

N E M E S I S

R E T A L I A T I O N

OFFICIAL GAME FAQ

V1.1

19.11.2025



ERRATA

1) Solo/coop tasks 3 and 11 (CLOSEDOWN & SHUTDOWN)

Those 2 tasks can never exist in the same game. If drawn in the same game, discard the last one and draw another task.

2) Neoflesh Event Card “Artificial Fever”

This card should read at the very end “Then, discard all cards from hand.”

GENERAL RULES

1) How does shooting at the Queen work exactly?

Shooting at the Queen works exactly the same as it does for Adult Intruders, but instead of removing the miniature from the board, you resolve the Queen health card instead.

Shooting a Queen with 2 hits will result in resolving the top card of the Queen Health Deck, if a player rolls a 2 (or fewer) or a skull symbol.

2) Do Malfunction markers make computer icons unavailable?

Malfunction markers do not interact with computer icons, unless a specific Item or effect says otherwise.

3) Q: If the autodestruction is turned on and the game ends, is the autodestruction triggered during end game procedures?

A: Yes, Autodestruction will still happen, before the end game sequence.

4) Q: An Exploration card tells me to close doors around a newly explored room. Do you only close doors touching the room or all doors in corridors next to the room? What about the hibernatorium doors?

A: Only close doors touching the new room. Hibernatorium doors will never close that way, since Exploration is not resolve in the Hibernatorium.

5) Q: On Exploration cards, is the “Remove this card from the game” part of the Entrance effect?

A: No. Effects that Explore ignoring Entrance effects still remove those Exploration cards from the game.

6) Q: Will using an Action, like Duck and Cover, prevent an Intruder Attack caused by a Hazard roll?

A: No, that attack is no longer part of the movement, so you would get Attacked.

7) Q: When performing “Use Any Tactical Gear” Action, can I use multiple tokens at once? When do I choose which one to use?

A: You may use multiple tokens at once. You may choose which token to use one by one (for example to decide to throw an additional grenade, after throwing one already).

8) Q: Can I heal other players with Restore [Hp] effects (medic’s Actions cards, green tactical token)?

A: Yes, the interplay rules about restoring and repairing items applies to all Action cards and Tactical Gear tokens.

9) Q: For events with “Resolve a Noise marker in each Unexplored corridor” effect – do those Corridors must have Noise markers placed?

A: Yes. You cannot resolve a Noise marker, if it does not exist in a Corridor.

10) Q: What happens when Fire is to be spread through an Open Corridor?

A: Nothing. Do not place the Fire marker.

ROOMS

1) Q: Drilling Station – If the robot is broken, can the Drilling Station be used to create a corridor?

Answer: No it cannot.

2) Q: Shelter – can Items “discard” Secure tokens from this room for their effects?

A: No. The Shelter “always secured” should be treated as a permanent status of the room (preventing Attacks from incoming Intruders), not as a Secure token. The “always secured” is not a Secure token, and as such cannot be discarded by Items (or for example, counted for Sharpshooter’s “Hold Position” card).

Additional Secure tokens may be placed in this room with a standard limit of 3. Those tokens are discarded first in case of any effects (Intruders entering the room, items, etc.).

ITEMS

1) Q: Can you spend ammo from “Requires no Ammo” Weapons using an Action card or other effect?

A: You may “spend” Ammo from a weapon with “Requires no Ammo” trait.

2) Q: Can I spend ammo from a malfunctioned Weapon for other effects like for an Action card?

A: No, ammo can not be spent from malfunctioned Weapons.

3) Q: Grenade Launcher – Can Grenades be thrown from a malfunctioning Grenade Launcher with the Use Tactical Any Gear action?

A: Yes, you can use any tokens you have on any of your items with the Use Any Tactical Gear action.

CONTRACTORS AND SUPPORT SQUAD

1) Q: Can Sharpshooters card One by One kill Drones or Ironclads?

A: No.

NEOFLESH CULT EXPANSION

- 2) **Q: Do Twitchlings move if they are in a Room with one or more Characters during their activation step?**
A: Yes, they do.
- 3) **Q: Cultits – Does dealing multiple hits in the same Action cause multiple Noise rolls or only one?**
A: After any Action, regardless of the amount of Hits/[Skull] dealt, make only 1 Noise Roll after the whole action is completed.
- 4) **Q: Can Twitchlings be placed in an undiscovered Hibernatorium?**
A: Yes.

XYRIANS EXPANSION

- 1) **Q: What happens when Xyrians remove the lander with Players inside?**
Answer: Players get ejected.

SANGREVORES EXPANSION

- 1) **Q: Are Infections treated as Infected Contaminations or non-Infected?**
A: All Infections are treated as Infected Contaminations.
- 2) **Q: Do you still place Shadow Tokens (Noise tokens) into Reinforced Corridors after movement?**
A: Yes. Reinforced Corridors are less effective against Sangrevores.
- 3) **Q: What happens when I run out of Shadow Markers?**
A: Use replacement components. Shadow markers should not be limited.

COMIC

- 1) **Comms Room from the punchboard is Command Room/Command Center Room.**
- 2) **Setup - the first step has wrong instruction. It should read:**
Starting from Mission 2 forward, place the Comms Room face up on the right side of the Hibernatorium, so that it connects through the Corridor "004".
- 3) **The Comic Sheet is missing a box. There should be box D to mark.**
- 4) **Card C10A should have 2 boxes to mark with Universal tokens.**
- 5) **Card C11A has unclear instructions. It should read:**
Reach a Room adjacent/neighboring to the Rebel Recon in Section C. Then, go to E307.
- 6) **Card C16A should instruct you to just "Reach the Comms Room", as it is Discovered already.**
- 7) **Instruction box on page 10 sets up a wrong Room (Shelter Room). It should read:**
If the bottom left Room in Section A is Undiscovered, place the Safe Room ("I") there with two random Corridors.
- 8) **Instruction box on page 28 if referring to the wrong Room. It should read:**
Place token D in the Safe Room.
- 9) **Instruction box on page 29 is missing information. It should also include:**
Discard token D.
- 10) **Instruction box on page 35 regarding placing Rebels is incomplete. It should read:**
Place 2 Rebel standees in the Landing Zone and 2 in the Comms Room. If you have R1 marked on the Comic Sheet, remove one Rebel standee from the Landing Zone.
- 11) **Instruction box on page 43 is referring to the wrong Room. It should read:**
Place Dr Ashton in the Safe Room.
- 12) **Instruction box on page 56 is missing some information. It should read:**
Place token C on the Server Room if it is already Discovered. Otherwise, place it on the Section B Rooms stack.
Flip card C13A to C13B.
- 13) **Instruction box on pages 78, 79 and 81 are missing how to set up the Queen. They should also read:**
Place a Universal marker on the "0" space of the Queen's Hits track.