

NEMESIS: LOCKDOWN

 1-5  180  3.9

Setup

Place four power tokens, 1 & 2 blue side up

Time Token begins red side up

Intruder Bag:

- 1 Blank
- 4 Larvae
- 1 Creeper
- 3+X Adults (X is number of players)
- 1 Queen

Contingency Tokens:

- Semi-Coop 3+p - each draw one
- Semi-Coop 2p - each draw two
- Fully Coop - Reveal one from pool

Playing the Game

Special Notes

- Reminders here are for base game
- All cards (event, attack, action) may overrule anything written here

Character Death

- As instructed by Event or Attack cards
- Character has 3 serious wounds and later suffers a wound (light or serious)
 - A Character could suffer multiple light and serious wounds as a single event that results in wounds beyond 3 serious wounds, the **next** wound would cause death

Elevator

- One Action to Call/One Action to Use
- Cannot be called if lobby has malfunction
- Can transport all in lobby to new floor
 - If Character(s) agrees

Escape from Intruder

- Intruder attacks (resolve for all in room)
 - See Intruder Attack
- Move to new room and perform noise roll per normal rules (omit if room has a being)
 - If you die in the escape, place character corpse in starting room

Escaping by Launching in the CSS

- Time token must be on a CSS marked space
- Use room action to enter the room's CSS
 - Only one may enter each CSS letter
 - Discard all cards and immediately pass
- If your CSS pod does not launch in Event Phase: Suffer 1 Serious Wound and return to launch room
- Same CSS pod may launch again in later rounds
- Safe from all contingencies except kill all CSS pods (you escaped the corporation)

Escaping to the Bunker

- No limit to number that can individually escape to the Bunker
- Rover must be at the Base to escape to the Bunker, or be wearing Enviro-Suit
 - Computer action can move the Rover
 - Rover can only hold one Character
- Spend two actions to attempt
 - By Enviro-Suit: perform noise roll, if intruder appears, void attempt
- Still subject to all contingencies (you still need the help of the corporation to get off planet)

Fire

- Does not change ability to use or search room
- 13th placement (none are left): base explodes
- **Ending a turn** in fire deals 1 Light Wound
- Ways to remove Fire
 - Use Vent Control Room(II) action
 - Computer action (2 of 6)
 - Fire Blanket Yellow Item

Game End

- Time reaches final space or leaves Alert token
 - Base survives
 - Isolated or escaped characters survive
 - Intruders and nest survives
- Time has to leave Red Autodestruct, or 13th Fire or 11th Malfunction needs to be placed
 - Base explodes
 - All Intruders and Characters within die regardless of isolation and the nest is destroyed
- All Characters dead, isolated, or escaped
 - Advance time token to Alert, Autodestruct, or end, whichever is first - Resolve that scenario

03 Mar 2024

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Infection Procedure

- If a scanned card was Infected
 - If you have a larva, you die
 - Place a Creeper in your space
 - If you do not have a larva, place one there

Intruder Attack

- Surprise Attacks only target the initiator
- Event Phase Attacks target character with fewest action cards, current turn order breaks ties starting with player with first turn marker
- Larva: Move to Character board as infected and draw Contamination Card
 - Remove if already infected (still draw card)
- Creeper through Queen: Draw attack card

Intruder Injuries

- After every damage action or event (e.g., character attack or fire), check for death:
 - Larva or egg: Remove from board
 - Note: Each damage, regardless of amount, only removes one egg
 - Does not leave a corpse
 - Creeper or Adult: Draw one card
 - Breeder or Queen: Draw two cards
- If any card shows retreat, Intruder does not die, draw event card and move as shown (regardless of Intruder symbols)

Isolating within the Base

- No limit to number that can individually isolate in the room
- Spend two actions to attempt, resolve noise roll, if intruder appears, void attempt

Knowledge

- Workers begin at 1; Survivors begin at 3
- Ways to gain
 - Find the Nest(I) (+1, only first to find)
 - Use the Archive(I) (+2, 1x)
 - Analyze Object at Laboratory(I) (+3)
 - Research Green Item (1 per Weakness)
- Must be \geq threshold to exploit Weakness

Main Gate - Escape to the Bunker

- Is not a door
 - Door actions/instructions do not affect it
- Only three ways to open
 - A Character (player) dies
 - Autodestruct token flips to its Red side
 - A Character uses key in the Red Items

Malfunctions

- Prevents any and all room action
 - **May still search**
- Prevents use of computer
- 11th placement (none are left): base explodes
- Malfunctions can be placed in all rooms
 - Lobby: Cannot call elevator, but still ride

Noise Rolls and Placement

- Omit Roll if exploration token shows Silence or Danger
- Silence Exploration Token
 - If Careful Movement, still place noise
 - If slimed, resolve Danger
- Silence Noise Roll
 - If slimed, resolve Danger
- Danger Noise Roll
 - If Intruder(s) in neighboring room(s) not in combat, move to you
 - Otherwise fill all connected corridors with Noise
 - Will never trigger encounter

Power

- Time Token only flips when instructed
 - i.e., not by crossing thresholds
- Powered or Rearranged by
 - Backup Power Supply Room
 - Power Generator Room(I)
 - Computer Action
- Backup Power Supply Room Action
 - Reset - flip 1 & 2 to Blue, 3 & 4 Red
 - Ignore if 3 or more are blue
 - Rearrange - As desired, do not flip
 - Restore - Time token to Blue
- On triggered power thresholds, flip highest numbered blue tile to red

Winning

- All, some, or none may win
- Must survive and complete Objective
 - Isolate, Bunker, or Launch in CSS
 - Survive the corporation's contingency plan
 - Isolation and Bunker must survive contingency
 - CSS pod escape only affected by kill all CSS pods
 - Not die of infection
 - Complete the chosen objective

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