

# Official Rules FAQ

## Nemesis Prototype Print N' Play and Tabletop Simulator Module



Version 0.3

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# Setup

## Step II: Setting up the Crew

Q: If I draw an Objective that says a certain character number can't survive, and that character is me, can I take that card and win by making sure my character dies? If not, is there a fix for this, ex: can I immediately draw a new objective and discard that one?

A: No. The character must take the other Objective of the two they were dealt during setup. The good news is that this character then knows that nobody in the game is out to kill *them*, and that is quite a nice thing to know when you're on board the Nemesis!

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## Step III: Intruders and Remaining Components

Q: Why are there only three Young Intruder tokens (at least in the PnP)? If multiple characters get infected and carry around a Young Intruder token, it quickly results in not having enough Young Intruder tokens.

A: It is uncommon to need more Young Intruder tokens than this, but if more are needed, Young Intruder miniatures could be substituted for the tokens on character sheets.

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Q: The prototype rulebook and some of the game components mention "Creepers", "Young Specimens", and "Young Intruders" but it seems like all three may be the same thing. Are they?

A: These terms all mean the same thing. We will update the names during development.

# Goal of the Game

## Surviving / How to Survive?

Q: Is returning to earth, whether by escape pod or a successful Nemesis jump, the only way to survive (unless your objective card specifically says you can go to Mars)?

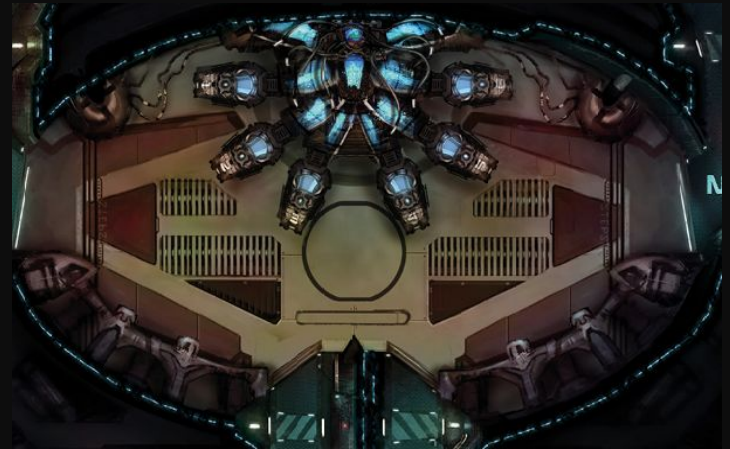
A: Yes, characters must reach Earth to survive unless their objective card gives them an option otherwise (such as jumping with Nemesis to Mars). Pods always lead to Earth. For a successful Nemesis jump, two engines must be working, the coordinates must be set to the correct destination corresponding to the character's objective, the Auto-Destruct Sequence must be off, and any living characters still aboard Nemesis must be in hibernation. Characters fail their objective if they did not survive, even if they achieved all other goals of the objective, and vice versa.

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## Hibernatorium

Q: Are players able to enter hibernation at anytime during the game?

A: No. Characters may only enter Hibernation when six or less rounds remain until game end/Nemesis jumps (token must be on the blue section of the round track).



Q: What do I need to do to enter Hibernation? Does the character just have to be in the Hibernation room, or is there an action to take?

A: To enter Hibernation, there must be six or less rounds of the game left (token must be on the blue section of the round track), and Hibernation must be functional (no Malfunction token), and no Intruder must be present. A character may take the Hibernation room action by discarding two action cards from their hand, and making a Noise roll. If no Intruder appears due to the Noise roll, the character enters Hibernation and is unaffected by anything for the rest of the game, save for Nemesis exploding.

## Player Phase

### Basic Actions: Move

Q: Do both players have to roll the Noise die if they move together by following the Move action of the active character?

A: No. Only the character currently taking their turn makes the Noise roll.

### Basic Actions: Escape

Q: Do I have to make a noise roll if I Escape to a room with other characters/Intruders in it?

A: No. Characters only make noise rolls when Escaping to an empty room.

### Basic Actions: Use Item

Q: Can you have more ammo for a weapon than is listed on the weapon card?

A: No, characters may not have more ammunition for a weapon than the value on the weapon card.



Q: What if I have two weapons equipped and want to replace one (because of the two weapon limit). How do I get rid of one of the two I currently have?

A: Characters can always discard equipment, on their turn.

Q: If a character discards an equipment or item, can they get it back somehow? Can other characters pick it up?

A: No. For now, the card is lost. This rule may change during development.





Q: Can you chase a Larva off of your character into another room with the Fire Extinguisher item? If yes, can another character use Fire Extinguisher on a Larva attached to you? What about with the "Susceptibility to Phosphates" Intruder Weakness discovered?

A: To the first part, no. You cannot use Fire Extinguisher to force a Larva to retreat, nor can another character. However, if you can deal a wound to a Larva in any way, it will die, so killing a Larva with Fire Extinguisher or Security Room is possible if "Susceptibility to Phosphates" is discovered.

### Special Actions

Q: Can the Scout's Motion Detector be reloaded with the Reload Special Action card?

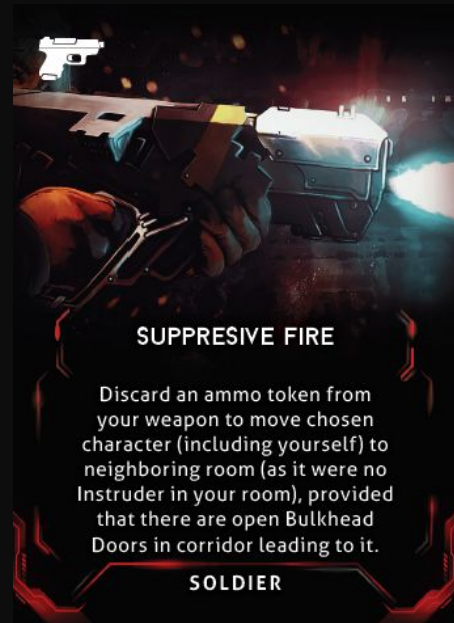
A: No. But this is up for consideration. This rule may change during development.

Q: When using Suppressive Fire, do I have to make a noise roll in the next room (assuming it's empty) if I moved with the help of Suppressive Fire? And do I move one chosen character (another character or myself) or one chosen character AND myself? The wording is not clear on the Suppressive Fire card.

A: Yes, characters must always roll for noise when entering an empty room. The character playing Suppressive Fire can move themselves, or another character (if they agree to be moved), but they cannot move both.

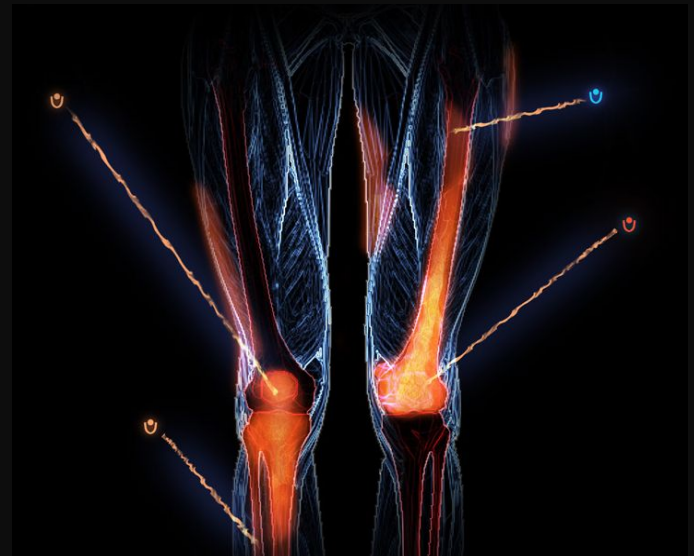
Q: If a character moves out of a room with the Suppressive Fire Special Action, can another character in the that same room spend an action card from their hand to follow the first character, like how other characters in the same room can follow a Move Basic Action?

A: No. Characters may only follow a Move Basic Action.



Q: If a character with a Serious Wound - Leg card moves from resolving the Suppressive Fire Special Action, do they have to discard an additional action card from their hand?

A: No. A character with a Serious Wound - Leg card only needs to spend the extra action card for a Move Basic Action. Any Special Action, or even the Escape Basic Action, are treated as normal. Thematically, adrenaline is kicking in from the panic of fleeing a terrifying Intruder.



Q: Does Sustained Fire work with the Assault Rifle? The card says Pulse Rifle or Assault Disruptor only, but the only Assault Disruptor is in the Equipment deck, and the card is useless from Special Action perspective if it doesn't work with the Soldier's standard equipment.

A: Yes, this is an error with the names of the gun cards in the prototype and will be corrected.

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Q: With Sustained Fire, do you check if the Intruder died before you do the "normal attack" at the end of the Sustained Fire action, or do you only check after the additional "normal attack"?

A: No, the character only checks to see if the Intruder has been killed once, after the entire Sustained Fire action has been resolved.

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Q: If a character uses the Order Special Action and forces another character to leave a room occupied by an Intruder, does the Intruder attack the leaving character as it would with an Escape Basic Action?

A: Yes.

## Room Actions

Q: When and how can I take Room actions? Can I not take a Room action in a room with a computer if I don't have a "Computer Skills" action card? Can I take a Room action in a room with an Intruder?

A: Room actions may only be used if there is no Malfunction token and no Intruders present. A character may use any Room action by discarding X action cards from their hand (X being the number within the card icon seen on the Room tile and on the description on the Room Reference sheet). This includes the Cockpit, Engine rooms, and the Hibernatorium.

Any character may use a Room action from a tile with a computer icon, but some characters may have action cards that increase the strength of the action or require less actions cards to be spent to perform the action.

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Q: Can I do both effects of the Cockpit Room action with a single activation of the room?



A: Characters may do two different things in the Cockpit. They may check the coordinates to see what the current flight destination is of the Nemesis, or they may change the coordinates, replacing the coordinate token with a new one (A, B, C, or D).

Both actions may be taken in one turn, but each is a separate Room action and will cost the character two action cards each. So if a character wishes to do both effects in a single turn, they will have to discard four action cards from their hand.

## Intruders

### Encountering Intruders

Q: Am I considered to be "in combat" as long as the Larva is attached to me, meaning I can't do any Room Actions and specific Special Actions like "Search" for as long as it's attached?

A: Yes, as long as a Larva is attached to a character, they are considered to be in combat. All "only outside of combat" action restrictions apply, such as certain Special Action cards and Room actions, as well as other penalties like only drawing two cards instead of drawing up to six at the end of the round.

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Q: If I'm in a room with another character who has a Larva attached to them, am I considered to be "in combat" - can I not take Room actions or non-combat Special Actions? Do I also not draw up to six cards at the end of the round (for example, if an Event triggers Noise rolls and the other character in my room draws a Larva)?

A: Only the character with the Larva attached suffers the negative effects of being "in combat". The Larva does not affect other characters in the same room in any way.

Q: The rulebook says once I draw a Larva that it is considered to be attached to me and will move with my character. Can I take a Move action as normal while I have a Larva attached, or must I use an Escape action as if I were in a room with any other Intruder? If I use Escape, does the Larva get a chance to attack me before the Intruder Attack phase, like the other types of Intruder would?

A: You can use the Move Basic Action as usual while a Larva is attached to your character, Escape is not necessary. The Larva figure will follow your character from room to room, and the Larva token will remain on your character sheet, until it is killed or until it attacks during the Intruder Phase (impregnating the character with a Young Intruder).

## **Panic Check**

Q: If there are two or more characters in a room and they have to make Noise rolls (as a result of an Event, for example), and more than one intruder shows up, does only the character who triggered it with the Noise roll have to draw a Panic card? Or all characters in the room?

A: Noise rolls are made in clockwise order, but if any Intruder is placed in the room at any point, any further Noise rolls are not made. Characters never make a Noise roll in a room that already has an Intruder. Only the character who drew the Intruder token from the Intruder Pool as a result of their noise roll makes the Panic check.

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Q: Does a character make a panic check anytime an Intruder enters their room (ex. from regular Intruder movement during the Event phase), or only when they draw an Intruder from the Intruder Pool?

A: Characters only make panic checks when they draw an Intruder from the Intruder Pool/Bag.

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Q: For the "Shuffle" Panic card, what does the X mean? Does this mean that the Panic check uses the value of the next card drawn, or does the effect of the next Panic card drawn happen no matter what?



A: The X means nothing. Just draw another card and use that for the Panic check to see if the character passes or not. Then shuffle the Panic Deck, no matter what.

## **Fighting Intruders**

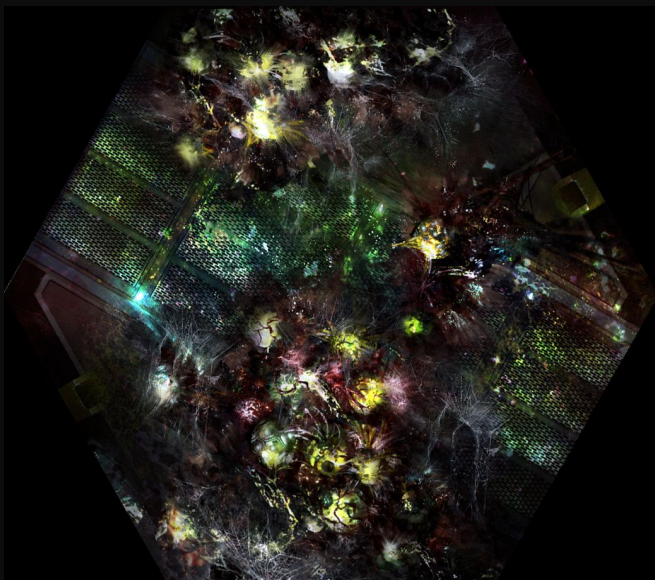
Q: Is trying to hit a Larva a 2/6 chance? The symbol reference for the Young symbol on the Intruder board says Eggs and Young Intruders, but not Larva.

A: Hitting Larva is a 5/6 chance. This is an older version of the PnP/TTS module and needs to be updated; the Young symbol hits all Intruders smaller than a Young Intruder, including Larva. The Adult symbol also hits Adults and everything smaller. This is a change from an earlier version of the prototype rulebook.

Q: If a character has a Larva attached to them, can other characters attack that Larva?

A: No. No other characters may attempt to attack an attached Larva but the character the Larva is attached to.

Q: If I make an attack in the Nest to destroy an egg, do I have to spend ammunition for that, or do I only discard one card? If I would have to spend ammunition, could I choose to do a close combat attack instead? And if, if I miss, would I get a serious wound (from the egg basically)?



A: While in the Nest and attacking an Egg, characters may choose to attack with a weapon or to perform a Close Combat attack.

If attacking with a weapon, the character must discard an ammunition and roll the Attack Die. It is possible to roll a miss and not destroy the Egg when attacking with a weapon, however the character will not receive a serious wound.

If a character attacks with the Close Combat action, they will automatically hit and destroy the egg. They do not roll the Attack Die.

This rule may change during development.

Q: What happens to killed Intruders? Based on the videos, Intruder tokens are placed on the board to represent that Intruder being killed. But does that count for any Intruder? Because the PnP rulebook states specifically that Adult Intruders and Eggs are considered to be heavy items, but what about Larva, Young Intruders, Breeders, and the Queen? Can these other intruder types be carried, and analyzed?



A: Larva and Young Intruders are too small. After they've been killed, there's hardly anything left to analyze. The Queen and Breeders, on the other hand, are much too large to lug around as a sample for analysis. Only Intruder Adults leave corpses, in the form of Intruder Adult tokens left on the board in the room which they were killed. All other Intruders have their tokens discarded back to the "bank" of extra tokens after they are killed i.e. they do not return to the Intruder Pool.

Q: For weapons that deal an extra wound, like Shotgun and Revolver, does the extra wound happen for a successful attack when a matching Intruder symbol is rolled, or only when one of the two "wound" faces is rolled (one wound, two wounds).

A: An extra wound is always dealt on a successful attack, regardless of the symbol rolled.



## The Queen and the Breeders

Q: What's the difference between the queen and the breeder? They seem to be the same.

A: Each can be triggered by different Intruder Attack cards, as well as by different Event cards. For example, some "Development" Event cards will cause smaller Intruders to molt into Breeders, while others will cause the Queen to lay Eggs.

Both are big and harder to kill (must draw and add the totals of two Intruder Attack cards instead of one), but the similarities stop there.

## Contamination cards

Q: If a character gets infected with a Young Intruder (for example, from a Larva attack or scanning an Infected Contamination Card with Rest or Canteen), does anything happen to the Contamination Cards in the player's Action deck, since we know for sure that player is infected with a Young Intruder?



A: No. The Contamination Cards stay where they are in the character's Action deck. The character will have chances to remove the Young Intruder throughout the game, but if they still have the Contamination Cards in their deck at the end of the game, they will need to check them to see if they become Infected again as part of the "Game End" phase.

## Event Phase

### Intruder Attacks

Q: If a larva attacks, I discard its token and put a Young Intruder on the player board. Does "discard" mean remove from the game, or to put it back in the intruder pool?

A: Any time an Intruder token is discarded, it is removed from the Intruder pool and placed with the other extra Intruder tokens and figures put aside during Step III of setup, i.e the "bank".

Q: Can someone have multiple Larva/Young intruders attached to him/her? Does a second Young intruder kill the character right away, just like certain Events do? How does that work?



A: Yes, a character can have multiple Larva attached to them at once. If all attached Larva are not killed before the Intruder Attack round, the character will discard all attached Larva and place a single Young Intruder token on their character sheet. A character can never receive more than one Young Intruder token.

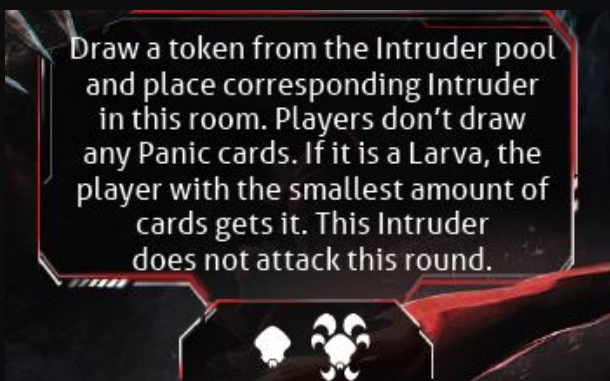
If a character already has a Young Intruder token on their character sheet and is attacked by a Larva, they will discard the Larva token during the Intruder Attack round as normal, but without further effect.

Q: The Summoning Intruder Attack Card only triggers if an egg/larva/young intruder, or the queen is in a room with at least one character, right? What if multiple egg/larva/young intruders (or also the queen) are in one room or multiple rooms with characters, will a new Intruder be added to all rooms with characters? If multiple Intruders are in one room when this attack resolves, will multiple intruders be summoned?

I would use the "Players resolve their attacks from largest to smallest..." rule, but is this even an attack?

A: Summoning is an Intruder Attack card, and counts as an "attack" as do all Intruder Attack cards. The same rules apply to this card as to any other Intruder Attack card. This card can only be drawn for a single corresponding Intruder which uses the Intruder Attack deck (see Event Phase: Intruder Attacks in rulebook). Eggs and Larva do not use the Intruder Attack deck (Eggs do not attack and Larva simply infect the player with a Young Intruder token).

The effect of Summoning only triggers if it was drawn for the attack of a Queen or Young Intruder. It does not matter what other Intruders are in the room, it only matters which Intruder's attack the Intruder Attack card was drawn for.



If the effect of Summoning resolves, the character being attacked will draw a single Intruder token from the Intruder Pool and place its corresponding figure in the room where the attack occurred. The character does not draw multiple Intruder tokens and no Intruders are placed in other rooms.

Q: The Sudden Attack Event card says that I am instantly attacked by a larva if I am carrying an egg. Do I still get time to attack and kill it on my turn? What is the point of flipping over the egg token?

A: Yes, the character has time to kill it. The Larva is attached to the player and hasn't actually attacked yet. The character has until the next Intruder Attack round to get rid of the Larva. This is from an older version of the prototype. Also the Egg tokens were double sided - one side showed the Egg and the other side was the Larva. This was also how the Event card, "Development: Hatching", functioned, as placing an Egg token in the pool essentially added a new Larva to the Intruder Pool.

## Fires

Q: Fire will do no damage to a room (apart from certain Events), and I don't see anything that says that I can't use the rooms action while it's on fire. So, is it correct that I can do Special and Room actions in a room that is on fire, but not damaged yet?

A: Yes, correct. A fire token, on its own, does not inhibit Room actions, or any other type of character action within a room with a fire token. However, certain Event cards drawn during the Event phase may have detrimental effects to rooms with Fire tokens.



## Drawing an Event Card

Q: The Eclosion Event card wants you to check all your Contamination cards; where do these go to afterwards? Do they go back to the areas I got them from, i.e. discard, draw deck and hand, depending on where I got each individual Contamination card from?

A: If any Infected Contamination cards are found, resolve effects as stated on the Event card. If the scanned cards are not Infected, they will go to the character's Action discard pile.

Q: The Hunt Event card says "If there are a couple of rooms like that, the Intruder moves to the one with the lower number." Is the "lower number" being referred to here the number of the corridor, or the number of the player's Turn card?



A: The number of the corridor.

## General Rules

### Intruder Tokens

Q: Is only the adult Intruder body eligible for research or all intruder bodies? Does a different Intruder body count for the objective telling you to carry one home?

A: Only Adult Intruders and Eggs can be carried and analyzed. Any objective referring to an "Intruder body" requires an Adult Intruder.

### Intruder Weakness

Q: Can Security Room's fire extinguisher function work on Intruders and make them flee the room, like a Fire Extinguisher Equipment card? Provided you have the corresponding Weakness researched, can it also count as damage from phosphates on these Intruders - for example, on "Susceptibility To Phosphates" Weakness card, is the "Fire Control System" referred to on that card supposed to be the room action of the Security room?

A: Yes, Security Room's action has the same effects as Fire Extinguisher in regards to making Intruders flee. "Susceptibility to Phosphates" applies to Security Room as well.



## Nest

Q: There are Event cards which talk about adding Eggs to the Nest but I'm not sure there are enough tokens.

A: There was a problem with a previous version of the PnP. There can be more than eight eggs in the Nest.

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Q: When a character finds the Nest, do we have to move the Eggs from the Intruder board to the Nest? What happens if an Event happens referring to Eggs but the Nest hasn't been found yet?

A: The Egg stack on the Intruder board represents the Eggs in the Nest at all times. It is not necessary to physically move Eggs from the Intruder Board to the Nest once the Nest is revealed. All Events which refer to Egg tokens in the Nest effect the Egg stack on the Intruder board, whether the Nest has been revealed or not.

## Doors

Q: Is there supposed to be a basic action to open doors that all characters can take?

A: No, but the Demolition action card can destroy closed doors, and all characters have this card in their Action deck.



## Attacking Players

Q: Is it possible to loot equipment from dead characters?

A: Currently, no. This rule may change during development.

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Q: What happens to the equipment and Contamination cards possessed by a character when they die?

A: Contamination cards go to the Contamination discard pile. Equipment cards stay on the character sheet.

## Game End

Q: What happens if Nemesis jumps and someone is alive but outside of the Hibernatorium, or inside the Hibernatorium but hasn't entered Hibernsleep?

A: If any characters are not in Hibernsleep when Nemesis jumps, they are immediately killed by the force of the jump.

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Q: What happens if Nemesis jumps with less than two working engines?

A: If there are not at least two working Engines when Nemesis jumps, the jump fails, effectively dooming all aboard.

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Q: If there aren't at least two engines working when Nemesis jumps, does Nemesis explode at Game End, satisfying the "(or blow the ship up)" objective from the Code Black and The Great Hunt Objective cards?

A: There has been a lot of discussion around this topic. For now, this does not cause Nemesis to explode at the end of the game. Nemesis is just helplessly drifting in space. However, we've noted that some people seem to enjoy the explosion theme, so we are still considering this. This rule may change during development.

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Q: What happens if Nemesis jumps with the Auto-Destruct sequence on, but the Auto-Destruct track hasn't counted all the way down yet?

A: If the Auto-Destruct sequence is on when Nemesis jumps, the ship explodes in hyperspace, killing all aboard. This happens regardless of what space the Auto-Destruct track was on. Auto-Destruct must be turned off before the jump in order for Nemesis to jump successfully.

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Q: The Room Reference states Generator room can't turn Auto-Destruct sequence off "if less than 3 rounds until explosion." However, what if the Nemesis has 3 rounds or less to jump, and somebody turns on the Auto-Destruct sequence? Then it is very difficult to turn off the auto-destruct before Nemesis jumps, and anyone who is trying to keep the Nemesis in one piece will likely lose. Is there any limitation on when a player can turn on the Auto-Destruct sequence? Would it be possible to add a rule that the auto-destruct can be turned off more easily if the Nemesis has less than three rounds to jump?

A: Auto-Destruct may be turned off if there are 3 or more rounds until explosion (Auto-Destruct token is not on the red section of the Auto-Destruct track). We are still considering some rules changes during development to address issues with this, like a character not being able to turn off Auto-Destruct if they're in Hibernation.

These rules may change during development.

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Q: Do Escape Pods go to the same Coordinates that Nemesis is pointed towards, or do they always go to Earth?

A: Escape Pods always go to Earth.

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Q: If one player dies from birthing an Intruder in an Escape Pod, does the other player inside the Escape Pod die too?

A: No. Characters sharing an Escape Pod with another character are unaffected by the hatching event. Thematically, you can assume the uninfected character killed the newborn Intruder as it emerged from the body of his fellow passenger.

