

N E M E S I S

R E T A L I A T I O N

OFFICIAL GAME FAQ

V1.2

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ERRATA

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

A: 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“

A: 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: 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.

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

A: Nothing. Do not place the Fire marker.

8) Q: Can I do (...) through Closed Doors? What exactly are Objects?

A: Objects include Doors, Character, Intruders, basically everything excluding Noise markers.

Through doors you cannot Reinforce a Corridor, Command another Character, Burst, throw Grenades, etc.

You can place and discard Noise markers.

9) Q: When a card tells me to reshuffle the deck, does it include the card itself?

A: Yes.

Note that it differs from reshuffling the Action deck due to drawing cards. Meaning that, if an Action card allows you to draw more cards, the cards are drawn (which may force you to reshuffle the deck) before the card itself is discarded. In turn, it is not reshuffled.

10) Q: Do Intruders move towards Characters in the Lander?

A: No.

11) Q: Do Secure tokens prevent Attacks from Intruder being placed in the room?

A: Yes.

ACTION CARDS

1) Q: Fire At Will – How exactly does that card work?

A: The Officer chooses their room or the neighboring one. Then, each Character in a Turn Order Bursts at a Corridor chosen by the Officer. The Officer may choose a different Corridor for each Character to Burst at.

Characters, when Bursting, may choose which Weapon to use.

2) Q: Shoot First – Can I Shoot/Burst at Intruders that appear as a result of my movement, due to a Noise roll?

A: Yes.

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

A: No. Cards that allow you to prevent an Intruder Attack during a Movement, apply only to Opportunity Attacks.

ROOMS

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

A: 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.).

3) Q: Technical Corridor Entrance – can the Attack as a result of using this room be prevented with effects that Prevent Intruder Attacks?

A: Yes.

4) Q: The Nest – If the game ends and a Fire marker is in the Nest, will it be considered destroyed, even if some Eggs are still there?

A: No.

ITEMS AND TACTICAL GEAR

1) Q: Are effects on Weapons, when rolling a specific result on a die, in addition to a standard result, or instead of it?

A: Unless the Weapon instructs you to specifically do something “instead”, the effect described is resolved in addition to any standard effect.

For example, when rolling an  on a Shoot die, you still spend Ammo, even if your Weapon allows you to “: resolve ”.

2) 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.

3) 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.

4) 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.

5) Q: Trading - When we Trade Items do we "gain" them? Can I immediately use an Item like "Ammo" when it's being traded?
A: Yes, you may immediately use it. It is gained.

6) Q: Duct Tape - Can I Duct Tape a 3rd Item in a single hand?
A: Yes.

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)? What about other effects?
A: The interplay rules should apply to all forms of Actions. Action cards, Item cards, Tactical Gear tokens, etc. are all fair deal to use on other Characters, as long as the receiving Character allows you and the effect includes 1 of the 4 mentioned in the rulebook. Other types of Actions and effects which are not Actions cannot be used on other Characters.

9) Q: What happens to Doors placed by a Portable Barricade that then have been opened?
A: They are gone.

CONTRACTORS AND SUPPORT SQUAD

1) Q: Can Sharpshooters card One by One kill Drones or Ironclads?
A: No.

2) Q: Pilot's Orbital Maneuvering System – do you check the Anti-Aircraft status when using this Item?
A: Yes.

3) Q: Sentry's NBC suit with Suffocating token – Does the NBC suit give 1 oxygen first, or do they lose 1 oxygen first?
A: You gain 1 Oxygen first and stay alive

NEOFLESH CULT EXPANSION

1) Q: Do Twitchlings move if they are in a Room with one or more Characters during their activation step?
A: Yes, they do.

2) 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/ dealt, make only 1 Noise Roll after the whole action is completed.

3) Q: Can Twitchlings be placed in an undiscovered Hibernatorium?
A: Yes.

4) Q: Rise of the Machine Event – Can it Malfunction an undiscovered Hibernatorium?
A: Yes.

5) Q: Ecllosion Procedure – when you die during that procedure, what kind of Adult is being placed?
A: Use the Neoflesh Golden rule – place the Slasher.

6) Q: If the Robot is malfunctioned, are events regarding the robot (like "Part of the Cult") still resolved?
A: Yes.

XYRIANS EXPANSION

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

2) Q: Xyrian Items – is Health being restored when the Item is traded?
A: No, the rulebook specifies that the Health restoration only happens when this Item is picked up for the first time.

INSIDER EXPANSION

1) Q: Can I heal the Insider via the interplay rules?
A: No. The insider is not a Character.

2) Q: Do Intruders move away from the room with the Insider
A: No. They stay and Attack.

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.

BIO-ENHANCEMENT SUPPORT

1) Q: Takeover card – if a canceled Action required using resources of any kind, are they used?
A: No, the Character only spends the Action cards. Any Items/Oxygen/ Gear tokens etc. are not spent.

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 ("!") there with two random Corridors.
- 8) Instruction box on page 28 is 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.