

CONTRACTORS RULES SHEET

NEMESIS: RETALIATION

COMPONENTS



60 Action cards
(5 per Contractor)



12 small Contractor Draft cards



24 Character Item cards
(2 per Contractor)



6 double-sided Character tiles

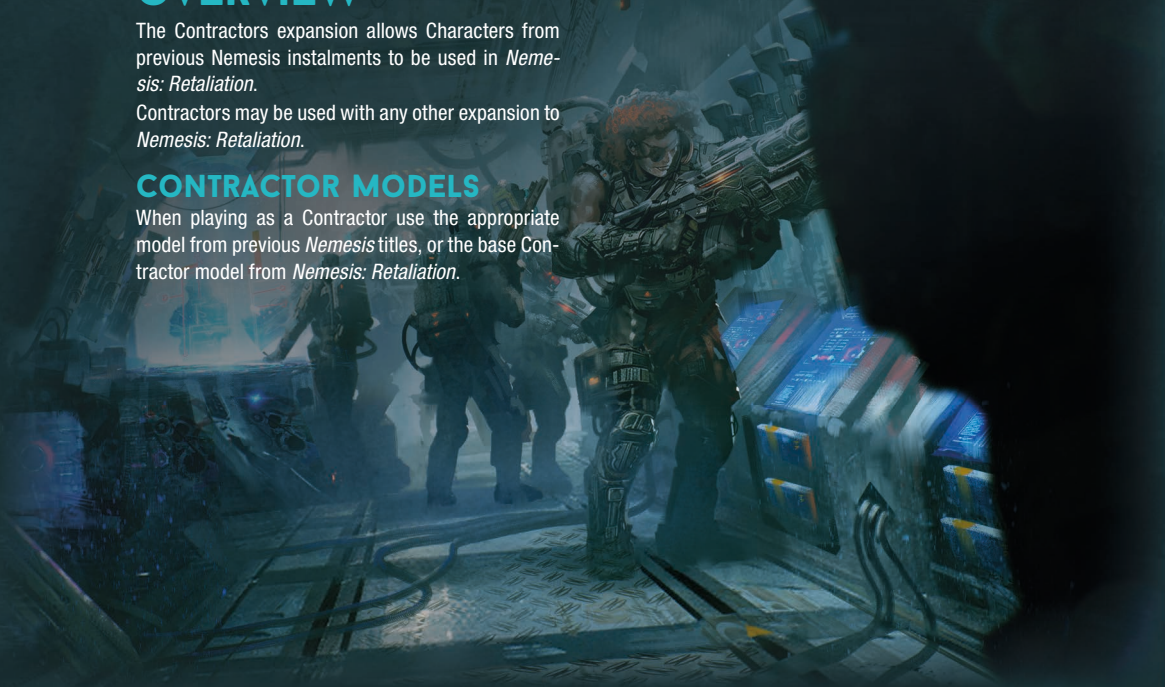
OVERVIEW

The Contractors expansion allows Characters from previous *Nemesis* instalments to be used in *Nemesis: Retaliation*.

Contractors may be used with any other expansion to *Nemesis: Retaliation*.

CONTRACTOR MODELS

When playing as a Contractor use the appropriate model from previous *Nemesis* titles, or the base Contractor model from *Nemesis: Retaliation*.



SETUP

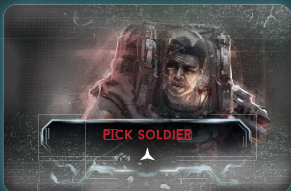
OBJECTIVE SETUP AND CHARACTER DRAFT

At the start of the Player Setup shuffle all 12 Contractor Draft cards and place 2 of them in the middle of the table.

When picking a Character, players may choose from the 2 placed Contractor Draft cards in addition to the drawn Character Draft cards – practically increasing the choice from 2 to 4 Characters.

When a Contractor is picked (from this expansion or the Contractor from the base game), no other player will be able to pick a Contractor - the Contractor Draft cards and the base Contractor Character Draft card should be discarded.

EXAMPLE OF A CHARACTER DRAFT



THE CONTRACTOR PLAYER CHARACTER SETUP

If any player has chosen a Contractor from this expansion, they perform the following:

1. At the start of Character Setup, take the Contractor Action deck and find 5 cards with the "Contractor: Consultant" name on the bottom of the card.
Replace them with 5 cards corresponding to the drafted Contractor. This 10-card deck should be used as a Contractor Action deck.
2. Instead of taking the standard Character Item cards from the base game, use the Character Item cards corresponding to the chosen Contractor from this expansion.

Note: Remember that the Contractor does NOT take part in the Support Equipment Draft.

