

NEMESIS

RETALIATION

SPECIAL NOTES FOR THE BGA VERSION

So, you think you can survive a game of *Nemesis: Retaliation* on Board Game Arena, huh?
Read through this information first – you might find it helpful.

BGA SPECIFIC RULES AND TIPS

Some things work a bit differently in the virtual reality of BGA, or can easily be missed without physical components in front of you. Pay special attention to the details below:

1. The corridors leading to the Hibernatorium might look similar to all other corridors, but in the physical game, you cannot reinforce them because they are physically attached to that Room. Therefore, they cannot be reinforced on BGA either.
2. In co-op mode BGA might display that the game ended in a “tie.” This happens because BGA categorizes games as either purely competitive or fully cooperative. Since *Nemesis* features both modes, BGA technically treats it as a competitive game. Simply look at the total number of victory points your group earned:
0 points = loss, 1 point = victory.
3. Be careful – this game has a lot of components, and limited screen space can make small details easy to miss. Keep an eye out for: Autodestruction token being on the next turn, Lander not placed on the board yet, the number of Queen attack cards, buttons “Move alone”/“take [crew member name] with me” when using corresponding cards, Malfunction markers and other small details.
4. Dice rolls accurately replicate the physical game’s probabilities. Outcomes do not all have an equal chance of being rolled because the custom dice faces do not feature an equal distribution of symbols.
5. Pay special attention when using the “Trade” action. While it allows for the same outcomes as in the physical game, the action interface had to be made slightly stricter on BGA.

RETALIATION VS PREVIOUS NEMESIS GAMES

Some rules have changed in *Retaliation*. If you run into something fishy, check the rulebook before reporting a bug! Here are the most common rule changes to keep in mind:

1. You must roll for Noise after every basic move, even if you enter an occupied Room.
2. Not every Corridor can be closed with a Door. Door spaces are marked directly on the map and are much less common.
3. Ammo isn’t spent on every shot. It is only consumed when its symbol is rolled on a die. (Exception: If you Burst into a Corridor, you will always spend Ammo.)

GAMEPLAY TIPS

Here are a few extra tips you might find helpful:

1. Communicate with each other. Use the chat on BGA, or – preferably – some voice communicator.
2. Do all you can to escape death. Really. JUST DON'T DIE.

That’s all, good luck!

If this is your first time hearing about *Nemesis* on Board Game Arena, you can check it out here:
[Play Nemesis: Retaliation online from your browser • Board Game Arena](#)

Note: You’ll need a Premium account to host a game.

However, anyone can join a table created by a Premium BGA account!