



EXPANSION MANUAL

NEMESIS

AFTERMATH

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CARDS:



1 Shuttle Board



5 Character boards



4 Room tiles "2"

MINIATURES:



5 Characters+1 Dog

(CEO, Android, Psychologist, Bounty Hunter, Convict)



3 Turrets



1 Hourglass



1 Catonaut

9 new Blue (Crafted) Item cards



10 Alert cards



11 Trait cards

(5 for the Aftermath Characters, 6 for the Nemesis Characters)



10 Character Quest Item cards



53 Action cards



13 Personal Requirement cards



1 Lucrative Offer card

5 Help cards

MARKERS AND TOKENS:



9 Turret Status tokens

(3 ALL,
3 INTRUDER,
3 NONE)



23 Aftermath Exploration tokens



3 Turret Exploration tokens

NEW TRAITS AND CHARACTERS

WHICH GAME-MODE SHOULD I CHOOSE?

The main mode of **Nemesis: Aftermath** is the **Epilogue Mode**, a short (45-60 min.) 5-turn game, which is played **after** a regular game.

At the start of this Epilogue, an unspecified amount of time has passed since the events that occurred in the Nemesis base game.

The players use **Characters** (which haven't took part in base game) who enter the Nemesis to investigate. The ship bears many scars of its past tribulations, so any leftovers from your previous game will have effects on your Epilogue game.

An Epilogue game is much shorter than a regular *Nemesis* game, but it is more difficult and offers a very dynamic playthrough.

Instead of Objectives, players have to deal with seemingly simple **Personal Requirements**, while trying to cooperate in order to cope with various **Alerts**. In addition, players pursuing more selfish interests might accept the **Lucrative Offer**.

The players also use the additional **Shuttle board**, which represents a new small ship (docked to the Nemesis) consisting of additional 4 Room slots. The **Nemesis: Aftermath** expansion also adds **4 new Rooms "2"**.

You can play the Epilogue game with less players than the number that actually participated in the regular game.

TRAITS

Nemesis: Aftermath adds a **Trait card** for each Character (both from the base game and the expansion). Trait cards gives specific advantages and disadvantages during the game.

The Trait card is placed face up next to the Character board, and its rule is in effect for the rest of the game.

NEW CHARACTERS

Nemesis: Aftermath adds 5 new Characters to the game.

When the players choose their Character, the Character draft card they select allows them to pick either the base game or the Aftermath Character of a chosen color.

For example, the red Aftermath Character (the Convict) can replace the red base game Character (the Soldier).

After choosing their Character, each player keeps their selected draft card, preventing any other player to choose the other Character of the same color.

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

The Aftermath Characters are very different from the base game Characters. You'll find an overview of these new Characters in the section below, giving some insight on their gameplay, strengths and weaknesses.



CEO (BLUE)

The CEO owns not only the Nemesis, but probably all of the crew, too. And half of the business going on back at home.

His presence on board indicates how much this mission matters to him. You can bet he knows why everyone is here. And a lot more than that, too...

The CEO is an old, frail man. If not for his nurse-bot, he would have trouble performing even the most basic actions. In the game, it is translated by having the CEO starting with 1 Body Serious Wound.

ITEMS ADDITIONAL EXPLANATIONS:

- The CEO is accompanied by his nurse-bot. The **Robot** allows the CEO to have more than the standard 10 Action cards in his Action deck. Some of these Actions, marked with a , are specific to the Robot, meaning that the nurse-bot will perform them instead of the CEO himself.

- Most of these Actions drain the Robot's **Energy** – use Ammo/Injury markers to represent the Robot's Energy markers. Whenever you play a card with the , icon, discard 1 ENERGY from the Robot.

The cards with a  replacing the Action's cost are an exception. They do not cost any Energy, but can be used only once and are removed from the CEO's Action deck after use.

- If the **Robot** runs out of Energy markers, then you cannot play any  Actions cards. These cards can still be discarded to pay for other Actions, though. To replenish the Robot's Energy markers, discard 1 Energy Charge Item and spend 1 Action card from your Hand (like when Reloading an Energy Weapon).

- Both **Access Codes** Quest Item cards look exactly the same from the other players' point of view, so they won't know which one has been unlocked by the CEO. Once they have unlocked one Quest Item card, the CEO player places it in their Inventory and discards the other.

- The **Pod Override** Item allows the CEO to either launch the chosen Escape Pod remotely (with any Character inside), or to remotely set the Status of one chosen Engine.

- The **Ship Codes** Item allows the CEO to either replace the Coordinates card with one of his choosing (he can do this from anywhere on the board), or to take an Item of his choice from a deck of a color matching the Room he is in. This is especially powerful in White Rooms, where the CEO can choose any Item from either the red, green or yellow decks.

ACTION CARDS ADDITIONAL EXPLANATIONS:

- Removing the **Protect** card from the deck is the only cost of performing that Action.

- To play **Robotic Punch**, first discard 1 Energy marker, then roll the Attack die. If you hit the Intruder, you may discard additional Energy markers to deal 1 additional Injury to the same Intruder. After that, check for Injury Effect.

- Just One More Thing** allows you to perform an additional Round during the same Game Turn, after you have passed. If you are the last player to pass, you cannot use this Action.

- Demolition** costs 1 Energy from the Robot.

- Fast Repairs** costs 1 Energy from the Robot.

- Removing the **Stop It!** card from the deck is the only cost of performing that Action. It works for any Intruder Attack, regardless of its source (Surprise Attack, Intruder Attack step, etc.).

- When you play **Authority** you must declare your destination Room before any other player can play an Interruption card.

TRAIT ADDITIONAL EXPLANATIONS:

- As long as you have any Energy markers on your Robot card, your Body Serious Wound is treated as Dressed. It can be healed normally.

- Checking all players **Corporate Objectives** will only work in a Research Mission game or a regular *Nemesis* game, as there are no Corporate Objectives in the Epilogue game mode.

Research Mission - see next page.

ANDROID (GREEN)

The Android is not human. As an artificial being, It behaves differently than the other "organic" crewmembers. It is unerringly loyal to its creator and sole owner, one of the big corporations back home.

The Android, as a synthetic organism, cannot use green Item to Dress or Heal its own Wounds. Until the Android returns to its manufacturer, it can only repair itself by using specific Items and its **Self-Repair** Action card.

ITEMS ADDITIONAL EXPLANATIONS:

- The **Arm Gun** is part of the Android's arm. So, at the start of the game, the Android has 2 free Hands. The Android is very powerful but it has a limited autonomy. When the Time marker reaches the 5th space of the Time Track, Android's systems shut down and the player is eliminated.

- The **Emergency Energy Cell** allows the Android Character to live longer. If this Item is not activated, the player will finish the game earlier. The Android must still Hibernate or use an Escape Pod to fulfill its Objective, though.

- The **Deactivation Module** works during the Intruder Attack step of the Event phase.

ACTION CARDS ADDITIONAL EXPLANATIONS:

- Self-Repair** is the only way you can heal the Android. You need to discard an appropriate Item in order to heal any Wounds.

- Efficiency** allows you to use a Room Action provided that this Room does not have a Malfunction marker.

TRAIT ADDITIONAL EXPLANATIONS:

- Corporate Objectives** are only used in regular *Nemesis* games or in Research Mission games. It means that in these modes, the CEO will know all of the Android's Objectives.

- Keep in mind that the Android can still pick up green Items to trade them with its human crewmates!

- The Android can still use the Clothes card to discard a Slime marker.

- The Android Wounds can only be Dressed or Healed by using Self-Repair Action (Items, Room Actions or Medic Action cards don't work).

- After drawing a Contamination card, Scan it immediately.

- If it is INFECTED, you suffer 1 Light Wound and remove that Contamination card from your Action deck (as you would do for a not Infected card during a Rest Action).

- If it is NOT INFECTED remove that Contamination card from your Action deck (as you would do for a not Infected card during a Rest Action).

Draw another card afterward.

<<< GAME SETUP >>>

PSYCHOLOGIST (WHITE)

Even with violence-inhibiting implants, long space trips tend to build lot of tension between crew members. When gathering the crew for this trip, the CEO took care to include a Psychologist on board.

Playing the Psychologist is a unique experience. She relies heavily on other Characters to do her bidding. The Psychologist knows how to manipulate others - both by using her Action cards and by playing "above the table". She can really be helpful and supportive, but don't cross her...

ITEMS ADDITIONAL EXPLANATIONS:

- When the **Oculobe Drone** has been given to another Character, all checks being made by this Character (like checking the Coordinates card or another Character Objective card) and all secret decisions they take (such as changing the Engine Status) are known to the Psychologist.

- Keep in mind that the **Emotion Scanner** will not work if the Corridor connecting the two Rooms is blocked by a Closed Door.

ACTION CARDS ADDITIONAL EXPLANATIONS:

- You can play **Lend a Hand** on yourself. You will draw 2 cards and discard 1 card. Other Characters will draw 1 card and discard 1 card.

TRAIT ADDITIONAL EXPLANATION:

- Make sure you're accompanied when you wander around the ship – your survival depends on it! Ensure you travel with another crewmember when needed.

- Your Trait Move Action is resolved as follows:

- The other Character chooses a destination Room and pays for their Move Action.

- The Psychologist declares using her **Shrink** Trait and discards an Action card from their Hand.

- Both miniatures are moved to the destination Room and the whole Movement Action sequence takes place (with the Active player performing a Noise roll and suffering its effects).

BOUNTY HUNTER (VIOLET)

The Bounty Hunter is on board mainly because of his quarry, the Convict. He is either escorting him back to jail or, if the Convict is not taking part in the game, the Bounty Hunter is en route to get him. If the Convict is present, the Bounty Hunter owns the only set of keys to the Convict's Cuffs, and he might be persuaded to set the criminal free ... if it suits his interests to do so.

The Bounty Hunter's best friend is his dog - Laika. As befit a manhunter's best friend, Laika is heavily cybernetized, allowing her to cooperate with the Bounty Hunter more efficiently.

At the beginning of the game, place Laika miniature on the Bounty Hunter Character board.

ITEMS ADDITIONAL EXPLANATION:

- After Laika has performed a Search Action with the **Seek Mod**, she returns on the Bounty Hunter's Character board and the Item is placed in their Inventory.

- Aggro Override** allows you to deal 1 Injury to an Intruder in the Bounty Hunter's Room each time Laika could be moved and does not (using the **Go Girl** Action or the **Laika** Trait before performing your first Action each Game Turn).

ACTION CARDS ADDITIONAL EXPLANATIONS:

- Tactical Move** allows to choose any 1 Intruder in your Room and to Move with it in a neighboring Room of your choice. Other Intruders in the Room you are moving from do not attack you.

- The second ability of the **Sentinel Action** causes Laika to be removed from the game. It means that you will not be able to use her anymore. Use it as a last resort! It works on any Intruder Attack, regardless of its source (Surprise Attack, Intruder Attack step, etc.).

TRAIT ADDITIONAL EXPLANATIONS:

- You can move Laika to the Room neighboring the Room she is in.

- Laika ignores the effects of a Fire marker in the Room she is in, but this ability does not extend to any other Character in the Room. She will not be wounded, but any other Character is normally affected.

- Laika ignores the Turrets.

- Whenever Laika is Called Back, she is placed on the Bounty Hunter Character board, regardless of the distance.

CONVICT (RED)

The Convict begins the game handcuffed. One of the other players (the Bounty Hunter if he takes part in the game) will get the Cuffs Key that can set him free. The Convict will have to threaten, barter or otherwise persuade the other players let him discard his Cuffs, freeing his hands.

The Convict's skills reflect his years spent in the criminal underworld. He is an apt fighter and no stranger to improvisation when faced with overwhelming odds. He is the only one brave - or crazy - enough to meet an Intruder armed with just a pipe, freshly torn from some Nemesis' systems.

ITEMS ADDITIONAL EXPLANATION:

- Your **Augmented Arm** allows you use Rest as a Basic Action. The effects are described on the Rest Action card.

- Any Serious Wound ignored with your Augmented Arm is not considered Dressed. Note that you can use your Augmented Arm to perform a Rest Action and still ignore the effect of a Serious Wound.

- When you miss during a Melee Attack, the **Pipe** only allows to reduce a Serious Wound to a Light Wound.

You can get Pipe from any Room. Each time game requires you to discard your Pipe, flip the card over, showing that you can potentially obtain another Pipe. You cannot trade away your Pipe. It is useless for everyone but you.

ACTION CARDS ADDITIONAL EXPLANATIONS:

- I need this** is not an Interruption, so it cannot be affected by an Interruption of other Characters.

- Short Temper** Noise roll is performed after the whole effect of Room Action (eg. after performing a Noise roll due to the Nest rules).

- Opportunist** will still work if Doors are destroyed in the Corridor you moved through.

- When using **Bash** you first roll the Attack die, then add 1 additional Injury to targeted Intruder and check Injury Effect afterwards.

TRAIT ADDITIONAL EXPLANATION:

- Your Trait allows you to survive more Serious Wounds, but be wary! Intruder Attacks will still kill you regardless of that.



ADDITIONAL MODES

RESEARCH MISSION MODE (120 MIN.)

It is a full-length game that can be played instead of a regular *Nemesis* game. The game lasts 15 turns and the players can only use Aftermath Characters. The players use the Aftermath Shuttle and the base game Objectives. The new Characters, Aftermath Events and Aftermath Exploration tokens guarantee a different, fresh gaming experience.

ADDING AFTERMATH COMPONENTS TO THE *NEMESIS* BASE GAME

When playing a regular *Nemesis* game, the players can substitute any basic Character (and their cards) for the corresponding Aftermath Character (and their cards) with the same color.

However, note that Aftermath Characters are more suited for playing with the Aftermath expansion than for the *Nemesis* base game.

The 4 new Aftermath Room tiles "2", 3 "Turret" Exploration tokens and Trait cards can be added to the base game.

The Epilogue mode can be played after a Research Mission game (or after a regular game using Aftermath Characters), though you cannot keep the same Characters from one game to the other.

OTHER AFTERMATH COMPONENTS



ALERT CARDS

The *Nemesis: Aftermath* expansion adds a new Alert deck.

Similar to Events and Objectives, Alerts are short mini-quests that the crew must complete. If an Alert is not completed in the assigned time, the game ends with a defeat for all Characters on board. The assigned time for completing an Alert card varies from a game mode to the other, as detailed later.

When Alert requires you to place a **Sample** in a specified Room, use the Special Objective tokens from the Untold Stories #1. Samples are considered Heavy Objects.



ALERT STAGES

Some Alerts are divided in two Stages. You must successfully fulfill the first Stage before fulfilling the second (and final) Stage, thus completing the Alert. Alerts with only one Stage are successfully completed when their requirements are met.

When fulfilling the first Stage of an Alert, mark it by placing any marker (like an Ammo/Injury marker) on the Stage icon (■) of the Alert card.



ACTIVATION ACTION

Some Alerts require performing the new **Activation** Action.

This new basic Action may only be performed in the Room specified by the Alert. It may be performed both in and out of Combat. Its cost is always 1 Action card.

The Activation Action has no other effect than fulfilling the task described on the given Alert card.

NEW ROOMS

The Nemesis: Aftermath expansion contains four new **ADDITIONAL ROOMS "2"**.

They can be added to the Rooms "2" pool of the base game at your convenience.

Along with the four new Rooms, the expansion also introduces three new **Crafted Item cards** (tied to one of the four new Rooms): The Laser Pointer, the Combat Drone, and the Enviro-Suit. These three new Items cannot be crafted outside of the Crafting Room.

Note that they require different Components than the ones needed to Craft the items of the base game.



CRAFTING ROOM

1 CRAFT SPECIAL ITEM:

When any Character in this Room performs the Craft Item Basic Action, they may exchange one of the following Items for one of the new Crafted Items:

- Energy Charge = Laser Pointer
- Tools = Combat Drone
- Clothes = Enviro-Suit

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



SERVER ROOM

2 USE ANOTHER COMPUTER:

Use the Room Action of any discovered, working Room with a Computer.



ALARM ROOM



MAKE NOISE:

Choose any 1 other Room without any Character in it. Perform a Noise roll there.

It may trigger an Encounter, though there will be no Surprise Attack.



TURRET ROOM



CONTROL TURRETS:

You can choose any 1 Turret token on the board and change its Status. The changed Status is placed facedown on top of the Status' pile.

TURRETS

A Turret miniature is placed in the Room in which its Exploration token was revealed. This allows to have Turrets in games without the Turret Room and vice versa.

Turrets cannot be placed in the Nest or in a Room covered with Slime.

Their starting Status is selected at random by shuffling the 3 different Status tokens and stacking them face-down next to the Turret. The topmost token indicates the current Status of the Turret. The Turret Status is revealed when entering the Room for the first time.

Turrets can be destroyed with a Demolition Action.

During the Fire Damage step, Intruders always destroy any active Turret in their Room. As it is simultaneous with Turret shooting (see below), it is possible that an Intruder destroys a Turret while being killed in the process.

"Ignoring Fire Damage step" does not apply to Turrets.

Any Destroyed Turret is removed from the board.

TURRETS STATUS:



INACTIVE – The Turret is inactive and it cannot be destroyed.



TARGET: ALL – The Turret shoots at everything that enters the Room this turn (any Intruder spawning in the Room is counted as entering it). Turret shooting is resolved during the Fire Damage step.

Characters receive 1 **Light Wound**, Intruders receive 1 **Injury**.



TARGET: INTRUDERS – as TARGET: ALL, but only works on Intruders.

If you want to use Turrets in the Nemesis base game, you must add the 3 new Exploration tokens (with a Turret) to your Exploration token pool and place the Turret miniatures, along with their Status tokens, next to the board.

NEW BOARD - SHUTTLE

The Shuttle consists of 4 Rooms.

The **Main Room** is printed on the board.

For the other three, use randomly chosen Additional Room tiles "2". The Shuttle Rooms do not have any Item Counter. Therefore, no Item may be found with the Search Action here.

The Main Room doesn't have its own Room Action. It is referenced in some of the Alerts, though.

The Shuttle introduces some new movement rules:

- When in the Main Room of the Shuttle, a player may move to any Room of the Nemesis ship with a Technical Corridors Entrance.
- When in a Room of the Nemesis with a Technical Corridors Entrance, a player may move to any Additional Room "2" of the Shuttle.

The Nemesis and the Shuttle are considered as one ship for the purpose of any remote Action or rule (affecting another Room, the Engines, etc.).

The Shuttle board has also new Time Track used in Aftermath games. It consists of 5 spaces.

AFTERMATH

EXPLORATION TOKENS

The Aftermath Exploration tokens work similar to the Exploration tokens from the base game. The only difference is that they do not set the Item Counter.

When setting up an Epilogue game or a Research Mission game, place 1 Aftermath Exploration token in each Room of the main board, (including the Cockpit, Engines and Hibernatorium).

When any of the Characters enters a Room with an Aftermath Exploration token, they reveal it and resolve its contents accordingly:



LOCKDOWN:

Close all Doors in Corridors connected to this Room, EXCEPT for the Corridor you just used for entering this Room.

If you used the Technical Corridors to enter this Room, close ALL Doors in the Corridors connected to this Room.



DANGER:

As Noise roll result.



EGG:

Place an Intruder Egg Heavy Object in this Room.



SLIMED ROOM:

Leave this token on that Room. Each time you enter this Room, you automatically get a Slime marker.



LARVA:

Place a Larva miniature in this Room. This does not trigger an Encounter and you do not perform a Noise roll.



FIRE:

As the Fire Exploration token.



CARCASS:

Place an Intruder Carcass Heavy Object in this Room.



CORPSE:

Place a Character Corpse Heavy Object in this Room.

After resolving an Aftermath Exploration token, discard it (except for the Slimed Room token).

EPILOGUE MODE

GAME SETUP

0] Before setting up the Epilogue mode, you must play a full regular *Nemesis* game. Keep in mind that if you used any Aftermath Characters during your regular game, these Characters will not be available in Aftermath game!

For obvious reasons, if the Nemesis ship was destroyed after losing its hull integrity (when you should place a 9th Fire or Malfunction marker, or by Autodestruction), the Epilogue mode cannot be used.

1] Remove all Intruders from the board and put the corresponding Intruder tokens in the Intruder bag.

Then, add:

In a 2 or 3-player game = 1 Larva token and 2 Adult Intruder tokens.

In a 4-player game = 2 Larva tokens and 4 Adult Intruder tokens.

In a 5-player game = 3 Larva tokens and 6 Adult Intruder tokens. If you run out of Intruder tokens do not add any more tokens.

2] Remove:

All Fire and Noise markers from the board.

Any Items that the players have found or crafted (they are discarded).

3] Leave:

Malfunction markers, Door tokens and Escape Pods where they were at the end of the regular game.

Revealed and unrevealed Intruder Weakness cards. Place Status markers on the revealed Weaknesses. They are inactive until someone **redisCOVERS** them.

RedisCOVERing a Weakness uses the same rules as discovering a Weakness - you have just to discover this Weakness again.

4] Shuffle and place the following decks face down, next to the board: Intruder Attack, Aftermath Event, Contamination and Serious Wounds. Shuffle the Engine tokens and Coordinates card, and place them on the board as in Setup of the base game manual.

5] Turn over all unexplored Rooms and reveal their Exploration tokens to set up the number of Items in these Rooms. Ignore any special effects of the Exploration tokens.

6] Take the Aftermath Exploration tokens, shuffle them and place 1 random (face down) token on each Room Tile and 1 each in Hibernatorium, Cockpit and Engines.

7] Place the Shuttle board on the table, next to the Nemesis board.

8] Shuffle all remaining Additional Room tiles "2", without looking at their fronts, and randomly place (face up) a Room tile "2" on each of the Room slots marked with a "2" on the Shuttle board. (If there is "Room covered in Slime", remove it and take another Additional Room tile "2").

9] Take as many Help Cards as there are players and deal one to each player at random. These cards determine the order of choosing Characters.

10] Each player takes the plastic Inventory Card holder with the same number as their Help card.

After that, change basic Help Cards for Aftermath Help cards.

11] Shuffle all Character draft cards and deal 2 cards to each player. The player picks one Character and shuffles other card back into the Character draft cards.

12] Each player takes the following components: Character Board, Miniature, Action cards deck, Starting Item card(s), Quest Items and Trait card. The first player also gets the First Player token.

13] Each player places the miniature of their Character in the Main Room, in the order determined by their number.

14] Shuffle all Personal Requirement cards and deal 1 card to each player.

15] Shuffle the Alert Cards deck and place them next to the board, face down. Reveal the first Alert Card.

16] Place the Lucrative Offer card face up next to the board.

17] Place the Time marker on the green space of the Shuttle Time Track.

ALERTS IN EPILOGUE GAME

During this game mode you need to go through **2 Alerts**.

You have **2 turns** to complete each of them.

Whenever Time marker reaches a **yellow space** on the **Shuttle Time Track**, check if you fulfilled the current Alert's requirements.

If yes - remove this Alert card.

If not - the game ends with a defeat for all Characters. The situation on the Nemesis became too unstable to be handled by your crew.

At the start of **Turn 3**, draw the second Alert Card.

There is no Alert in **Turn 5**, but it's time for the crew to escape!

INTRUDER BAG DEVELOPMENT

This step doesn't occur in the Epilogue mode.

EVENTS IN EPILOGUE GAME

The Aftermath Events work the same way as in the base game, with one additional rule: they bear the **Alert** icon (). Whenever you see that icon on the Event Card, perform a Noise roll.

EVENT PHASE

1: TIME TRACK

Move up the Time Marker on the Shuttle Time Track by 1 space.

If the Self-Destruct Sequence has been activated, its marker is also moved 1 space to the right on its track.

2: ALERT CHECK (ONLY IN TURN 3 AND 5)

Check the requirements for completing the Alert.

Afterward, if there is a turn 3, reveal the second Alert card.

3: INTRUDER ATTACK

Each Intruder in Combat with a Character attacks them.

4: FIRE DAMAGE

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

5: RESOLVE EVENT CARD

Draw and resolve 1 Event card:

1) Intruder Movement

2) Event Effect

3) Perform a Noise roll (if the card shows an Alert icon)

6: END OF THE TURN

VICTORY CHECK

After Turn 5, the Shuttle leaves the Nemesis and goes back to the mothership regardless of the Characters on the Shuttle board.

In order to win the game in this mode, a player must fulfill the following requirements:

1) The players must have **revealed all the Aftermath Exploration tokens** on the Nemesis.

In a 2-player game, up to 3 Aftermath Exploration tokens may remain unrevealed.

If this condition is not met, the mission is not successful - the players lose.

2) The player must **fulfill their Personal Requirement**.

3) The player's Character **must be on the Shuttle board when the Shuttle goes back to the mothership** (or Character must leave the ship with an Escape Pod).

4) The players must resolve their **Contamination Check** (as in the base game).

OR:

The player may also take the **Lucrative Offer** at any time if they don't want to help their crewmates: if they choose to do so, they must take the Lucrative Offer card and discard their Personal Requirement. Fulfilling the Lucrative Offer's requirements will give them an automatic victory if they survive the Contamination Check.

RESEARCH MISSION MODE

This game mode is designed for players who want to play a regular **Nemesis** game while using the components of the **Aftermath** expansion.

This mode is a standalone game using the Aftermath elements. It is not played as a follow-up of a regular game.

GAME SETUP: STEPS 1-15, BOARD SETUP

1] Place the **main board** on the table, displaying the basic side. Place the **Shuttle board** next to it.

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

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

4] Reveal the Room tiles on the Shuttle. If you reveal a **Room Covered in Slime**, switch it with another random Room tile "2".

5] Take the **Exploration tokens**, removing the **Doors** and **Danger tokens**, add the **Turret tokens** and shuffle them (without looking at their fronts) and place one token at random (face down) on each **unexplored** Room tile.

6] Take the **Aftermath Exploration tokens**, shuffle them (without looking at their fronts) and place one token at random (face down) on **EACH** Room of the Nemesis (Cockpit, Hibernatorium and Engines included). This way, all Room tiles will have two different Exploration tokens (one from the base game and one from Aftermath).

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

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

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

9] Take both **Engine tokens** marked with the number "1" (1 Damaged and 1 Working) and shuffle them face down. Place them on the corresponding Engine "1" slot on the board, one atop the other, face down. The top Engine token indicates the true status of the Engine. Repeat this step for the Engine tokens "2" and "3".

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

- **5 Egg tokens**
- **3 random Weakness cards**.

11] Take the **Intruder bag** and put the following **Intruder tokens** inside: 1 Blank, 4 Larvae, 2 Creeper, 3 Adults, 1 Breeder, 1 Queen.

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 boards - they will be used during play. Place the **Intruder Carcass tokens** next to the boards as well - they will mark killed Intruders.

12] Choose the following Events from the **basic Event deck**: **Lurking**, **Short Circuit**, **Hunt** (Intruder Move direction: 3), **Scent of Prey**, **Damage**, **Life Support Failure**, **Eclosion**, **Damaging Fire** and shuffle them with the **Aftermath Event deck** to create the **Research Mission Event deck**.

13] Shuffle and place the following decks face down next to the board: 3 Item decks (each with its own color), the **Research Mission Event**, **Intruder Attack**, **Contamination**, **Alert** and **Serious Wound** decks.

Place the **Craft Item** deck (including the new cards) next to the 3 Item decks.

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

14] Place the other markers, tokens and dice next to the boards:

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

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

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

GAME SETUP: STEPS 16-22, CREW SETUP

16] Take as many **Help Cards** as there are players and deal one to each player at random. These cards determine the order of choosing Characters (Step 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 is the Player Number - it's not only important for choosing your Character, but also for some Objectives.

17] 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.

18] From both **Objective Decks (Corporate and Personal)**, remove all cards showing a number of players higher than the number of players taking part in the game.

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

»»» RESEARCH MISSION MODE »»»

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

Each player controls the Character they have chosen during the draft.

A player controlling the Android discards his Personal Objective (face down) and draws a second Corporate Objective.

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 Main Room of the Shuttle.

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

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

E) The **Trait card** of their Character and places it, horizontal side up, next to their Character board.

F) The **Starting Item card** of their Character and places it in one of the two Hand slots on their Character board (*the Android's Arm Gun and the CEO's Robot are placed next to the Quest Items*). Each Starting item receive a number of Ammo markers equal to its capacity, indicated on the card.

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

22] Place the **blue Character Corpse token** in the Hibernatorium.

23] Each player places the miniature of their Character in the Main Room.

EVENTS IN RESEARCH MISSION GAME

Events work the same way as in the Epilogue game, except that the **Alert** icon () is used to draw Alert cards instead of making a Noise roll.

ALERTS IN RESEARCH MISSION GAME

During a Research Mission game, some Events might trigger various Alerts. Each time you draw an Event card bearing the **Alert** icon (), instead of making a Noise roll as in the Epilogue mode, draw 1 Alert card and set **Shuttle Time Track** on space 5 (ignore this icon if there is already an Alert already going on).

You have 5 turns to complete each Alert.

Whenever the **Shuttle Time Track** reaches the final red space, check if you fulfilled all the Alert's requirements. If not, the game ends and all Characters on board die.

If there is an Alert still going on when the game ends, check if you fulfilled all the Alert's requirements. If not, the game ends and all Characters on board die.

INTRUDER BAG DEVELOPMENT

This step is resolved as in the base game.

EVENT PHASE

1: TIME TRACK

Move up the **Time marker** on the **Time Track** and (if present) **Shuttle Time Track** by 1 space.

If the Self-Destruct Sequence has been activated, its marker is also moved 1 space to the right on its track.

2: ALERT CHECK

Check the requirements for completing the Alert.

3: INTRUDER ATTACK

Each Intruder in Combat with a Character attacks them.

4: FIRE DAMAGE

5: RESOLVE EVENT CARD

Draw and resolve 1 Event card:

- Intruder Movement
- Event Effect

6: INTRUDER BAG DEVELOPMENT

7: END OF THE TURN

PLAYERS GOALS AND END OF THE GAME

This step is resolved as in the base game.

USING HOURGLASS IN GAMES OF NEMESIS

If you want to add an another layer of tension to your games of Nemesis, you can use supplied hourglass.

Turn it over at the beginning of every game turn.

When any player notices that it ran out of sand, they may pick it up. Player who picks up the hourglass, when it is empty, can pick one Room on the board and roll the Noise die, applying usual rules.

If Encounter takes place, Surprise Attack will target player with the lowest number of cards on hand. If there is no Character in chosen Room, there will be no Surprise Attack.

After resolving this Noise Roll, leave it to the side, it will be turn over at the beginning of next game turn.

There is no need to pick up the hourglass if the player does not want to.

If any player objects against using hourglass it can be removed after performing a Noise roll.