N E M E S I S

<<< REFERENCE SHEET >>>

CRITICAL MOMENTS

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

FIRST ENCOUNTER

When the first Intruder **miniature** (of any type) appears on the board, **Each player immediately chooses 1 of their 2 Objective cards.** The one that wasn't chosen is removed from the game face down. *It must still be kept secret from the other players.*

FIRST DEAD CHARACTER

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

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

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

HIBERNATION CHAMBERS

| 13 | 12 | 11 | 10 | 9 | 8 | 8 | 7 | 6 | 5 | 4 |

When the Time Track reaches any blue space, the Hibernation chambers open. Characters CANNOT enter them before then.

SELF-DESTRUCT SEQUENCE

| ∞ | 6 | 5 | 4 | 3 | 3 | 2 | 1 | ▶ | ☠ |

When the Self-Destruct Track reaches any **yellow** space, all Escape Pods are automatically Unlocked and the Characters can no longer stop the Self-Destruct sequence.

EVENT PHASE

1. TIME TRACK
1) Count down the Time Track 1 space.
2) If active, count down the Self-Destruct Track 1 space.

2. INTRUDER ATTACK
Each Intruder in the same room as a Character performs an Attack.

3. FIRE DAMAGE
Each Intruder in a Room with a Fire marker suffers 1 Injury.

4. DRAW AND RESOLVE AN EVENT CARD

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

If the number indicates a Technical Corridor, remove that Intruder mini from the board and put a random Intruder token of the same type into the Intruder bag.

If the number indicates a hallway with a Door, the Intruder stays and the Door is destroyed.

EVENT EFFECT – Resolve the Event Card Effect.

5. INTRUDER BAG DEVELOPMENT
Draw 1 Intruder token from the Intruder bag.

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

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

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

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

QUEEN – If there are any Characters in the Nest Room, place the Queen miniature in that Room and resolve an Encounter. If there are no Characters in the Nest (or its location has not been discovered yet), add an additional Intruder Egg token to the Intruder board. Return the Queen token to the Intruder bag.

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

EXPLORATION TOKENS

SILENCE:
Nothing happens. Do not perform a Noise roll. (If the Character is Slimed, resolve "Danger" instead.)

DANGER:
Do not perform a Noise roll. Instead, resolve the **Danger** Noise Roll below.

SLIME:
Place a **Status marker** in the indicated slot of your Character board to indicate they have been **Slimed.**

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

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

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

NOISE ROLL

| 1 | 2 | 3 | 4 |

Place a Noise marker in a connecting Corridor (including Technical Corridors) with a matching number.

If it already contains a Noise marker, resolve an Encounter instead.

DANGER:
If there are any Intruders in neighboring Rooms not in Combat with any Character, move them into this Room. Closed doors will block this movement.

If not, place a noise marker in each Corridor (including Technical Corridors) connected to this room that doesn't already have one.

SILENCE:
Nothing happens. No Noise marker is placed. (If the Character is Slimed, resolve "Danger" instead.)

ENCOUNTER

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

*An Encounter may also be triggered by the Effects of some Event cards (like **Hatching**) or Intruder Attack cards. An Intruder moving from one Room to a Room containing a Character does not count as an Encounter.*

1) **Discard all Noise markers** from all the Corridors (including Technical Corridors) connected to this Room.

2) **Draw 1 token from the Intruder bag.**

3) **Place a matching Intruder miniature in the Room.**

4) **Check for Surprise Attack.** If the number of cards in the player's hand (including Contamination cards) is lower than the number on the Intruder token, an Intruder Attack occurs.

5) **Set the Intruder token aside.**

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

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.
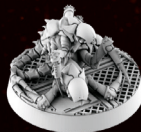
INTRUDER ATTACK

1) Identify the Target Character

- Must be in the same Room.
- If there is **more than one Character in the Room**, target is the player with 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 or Escape**, the Character targeted is the one who triggered the Encounter.

2) If the attacking Intruder is a larva:

a) **Remove the Larva miniature from the board.**
b) If the character being Attacked doesn't have a larva on their board, place one there.
c) **The targeted player draws one contamination card.**

3) If not, draw and resolve 1 Intruder Attack card:

a) If the card displays an Intruder Symbol matching the Attacking Intruder, resolve the Effect described on the card.
b) If not, the Attack misses

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 in the same Room using a Shoot Action or a Melee Attack Action, or **Escape**. **Intruders Attack** Characters during the Event Phase.

SHOOT ACTION – If a Character is in a Room with an Intruder and has a Weapon with at least 1 Ammo, they may perform a **Shoot** Basic Action against that Intruder:
1) Choose a Weapon and 1 Intruder you want to Shoot.
2) Discard 1 Ammo from that Weapon's card.
3) Roll the Combat die.

– 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.

– Deal 2 Injuries to your target.

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. Add it to your Action discard pile.
2) Choose 1 Intruder you want to Attack.
3) Roll the Combat die.

– You miss. Your **Character** suffers **1 Serious Wound.**

– If your target is a **Larva** or **Creeper**, deal **1 Injury**. If not, you miss and suffer **1 Serious Wound**.

– If your target is an **Adult or weaker**, deal **1 Injury**. If not, you miss and suffer **1 Serious Wound**.

– Deal **1 Injury** (yes, only 1!) to your target

ESCAPE ACTION – You can 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 for each Intruder in the room.

If you survive, treat as normal movement. If you die, replace your miniature with a Character Corpse token.

INTRUDER INJURY/DEATH

"Blood" symbol   *Intruder Carcass token*

Any time an intruder suffers an injury:

1) Add the corresponding number of injury markers to its base

2) Check Injury Effect
- **Larva** and **Egg** – 1 Injury is enough to kill them.
- **Creeper** or **Adult Intruder** – Draw 1 Intruder Attack card
- **Breeder** or **Queen** – Draw 2 Intruder Attack cards

Compare the value the "blood" symbol (or the sum of the two "blood" symbols) of the drawn card(s) to the current number of Injury markers on this Intruder. If it's lower, it is **killed** – replace its miniature with an **Intruder Carcass** token.

If the value of the "blood" symbols is higher, it's still alive.

Note: A new card is drawn after each successful Attack

INTRUDER RETREAT

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 while it's on the board.

CONTAMINATION CARDS

Drawn Contamination cards go **on top of** your **Action discard pile**.

SCANNING/REMOVING

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

If you're INFECTED, place a Larva miniature on your Character board (and do not remove this Contamination card!).

If there is already a Larva on your Character board, your Character dies – additionally, place 1 Creeper in the Room where you died.

"Remove a Contamination card" means remove it from the game.