corporate ones. Item count in each room is halved, rounded up
- FULL COOP - Each player only draws 1 Solo / Coop Objective card and they are viewable by everyone. All Objectives must be fulfilled and at least 1 survivor.
- REVIVE - The "Emergency Room" can revive a dead characters corpse. All their light wounds are removed & serious wounds are dressed

ALTERNATE GAME BOARD SIDE

More Technical corridors & connected rooms.
Evacuation sections A & B are unique

BE THE INTRUDER

- The first dead character controls the Intruders and removes all their other cards from the game. Player Phase becomes:
- Draw 3 Intruder Player Action cards (The max hand limit is 4 cards)
 - Ignore passing them the 1st Player Token
 - Take **ONLY** 1 Action or pass
 - 1) Move based on the Action card
 - 2) Attack based on the Action card
 - 3) Effect based on the Action card
 - Ignore Intruder parts of the Event Phase
 - No victory condition, only killing

HOUSE RULES

CAPTAINS ORDERS

Game Setup - Each player also draws a random Solo/Coop Objective card that remains public to everyone. Players only choose 1 out of their 3 Objective cards after the first Intruder encounter

TIME SAVER

Game Setup - At the start of the game, place the Time Track at #8 instead of #15. Self-Destruct start = 4/2 instead of 6/3 (The Hibernation chambers start unlocked)

BLACK FRIDAY

Search - Perform a free search action whenever moving to an unrevealed room (A max of 2 times for the entire game)

SPRINT

New Basic Action - [cost=1] that allows a character to move 2 room spaces. Only the second room will be revealed, and perform 2 noise rolls (or 1 noise roll if another character is already there)

FRIENDLY FIRE

Attack - Allow players in the same room to attack each other. Only hit marker symbols count. 1 hit = 1 light wound

SLEEPING BEAUTY

End Game - The ship does NOT need to be heading to Earth in order to survive

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GAME MODES & HOUSE RULES

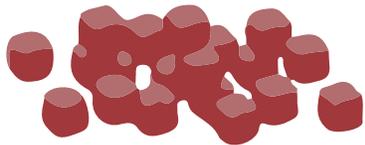
HOUSE RULES CONTINUED

BAD DREAM

Respawn - The first time a Character dies (if not playing the Intruder) they drop ALL items/objects and only keep their starting weapon. Place Character corpse. They respawn in the hibernation chamber.

EVENT TRAINEE

Flow - For first time or inexperienced Game Masters, only do an Event Phase every other Round in order to not break the flow of the game super often.



Resolving Intruder Injuries (Dice Rolls)

- Larva die after 1 Injury
- Adults/Creepers = 1 Defense Roll
- Breeders/Queen = 2 Defense Rolls Combined

SIMPLE DEFENSE ROLL

Intruder Injury - After your attack, roll a standard D6 dice to determine the Intruders defense value.

- Roll of 1 = Intruder retreat
- Rolls 2-6 = Intruder defense value.

(The attacked Intruder only dies if its total injuries are greater than or equal to the defense value)

NEMESIS DEFENSE ROLL

Intruder Injury - Staying true to the Nemesis Intruder Attack card odds, roll two D10 dice to determine the Intruders defense value based on the following roll ranges between 1-100.

(The attacked Intruder only dies if its total injuries are greater than or equal to the defense value)

Roll Range	Probability	Outcome
1-10	10%	retreat
11-20	10%	2 defense
21-40	20%	3 defense
41-65	25%	4 defense
66-90	25%	5 defense
91-100	10%	6 defense

SUPPORT

I hope you enjoyed :) If this player aid helped you, consider supporting down below:

 <https://coff.ee/musher>



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