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GAME MANUAL

NEMESIS

CARNOMORPHS



rebel

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COMPONENTS

- 1 Carnomorph board
- 5 Help card
- 8 Red Metagorger tokens
- 2 Blue Metagorger tokens
- 1 Fleshbeast token
- 4 Intruder Carcass tokens
- 20 Carnomorph Attack cards
- 20 Event cards
- 12 Character Mutation cards
- 8 Carnomorph Adaptation cards



- 8 Metagorger miniatures



- 8 Shambler miniatures



- 3 Fleshbeast miniatures



- 1 Butcher miniature

When using this expansion, consider the terms Intruder and Carnomorph as being equivalent.

SETUP

1 Place the **board** on the table. Use the basic side of the board.



Note: The basic side of the board is marked by a red arrow icon in its upper left corner.

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 board.

Put all remaining Room tiles "2" back in the box.

Note: You will not use all available Room tiles "2" each game, as there are more tiles than slots on the board. Players never know exactly which Rooms are on the ship.

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

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

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

Put all remaining Exploration tokens back in the box.

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

Put all remaining Coordinates cards back in the box.

6 Place 1 Status marker on the "B" space on the Destination Track. This is the **Destination marker**.

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

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

Place the lowest-numbered Escape Pod in Section "A", then place the next (in numerical order) Escape Pod in Section "B". Place the other Escape Pods, alternating between "A" and "B".

Escape Pod tokens should be placed with their "Locked" side face up.

8 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, and face down. The top Engine token indicates the true status of the Engine.

Repeat this step for Engine tokens "2" and "3".

Important: Make sure that the players do not see the fronts of the tokens, so that they will not know if the Engines are working or not.

<<< GAME ELEMENTS >>>

9] Take the **Carnomorph board**, put it next to the board and place in the corresponding slots:

- 8 **Egg tokens**
- 3 random **Carnomorph Adaptation cards**. They are placed face down.

Take 1 miniature of the following Carnomorph types: Shambler, Fleshbeast and Butcher and place them on their corresponding Adaptations.

These miniatures will be placed on the board when you encounter their type for the first time in the game, revealing the corresponding Adaptation.

10] Take the **Intruder bag** and put the following **Intruder tokens** inside:

- 1 **Blank**
- 2 **blue Metagorgers**
- 2 **red Metagorgers**.

Then, add 1 additional red **Metagorgor token** for each player taking part in the game.

11] Shuffle and place the following decks face down next to the board: 3 **Items** [each with its own color], Carnomorph **Event**, Carnomorph **Attack**, **Contamination**, **Character Mutation** and **Serious Wound** decks.

Place the **Craft 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 Wounds / Slime / Signal / Self-Destruct / Time / Destination markers)
- **Door tokens**
- **Red Character Corpse tokens**
- 2 **Combat dice**
- 2 **Noise dice**
- **First Player token**

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

14] 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 17). If there are 3 players, take the cards with the 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 not only important for choosing Character, but also for some Objectives.

Put all remaining Help cards back in the box.

15] 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.

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

This is your Inventory, the place where you store all your non-Heavy Items, so you know what you have, while the other players may only guess.

16] 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.

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!

Put all remaining Objective cards back in the box.

When any of the Characters encounters an Intruder for the first time, you will have to choose one of the two Objectives you want to complete during the game.

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

17] 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.

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.

18] 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 Hibernatorium.

Place your Character miniature in a colored plastic ring.

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 (Weapon)** of their Character and places it in one of the two Hand slots on their Character board. Afterwards, place a number of **Ammo markers** equal to that Weapon's Ammo capacity on the Weapon card.

E) The **2 Quest Items** of their Character and places them, **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 put them back in the box. They will not be used during this game.

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

20] Place the **blue Character Corpse token** in the Hibernatorium. It represents the body of a poor sod lying in a pool of blood.

During the game, treat this token as a **Character Corpse** Object.

GAME INTRODUCTION

Everything happened because of a single cat.

It had to get on board during our rendezvous with the Adrastea science vessel, orbiting the DB-198 protoplanet. Soon after, we took samples from DB-198 and made our jump back with everyone tucked away safely in their stasis pods. Everyone, except the cat.

Even its nine lives couldn't save it. As the ship accelerated up to 1000G, poor critter turned into a four-kilogram projectile that smashed several sample canisters and turned into a thin layer of protein soup on the bulkhead door. Nothing too bad, right? Well, it turns out something weird was hidden in the damaged samples. A voracious, parasitic form of XNA that could attach itself to many different genetic molecules, including DNA, and rewrite them to grow carrier organisms. This strange virus recombined the cat's remains. Then, it went through all the biomass in our kitchen supplies. Finally, it found us, locked away in our stasis pods; pieces of canned flesh waiting to be opened.

Soon, all hell broke loose. We tried to fight these things, but the more we bled and the more of us died, the stronger and larger they became. The last of us now plan to destroy the ship, but the road to the control room is blocked by the original carrier, now a lumbering hulk of flesh that still has a disfigured cat's head. I volunteered to fight it with a jerry-rigged flamethrower. I know it's irrational, but this damn animal has to pay for everything that happened to my crew!

Carnomorphs is a race of quickly adapting monsters that eat everything on their way – it doesn't matter if those are crew members, bodies, or even their own specimens. The play with Carnomorphs is more challenging than with Intruders – if any player wants to survive this fierce race between achieving objectives and Carnomorphs adaptation, they should consider cooperating a little bit more with others. And, of course, wait for the perfect moment to backstab them.



MUTATIONS

In the *Carnomorphs* expansion, Characters may **Mutate** - it is indicated by drawing a **Character Mutation card**. Players also gather **Mutation markers** on their **Character boards**.

NOTE: When using the Carnomorphs expansion, players never put any Intruder miniature on their Character board. The space reserved for the Larva in the Nemesis base game is only used to gather Mutation markers.

CHARACTER MUTATION CARDS

Character Mutation cards are cards representing genetic changes occurring in the Characters' metabolism after being exposed to Carnomorphs.

Every time a player is instructed to draw a Mutation card, they draw 2 cards, pick 1 and reshuffle the other one back into the Mutation cards deck. When a player gets a Mutation card, they put it face down next to their Character board. It remains hidden from the other players until they use their Mutation Action for the first time.

If a player should get a Mutation card when they already have one, nothing happens.

MUTATION ACTION

In order to execute a **Mutation Action**, a player needs to **Scan a chosen Contamination card from their Hand and place 1 Mutation marker on their Character board** (regardless of result of the Scan).

Each Mutation card has two possible Action effects.

If the Contamination card is **INFECTED**, it goes to the Action Discard pile and the player performs the **INFECTED** Action effect.

If the Contamination card is **NOT INFECTED**, the player discards it from their deck, draws a new Contamination card and puts it on top of their Action discard pile. Then, they perform **NOT INFECTED** Action effect.

The first time a Mutation Action is used, the Character Mutation card is flipped face up and becomes visible to everyone.

NOTE: The characters can't be sure of how they will react when confronted to this strange metabolic change.

MUTATION MARKERS

Mutation markers are represented by **Ammo/Injury markers**.

Anytime a player is instructed to get Mutation Marker:

- **If the player doesn't have a Mutation card**, they get one instead of a Mutation marker (they draw 2 Mutation cards, choose 1 and discard the other) (for more details see *Character Mutation card* section above).

- **If the player has a Mutation card**, they place a Mutation marker on their Character board, in the space reserved for the Larva in the base game (the place where your Character miniature is pictured).

When a player gets their 4th Mutation marker, their Character dies immediately. Put a Shambler miniature and a Character Corpse in the Room they died in.

*There is no way of removing Mutation markers during the game, but it's possible to get rid of the Mutation card, using *Surgery* or the *Antidote* item.*

Mutation markers remain on the Character board until the end of the game, even if the player manages to remove their Mutation card.

CONTAMINATION CARDS

When any player gets an **INFECTED** result when Scanning a Contamination card as a result of performing *Rest* or *Showers/Canteen* actions, **they get a Mutation marker instead of a Larva miniature**.


Remember that if they don't have any Mutation card yet, they draw one instead of getting the marker.

All other rules concerning Contamination cards are the same as in the *Nemesis* base game.

CARNOMORPH RULES


CARNOMORPH SYMBOLS

 **METAGORGER**

 **RED METAGORGER** - during the game, when asked to add Metagorger tokens to the Intruder bag, always add Red Metagorger tokens instead of blue if they are available.

 **SHAMBLER**

 **FLESHBEAST**

 **BUTCHER** - The Butcher is an exceptionally huge Carnomorph abomination. There is a rule exception to represent this:

The Butcher cannot fit into any Technical Corridors entrance. If it should move into Technical Corridors, it stays in the Room instead.

NOTE: there is no counterpart for Larvae in the Carnomorphs expansion!

INTRUDER ATTACK

METAGORGER ATTACK

Instead of drawing an Attack card and checking its results, a Character attacked by a Metagorger gets a Character Mutation card, and a Contamination card and suffers 1 Light Wound. Add a Shambler token to the Intruder bag, and then remove the Metagorger miniature from the board.

If a Character already has a Mutation card, they only get a Contamination card and 1 Light Wound. However, the Shambler token is still added to the Intruder bag.

All other rules concerning Intruder Attacks are the same as in the *Nemesis* base game.

CARNOMORPH INJURIES AND DEATH

The *Carnomorphs* expansion brings some changes to the Intruder Endurance rules in the *Intruder Injuries and Death* section of the base rulebook.

When Injuring any Carnomorph, draw 1 Intruder Attack card and check the Injury Effect. There are two numbers, one for Metagorgers and one for every other Carnomorph type, as indicated by the Intruder symbols. **If the number in the corresponding icon is equal to or lower than the current number of Injury markers on the Carnomorph, it is killed.**

However, some Carnomorphs don't die easily:

- **METAGORGER** and **SHAMBLER** - When any of them is killed, remove its miniature and place an Intruder Carcass token in the Room it was slain.

- **FLESHBEAST** - When a Fleshbeast is killed, remove its miniature and place an Intruder Carcass token and a Shambler miniature in the Room it was slain.

- **BUTCHER** - When a Butcher dies, remove its miniature and place two Shambler miniatures in the Room it was slain. Once the Butcher is killed, it can never return to the game in any way. Place the Butcher miniature back into the box to mark this.

NOTE: Shamblers placed this way are NOT drawn from the Intruder bag! The number of tokens in Intruder bag stays intact.

CARNOMORPH ADAPTATIONS

Carnomorph Adaptation cards replace Intruder Weaknesses. However, these cards strengthen the Carnomorphs instead of weakening them.

Each time a new Carnomorph type appears on the Board, take the corresponding Carnomorph miniature from the Carnomorph Board and reveal the appropriate Adaptation card.

Example: The first Shambler miniature on board reveals the Shambler Adaptation card: the one that can be discarded by analyzing a Character Corpse.



Characters may use the Laboratory to analyze Objects (Character Corpse/Intruder Carcass/Intruder Eggs) and discard Carnomorph Adaptations from the game, provided that the corresponding Adaptation is revealed and its miniature was removed from the card.

GAMEPLAY RULES

ENCOUNTERS

In the *Carnomorphs* Expansion, there is one slight change to the *Encounter* section:



BLANK TOKEN – Place a Noise marker in each Corridor connected to the Room where the Encounter took place.

If the Blank token was the last token in the Intruder bag, add 1 Metagorger token to the Intruder bag.

All other Encounter rules are the same as in the *Nemesis* base game.

REMINDER: During the game, when asked to add Metagorger tokens to the Intruder bag, always add Red Metagorger tokens (if they are available) instead of Blue ones.

EVENT PHASE

1. TIME TRACK

The Time marker is moved 1 space to the right on the Time track.

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

2. INTRUDER ATTACK STEP – FEEDING

Feeding – This new mechanic makes Carnomorphs grow bigger and stronger.

Each Carnomorph **in Combat** with a Character **attacks** them. (If the *Voracious Adaptation* has been revealed, Carnomorphs **Feed** before they attack).

When **not in Combat**, a Carnomorph **Feeds** whenever it is in the same Room as any Heavy Object (Character Corpse/Intruder Carcass/Intruder Egg) and/or a Metagorger.

If there are more than one Carnomorph in the same Room, resolve Feeding according to the following priority order:

Butcher > Fleshbeast > Shambler > Metagorger

Feeding is resolved by following the steps below:

1) Heal: remove all Injury markers from the Feeding Carnomorph.

2) Evolve: replace its miniature with a Carnomorph miniature of the next level:

- a **Metagorger** becomes a **Shambler**
- a **Shambler** becomes a **Fleshbeast**
- a **Fleshbeast** becomes a **Butcher**

NOTE: A killed Butcher can never come back into play. In such a case, when a Fleshbeast Feeds, just remove all its Injury markers.

NOTE: The Butcher cannot evolve anymore. If it Feeds, just remove all its Injury markers.

3) Eat: remove the Heavy Object/Metagorger miniature from the Room.

If there are more than one Heavy object and/or Metagorger according to the following priority order:

Red Character Corpse > Intruder Egg > Intruder Carcass > Metagorger > Blue Character Corpse

IMPORTANT: In this game mode, the Blue Character Corpse can disappear, making one Objective impossible to fulfill.

When a Carnomorph is about to Feed, if there are no miniatures of the next level available, it cannot evolve. Just remove all its Injury markers and the Heavy Object/Metagorger from the Room.

NOTE: if there are still Eggs on the Carnomorph board, each Carnomorph in the Nest Room will consume one of them during the Intruder Attack step.

All other rules that apply during the Intruder Attack step are the same as in the *Nemesis* base game.

Here are a few examples which show how Feeding works.

SHORT EXAMPLE 1

Two Metagorgers are in a Room without Characters. During the Intruder Attack step remove both miniatures and place a Shambler miniature in the Room.

DETAILED EXAMPLE 1

Two Metagorgers are in a Room without Characters. During the Intruder Attack step, one of them Feeds on the other one, allowing it to remove its Injury markers. Then, one of the Metagorger miniatures is replaced with a Shambler miniature. Finally, the second Metagorger miniature is removed from the board.

SHORT EXAMPLE 2

One Fleshbeast and one Metagorger are in the Nest. There are also 6 egg tokens on the Carnomorph board. During the Intruder Attack step, remove both miniatures and put the Butcher and 1 Shambler miniature in their place. Then, remove 2 egg tokens from the Carnomorph board.

DETAILED EXAMPLE 2

One Fleshbeast and one Metagorger are in the Nest. There are also 6 egg tokens on the Carnomorph board. During the Intruder Attack step, the Fleshbeast Feeds first, allowing it to remove all its Injury markers. Then, the Fleshbeast miniature is replaced with the Butcher miniature. 1 Egg is discarded from the Carnomorph board. Finally, the Metagorger Feeds: remove all its Injury markers, replace its miniature with a Shambler miniature and remove 1 Egg from the Carnomorph board.

SHORT EXAMPLE 3

One Shambler, one Metagorger, one Intruder Carcass and one Character Corpse are in the same Room. Remove the Metagorger and Shambler miniatures along with all their Injury markers. Place a Shambler and a Fleshbeast miniatures in their place.

DETAILED EXAMPLE 3

One Shambler, one Metagorger, one Intruder Carcass and one Character Corpse are in the same Room. During the Intruder Attack step, the Shambler Feeds first on the Character Corpse: remove all its Injury markers, replace its miniature with a Fleshbeast miniature and remove the Character Corpse from the board. Then the Metagorger Feeds on the Intruder Carcass: it removes all its Injury markers, its miniature is replaced with a Shambler miniature and the Intruder Carcass is removed from the board.

<<< GAMEPLAY RULES >>>

3. FIRE DAMAGE

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

4. RESOLVE EVENT CARD

Draw and resolve 1 Event card.

NOTE: remember that the Butcher cannot use any Technical Corridors entrance.

5. INTRUDER BAG DEVELOPMENT

Draw 1 Intruder token from the Intruder bag.

The effect depends on the drawn token:



BLUE METAGORGER – All players perform a Noise roll in order, except if their Character is already in Combat with an Intruder.

Remove this token from the Intruder bag and add 1 Metagorger token to the Intruder bag.

NOTE: Each time game requires you to put a Metagorger token into the Intruder bag (eg. when Metagorger moves into the Technical Corridors), you have to put Red Metagorger token first! Only when you run out of Red Metagorger tokens you may put Blue Metagorger tokens into the Intruder bag!



RED METAGORGER – Place a Metagorger miniature in each Room already containing a Metagorger (even in Combat) and/or a Heavy Object (even if that Object is in a Character's Hands!).

If the Nest is explored and not destroyed, also place one Metagorger there.

Return the Red Metagorger token to the bag.

NOTE: Metagorgers placed this way are NOT drawn from the Intruder bag and won't perform a Surprise Attack! The number of tokens in the bag does not change. If the first Carnomorph that comes into play appears on the board because of a Bag Development effect, all players must choose 1 of their Objective cards and remove the other face down.



SHAMBLER – Return the Shambler token to the bag.

All players perform a Noise roll in order, except if their Character is already in Combat with an Intruder.



FLESHBEAST – Return the Fleshbeast token to the bag.

All players perform a Noise roll in order, except if their Character is already in Combat with an Intruder.



BUTCHER – Place the Butcher miniature in a Room containing a Character with a Slime marker and resolve an Encounter.

If there are more than one Character with a Slime marker, the one with the fewest cards in hand is affected.

In case of tie, use the Character order.

If there is no Character with a Slime marker, the Butcher appears in the Room containing the first player.

Remove the Butcher token from the bag.



BLANK – Remove from the Board all Shamblers which are not in a Room with any Character.

Put their respective tokens into the Intruder Bag.

Add 1 Metagorger to the Intruder bag.

Then all players perform a Noise roll in order, except if their Character is already in Combat with an Intruder.

Return the Blank token to the bag.

CONTAMINATION CHECK AT THE END OF THE GAME

Each alive Character (either asleep in the Hibernatorium or evacuated in an Escape Pod) checks their Contamination cards.

If there is a Mutation card next to the Character's Board, the player skips step A and resolves step B.

A) The player Scans all the Contamination cards in their Action deck, Discard pile and Hand. If there is at least 1 "INFECTED" card, the player gets a Mutation card.

B) If the player has a Mutation card next to their Character's Board, that player shuffles all their cards (both Action and Contamination) to create a new Action deck, then draws the 4 top cards. For each Contamination card drawn this way Character gets 1 Mutation marker. If a Character has 4 Mutation markers, they die. Otherwise they are lucky to survive.



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RULES SUMMARY

MUTATION MARKERS

When you put the 4th Mutation marker on your Character board, you die!

CHARACTER MUTATION CARDS

Mutation cards are hidden from other players until they are used for the first time.

Mutation Actions are activated by spending a Contamination card from the player's Hand and placing 1 Mutation marker on their Character board.

CARNOMORPH ADAPTATIONS

Reveal an Adaptation card when removing a Carnomorph miniature from the Adaptation card.

Remove a revealed Adaptation card from the game when analysing an Object.

METAGORGER ATTACK

When attacked by a Metagorger, a Character gets 1 Mutation card, 1 Contamination card and suffers 1 Light Wound.

Remove the Metagorger from the board afterward and add 1 Shambler token to the Intruder bag.

NEST ROOM AND EGGS

Carnomorphs use Intruder Eggs for food. Carnomorphs Feed on the Eggs in the Nest and might even destroy the Nest themselves. However, keep in mind this comes with a high cost, because if you let them do so, you will have to face a horde of grown-up, bloodthirsty beasts.

OBJECTIVES INTERPRETATION

EXTREME FIELD BIOLOGY:

At least 2 Carnomorph Adaptations must be discarded.

THE GREAT HUNT:

Send the Signal AND the Butcher must be killed.

AB OVO:

Intruder Egg Adaptation must be discarded.

NECROSCOPY:

Send the Signal AND Intruder Carcass Adaptation must be discarded.

REMEMBER THAT THE BLUE CHARACTER CORPSE CAN DISAPPEAR DURING THAT GAME!

FEEDING

If a Carnomorph is not in Combat and in a Room containing a Heavy Object and/or Metagorger:

The Carnomorphs in the Room **Feed** according to the following priority order:

- 1) Butcher
- 2) Fleshbeast
- 3) Shambler
- 4) Metagorger

- Remove all Injury markers from the affected Carnomorph.
- Replace the affected Carnomorph's miniature with the one of the next level.

The affected Carnomorph Feeds according to the following priority order:

- 1) Red Character Corpse
- 2) Intruder Egg
- 3) Intruder Carcass
- 4) Metagorger
- 5) Blue Character Corpse

- The Heavy Object/Metagorger affected by the Feeding is removed from the board.

Repeat these steps for each Carnomorph not in Combat, in Room with a Heavy Object and/or Metagorger.

Remember that a Metagorger may Feed on another Metagorger!

FIRST ENCOUNTER

Remember that a Metagorger which successfully performs a Surprise attack is treated as an Encounter (even though it disappears from the board instantly), so players normally have to choose the Objective they keep.

"INTRUDER" WORD INTERPRETATION

Many cards and rules from the *Nemesis* base game refer to the Intruder term. When using this expansion, consider the terms Intruder and Carnomorph as being equivalent.