

# N E M E S I S

OFFICIAL GAME FAQ

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# RULES

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- 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) 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.

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

You draw one card for each Intruder, starting from the bigger ones.

- 4) 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.

- 5) 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.

- 6) 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.

- 7) 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.

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

Yes.

- 9) 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.

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

The larva itself disappears. The Character just gets a Contamination card.

- 11) 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.

- 12) 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).

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

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

- 14) 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).

- 15) 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.

- 16) 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.

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

If the Autodestruction track is active and nobody stops it, the ship is gonna explode when its about to perform the jump.

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

Yes.

**19) 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.

**20) 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.

**8) 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).

**9) 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.

**10) 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.

**11) 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).

## ACTIONS

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**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) 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.

**3) 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.

**4) 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.

**5) 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. Of course.

**6) 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 and +1 for Assault Rifle's bonus.

**7) 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.

## ROOMS

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

Yes, they keep not-Infected Contamination cards.

**2) When you grenade/molotov 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 points at zero?**

Search is an action card. It has different rules than Storage's Room action. So when using action from Search card, you treat it like any other room. You can use the Room action as many times as you want though 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 represent eggs in the Nest. They are somewhat like the Nest's HP, so if its on fire, one of them is discarded in each Fire damage phase. If "Vulnerability to fire" weakness is present, 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.

**6) Does a "Hand" Serious Wound affect Sout's Motion Scanner?**

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

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

They go to the same discard pile as used Items.

## ITEMS

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**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?**

Yes.

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

No, being Infected triggers only taking a new Contamination card in this case.

**4) 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.

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

Yes.