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GAME AND EXPANSION BY:
ADAM KWAPIŃSKI

GAME MANUAL
NEMESIS
L O C K D O W N

S T R E T C H G O A L S



rebel

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GAME INTRODUCTION

Chytrids are a completely new and unique Intruder race you will have to face during the game. These voracious fungi cover the walls and rooms of the Facility, dripping slime and reaching with their tendrils further than you might have thought possible.

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CARDS:



20 Carnomorph Event cards



10 Bounty Hunter Compatibility Action cards



20 Void Seeder Event cards



2 Aftermath Compatibility Starting Item cards



5 Carnomorph Help cards



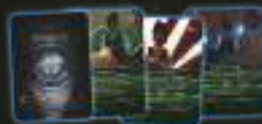
4 Aftermath Compatibility Quest Item cards



5 Void Seeder Help cards



2 Bounty Hunter Objective cards



10 Android Compatibility Action cards

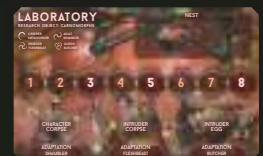


1 Medic Quest Item card

OTHER:



3 Underground "Lair" Exploration tokens



1 Carnomorph/Void Seeder Laboratory board



1 Medic Knowledge token



11 Doors



1 Main Gate



1 Rover



1 First Player

«« CHYTRIDS »»

CARDS:



20 Chytrid Event cards



20 Chytrid Attack cards



6 Chytrid Weakness cards



10 Chytrid Help cards

MARKERS:



15 Spore markers



8 Mycelium markers



5 Purple Chytrid Germinators



5 Green Chytrid Germinators

TOKENS AND BOARDS:



8 Chytrid Stinkhorn tokens



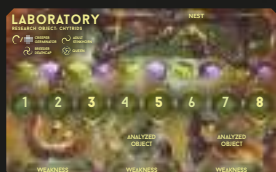
1 Chytrid Blank token



3 Chytrid Deathcap tokens



3 Chytrid Queen tokens



1 Chytrid Laboratory board



1 Chytrid Queen board

MINIATURES:



8 Chytrid Stinkhorns



3 Chytrid Deathcaps



1 Chytrid Queen

CHYTRID RULES

One of the oldest and largest living things on the face of the Earth is a fungus – a colony of Armillaria Gallica so vast its hyphae span over 90 acres of a Michigan forest. Its estimated age is 2500 years. Its total mass is around 400 000 kilograms.

Yet, when we think of alien life, we conjure images of predators and life forms similar to us: independent agents with limbs, senses, and their own free will.

The species we know as Chytrids thoroughly tests these assumptions. More related to Armillaria than us, it is nevertheless an extreme threat, born on some distant world where fungoids were the apex predators.

In our several known encounters, it proved intelligent enough to anticipate and pre-empt our moves. Like every good parasite, it can grow through our structures and ships without destroying them – at least not until it means to. Once it begins to grow, it is almost impossible to stop. A single shred of surviving mycelium is enough for the infection to reoccur in mere days. What's worse, various deadly spores and special, purpose-built drones the Chytrid organism releases proved capable of defeating even the most battle-hardened crews.

All analyzed encounters confirm that, the only things that seemed to tip the scale in human favor were heavy-duty environmental suits and industrial flamethrowers. And while the thought of developing a chemical agent to combat Chytrids is tempting, I would advise caution. Attempting to study them in a laboratory setting might have consequences far more devastating than losing a single ship every now and then...

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

SETUP

Instead of using Event, Attack, Weakness and Help cards provided with Nemesis: Lockdown base game, use appropriate Chytrid cards.

- 1] Place the **board** on the table. Use the basic side of the board.
- 2] Place the following **Room tiles** on the appropriate Room slots.
 - A) **Isolation Room**
 - B) **Repository**
 - C) **Backup Power Supply**
- 3] Shuffle all **Room tiles "II"** without looking at their fronts and randomly place (face down) one Room tile "II" on each of the Room slots marked with a "II" on the board. Put all remaining Room tiles "II" back in the box.
- 4] Then, use the same method to place all **Room tiles "I"** on the Room slots marked with a "I".
- 5] Take the **Underground Exploration tokens**, shuffle them (without looking at their fronts) and place one token at random (face down) on each unrevealed Room tile. Put all remaining Underground Exploration tokens back in the box.
- 6] Place the **Elevator**, **Main Gate** and **Rover** on the appropriate spaces on the board.
- 7] Shuffle and randomly place **Power tokens** – 3 in the Sections slots and 1 on the Elevator token. Tokens marked with the number "1" and "2" should be placed blue side up, tokens marked with the number "3" and "4" red side up.

The blue side of the Power token means that a corresponding Facility Section is powered.

- 8] Take the **CSS tokens**, shuffle them (without looking at their fronts) and place one token at random (face down) on each slot on the Time track.

Put the remaining token back in the box.

- 9] Take the **Chytrid Laboratory board**, put it next to the board and place the following components in the corresponding slots:

- 5 **Egg tokens** in the Nest slot
- **Chytrid Germinators**, in the respective colored slots, all showing only 1 protrusion. During the game, you will place them in Rooms, always picking the leftmost Germinator, regardless of its color.
- 3 random **Chytrid Weakness cards**. Reveal the leftmost card, and place the others face down.

Put all remaining Weakness cards back in the box.

Place the **Queen board** next to the board. Place the **Chytrid Queen** and **Stinkhorn miniatures** on the Queen board in their respective spaces (Queen in the middle and Stinkhorns around it).

- 10] Take the **Intruder bag** and put all **Intruder tokens** inside. Place the **Intruder Carcass tokens** next to the board as well – they will mark killed Intruders.

- 11] Shuffle and place the following decks face down next to the board: 3 **Items** (each with its own color), **Contamination** and **Serious Wound** decks.

Replace the **Night Stalker Attack** and **Event** decks with their corresponding Chytrid components. Shuffle and place the decks next to the board.

Shuffle the **Computer Action** deck and place it in the corresponding slot on the board. Reveal the top card of the Computer Action deck. If "Lock-down" was revealed, reveal next card and shuffle "Lock-down" back into the deck.

Place the **Crafted 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 markers)
- **Spore and Mycelium markers**
- **Door tokens**
- **Character Corpse tokens**
- 2 **Combat dice**
- 2 **Noise dice**
- 2 **Advantage dice**
- **First Player token**

- 13] Place the **Alert Procedure token**, **Autodestruction token** and **Venting token** next to the board. They may be used during the game.

- 14] Place the **Time token**, inactive (red) side up, on the 15th, green space of the Time Track.

The crew setup does not change.

EVENT PHASE

EXPLORATION

Whenever you explore an unexplored Room, when you flip the Exploration token and Room tile, instead of the basic rules perform the following steps:

- 1) Set up the amount of Items in the Room as per basic rules.
- 2) Place a Spore marker in the Room connected to the Room you are in, which has a Corridor number corresponding to the one on the Exploration token. If the number leads to a Technical Corridor Entrance, do not place a Spore marker.

If there is a Door in the Corridor, destroy that Door and do not place a Spore marker.

If the Room already has a Spore marker, replace it with a Germinator from the Laboratory board. If the Room already has a Germinator or a Mycelium marker, do not place a Spore marker in it.

- 3) Resolve the special Effect of the Exploration token. You still perform a Noise roll as normal.



NEST

When a Character explores the the Nest, place a Mycelium marker there. This shows the already overgrown part of the Facility.

BAG DEVELOPMENT



– Return this token to the Intruder bag. Perform a Noise roll in order. If a Character is in Combat with an Intruder, they do not perform a Noise roll.



– Return this token to the Intruder bag. Perform a Noise roll in order. If a Character is in Combat with an Intruder, they do not perform a Noise roll.



– Return this token to the Intruder bag. Place a Germinator in each Room neighboring a Room with the Queen. If the Queen is not on the board, the leftmost Germinator on the Laboratory board Grows by 1 level.



– Return this token and all Chytrid tokens to the Intruder bag. If there is at least 1 slain Stinkhorn, place 1 of the slain Stinkhorn miniatures on the Queen board.

The Event Phase does not differ from the base game. Steps 4–7 and 10 remain the same. All the differences are explained below.

8. INTRUDER FIRE DAMAGE

All Chytrids (Germinators, Stinkhorns, Deathcaps and the Queen) suffer 1 Injury.

All Spore markers in Rooms containing a Fire marker are also removed.

9. RESOLVE EVENT CARD

An Event card is resolved in 3 steps:

- A) Intruder Movement and Spreading** – Whenever a Chytrid should move or spread through a Corridor with Closed Doors, it does not move. The Door is destroyed.



If there is the grey Germinator symbol on the Event card: All Germinators and Mycelium markers currently on the game board spread Spores through appropriate Corridors. Place a Spore marker in each neighboring Room connected through the Corridor matching the number on the Event card. Do not place a Spore marker in the Rooms with a Germinator or Mycelium marker.



If there is a Stinkhorn symbol: All Stinkhorns move to a neighboring Room through the Corridor matching the number on the Event card.



If there is a Deathcap symbol: Before moving it, check if the Room to which it is supposed to move already contains a Germinator or a Mycelium marker. If there is a Germinator or Mycelium marker in the target Room, move a Deathcap. If there is not, place a Spore marker in that Room.



If there is the Queen symbol: Before moving it, check if the Room to which it is supposed to move already contains a Germinator or a Mycelium marker. If there is a Germinator or Mycelium marker in the target Room, move the Queen. If there is not, place a Spore marker in that Room.

If there are two numbers on an Event card, perform this step twice.

Always resolve the effects starting from the leftmost symbol.



B) Germinator Growth – If there is a Germinator symbol, Grow all Germinators on the board in the matching color. If there are two Germinator symbols on an Event card, Grow these Germinators twice.

Always resolve this step starting from the Room with the lowest Room Number.

- C) Event Effect** – The same as in the base game.

CHYTRID TYPES



SPORE – The smallest Chytrids specimen, these airborne particles are a way of spreading the Chytrids colony. They are very persistent, but vulnerable to Fire.

Spore markers in Rooms do not affect Characters in any way.

PLACING A SPORE MARKER

Spore markers are placed in Rooms due to various effects in the game. If you run out of Spore markers and you are instructed to place one, place a Germinator instead.

Whenever you should place a Spore marker in a Room that already has one, replace it with a Germinator from the Laboratory board. If you run out of Germinators, place a Mycelium marker instead.

When a Spore Spreads through a Corridor with a Closed Door, it does not Spread, but destroys the Door instead.

Do not place a Spore marker in a Room with a Germinator or a Mycelium marker.

REMOVING A SPORE MARKER

A Spore marker is removed from the Room in 3 cases:

- When you should place a second Spore marker in a Room. Replace that Spore marker with a Germinator from the Laboratory board.
- During the Fire Damage step of the Event Phase, the Spore marker is removed from the Room.
- When a Germinator or a Mycelium marker is placed in a Room that already contains a Spore marker.



GERMINATOR – These gelatinous cubes are a more advanced form of Chytrid infestation. Fungal growths already cover parts of the Room, but can be removed.

Germinators are six-sided miniatures with some protrusions on the sides. The number of protrusions determine the Germinator level, representing how much space in the Room is covered in Chytrid fungi. Germinators come in two colors: green and purple. These colors have their corresponding symbols on Event cards and slots on the Laboratory board.

Germinators will increase their level mostly by Event card effects. Whenever a Germinator is at level 3 and Grows, it is replaced with a Mycelium marker.

Do not place a Germinator in a Room with a Mycelium marker and remove a Germinator from a Room where a Mycelium marker is placed.



– All purple Germinators in the Facility Grow (increase their level by 1).



– All green Germinators in the Facility Grow (increase their level by 1).

Sometimes the above symbols are duplicated. This means that all Germinators in that color Grow twice.

There are effects which will Grow Germinators on the Laboratory board. This means that sometimes you will have a Germinator with a level higher than 1 on the Laboratory board. When you place that Germinator, do not change its level!

PLACING A GERMINATOR

Germinators are placed in Rooms. They do not affect Characters in any way. Any given Room cannot have more than 1 Germinator, regardless of its color. If you are instructed to place another one, nothing happens. Whenever you should place a Germinator and there are none on the Laboratory board, place a Mycelium marker instead.

Placing a Germinator is not an Encounter!


SPREADING SPORES

The grey Germinator symbol on an Event card means that all Germinators (and Mycelium) currently on the game board spread Spores through appropriate Corridors. Place a Spore marker in each neighboring Room, connected to the Room containing a Germinator, with a Corridor that has a corresponding number.

When a Spore spreads through a Corridor with a Closed Door token, it does not spread, but destroys the Door instead.

REMOVING A GERMINATOR

Whenever a Character is in a Room with a Germinator, they can perform a Melee Attack or a Shoot Action to try and decrease the level of that Germinator. Being in a Room with a Germinator **DOES NOT** count as being in Combat. A Germinator **DOES NOT** count as an Intruder for the purposes of Items/Action cards. Germinators are affected by Fire markers during the Fire Damage step of the Event Phase, and suffer 1 Injury.

Germinators are hit on a  result or better. Each Injury (no matter the source) dealt to a Germinator decreases its level by 1. When the level of a Germinator drops to 0, return it, showing a level 1, to the appropriate, rightmost slot on the Laboratory board.

A missed Melee Attack does not deal a Serious Wound to your Character. You still get a Contamination card as per normal rules.

Whenever a Germinator is removed from a Room, it returns, showing a level 1, to the appropriate, rightmost slot on the Laboratory board.



MYCELIUM – This represents the Chytrid infestation overgrowing the whole Room and is too far advanced to be removed.

PLACING AND REMOVING A MYCELIUM MARKER

Mycelium markers are placed in Rooms. They do not affect Characters in any way. They cannot be removed from Rooms in any way. Any given Room cannot have more than 1 Mycelium marker. If you are instructed to place another one, nothing happens.

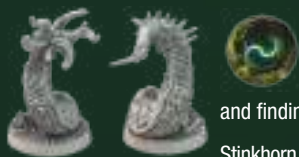
Mycelium is basically a Germinator that is impossible to remove.

There are 8 Mycelium markers in the game. If you are instructed to place a Mycelium marker and there are no more markers in the pool, the Facility has been claimed by the Chytrid infestation and is deemed beyond recovery. Every Character in the Facility (including those already locked up in the Isolation Room) dies and the game ends.

SPREADING SPORES

The grey Germinator symbol on an Event card means that all Mycelium (and Germinators) markers currently on the game board spread Spores through appropriate Corridors. Place a Spore marker in each neighboring Room connected through a Corridor with a matching number.

When a Spore spreads through a Corridor with a Closed Door token, it does not spread, but destroys the Door instead.



STINKHORN – The long arm of the Queen, roaming the Facility Rooms and finding trespassers.

Stinkhorn behaves like an Adult Intruder of any other race. It is placed in Rooms, and moves according to the symbols on Event cards. Characters in a Room with a Stinkhorn are considered to be in Combat.

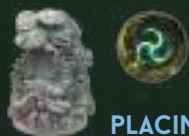
KILLING A STINKHORN

When you deal an Injury to a Stinkhorn, draw 1 Intruder Attack card and check the Injury Effect.

When a Stinkhorn is removed from the game board because it was killed, place it next to the game board and place a Carcass token in the Room it was slain. If it is removed because of any other effect (e.g. it moved into a Technical Corridor Entrance), place it on the lowest-numbered slot on the Queen board and add the appropriate token to the Intruder bag, if possible.

If you draw a Stinkhorn token and there are no more Stinkhorns on the Queen board, all Stinkhorns on the board, currently not in Combat are returned to the Queen board.

If all Stinkhorns were already slain and are in the separate pool, nothing happens.



DEATHCAP – A voracious outgrowth of the Chytrids colony, helping it spread further. Extremely dangerous.

PLACING A DEATHCAP

Deathcaps can only be placed in Rooms which already contain a Germinator or a Mycelium marker (but nothing happens if the Germinator in their Room is destroyed).

MOVING A DEATHCAP

Whenever an Event card shows the Deathcap symbol, before moving it, check if the Room to which it is supposed to move already contains a Germinator or a Mycelium marker. If there is a Germinator or Mycelium marker in the target Room, move the Deathcap. If not, place a Spore marker in that Room. Whenever a Deathcap should move or spread through a Corridor with the Closed Doors, destroy the Doors instead. The same rules apply if the Deathcap should Retreat.

If the Deathcap should move to the Technical Corridors, nothing happens and it stays in the same Room.

KILLING A DEATHCAP

When you deal an Injury to a Deathcap, draw 2 Intruder Attack cards, add the numbers on them and check the Injury Effect as per normal rules. If you kill a Deathcap, place a Carcass token in the Room it was slain.



QUEEN – The main Chytrid organism, the heart of the colony.

PLACING THE QUEEN

The Queen can only be placed in a Room which already contains a Germinator or a Mycelium marker (but nothing happens if the Germinator in its Room is destroyed).

If you have to place the Queen, and it is already on the board and not in Combat, place it in a new Room. If it is in Combat, nothing happens.

MOVING THE QUEEN

Whenever an Event card shows the Queen symbol, before moving it, check if the Room to which it is supposed to move already contains a Germinator or a Mycelium marker. If there is a Germinator or Mycelium marker in the target Room, move the Queen. If there is not, place a Spore marker in that Room.

If the Queen should move to the Technical Corridors, nothing happens and it stays in the same Room.

KILLING THE QUEEN

When you deal an Injury to the Queen, draw 1 Intruder Attack card, add the number on it to the lowest uncovered number on the Queen board and check the Injury Effect. The more Stinkhorns on the Queen board, the harder it is to kill.

If you kill the Queen, place a Carcass token in the Room it was slain and place an Injury marker on the Queen board to mark it.

From this moment on, each time you draw the Queen token from the Intruder bag during an Encounter or Intruder bag Development, Grow the leftmost Germinator by 1. If it is already at level 3, Grow the next eligible Germinator.

QUEEN BOARD

During setup, place the Queen and all 8 Stinkhorn miniatures on the appropriate spaces on the Queen board.

When you place the first Stinkhorn on the game board (e.g. due to an Encounter), take it from the Queen board, from the space indicated by the arrow on the Queen space.

Further Stinkhorns placed on the game board should be taken from the Queen board in clockwise order.

All spaces on the Queen board have numbers. When you deal an Injury to the Queen, draw an Intruder Attack card and add the number in the “blood” symbol to the lowest visible number on the Queen board. Compare the total of these numbers to the current number of Injury markers on the Queen. If the total is higher, the Queen is still alive. Otherwise, it dies.

OTHER CHYTRID RULES

CONTAMINATION CHECK AND LARVA

Follow the base game rules, but when placing a Larva on your board, place a Spore marker instead.

If you already have a Spore marker on your Character board and you have to place another, you die. Place a Germinator and a Character Corpse in the Room you are in.

If there are no Spore markers left, replace a Spore marker with a Germinator in the lowest-numbered Room.

ENCOUNTER



– Place a Stinkhorn in this Room and check if a Surprise Attack occurs. Put this token aside.



– If you are in a Room with a Germinator or Mycelium, place a Deathcap and check if a Surprise Attack occurs. If not, place a Germinator there and a Noise marker in each Corridor connected to the Room in which this Encounter took place. Put this token aside (regardless of a Deathcap appearing on the board).



– If you are in a Room with a Germinator or Mycelium, place the Queen there and check if a Surprise Attack occurs. If not, place a Germinator there and a Noise marker in each Corridor connected to the Room in which this Encounter took place. Put this token aside (regardless of the Queen appearing on the board).



– Place a Noise marker in each Corridor connected to the Room in which this Encounter took place. Return the Blank token to the Intruder bag.

USING CHYTRIDS IN THE ORIGINAL NEMESIS

SETUP

Use the Room tiles, Exploration tokens, cards and Characters from the original Nemesis game.

The only Chytrid decks to be used during the game are:

- Events
- Chytrid Attacks
- Weaknesses

- 1] Place the **board** on the table. Use the basic side of the board.
- 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.
- 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 unrevealed 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 of 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. Put all remaining Escape Pod tokens back in the box.

- 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”.
- 9] Take the **Chytrid board**, put it next to the board and place in the corresponding slots:
 - 5 **Egg tokens**,
 - **Chytrid Germinators** in their respective colored slots, all showing only 1 protrusion. During the game, you will place these in Rooms, always picking the leftmost Germinator, regardless of its color.
 - 3 random **Chytrid Weakness cards**, placed face down.

Weakness cards are kept hidden until discovered. Put all remaining Weakness cards back in the box, unseen.

«« CHYTRID RULES »»

Place the **Queen board** next to the board. Place the **Chytrid Queen** and **Stinkhorn miniatures** on the Queen board in their respective spaces (Queen in the middle and Stinkhorns around it).

- 10]** Take the **Intruder bag** and put all **Intruder tokens** inside. Place the **Intruder Carcass tokens** next to the board as well – they will mark killed Intruders.
- 11]** Shuffle and place the following decks face down next to the board: 3 **Items** (each with its own color), **Contamination** and **Serious Wound** decks.

Replace the **Intruder Attack** and **Event** decks with the corresponding Chytrid components. Remove the **Power Surge** Event card from the game. Shuffle and place the decks next to the board.

Place the **Crafted Item** deck next to the 3 Item decks.

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

Put all Intruder Action cards and all Solo / Coop Objective cards back in the box – these two decks are only used in advanced game modes.

- 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**)
 - **Spore and Mycelium 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**.
- The crew setup does not change.

GAMEPLAY CHANGES CHANGES IN CARD EFFECTS

Chytrids were designed for Nemesis: Lockdown, so some of their effects refer to Lockdown elements. To adapt some of the Chytrid cards to the original Nemesis game, resolve the listed effects in the following way:

In the **Puffball Explosion** Event card, treat the Laboratory board as the Chytrids board.

In the **Coolant Leak** Event card, treat the Cooling System Room as the Generator Room and the Autodestruction sequence as the Self-Destruct sequence.

In the **Fire in the Hole** Event card, treat Cargo Sending System Rooms as Evacuation Sections A and B.

In all effects referring to “Sections” or “Sections with/without Power”, resolve the effect for the entire ship.

In the **Vulnerability to Fire** Weakness card, treat the Thermite charge as the Molotov cocktail.

DARKNESS AND POWER

To adapt Chytrids to the original Nemesis game, the entire ship is considered to be in Darkness and without Power.

VOID SEEDERS RULES

USING VOID SEEDERS IN NEMESIS: LOCKDOWN

Nemesis: Lockdown allows you to use Void Seeders – an additional race designed for the original Nemesis game. The Void Seeders mainly follow their base rules with a few changes listed below.

Despite being an expansion to the original Nemesis game, use Nemesis: Lockdown components when playing with Void Seeders.

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 symbol in its upper left corner.
- 2] Place the following **Room tiles** on the appropriate Room slots:
 - A) **Isolation Room**
 - B) **Repository**
 - C) **Backup Power Supply**
- 3] Remove the Contaminated Room from the Room tiles “II” pool.
Shuffle all **Room tiles “II”** without looking at their fronts and randomly place (face down) one Room tile “II” on each of the Room slots marked with a “II” on the board.
Put all remaining Room tiles “II” back in the box.
- 4] Then, use the same method to place all **Room tiles “I”** on the Room slots marked with a “I”.
- 5] Remove 2 Slime and 2 Silence Underground Exploration tokens from the Exploration pool. Then, add 3 Lair Underground Exploration tokens. Shuffle all **Underground Exploration tokens** and place one token at random (face down) on each unrevealed Room tile and in each Elevator Room (remember there are no Items in Elevator Rooms).
Put all remaining Exploration tokens back in the box.
- 6] Place the **Elevator**, **Main Gate** and **Rover** on the appropriate spaces on the board.
- 7] Shuffle and place randomly **Power tokens** – 3 in the Sections slots and 1 on the Elevator token. Tokens numbered 1 and 2 should be placed blue side up, tokens numbered 3 and 4 red-side up. The blue side of a Power token means that the corresponding Facility Section is powered.
- 8] Take the **CSS tokens**, shuffle them (without looking at their fronts) and place one token at random (face down) on each slot on the Time track.
Put the remaining token back in the box.
- 9] Place the **Void Seeder Laboratory board** (instead of the Night Stalkers Laboratory board) next to the board. Remove **Solid Bulkheads** and **Wave of Calm** Weakness cards from the game. Place the following components in the corresponding slots:
 - 5 **Egg tokens** in the Nest slot
 - 3 random **Void Seeder Weakness cards**. Reveal the leftmost card, and place the others face down.
Put all remaining Weakness cards back in the box.

- 10] Take the **Intruder bag** and put the following **Intruder tokens** inside: 1 Blank and 2 random Void Seeder tokens.
Then, add 1 additional random **Void Seeder token** for each player taking part in the game.

The rest of the Intruder tokens are placed next to the board – they will be used during play.

- 11] Shuffle and place the following decks face down next to the board: 3 **Items** (each with its own color), **Contamination**, **Serious Wound** decks.

Replace the Night Stalker Attack and Event decks with the corresponding **Void Seeder** components and place them next to the board.

Note: Use the appropriate Void Seeder Event deck provided with the Nemesis: Lockdown game.

Shuffle the **Computer Action** deck and place it in the corresponding slot on the board. Reveal the top card of the Computer Action deck. If “Lock-down” was revealed, reveal the next card and shuffle “Lock-down” back into the deck.

Place the **Crafted 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 Wound / Slime / Signal markers)
 - **Door tokens**
 - **Character Corpse tokens**
 - 2 **Combat dice**
 - 2 **Noise dice**
 - 2 **Advantage dice**
 - **First Player token**

- 13] Place the **Alert Procedure token**, **Autodestruction token** and **Venting token** next to the board. They may be used during the game.

- 14] Place the **Time token**, Inactive (red) side up, on the 15th, green space of the Time track.

- 15] Take as many **Help** and **Contingency Reference cards** as there are players and deal one to each player at random. Help cards determine the order of choosing Characters (Step 19). If there are 3 players, take the cards with the number 1–3. If there are 4 players, take cards 1–4, etc.
Put all remaining Help cards back in the box.

- 16] Each player gets 1 plastic **Inventory card** holder with the same number as their Help card. After dealing Inventory card holders to the players, change the basic Help cards for Nemesis: Lockdown Void Seeder Help cards (do not use the basic Void Seeder Help cards).

- 17] 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 each deck. Keep the contents of these cards hidden from other players at all times.

Put all remaining Objective cards back in the box.

«« VOID SEEDERS RULES »»

- 18] Shuffle the **Contingency tokens** and deal 1 to each player. Each player must keep the contents of their Contingency tokens hidden from the other players!

If you are playing a 2-player game, deal each player 2 Contingency tokens. Place 1 Contingency token face-down on the Active Contingency slot. This is the Active Contingency and its contents will remain secret until the end of the game.

The remaining Contingency tokens should be placed in an indicated slot next to the Alert Room – this is the Neutral Pool.

- 19] Shuffle all **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 chose during the draft.

After the draft, put all remaining Character Draft cards back in the box, as they will no longer be used.

- 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 appropriate Room. Nemesis Survivors start in the Isolation Room, Facility Workers start in the Repository. Survivor, Lab Rat and all Characters from Nemesis and the Aftermath expansion are considered Nemesis Survivors. Any others are considered Facility Workers.
- 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** of their Character, if available, and places it face up in one of the two Hand slots on their Character board (except Xenobiologist). Afterwards, places a number of **Ammo markers** equal to that Item's Ammo capacity on the Item card. Some Characters (e.g. Lab Rat and Survivor) start without any Items!
- E) The **Quest Item** of their Character and places it, 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 their other components and put them back in the box. They will not be used during this game.

- F) Leave this spot for the Action discard pile – this is where your used Action cards (and Contamination cards) will go.
- G) Place your **Knowledge token**, Inactive (with an empty flask) side up, on the Laboratory board. If your Character is a Facility Worker, place it on slot 1 on the Knowledge track. Otherwise, place it on slot 3.

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

INSANITY SYSTEM

All rules concerning Insanity are the same as in the Void Seeder base rules.

VOID SEEDERS RULES

VOID SEEDER CARCASS TOKENS

Void Seeders do not die or leave any Carcass tokens, therefore the Xenobiologist "Probe Arm" card has no effect on them. It can still be used to get a Carcass from a Lair.

GAMEPLAY CHANGES

SLIME

There is no Slime in the Void Seeders expansion, so players ignore all rules concerning Slime markers.

REST ACTION

When performing Rest/Rushed Analysis/Decon Room Actions, players may reduce their Insanity level by 1 and/or Scan Contamination cards from their hand. All other rules concerning the Rest Action are the same as in the Void Seeder base rules.

NEUTRALIZER ITEM

When a Character performs the Neutralizer's Item Action, they reduce their Insanity level to 3, instead of removing a Larva from their Character board.

All other rules concerning the Neutralizer Item are the same as in the Nemesis: Lockdown base game.

ALTERNATIVE SIDE OF THE BOARD

CROSSROADS AND PATHS

Paths are treated like Corridors only for Movement purposes. If any game effect (like the Insane Courage Panic card or the Whispers Event card) affects Characters on a Crossroad, ignore the rules concerning the Corridors.

CARNOMORPHS RULES

USING CARNOMORPHS IN NEMESIS: LOCKDOWN

Nemesis: Lockdown allows you to use Carnomorphs – an additional race designed for the original Nemesis game. Carnomorphs mainly follow their base rules with a few changes listed below.

Despite being an expansion to the original Nemesis game, use Nemesis: Lockdown components when playing with Carnomorphs.

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 symbol in its upper left corner.
- 2] Place the following **Room tiles** on the appropriate Room slots:
 - A) **Isolation Room**
 - B) **Repository**
 - C) **Backup Power Supply**
- 3] Shuffle all **Room tiles “II”** without looking at their fronts and randomly place (face down) one Room tile “II” on each of the Room slots marked with a “II” on the board.
Put all remaining Room tiles “II” back in the box.
- 4] Then, use the same method to place all **Room tiles “I”** on the Room slots marked with a “I”.
- 5] Shuffle all **Underground Exploration** tokens and place one token at random (face down) on each unrevealed Room tile.
Put all remaining Exploration tokens back in the box.
- 6] Place the **Elevator**, **Main Gate** and **Rover** on the board.
- 7] Shuffle and randomly place **Power tokens** – 3 in the Sections slots and 1 on the Elevator token. Tokens numbered 1 and 2 should be placed blues side up, tokens numbered 3 and 4 red-side up. It means that the corresponding Facility Sections are powered. The blue side of a Power token means that a corresponding Facility Section is powered.
- 8] Take the **CSS tokens**, shuffle them (without looking at their fronts) and place one token at random (face down) on each slot on the Time track.
Put the remaining token back in the box.
- 9] Place the **Carnomorphs Laboratory board** (instead of the Night Stalkers Laboratory board) next to the board. Place the following components 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.

Note: In contrast to Nemesis: Lockdown, all Carnomorph Adaptation cards are placed face down from the start of the game.

- 10] Take the **Intruder bag** and put the following **Intruder tokens** inside: 1 Blank, 2 blue Metagorgers and 2 red Metagorgers. Then, add 1 additional red **Metagorger token** for each player taking part in the game.

The rest of the Intruder tokens are placed next to the board – they will be used during play.

- 11] Shuffle and place the following decks face down next to the board: 3 **Items** (each with its own color), **Contamination**, **Serious Wound** decks.

Replace the Night Stalker Attack and Event decks with the corresponding **Carnomorph** components and place them next to the board.

Note: Use the appropriate Carnomorph Event deck provided with the Nemesis: Lockdown game.

Shuffle the **Computer Action** deck and place it in the corresponding slot on the board. Reveal the top card of the Computer Action deck. If “Lock-down” was revealed, reveal the next card and shuffle “Lock-down” back into the deck.

Place the **Crafted 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 Wound / Slime / Signal markers)
 - **Door tokens**
 - **Character Corpse tokens**
 - **2 Combat dice**
 - **2 Noise dice**
 - **2 Advantage dice**
 - **First Player token**

- 13] Place the **Alert Procedure token**, **Autodestruction token** and **Venting token** next to the board. They may be used during the game.

- 14] Place the **Time token**, inactive (red) side up, on the 15th green space of the Time.

- 15] Take as many **Help** and **Contingency Reference cards** as there are players and deal one to each player at random. Help cards determine the order of choosing Characters (Step 18). If there are 3 players, take the cards with the number 1–3. If there are 4 players, take cards 1–4 etc.
Put all remaining Help cards back in the box.

- 16] Each player gets 1 plastic **Inventory card holder** with the same number as their Help card. After dealing Inventory Card holders to the players, change the basic Carnomorph Help cards for Nemesis: Lockdown Carnomorph Help cards (instead of the basic Carnomorph Help cards).

- 17] 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 each deck. Keep the contents of these cards hidden from other players at all times.

Put all remaining Objective cards back in the box.

«« CARNOMORPH RULES »»

18] Shuffle the **Contingency tokens** and deal 1 to each player. Each player must keep the contents of their Contingency tokens hidden from the other players!

If you are playing a 2-player game, deal each player 2 Contingency tokens. Place 1 Contingency token, face-down, on the Active Contingency slot. This is the Active Contingency and its contents will remain secret until the end of the game.

The remaining Contingency tokens should be placed in an indicated slot next to the Alert Room – this is the Neutral Pool.

19] Shuffle all **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 chose during the draft.

After the draft, put all remaining Character Draft cards back in the box, as they will no longer be used.

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 appropriate Room. Nemesis Survivors start in the Isolation Room, Facility Workers start in the Repository. Survivor, Lab Rat and all Characters from Nemesis and the Aftermath expansion are considered Nemesis Survivors. Any others are considered Facility Workers.
- 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** of their Character, if available, and places it face up in one of the two Hand slots on their Character board (except Xenobiologist). Afterwards places, a number of **Ammo markers** equal to that Item's Ammo capacity on the Item card. Some Characters (e.g. Lab Rat and Survivor) start without any Items!
- E) The **Quest Item** of their Character and places it, 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 their other components and put them back in the box. They will not be used during this game.

- F) Leave this spot for the Action discard pile – this is where your used Action cards (and Contamination cards) will go.
- G) Place your **Knowledge token**, Inactive (with an empty flask) side up, on the Laboratory board. If your Character is a Facility Worker, place it on slot 1 on the Knowledge track. Otherwise, place it on slot 3.

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

22] Place the Character Corpse token in the Alert Room.

MUTATIONS

All rules concerning Mutations are the same as in the Carnomorph base rules.

CARNOMORPH ADAPTATIONS

Carnomorph Adaptation cards replace the Night Stalker Weakness cards. These cards strengthen the Carnomorphs but, in contrast to the basic Nemesis: Lockdown rules, Knowledge levels do not affect them in any way. Characters may still use the Laboratory Room to analyze Objects, i.e. to discard revealed Adaptation cards from the game and, therefore, gain 3 Knowledge.

ALTERNATIVE SIDE OF THE BOARD AREAS

Any effects which mention Technical Corridors cannot be applied to Areas, so the rule disallowing the Butcher to move into Technical Corridors does not apply here. If it should move into an Area, remove the Butcher from the board and put its corresponding token in the Intruder bag.

AFTERMATH CHARACTERS

PLAYING WITH CHARACTERS FROM NEMESIS: AFTERMATH

If you have the Aftermath expansion, you are able to use the Characters from this game in Nemesis: Lockdown, pitting well-known characters against new threats in a new environment of the Martian Facility. Keep in mind that playing with these Nemesis Survivors might be more difficult and a team composed of only Nemesis: Aftermath Characters might face a real challenge.

CHOOSING A CHARACTER

When players choose their Characters, the Character Draft card they select allows them to pick either the Lockdown, the base game or the Aftermath Character of a chosen color as described on the Character Draft card. For example, the red Aftermath Character (the Convict) can replace the red Lockdown Character (the Survivor).

After choosing their Character, each player keeps their selected Draft card, preventing any other player from choosing another Character of the same color. The two red Characters (the Survivor and the Convict) can never be in the same game together.

Characters from Aftermath are counted as Nemesis Survivors. They always begin with 3 Knowledge, their miniatures placed in the Isolation Room.

More about their differences – see descriptions on the next page.

ANDROID

Use the Android Action deck provided with the Nemesis: Lockdown Stretch Goal Box.

The Android starts with a Starting Item card provided with the Nemesis: Lockdown Stretch Goal Box instead of the one from Nemesis: Aftermath.

The Android uses the Trait card provided with Nemesis: Aftermath.

BOUNTY HUNTER

Use the Bounty Hunter Action deck provided with the Nemesis: Lockdown Stretch Goal Box.

The Bounty Hunter starts without a Starting Item card.

Use the Bounty Hunter Quest Item cards provided with the Nemesis: Lockdown Stretch Goal Box.

During step 20.E of the game setup, draw 1 random Bounty Hunter Quest Item card. This is the Bounty Hunter Quest Item for the game. Do not look at the back of this Quest Item card. Return the other one to the game box.

Use 2 Personal Objective cards provided with the Nemesis: Lockdown Stretch Goal Box. After step 20.E of the game setup, put them next to the Bounty Hunter Character board. You will need them later.

The Bounty Hunter DOES NOT use the Trait card provided with Nemesis: Aftermath.

CEO

Use the CEO Action deck provided with Nemesis: Aftermath.

The CEO starts with a Starting Item card provided with the Nemesis: Lockdown Stretch Goal Box instead of the one from Nemesis: Aftermath.

The CEO DOES NOT use the Trait card provided with Nemesis: Aftermath.

OTHERS

Use the Psychologist and Convict Action decks provided with Nemesis: Aftermath.

These Characters start without a Starting Item card.

These Characters use their Quest Item cards provided with the Nemesis: Lockdown Stretch Goal Box.

These Characters DO NOT use the Trait card provided with Nemesis: Aftermath.

Original Nemesis game Characters are explained in the Nemesis: Lockdown Manual.

PLAYING WITH THE MEDIC CHARACTER

Use the Medic Action deck provided with this Character.

This Character starts without a Starting Item card.

This Character uses her Quest Item card provided with the Nemesis: Lockdown Stretch Goal Box.





RULES SUMMARY

EXPLORATION

- A) Set up the Item counter.
- B) Place a Spore marker in the Room connected to the Room you are in, which has a Corridor number corresponding to the one on the Exploration token.
- C) Resolve the special Effect of the Exploration token.

EVENT CARD

1] Intruder Movement and Spreading



– All Germinators and Mycelium markers spread Spores. Place a Spore marker in each neighboring Room connected through a Corridor with a matching number.



– All Stinkhorns move to a neighboring Room through the Corridor matching the number on the Event card.



– All Deathcaps move to a neighboring Room through the Corridor matching the number on the Event card. If there is a Germinator or Mycelium marker in the target Room, move the Deathcap. If there is not, place a Spore marker in that Room.



– The Queen moves to a neighboring Room through the Corridor matching the number on the Event card. If there is a Germinator or Mycelium marker in the target Room, move the Queen. If there is not, place a Spore marker in that Room.

2] Germinator Growth



– Grow all Germinators on the board in the matching color.

3] Event Effect

CHYTRID TYPES



SPORE:

- A) Spore markers in Rooms do not affect Characters in any way.
- B) Whenever you should place a Spore marker in a Room that already has one, replace it with a Germinator from the Laboratory board.
- C) Do not place a Spore marker in a Room with a Germinator or a Mycelium marker.



GERMINATOR:

- A) Whenever a Germinator is at level 3 and Grows, it is replaced with a Mycelium marker.
- B) Do not place a Germinator in a Room with a Mycelium marker and remove a Germinator from a Room where a Mycelium marker is placed.
- C) Placing a Germinator is not an Encounter.
- D) Whenever a Germinator is removed from a Room, it returns, showing a level 1, to the appropriate, rightmost slot on the Laboratory board.



MYCELIUM

- A) Mycelium markers do not affect Characters in any way and cannot be removed in any way.
- B) If you are instructed to place a Mycelium marker and there are no more markers in the pool, each Character in the Facility dies and the game ends.

KILLING CHYTRIDS



GERMINATOR – Perform a Melee Attack or a Shoot Action. Germinators are hit on a result or better. Each Injury decreases Germinator's level by 1. When the level drops to 0, return it to the Laboratory board, showing level 1.



STINKHORN – Draw 1 Chytrid Attack card and check its Injury Effect.



DEATHCAP – Draw 2 Chytrid Attack cards, add the numbers on them and check the Injury Effect.



QUEEN – Draw 1 Chytrid Attack card, add the number on the card to the lowest uncovered number on the Queen board and check the Injury Effect.