

N E M E S I S

OFFICIAL GAME FAQ

INCLUDES AFTERMATH, CARNOMORPHS AND VOIDSEEDERS

v2.2 16.04.2025



RULES

- 1) When a Character is in Escape pod and decided not to launch immediately, they need to pass current turn. If in Event Phase, an Adult token is drawn from the bag, do they roll for Noise?**

The Character is treated like present in the Room, so they perform Noise roll in such case.

- 2) How does waiting in the Escape Pod work? If a player decides to wait, they can launch the pod in their next turn or leave the pod without taking Action?**

Basically, when a player waits, they pass their current turn. At the start of their first Round in the NEXT turn, the player has 3 options:

1. Stay in the pod and keep waiting—the player passes their turn.
2. Launch the pod—the pod gets launched immediately, and Character in this pod is no longer taking part in the further game (although will do a Victory check at the end).
3. Leave the pod without spending Action—which means that the Character is placed back in the corresponding Evacuation Section and may play a full round consisting of 2 Actions.

- 3) What happens if a Malfunction marker is placed in an Evacuation Section Room, while a Character is inside an Escaped pod?**

Nothing. The Character inside an Escape pod may still launch the Escape pod, wait, or exit the Escape pod.

The Malfunction marker only disallows use of the Evacuation Section Room (entering the Escape Pods).

- 4) What happens if there are no Intruders in nearby Rooms, all Corridors have Noise markers in them and the player rolls Danger during a Noise roll?**

If there are no Corridors you can put Noise markers in, nothing happens.

- 5) When a character makes a Move to escape from a Room with more than one Intruder, how many of them attack?**

You draw one Intruder Attack card for each Intruder, starting from the larger ones (Queen, Breeder, Adult, and Larva).

- 6) If you draw an Event that says "Remove this Event from the game" but you can't resolve its other content, do you still remove it from the game?**

You always remove in such case. You got lucky on this one, that's all.

- 7) Do you put an Adult Intruder token from Intruder bag development phase immediately back into the bag or do you put it back after resolving Noise rolls?**

It goes back in immediately so you can draw the same token when triggering an Encounter.

- 8) What happens if the Intruder retreats from combat, and Event card directs it to the Corridor with Doors?**

The door gets destroyed and Intruder stays in the room. If there is "The way of moving" weakness, and affected Intruder is not Breeder nor Queen, nothing happens at all.

- 9) If you have a "Hand" Serious Wound, does it also take an additional Action to perform a Shoot Action?**

No, because Shoot is a Basic action, not an Item action.

- 10) Can Intruders move into unexplored Rooms?**

Yes.

- 11) Does Intruder Weakness "Vulnerability to fire" deals additional Injury for every Injury dealt? How many Injuries an Intruder suffers when you roll two "crosshairs" while shooting Flamethrower?**

Intruders suffer one additional Injury for each damage instance, so it's always "x + 1", meaning that in this case it suffers 3 Injuries.

- 12) What happens if a Character is attacked by a Larva and they already have a Larva on their board?**

The attacking Larva disappears. The Larva on Character board stays intact. The Character just gets a Contamination card.

- 13) If Characters hibernate and the Room catches fire afterward, do they take any damage?**

No, they are treated as out of the game already. Nothing may happen to them, except for the destruction of the ship, in which case they die.

- 14) Does an Event "Coolant Leak" starts the Self-Destruct countdown when there are already hibernated Characters?**

Yes. They need to take the risks into consideration before hibernating.

- 15) If a Character sends a Signal does it affect other players?**

Each Character has a slot on their Character sheet for marking the signal so it should be clear that its an individual action. This is also true for the full-coop mode, but the objective gets fulfilled for everyone, even though only one player gets the token (mind that if there are more than one Objectives which require sending the signal, according number of Characters need to do that).

- 16) Does the "Leg" Serious Wound effect last until the end of the game?**

This effect applies as long as leg wound is not dressed.

- 17) When a Character dies in a Cooperative mode, does he lose his items and objects?**

The heavy objects are dropped, but items stay in the inventory (starting weapons too).

- 18) When a Character dies in a Cooperative mode, can other players scan his body in the Lab and then Revive him?**

They can use this body in Laboratory and then revive it.

- 19) When you discard Intruder tokens (when you discards them from the Intruder bag or an Intruder dies), do you remove them from the game or add them to supply of unused Intruder tokens?**

Just add them to the token pool, they are usable in the game all the time. Token is in the token pool all the time, so it can be put in the bag when another intruder appears for some reason or when any Intruder (of the same type) go into Technical Corridors.

- 20) What happens if you start the Self-destruct sequence during turn 5 or less?**

If the Autodestruction track is active and nobody stops it, the ship is gonna explode when it's about to perform the jump (or when the game ends because the last player escaped/hibernated/died).

- 21) Are you allowed to play an Interruption card AFTER you have Passed your round?**

Yes.

- 22) Can you put Malfunction markers and Fire markers in unrevealed Rooms?**

You cannot put Malfunction markers on unexplored Rooms. You can put Fire markers on unexplored Rooms.

- 23) What happens if you receive 2 Light Wounds and you already have 2 Light Wounds?**
Get 1 serious wound and place status marker on 1 light wound space.
- 24) Character Death: If a Character dies, their Heavy Objects are dropped. What happens to their normal Items and Objects?**
They disappear from the game. By Heavy Object, we only mean Character's Corpse, Intruder Carcass, or Intruder Egg.
- 25) Self destruct. When the marker reaches the first yellow space (ie. space nr. 3), the escape pods unlock automatically. Then someone locks them again. Then the marker reaches the next yellow space (ie. space 2). What happens? Do the escape pods unlock automatically again, or the only way to unlock them is to unlock them manually?**
The only way to unlock them is to do it manually.
- 26) Does blowing up the ship fulfill the Objectives for killing the Queen/destroying the Nest?**
Yes.

ACTIONS

- 1) If there are multiple players in the same Room and one of them performs a Trade action, who can trade with whom?**
All character in the Room can trade with each other, so an exchange between two Characters who didn't pay for the Action may occur.
- 2) Is it possible to perform a Trade Action and decide not to trade any Items in order to waste an Action?**
Empty Actions (which are understood as Actions that do not change the state of the game in any meaningful way) should not be allowed in Nemesis. It does mean that using Trade Action with no other Characters in the Room, or using Trade Action with no intention of Trading (or allowing other Characters in the Room to trade) should be disallowed.
It is, however, possible to start an honest Trade Action and through discussion end up in a situation of no Items being traded.
- 3) What kind of Action is Quest item activation?**
This is a Basic action printed on the Quest item cards. It cannot be used when in Combat.
- 4) Which Basic actions can be used in Combat?**
As for Basic actions, you can ONLY fight (ie. Shoot or Melee) or escape (ie. Basic Movement). Other than that, you can use all actions and items which don't have "not in combat" icon. No Room actions allowed. No Quest item activation either.
- 5) Character Escape: Can a player escape by any Movement action (such as Careful Movement)?**
No, the player may escape only using basic Movement Action (which becomes Escape Action), or Action from cards/items without "not in combat" icon.
- 6) When you perform the Search action, do you shuffle the card that was not chosen back into the deck?**
You put the discarded card on the bottom of the deck.
- 7) If you use a Covering Fire Action card to move yourself and other Character, can they move into different Rooms? Can a Soldier use this Action for himself?**
Both of you move in the direction of your choice and you perform one Noise roll. If you trigger an Encounter this way, surprise attack check goes for Soldier. And yes, Soldier can use this card only for himself.
- 8) How exactly works the Full Auto Action card?**
You remove all of the ammo, then you perform a single Shoot action. You add the number of Injuries from Shoot and from discarded ammo/2 (rounded down) and +1 for Assault Rifle's bonus.
- 9) Can I see the Intruder Attack card before using the Nerves of Steel card?**
Yes, you can check if the attack is going to hurt you.
- 10) Can I use the Nerves of Steel card when someone else in the same Room triggers a Surprise Attack?**
Yes, but you are the only one to benefit from it (eg. when the "Frenzy" attack is drawn, the Soldier doesn't take damage, but the rest of the Characters do).
- 11) What happens if you use Careful Movement or the Reconnaissance Action card and reveal an exploration token with Danger result?**
You apply the careful movement result because it cancels out the Noise roll and Danger and Silence on exploration tokens are automatic Noise roll results. Reconnaissance also cancels out both Silence and Danger effects.
- 12) Can you use an Order Action card to trigger the Escape rule?**
Order cannot be used when Captain is in Combat. However, you can force someone else to Move out of Combat using Intercom (Escape rule applies normally).
- 13) Which players can draw an Action card when Captain uses his Motivation card while having an active Intercom?**
All players in all rooms with Computer, as well as in room with Captain are affected.
- 14) What happens when you use the Technical Corridors Action card or the Technical Corridors Plans Item card and reveal an Exploration token with Doors?**
In such case you ignore the token's effect because it's impossible to determine the direction you came from.
- 15) If a Character performs Search Action in a white Room can he draw Item cards of two different colors?**
As in example below the main rule—when searching through a white room, you draw 2 cards from any ONE deck (so 2 cards from yellow, red or green decks, without mixing the colours).
- 16) Can an Interruption card be played to stop an Action of the Intruder player?**
No, it can be used only against other Characters.
- 17) Can I Interrupt an Order Action played by Captain via Intercom?**
You need to be in the same Room as Character performing the Action in order to use Interruption, therefore, no.
- 18) Do Players Pass immediately when having no cards in hand?**
Pass is an Action in Nemesis. It means that having no cards in hand does not automatically makes a player Pass.
If a Player performs 2 Actions during their Turn, and as a result ends up with no cards in hand, they must wait for their next Turn to Pass. It may result in having to suffer Fire Damage or Bleeding an additional time, since Passing does mean ending the Turn.

- 19) **Can resolving a “Rest” card while having no Larva on my Character board kill the Character, for example by scanning multiple Infected Contamination cards.**

No.

If at least 1 scanned Contamination cards is Infected, you place a Larva on your Character board, but it does not matter how many cards are Infected.

Using a “Rest” card may kill a Character only if they already have a Larva on their Character board.

ROOMS

- 1) **When you use Surgery, do you keep non-infected Contamination cards?**

Yes, they keep not-Infected Contamination cards.

- 2) **When you throw a grenade/Molotov cocktail in the Nest from a neighboring room, will your noise roll be from your own Room or from the Nest?**

In such case, you need to perform the Noise roll in the Room you are in.

- 3) **Can a Scientist use Intranet to use Laboratory to discover Intruder Weakness while carrying the Intruder Carcass token?**

Carcass has to be in the Laboratory room. Same for every other Heavy Object.

- 4) **What does Research mean in the Laboratory rules? Why shouldn't I discard the analysed object after discovering Intruder Weakness?**

Research is equal to Analyse. Objects may be required for some Objectives.

- 5) **Will Nemesis explode when the Time Track moves into the red space and there are Malfunction markers on the Cockpit or on the Engine Rooms?**

No. The state of Engines has nothing to do with condition of the room itself. Same for coordinates. Malfunction only prevents from checking/changing Engine states and Coordinates.

- 6) **Can you use the Storage Room when its Item Counter is at zero?**

Yes, the Item Counter is important for the sake of using Search Action. Search is an Action card. It has different rules than Storage's Room action. So when using action from the Search card, you treat it like any other room. You can use the Room Action as many times as you want as long as you pay the cost of that Action.

- 7) **Are Eggs on Intruder Board considered to be in the Nest Room? What if the Nest is on fire?**

Yes, egg pile on the Intruder board represents eggs in the Nest. They are somewhat like the Nest's HP, so when it is on fire, one of them is discarded in each Fire damage phase. If “Vulnerability to fire” weakness is discovered, 2 eggs die each turn.

- 8) **Can you use the Fire Control System Room on the Room where is a Character and Intruder in Combat? What happens if the Intruder retreats into the Corridor with closed Door?**

Yes, it can be used to make Intruders run from the combat. Door rules are always applied, so if retreating Intruder bumps into a door on his way out, it destroys those and stays in the room.

- 9) **The eggs in the Nest issue—are eggs on the Intruder Board in the Nest Room or not?**

You can look at it in this way: eggs on Intruder Board are the eggs glued to the Room's surface, therefore picking them up is hard. Once you get such an egg out and drop it in the Nest, it is dropped as a normal Heavy Object. It is technically IN the Nest Room, but it doesn't count to the Nest 'Hit Points' anymore

ITEMS

- 1) **Smoke Grenade : Does “lose 1 action card each” mean that the target player choose 1 Action card from their hand and discard it?**

Yes.

- 2) **Can you use Medkit on other players? What about Bandages?**

Yes, for both.

- 3) **Can I use Energy Charge to reload someone else's weapon?**

No. In such case, you need to trade Energy Charge and the Character who owns the weapon must use it in their Round.

- 4) **When you use an Alcohol Item card and the Contamination card was INFECTED, do you put Larva on your character board?**

No, having an INFECTED Contamination card means only taking a new Contamination card in this case.

- 5) **If your Energy Weapon has been used, or even empty, and you add an Extended Magazine or an Auto Loader, do you immediately get some extra Ammo with it?**

Yes.

- 6) **When you craft a Flamethrower is it fully loaded?**

Yes.

- 7) **Does a “Hand” Serious Wound affect Scout's Motion Scanner?**

No, it is not an Item Action, as it is a unique reaction ability.

- 8) **Where are dropped Items discarded? (p. 22)**

They go to the same discard pile as used Items.

- 9) **I find it confusing to use Antidote/Surgery Room.**

When you use Antidote, you scan all possible cards you have. From the hand, from discard, and from action deck. You REMOVE all INFECTED Contamination cards for good. Then you take 1 Contamination card and reshuffle everything (the just-drawn Contamination card, all non-Infected Contamination cards that you scanned and all Action cards, but except cards left in your hand) to create a new Action deck and you pass. The difference between this and Surgery is that in Surgery you need to discard all cards from your hand and reshuffle them with all the other ones to create a new deck + you don't draw additional Contamination card from Contamination cards pile. Using the Antidote you still need to pass, but you can pass with cards in your hand.

- 10) **Is it possible to activate a Quest Item in a Room with a Malfunction marker?**

Yes.

AFTERMATH

- 1) The Rulebook says I should have 9 Blue Crafted Items and I have only 6. How many should I have?**

The Rulebook description is an error. You should have 6 Blue Items in the box.

- 2) Does the Lucrative Offer allow to ignore the “all Exploration Tokens must be revealed” requirement?**

Yes

- 3) Does the Lucrative Offer allow to ignore the Alert status at the end of the game?**

Yes

- 4) When setting up the Epilogue mode, what happens to Heavy Objects dropped in the Rooms?**

All Heavy Objects in Rooms should be discarded.

- 5) Are there any rules for being able to play Epilogue without needing to play a regular game first?**

There are no such rules, but you can always write down some interesting endings of your games, and then use them to set up the Epilogue mode.

- 6) Psychologist Oculobe Drone: Can the Oculobe Drone be used only on a Character in the same Room? Do I get to see the Inventory of the spied player? Can I see their cards when they Search a room?**

Oculobe Drone can be used on any Character in the game, regardless if they are in the same Room.

This Item works with all of the secret checks that affect the board. Checking engines, unexplored Rooms/exploration tokens. No inventory checking is allowed, nor the effect of a Search action.

- 7) Eggs Hatching Event: Do Larvae spawn in Rooms with Characters who carry Eggs?**

No.

- 8) Adaptability Event: Can the discarded weakness be recovered? Does the discarded weakness still count towards objectives? What if there are multiple discovered weaknesses?**

It cannot be recovered and does not count towards any of the Objectives. This Event may make some Objectives harder or even impossible to fulfill.

In a situation of multiple discovered weakness, choose one of them randomly.

- 9) Royal Ceremony Event: Do I place a Queen on the board if she was killed before?**

No. Once dead, Queen cannot come back into the game in any way.

- 10) Bounty Hunter: Aggro Override seems to be useless because “Go Girl!” Action cannot be played in Combat.**

It is possible to use your Trait in order to activate the Aggro Override ability.

- 11) Bounty Hunter: Laika Trait: how often can I use it?**

As referred on the Trait card - the only moment to move Laika using trait is JUST BEFORE your FIRST ROUND. ONCE per GAME TURN (consisting of Player and Event phases).

- 12) Bounty Hunter: Laika: does the dog prevent other Characters from rolling for Noise when they enter the Room containing it?**

Yes, Laika counts as a Character in the Room.

- 13) Bounty Hunter: Can Laika get slimed?**

No.

- 14) Medic: Field Dressing/Pharmacist. What kind of card do I draw when I am in the green Room?**

Action card from your Action deck.

- 15) Medic: ER card gives a feeling of Medic being severely overpowered because of drawing so many cards.**

Remember that you ALWAYS have to spend 1 ammo from your Needle Gun, no matter which part of the ER card you use.

- 16) Can the “Combat Drugs” Medic Item be used with no cards in hand?**

Yes.

Since Passing is an Action, it possible to end up with no cards in hand and still be able to use Combat Drugs.

- 17) CEO: Can I recharge the Robot in Armory Room?**

No. It is not a Weapon.

- 18) Can CEO heal the Body Serious Wound he starts with, since it's considered Dressed?**

Yes.

- 19) Convict: Who and where can use Cuffs Key item?**

Basically anyone, anywhere. There is no range restriction, the item may be as well traded to Convict and then be used by himself.

- 20) Android: When drawing a Contamination card as an Android, is another card drawn because of the Android Trait, regardless if the Contamination is Infected?**

Yes.

- 21) Can I use the Alarm Room in an unexplored Room?**

Yes. Basic Rulebook describes that Intruders may enter unexplored Rooms.

- 22) When do Turrets shoot exactly?**

Turrets shoot in 2 cases:

- a.) When something enters a Room with a Turret. Entering Characters suffer 1 Light Wound (only if the Turret's state is “Target: all”) and entering Intruders suffer 1 Injury.

Turrets fire only after resolving all other entering effects – for example, a Larva entering from an Encounter will manage to infest a Character, and as a result will never be shot at.

- b.) During Fire Damage phase, it shoots at entites in the same Room. Characters suffer 1 Light Wound (only if the Turret is “Target: all”) and Intruders suffer 1 Injury.

If there is an Intruder in the Room, the Turret is also destroyed (regardless of targeting rules).

CARNOMORPHS

- 1) ***If a Metagorger attacks a Character who already has a Mutation card, is the Metagorger removed after the attack and a Shambler token is added to the bag?***
Yes.
- 2) ***What happens to the Blank token after being drawn from the bag during Encounter?***
It comes back to the bag immediately.
- 3) ***Rules in Intruder Bag Development say "Return the Blank token to the bag" after resolving the rest, while the Help card says the opposite. Which is correct?***
The Help card version is correct. The blank token must be in the bag when rolling for noise.
- 4) ***Does the effect of an Adaptation card apply to all Carnomorph types or just to one of the corresponding miniatures on the Carnomorph board?***
It applies to all Carnomorph types.
- 5) ***What happens if there is "Agile" Adaptation and I attack with a Flamethrower/Prototype Shotgun and roll a Creeper symbol?***
You miss because the Adaptation rule takes precedence.
- 6) ***Mimicry Mutation - What happens in the "Not Infected" version if nobody else is in the Room? Does the character get attacked anyway?***
Yes.

VOID SEEDERS

- 1) ***1) My Intruder tokens look different than in the Rulebook. Is this a misprint?***
No, the illustration in the rulebook is wrong. The tokens in the box are correct.
- 2) ***Surprise Attack description: The effect described on page 5 of the rulebook differs from the description in the rules summary. Which one is correct?***
The rule described on Page 5 of the Rulebook is correct; the player gets a Contamination card and resolves a Panic card.
- 3) ***What happens when Laika triggers a Void Seeder Encounter?***
The dog is immediately Called back, like in a normal Encounter. Spawned Void Seeder is on a level according to Bounty Hunter's Insanity level. Surprise Attack is not resolved.
- 4) ***What happens when Laika triggers an Encounter and draws a Character Insanity token?***
Noise markers are placed in all corridors adjacent to the Room Laika is in. The Panic card, however, is resolved by Bounty Hunter. Laika stays in the Room.
- 5) ***Does finding a Lair force players to choose their Objectives?***
Same as in the case of discovering the Nest before the first Encounter - no.

- 6) ***Entering Escape Pod/Hibernating: Does resolving an Encounter with Panic card prevent a Character from accomplishing these actions?***

If the Panic card doesn't kill the Character or force them to move out of the Room, it does not interrupt these actions.

- 7) ***Is there a way the Lair can harm a Character?***

Not besides the Noise rolls. When a Character misses the melee attack against a Lair, they get the Serious Wound normally. Escape from a Room with a Lair doesn't trigger any kind of attack, though. The same goes for the Void Seeder attack phase - the Lair doesn't attack in any way.

- 8) ***Using Turret exploration tokens with Void Seeders expansion.***

You can add 3 tokens normally and place them on all Rooms. However, if you discover all of them and there are no Lairs, exchange last undiscovered exploration tokens to Lair tokens in the moment you explore them (e.g. when you have discovered 1 Lair and there are 2 Rooms to explore left, if the next Exp token is not a Lair, you need to exchange it for the Lair token).

- 9) ***Can I use Melted Serious wounds in a Void Seeder game?***

Technically, if you want to make the game a little easier, you can add these Serious wounds, however, they will only count into Serious wounds limit, having no active effect in the game, because Void Seeders don't use Slime markers.